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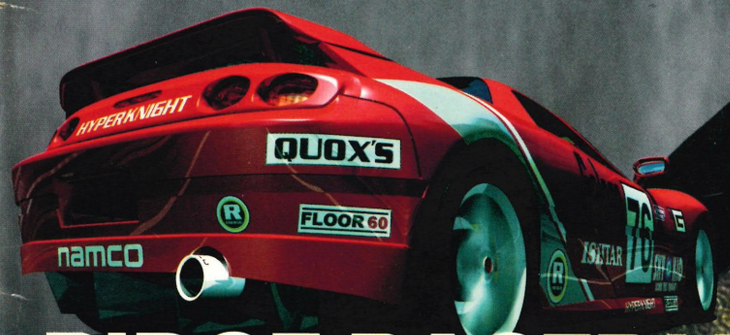
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Batman Forever
Battle Arena Toshinden 1,2 & 3
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Beast Wars: Transformers
Big Air
Bio Freaks
Blam! Machinehead
Blast Chamber
Blast Radius
Blasto
Blazing Dragons
Blood Omen
Bloody Roar 1 & 2
Bomberman World & Fantasy Race
Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword & Broken Sword 2
Bubble Bobble
Bubsy 3D
Bugs Bunny:Lost in Time
Burning Road
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Bust A Groove
Bust A Move 1,2,3 & 4
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Carnage Heart
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Castlevania:Symphony of the Night
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Cheesy
Chronicles of the Sword
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Civilisation 2
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Colin McRae Rally
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Command & Conquer: Red Alert & Retaliation
Constructor
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Coolboarders 1,2 & 3
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Crime Killer
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Criticom
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Cyberspeed
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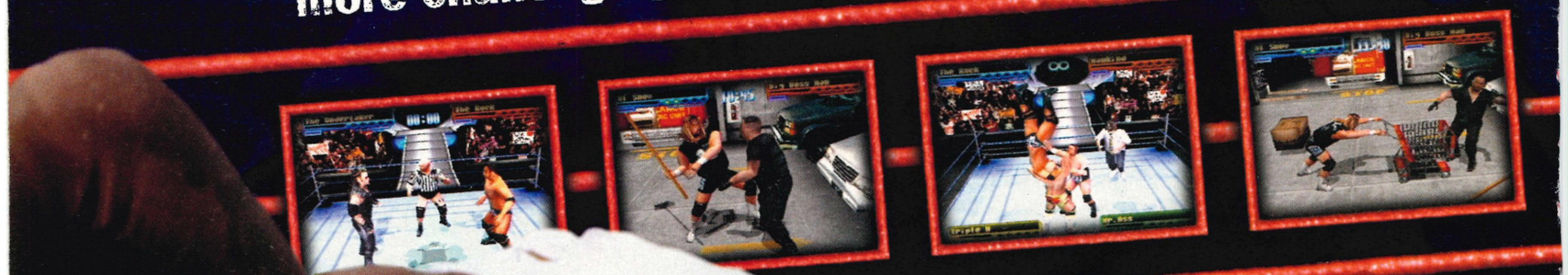
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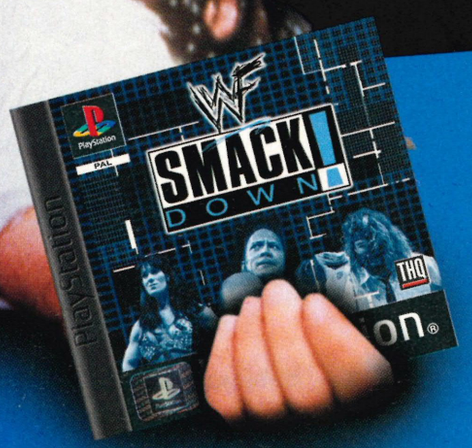
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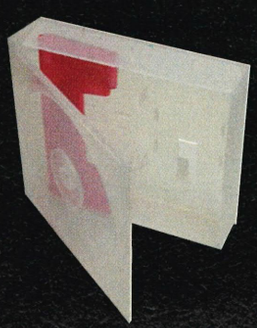
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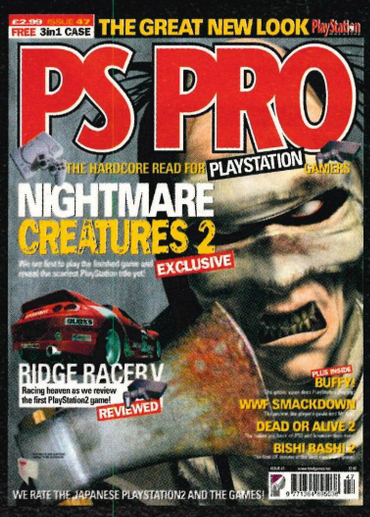
LOADING

PS PRO PS PRO is your guide to the world of all things PlayStation. Whether it's next generation news or up to the minute import reviews, we've got it all in check!



ALL NEW GREAT LOOK







Hello and welcome to the new, super and improved PS PRO! We've decided to celebrate our new look by giving you a classy 3-in-1 game case (the one you'll probably be clutching now) and by increasing our coverage of the mighty PlayStation2!

This issue you'll see our first ever PlayStation2 review of *Ridge Racer V* and we'll also be giving you more breaking news from Japan on the machine – we've got one in PRO towers at the moment you know! (So can you on 29 Sep!)

Amidst this PS2 hysteria the team have been just as excited by the arrival of *Nightmare Creatures 2* (we've been to Bordeaux and back to bring you the story) *Buffy* (wahey!) and *Dead Or Alive 2*.

You can also check our news section for details on cheaper PSX games and other Station shenanigans. In fact it would seem that the new PS PRO is exactly the magazine to lead you into the future!

Richard Melville – EDITOR

Richard Melville

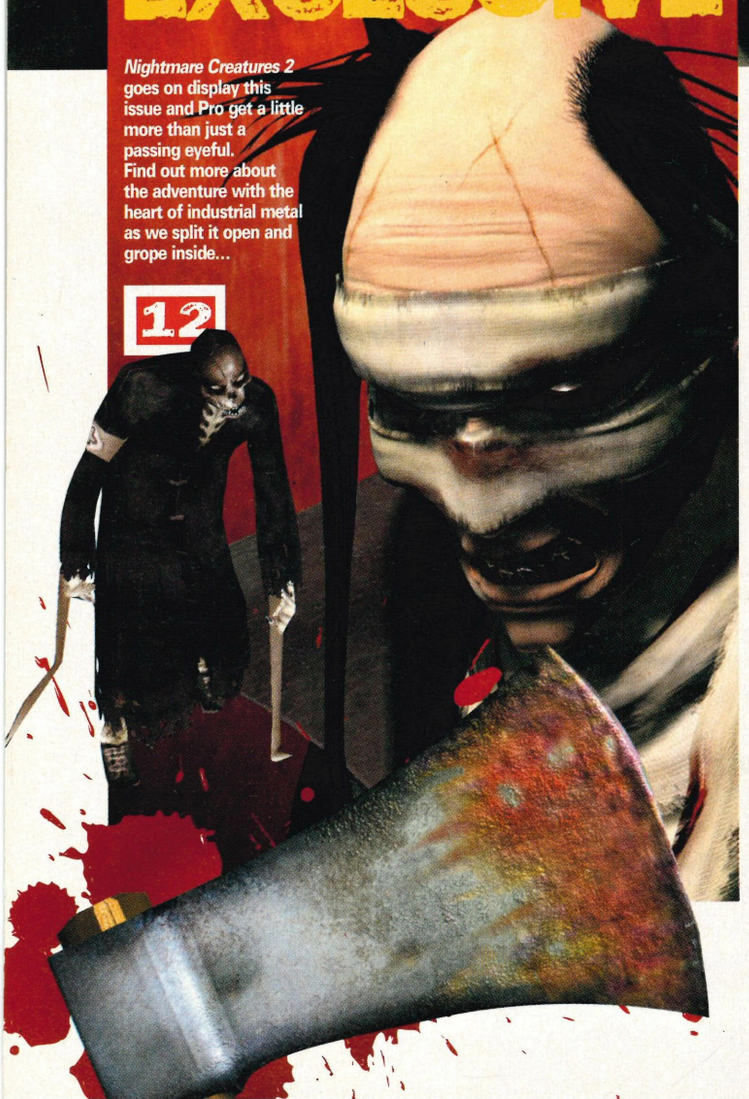
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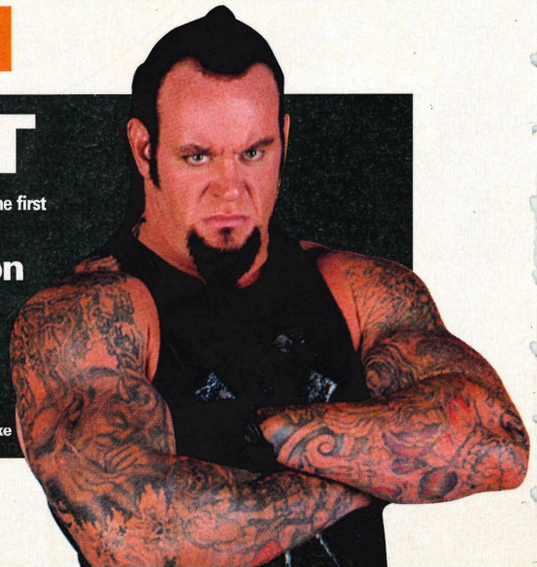
EXPERT

We give you this months tips, Xplorer codes and the first part of our *WWF Smackdown* Player's Guide!

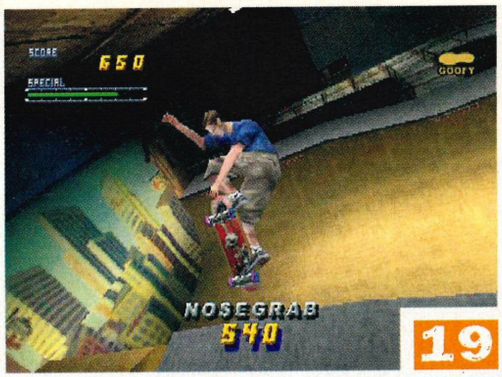
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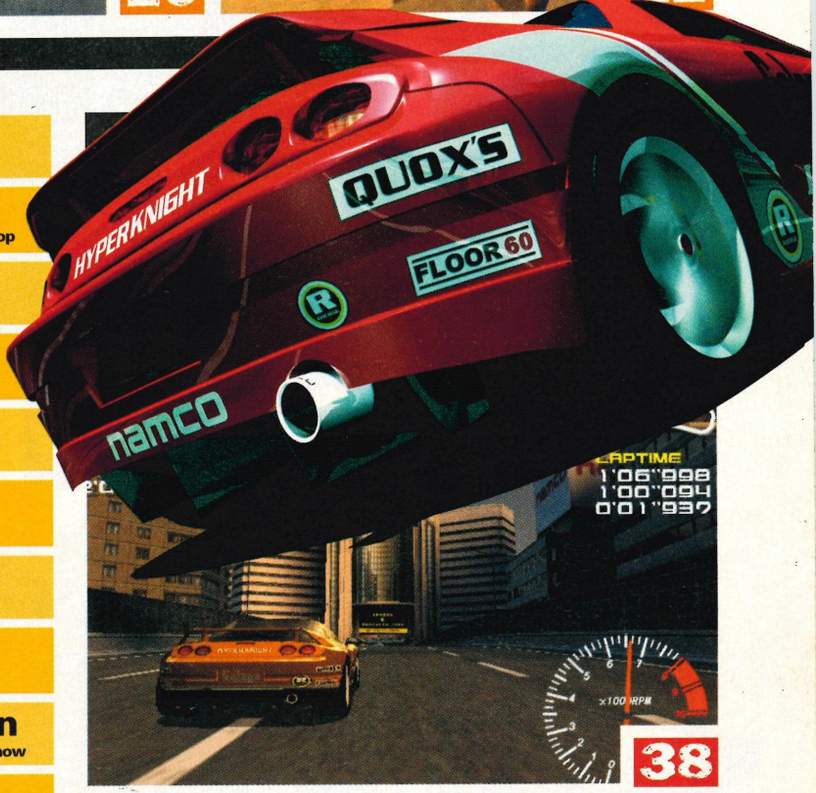
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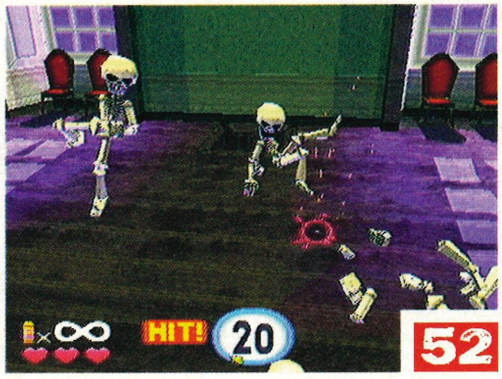
















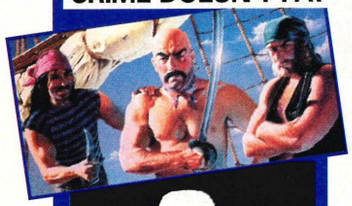
COLIN MCRAE HITS A DELAY

Bad news folks! Codemasters highly anticipated *Colin McRae Rally 2* has been delayed until mid-June.

The reason for the delay is said to involve the refinements which are being made to the game. These include an increase in the number of play modes, in particular the multiplayer sections.

Still, knowing the Codies the wait will be well worth it and when the game does arrive we're expecting it to set a new benchmark in the rallying genre. We'll endeavour to keep all you little luvvies posted. Aren't we the greatest?

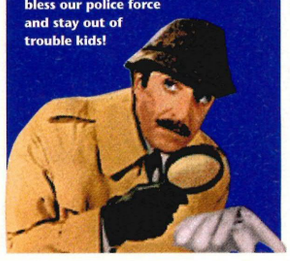
CRIME DOESN'T PAY

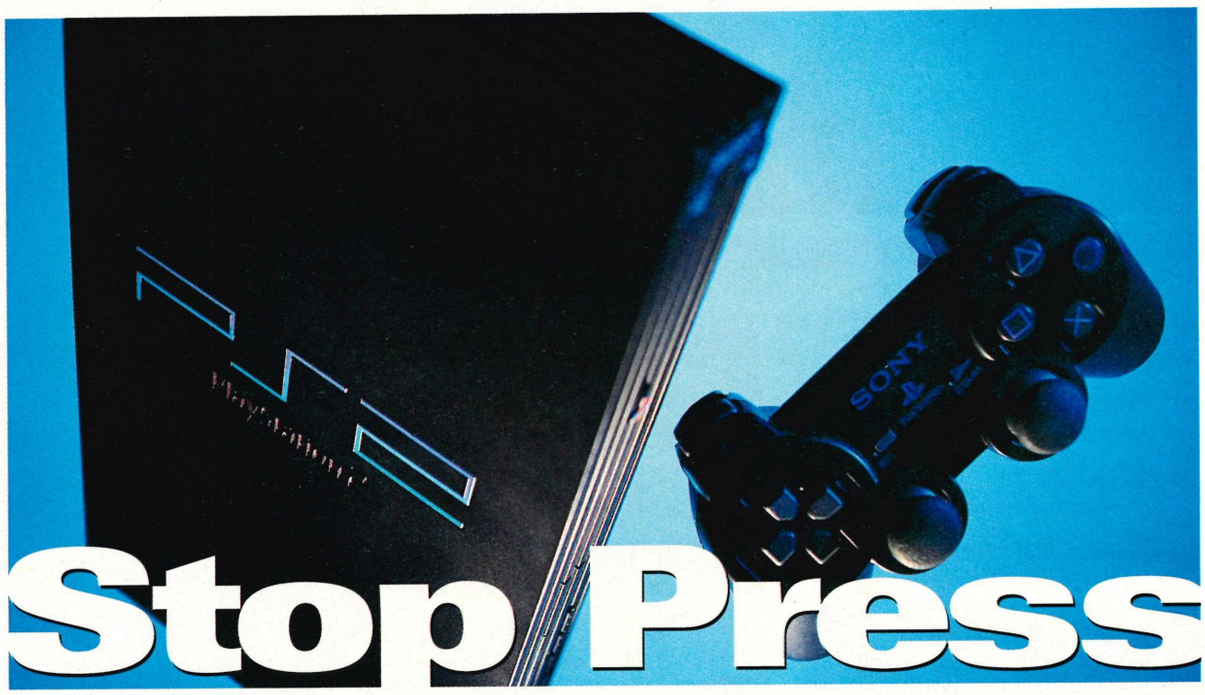




Software Pirates sink to the bottom of the ocean! Remember Kids, software piracy is neither big nor clever and could end you up in the stripy hole. This month a crack squad of hard, pipe-hitting ELSPA crime busters and an armed (armed with butter knives that is) squad of our glorious boys in blue, decided to swoop on Cross Green market and arrest 31 dodgy dealers.

The filthy scoundrels were allegedly selling pirated software, and defacing the new two pound coin. The suspects were subsequently whisked away to the local police station, where by a huge coincidence all 31 of them repeatedly fell down a glass encrusted, flight of stairs. God bless our police force and stay out of trouble kids!





Stop Press





PlayStation2 hits the shops



The wonder machine has arrived, but not without a few problems. The PlayStation2 was successfully launched in Japan on 4 March amidst much hype. *Ridge Racer V*, reviewed this issue, was available alongside a slightly lacking *Street Fighter EX Plus 3*. New customers were stunned by the sleek looking box, which looks very swish indeed but the unit has been plagued with problems.

Overheating is proving to be a major concern with Sony having to recall some units. There was also less machines than expected at launch due to slow production of the in-pack 8Mb memory card.

A DVD memory card is supplied which needs to be inserted before playing DVD discs, of which the Japanese machine can, unintentionally, play all region discs. Sony will remove the 'all region' feature from forthcoming models.







New kids on PlayStation block?

A redesigned PlayStation and games for a tenner? You must be joking! No, it's true, Sony may be planning to redesign the look of the PlayStation after the launch of PlayStation2. Sources close to PRO say that the machine will be made smaller and sold as a budget console for casual or younger gamers. A price drop is possible but it's likely that Sony will package the machine with a game, N64-style, for a similar £69.99 price tag.

Following this rumour Sony announced that they will be launching a sub-Platinum range of games for £9.99. Game manufacturers are allowed to market any of their titles at this price. First up is Codemasters, who are launching tune creation title *Music* at the £9.99 price. They may well follow up with *Micro Machines V3*. Take 2 will launch *Grudge Warriors* and *Evo's Space Adventures* too. Sony are to launch a set of titles for a tenner. Likely candidates include *Tekken*, *Ridge Racer* and the original *WipEout*.



If you play a game with the DVD memory card inserted and save, you will over-write the card and not be able to play DVD movies. The card shouldn't be able to be written so this is another oversight.

However, PRO reckons most of these problems will be removed for a UK launch on 29 September. America is waiting eagerly too, as the huge entertainment mag *Newsweek* ran a cover on the machine, naming it, 'the best next generation console.'



EVIL DEAD
ASHES 2 ASHES

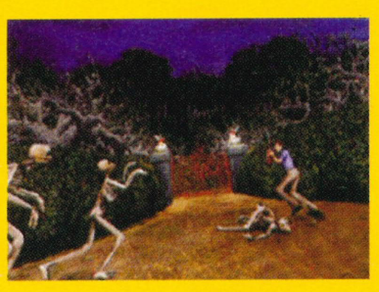




Chainsaw wielding action Ahoy! The PRO team are all massive fans of the *Evil Dead* films, so we were pretty chuffed to discover that THQ and developer Heavy Iron are working on a PlayStation game, based around the demon-slaying exploits of the movies.

The title isn't due out until later this year, but apparently it will be similar in style to the *Resident Evil* games. Watch out for more information on what could be one of the biggest and (goriest) games of the year!





Hang on to your old games!

PS2 makes your old favourites look like new. In between playing *Ridge Racer V* on our spanky new PS2, we've been experimenting with some standard PlayStation software to see what enhancements the new hardware makes. Not every game was effected, but in general most titles looked significantly sharper e.g. *Tekken 3*. What's more, the loading times of many games were noticeably quicker, one obvious example was the door opening sequences in *Biohazard* (*Resident Evil* over here).

We'll be covering these enhancements in more detail next issue, hopefully with some rather more groundbreaking events like the enhancement of *GT2* with less pixellation. Woo!

O STORY



PUBLISHER | **ENIX**
RELEASE | **DECEMBER**

Remember when 'interactive films' came out when CD gaming machines were first born?

Enix do and this bizarre love and pop music title for the PlayStation2 takes full charge of the DVD drive and take the genre into darker depths of obscurity. Odd just isn't the word for this extremely dodgy title aimed at Japanese teenagers.

BALLISTIC

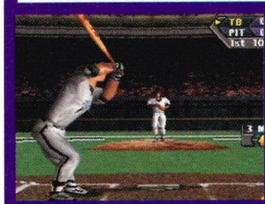


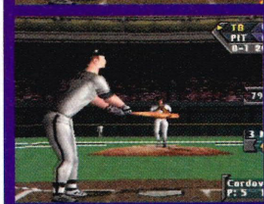


PUBLISHER | **THQ**
RELEASE | **MAY**

Similar to *Spin Jam*, previewed this issue, *Ballistic* is a ball-shooting puzzle game with a more strategic element. The balls stack up in spirals, *Bust-A-Move*-style while you frantically try to stack the colours. This spurns a sort of Kerplunk and *Tetris* bastard child.

SAMMY SOSA HIGH HEAT





PUBLISHER | **3DO**
RELEASE | **U.S MARCH**

We wouldn't normally cover baseball games as they are usually duff Japanese cute things or unplayable American titles. We take back that last statement now though as *Sammy Sosa Baseball* looks like hitting all bases. Visually stunning and playable this should serve as a decent prelude to Square's hotly tipped PS2 baseball sim.

DRUM MANIA



PUBLISHER | **KONAMI**
RELEASE | **TBC**

We reviewed the European Edit of *Beatmania* last issue and, providing the game is successful, Konami may unleash this beat led thumpathon in the UK. You can plug in the Konami guitar peripheral to jam along to the beats too. A drum controller is bundled with the game and we're gagging for this multiplayer kiddy music fest!

EVERGRACE





PUBLISHER | **ENIX**
RELEASE | **JAPAN: JULY**

Remember *King's Field*, the early 3-D RPG from Sony? Well this is a PS2 RPG from the same developers and will use the real-time capabilities of the PocketStation in Japan to create a *Zelda*-style game for al you action RPG fans.

It's some of the most impressive moving PS2 footage we've seen in recent weeks, bar efforts from Sony and Namco themselves. A UK release is likely through Sony, early next year. Fingers crossed RPG fans...

ASTERIX & OBELIX VS. CAESAR



PUBLISHER | **CRYO**
RELEASE | **MAY**

Cryo may have had some duff title in the past but *Test Drive 6* and this french comic platformer may reverse their fortunes. Or maybe not, depending on your view of the licence here.

It's a platform game for families, apparently with the gameplay reminiscent of LCD watch-based games from the Eighties. But will it be down with the kids? Cryo have signed Puff Daddy to record two of the game's title tracks, the first of which is called 'Asterix Is The (Puff) Daddy.' That's a lie, incidentally.





Latest PS2 releases ready to roll!

The second wave of PS2 titles have arrived at Pro towers. Just before going to press we got hold of these images for the front covers of three of the hottest new PS2 releases. By the time you read this *Tekken Tag Tournament*, *Dead or Alive 2* and *Driving Emotion Type-S* will all have hit Japanese stores. Hopefully these babies should make up for the somewhat underwhelming day one launch titles. Here are some more shots of the fabulous looking *Tekken Tag Tournament*, which we'll be reviewing next month!





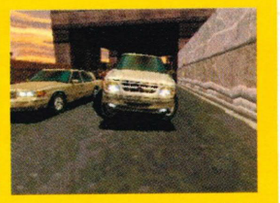


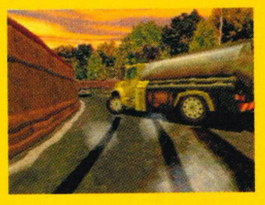


Dragon Valour

Get ready to kick some scaly Dragon posterior! We've just received preview code for Namco's forthcoming *Dragon Valour* and were left pretty impressed by what we saw. The game is a mixture of beat-'em-up and RPG; if you imagine the ageing coin-op *Golden Axe* with a dash of *Final Fantasy VII* thrown in for good measure, you wouldn't be too far off the mark. Naturally this being a Namco title and all, the game looks pretty sexy and when it's released sometime in April it could be one to watch. Expect a review next issue.

Out of sight!

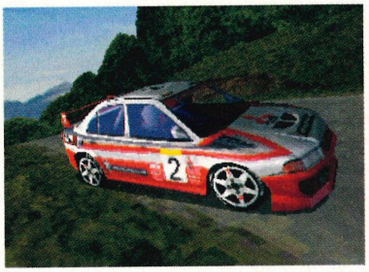





The last of the great racers? Acclaim have snapped up the rights to Clockwork Games' stunning looking new racer *Vanishing Point*. The game's physics engine alone took over 18 months to develop and we saw a version at last year's ECTS. The rest of the game looks a little bit special as well and will feature vehicles manufactured by BMW, Lotus, Aston Martin, Ford and a whole shedful of others.

We're still waiting for a playable code on the game, but if it's anywhere near as good as Acclaim are boasting, then this could be even bigger than the mighty *GT2*! We're curious about its links with the road movie and Primal Scream album of the same name...



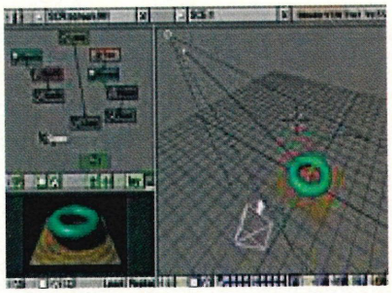



Rally Masters

What, more rally games? Yeah, thousands of the flippin' things! That's right, racing fans who like their action down and dirty, have never had it so good. After the enjoyable Rally Championship we now have the prospect of Rally Masters and we gotta tell ya, it's looking pretty damn tasty.

The game is entering the final stages of its delayed development and from what we've seen of it so far it could be one of the finest rally simulators on the market. The graphics look stunning and the level of detail on each of the tracks is great. Just look at it! Here at PRO we can't wait for this baby to hit the road, which all going well should be some time in mid June.





Blender!

Game design is the new rock and roll! You've played the last shabby attempt at a *Tomb Raider* outing and you think you can do better, do ya? Well, such arrogant thoughts may have been the sole property of pizza-swilling number bashers, but not any more.

Oh no, (OH NO!) Dutch-based developer Not a Number is planning to release *GameBlender* for your favourite console. It will provide all the bits and bobs you need to create applications and, more importantly, games. It's got features dripping out of its bottom, the most notable being the rather tasty gravity feature. Imagine a PlayStation application à la *Music 2000* where objects can be given values as they would have in the real world. Basically, when an object strikes another, it will act in the right way. When you swap 'Object' for 'Big hefty sword' you can see where this is going. But it isn't going to be a simple ride.

"*GameBlender* continues NaN's full commitment to OpenGL. We see this as a guarantee that we can empower all users to create state-of-the-art 3D animations without the need for high-end machines," explains Ton Roosendaal, CTO and founder of Not a Number. To which PRO happily replies, "Duh?"

PUBLISHER | **CRAVE** RELEASE | **JULY**

SNOW CROSS




PUBLISHER | **CRAVE**
RELEASE | **AUGUST**

This Swedish developed racer give EA's *Sled Storm* some cause for concern because it's got better visuals and, from early impressions, it plays better. We'll have a lot more on this title next month, where we'll force Simon to live like an Eskimo and Will to be his Skidoo!

TEST DRIVE 6



PUBLISHER | **CRYO**
RELEASE | **MAY**

The series rolls on, offering you the chance to be the police or the speeding joyrider.

Reminiscent of the imminent *Need For Speed: Porsche Challenge*, Cryo have signed Gary Numan's musical talent for the game. He sings *Cars* (quite uncanny that) over the lego-style race-based action. We'll review the speedster next issue.

SAMMY SOSA HIGH HEAT




PUBLISHER | **3DO**
RELEASE | **U.S MARCH**

We wouldn't normally cover baseball games as they are usually duff Japanese cute things or unplayable American titles. We take back that last statement of *Sammy Sosa Baseball* looks like hitting all bases, visually stunning and playable this should serve as a decent prelude to Square's hotly tipped PS2 baseball sim.



EXCLUSIVE

NIGHTMARE CREATURES 2

Welcome to the ongoing nightmare, the game that struck fear into the hearts of gamers now takes on *Silent Hill* for the title of scariest game ever...



EXCLUSIVE



Do you like scary games? *Silent Hill*, *Resident Evil* or how about some spooky RPG action. What is your favourite scary game, though?

It's soon gonna be *Nightmare Creatures 2* if Bordeaux-based developers Kalisto have anything to do with it. The French developers were busy putting the very final touches to the game when we visited their headquarters, and are looking towards combining the gothic ideas of the *Nightmare Creatures* scenario into something hopefully resembling the expansive play areas of *Tomb Raider*. And if you haven't heard, the game has gathered a great deal of support, not least from *Metal Gear Solid* creators Konami who saw the game and decided to buy up the publishing rights some months ago.

The game is billed much more as a 3-Dimension-based expansion of the original, twinning hack-and-slash mechanics with activities such as swimming, climbing and some intelligent puzzle-led gameplay. For the uninitiated, the original game was a gothic platform adventure with the added bonus of some gritty combat that created a new genre in the sensible world of the PSX.

The central character was Wallace, a bright young thing from the London of 1834. He joined an occult group and during his studies was held captive by a demented scientist called Adam Crowley. Naturally, this seclusion did 'bad things' to him. So bad, in fact, that 100 years later (don't ask!) he is found roaming the street looking for the scientist who tried to inflict all manner of demonic mutations on him. You are briefed on Wallace's situation in the intro, watching as he legs it from a mental hospital with nothing but revenge in mind...

Trouble ahead

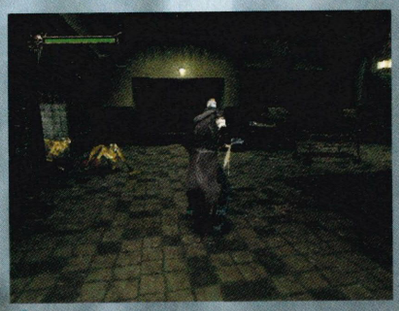
Essentially the problem is, you're not a bright young thing anymore and look like the Joker's cosmetic director has been your best friend for the past hundred years. You're mildly recovering your sanity and are set on finding Rachel, your female friend.

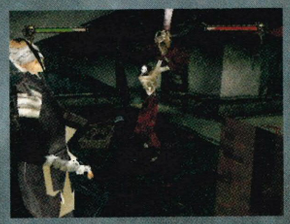
You leg it from a mental hospital with nothing but revenge in mind!

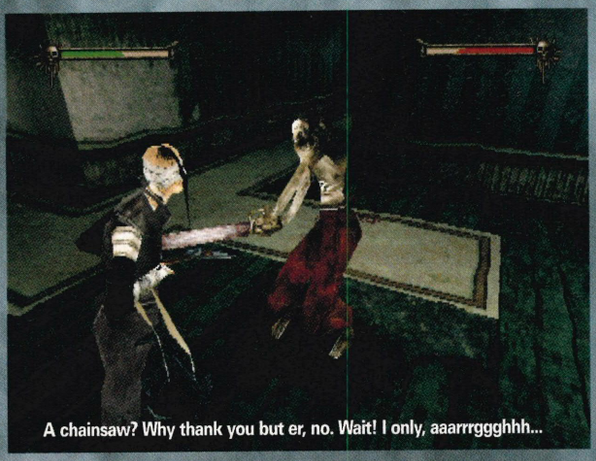




BELOW: Smack! The slap-fest continues as both combatants ditch chainsaws and knives for some good old fisticuffs.


A chainsaw? Why thank you but er, no. Wait! I only, aaarrrggghhh...


LEFT: The swimming scenes are far from tranquil but are as impressive as any thing you're likely to find on the PlayStation.

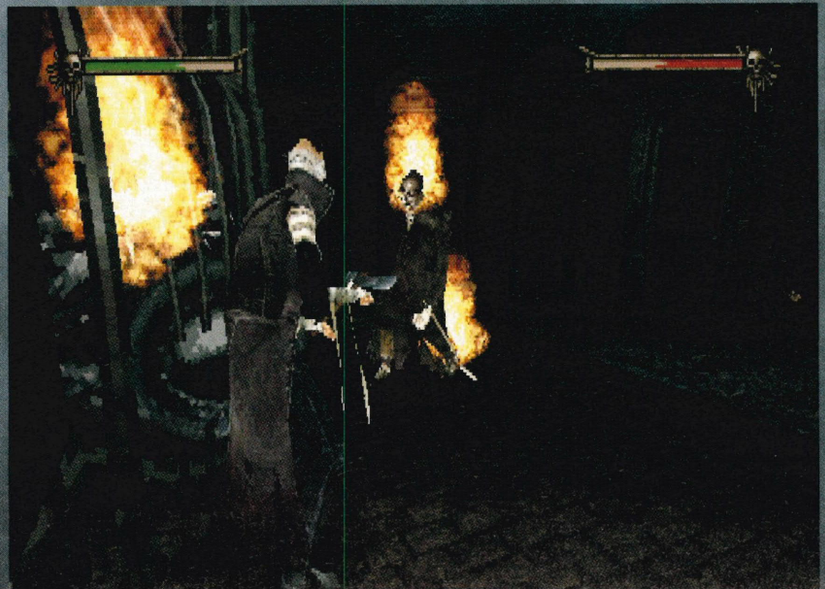
The plot has been drafted by Kalisto's unique 'game universe' system in which a team research a game story and compile 'the bible,' (as the 400-strong team refer to the genesis of their idea) which is a book of everything related to the style of the game. This means studying ancient history, mental institutions and all other related factors. Once this manual of knowledge is compiled it's given to the game coders, artists, script writers and practically every department with any creative input. Thus all the artists and coders can build something to fit the bill without veering off in different directions.

Whatever the case with the plot, it's still light years ahead of its prequel in terms of game design. The positive feedback for Kalisto is that the presentation has clearly been a result of the combined goals outlined in their 'bible' concept.

Fear Factory

These are the concept sketches for *Nightmare Creatures 2* that adorn the walls of the development office. The enemies limbs are often twisted and magically flexible in a Freak or Unique *TFI Friday* sort of way. Influences seem to come from satan himself, at least we think so.

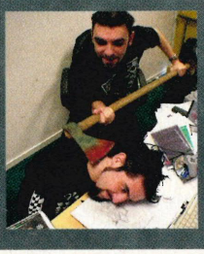


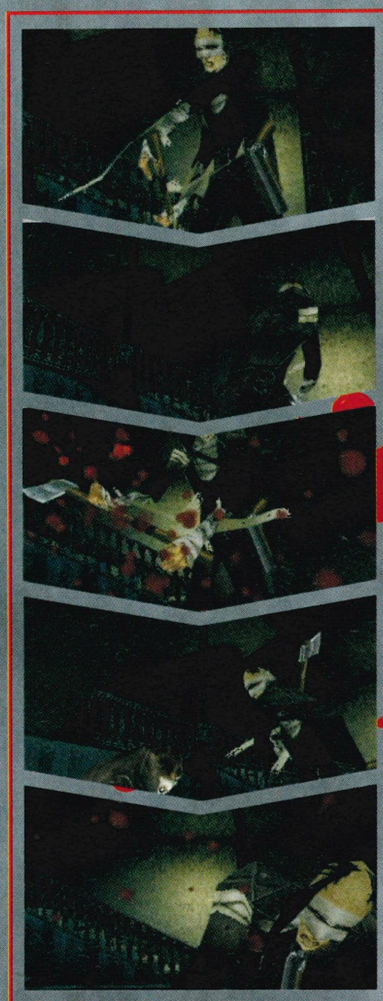


CRAZY KALISTO!

Just look at these bunch of crazy guys. This is the development team from artists to the majority of gameplay devoted people. Oh, and if you're wandering why one chap has his head on a stick it's because he the Lead Programmer and didn't want his photo to be taken. Ha! We have seen the future of videogame horror and its name is Kalisto. We even had a sneaky peak at the PlayStation2 *Dark Earth* RPG that the company have in the development stage. More news next issue when we probe the nutters further!

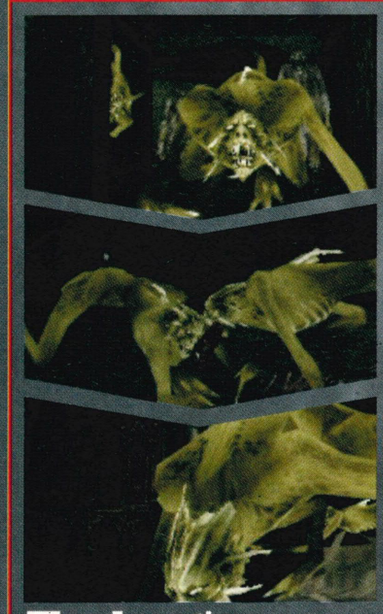




Batter me bad!

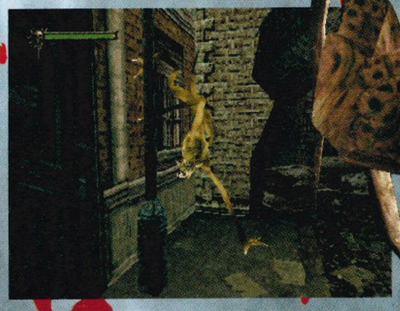
Nice as Wallace is in his demented loony costume, he's a bit mad when it comes to a bit of combat. Just look as he hacks mercilessly in a limb-chopping exercise here. It's just one part of the game which is genuinely chilling and makes you want to beckon mates over to come and look at the pure horror.



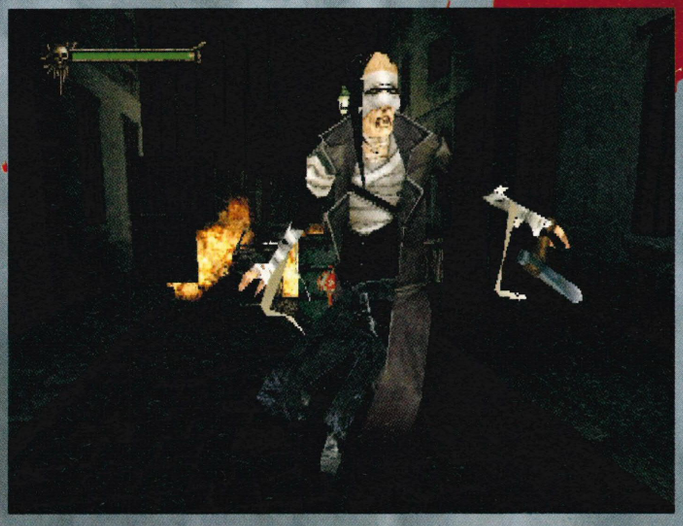
Flesh on the menu

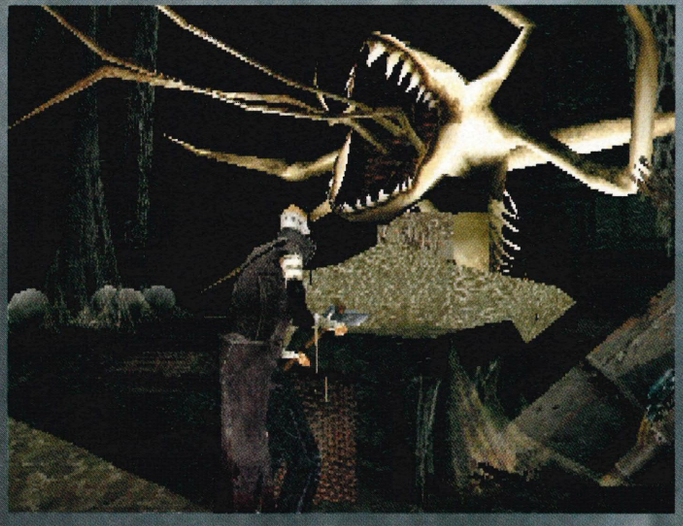
These panther like green beasties will eat each other, and if you get in the way, you'll be lunch too!

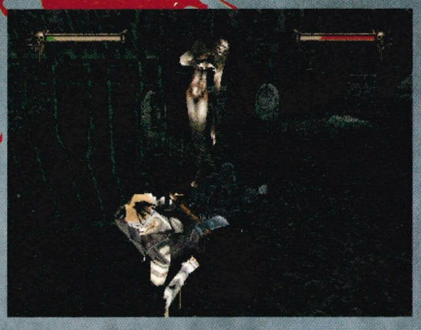










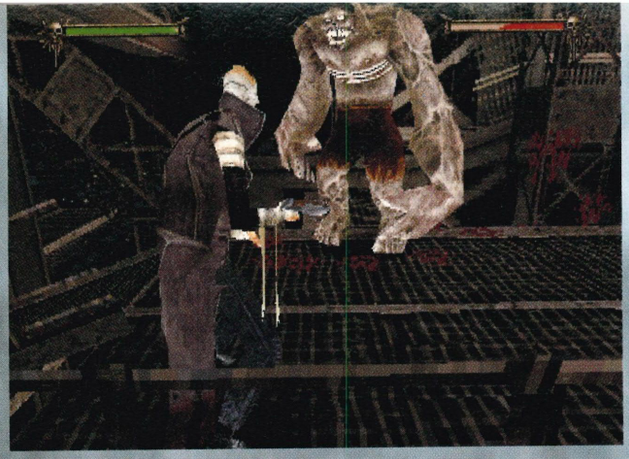






Wallace may resemble Liam Neeson's character in *Darkman* and some of the enemies are influenced by cinematic sources, but the artists are talented enough to come up with some sinfully horrific beings which often appear naked and wielding chainsaws. This is where the sequel really goes to town...

The game plays like an original *Tomb Raider* with more hand-based weapons and a huge concentration on combat. Three-hit combos on reaching their third hit rid most opponents of at least one limb. The swift button combinations can be alternated to different effect which varies on the enemy as well. We particularly like the jumping swipe where Wallace takes to the skies and does a 180 degree beheading swipe with his axe. Fans of the dreaded *Mortal Kombat* will recognise the 'fatality' prompt at the top of the screen. Pressing a combination of



LEFT: The pure size of some of the enemies is enough to make you sweat. The key is learning a devastating combo and utilising it when the beast pauses for thought.

BELOW: A grim reaper-style fellow who you need to damage in a certain way. Chop his arm off and leave his weapon on the ground.





The most common action is beheading someone and then chopping at the corpse!

two buttons will cause you to inflict damage on an enemy that has already ceased to be able to use combat against you.

Something deeply haunting causes you to take joy in a calculated attacks on a helpless foe. It's sinister and overtly violent, but highly entertaining. The most common action is beheading someone and then chopping at the corpse. So you've effectively got four pieces instead of one. Nice, we'll sure you'll agree. But only God knows what the British Board of Film Classification will make of this. Still, our play of the finished article was laced as much with amazement as something haunting and fundamentally disturbing.

Aqua horror

The swimming sections particularly inspired disbelief. Miss the bridge at a certain section and you enter the swim unannounced, with bandages acting as trailing rags and your cape floating gorgeously amongst the murky depths. You aren't safe below the water either, as a variety of squid-like creatures can halt your progress, wrapping you up in their tentacles with scant regard for you health. You just know when you get out of the water you'll be able to see the top half of the being that those tentacles are attached to. Climbing is fluid and done with such unnerving polish that it's just like an extension of your abilities. No pauses for loading or different buttons for mounting objects here.

Nightmare Creatures 2 is action-based but gives the alluring and entertaining option of a narrated plot during loading times between the levels. The cut-scenes are all in real-time but often have special effects layered on to them like real rain and some trendy camera blur techniques.

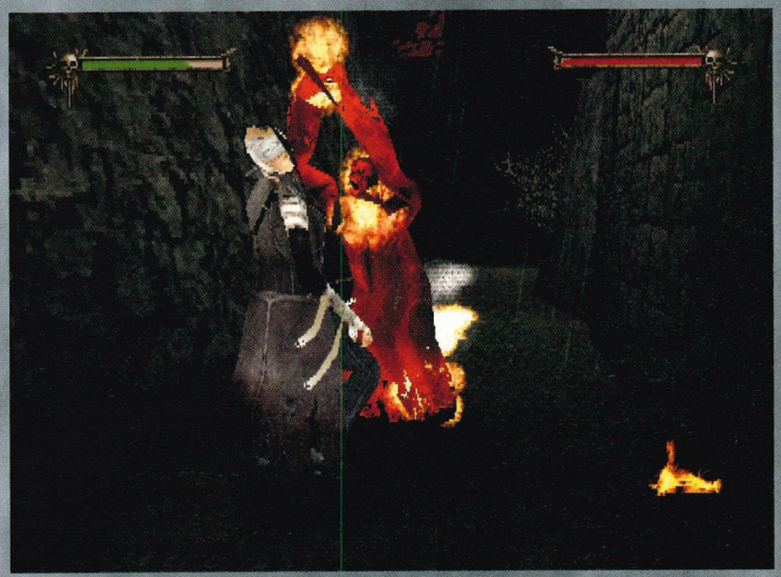
Our favourite scene is when Wallace is making a hasty exit in a vehicle with a slightly active coffin in the back which causes the vehicle to swerve manically and crash. Various US punk rockers are resident on the soundtrack and sound so riot and angst obsessed they'd make Marilyn Manson seem like Graham Norton. The musical calamity of indecipherable lyrics and abused guitar wails compliment the cut-scenes and exist to amplify your panic levels, as if you needed to fear the next level any more!

The game alternates between London and Paris,with the highlight of the latter being a trip to the Eiffel Tower. The dark nature of the game is brooding but it has been lightened slightly since we saw the game last issue – more flames and light are allowed to pour into the environments.

It's still a bit grim though, and bears notable similarities to the satanic twin-world of *Silent Hill* such as its hospital and sanity-drained central character – and they're both published by Konami.

Nightmare Creatures 2 proves to be a huge improvement over the original. The gore will draw attention to the game in a way that will scream and shout the message that this game is as good as both developers in the US and Japan can develop. In fact, it looks to be Kalisto's best console game ever.

© Richard Melville













PUBLISHER | ACCLAIM	WEB | WWW.TECMO.CO.JP
DEVELOPER | TECMO	RELEASE | DECEMBER

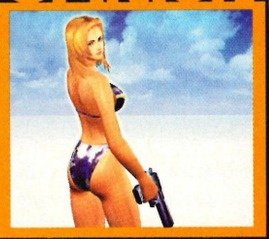




FIRST SHOTS

DEAD OR ALIVE 2

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

We can't wait. Neither can Lara fans.

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Put simply, *Dead Or Alive 2* features breasts – massive breasts, dirty great big, bouncing chest pillows, in fact. Fortunately, the gameplay looks pretty top notch too and flesh puppies or not, this should be one to watch. Or play, we mean.



This game is wanted...

No doubt about it, fight fans and perverts alike will be delighted to hear that Tecmo is due to release a PS2 sequel to the breast fest that was *Dead Or Alive*. This follow-up will feature even more ass-kicking action and (of course) the return of those great big, bouncing flesh pillows. The game has been confirmed for a mid-April release in Japan and based on what we've seen so far, it should be a classic. Indeed, the game could potentially knock Namco's forthcoming instalment of the *Tekken* series into a cocked hat.

Visually, *Dead or Alive 2* looks gorgeous; lush interactive backdrops combine with silky-smooth animated fighters to create a game which has a truly breathtaking look about it. Gameplay should mirror that of the excellent millennium edition arcade machine upon which the game is based. The action will feature the de rigueur Tag mode, and will also allow fighters to smack each other through background scenery or hurl one other off cliffsides. At the moment, there's still a question mark hanging over the possibility of a western release but rest assured, in coming months we'll be keeping you up-to-date on developments concerning this potentially stunning next generation brawler.





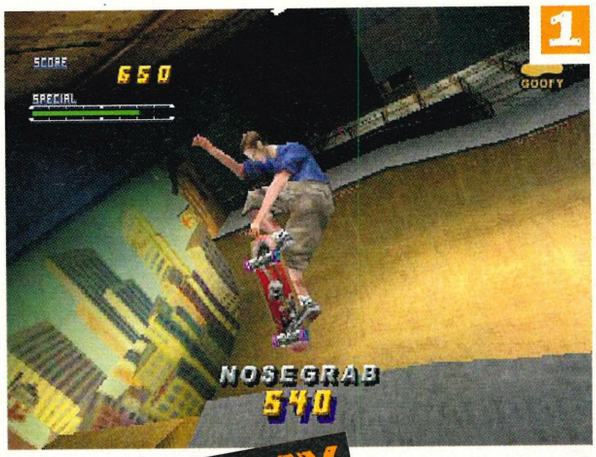


1 My young lady, what a lovely pair of, ahem, hands you've got there.

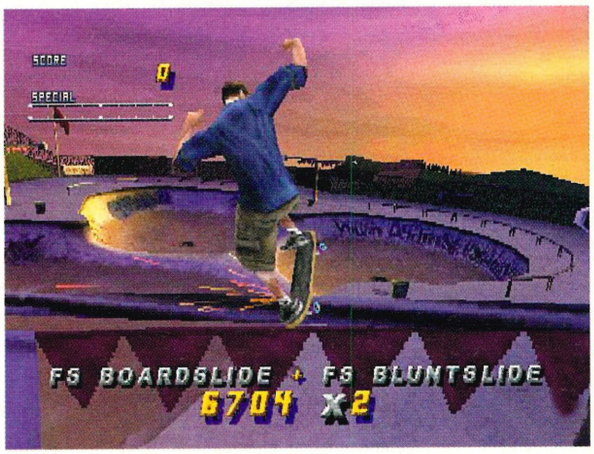
2 *DOA 2* looks set to retain its eye candy appeal and become a real contender in gameplay terms.

3 The game will feature an assortment of new characters too. But surely he's too big for us?

PUBLISHER | ACTIVISION
DEVELOPER | NEVERSOFT
WEB | WWW.NEVERSOFT.COM
RELEASE | UK: AUGUST







1 The half-pipe section is included for training (and for *Cool Boarders* fans).

2 Railslides akin to *Thrasher: Skate And Destroy* are here and look great.

3 Bo selector! Tony gets down while ordering his drive-thru burger.





TONY HAWK'S PRO SKATER 2

The hawk is back, flying high and landing low. Skateboarding games have come back into fashion since the early Atari *720* title, thanks in part to the original *Tony Hawk's* of last year. That excellent game, playable in the extreme, was then followed by the rock star games title *Thrasher: Skate And Destroy*, a blend of groovy tricks and vintage hip hop that hit the spot for wannabe deck divas and boarding boyees.

Grandmaster thrash

Now the grandmaster has returned, bringing an enhanced graphics engine and a welcome track creator. You can place pipes, rails, ramps and assorted urban furniture, as well as perform some great stunts and pelvis-worrying tracks. The tracks take up a few blocks on your memory card but you can pass them over to a mate and sample each other's car park-building ability. While your own creations are a big part of the game, the locations in the game vary from New York to Rio De Janeiro. New games modes include the Graffiti Play mode, which designates certain obstacles that you have to do stunts off within the set time – get them all and you progress to the next stage. It's a bit like the balloon-popping bonus stage of *Crazy Taxi* on the Dreamcast.

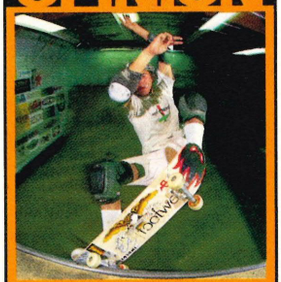
It all looks damn spanky to us and the two-player mode, which allows you to co-operate or compete with a fellow skater, should beat off all competition to make this the leading skateboarding title on the PlayStation. We'd hazard a guess that this might be one of our favourite sports titles of the year if the gameplay sticks to the original's ubiquitous deck control.

DON'T DO THIS AT HOME!



Dear old Tony's a bit of a crazy fool at heart. Here, he jumps across two rooftops in busy New York without a care. It's about a 100 foot drop and luckily, he makes it. This jump occurred in February this year and he does them every month, crazy fella that he is. If you want to see his diary in video form and check out the frankly stupid jumps and tricks he attempts, then pay a visit to WWW.TONYHAWK.COM where you can see the full extent of this man's madness.

FIRST OPINION



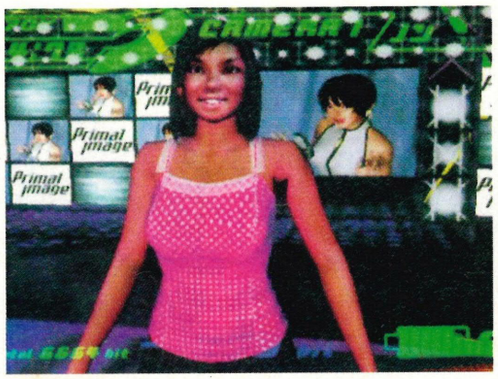
HOW MUCH ARE WE LOOKING FORWARD TO IT?

It's gonna be great. Bye bye *Thrasher*!

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Do-it-yourself track creations, new stunts, boarders and enhanced visuals. Why do you need to risk breaking your butt for real?

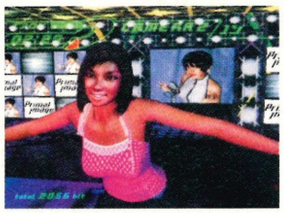
PUBLISHER | ATLUS
DEVELOPER | IN-HOUSE
WEB | WWW.ATLUS.CO.JP
RELEASE | UK: TBA







PRIMAL IMAGE





Atlus's new PS2 game takes *Pokémon Snap* and replaces the Pokémon with beautiful ladies. Now you know that Japanese people are a bit kinky when it comes fighting videogames, what with *Rival Schools* and the like, but Atlus has taken the technology of the PlayStation2 and created a make-your-own-model game. Players, or rather designers, can select a woman then match her skin tones and clothes, before asking her to pose in a variety of positions. You can add objects such as chairs around swimming pools, dance floors and other seductive levels. You then get awarded points, *Pokémon Snap*-style, for the quality of your snapping abilities.

A few models are included in the game – Japan has a number of 'virtual idols' who front bands, existing in Lara Croft fashion merely as a render. The *Ridge Racer* ladies have their own fan sites, and there are heaps of budding wannabe CG artists out there. There are even more people who will watch these women prance around too. No UK release has been confirmed but we wouldn't be surprised if a publisher snaps it up. Core could clearly make a killing by putting Lara at the front of this! We'll see.

Lookalike!



These digital ladies, who comes as standard on *Primal Image*, look almost real. Take a look at these pics of Natalie Imbruglia and Naomi Campbell and see if you can spot the similarities too.



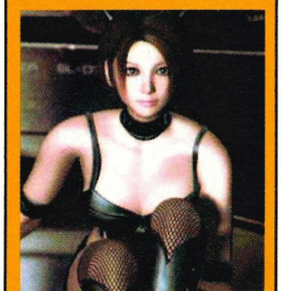
HOT!



1 A french maid outfit. Ooh, matron.
2 "What do you mean, I can't surf in the pool?"
3 A variety of neck bandages, splints and plasters can be modelled.



FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

We're positively anticipating it.

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Make your own doll, *Weird Science*-style, fellas. Gather round for virtual ladies and your own Lara Croft.



PUBLISHER | MIDWAY WEB | WWW.MIDWAY.COM
DEVELOPER | IN-HOUSE RELEASE | UK: APRIL

GAUNTLET LEGENDS

The legend continues. Again. Way back in 1985 Atari released the classic arcade game Gauntlet; the game allowed up to four players to run around a series of monster-infested labyrinths, collecting treasures on their way.

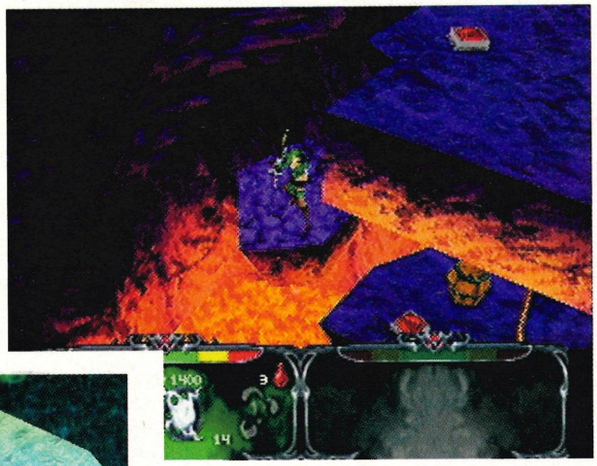
The year is now 2000 and Midway is about to unleash a 3-D update of the game which, as chance would have it, is a conversion of the fairly recent *Gauntlet Legends* arcade game.

Despite its graphical overhaul, the new game plays much like its illustrious predecessor. One or two players explore the eleven monster-filled, trap-riddled kingdoms in search of four mystical rune stones which can return peace to the world. The number of characters has increased from four to a total of nine – the old favourites (Warrior, Archer, Valkyrie and Wizard) are still in there, but this time round they're joined by a Minotaur, Tigress, Jackal and Falconess. More exciting still, the developers have introduced a whole dungeon full of new PlayStation-exclusive features, including new levels, new bosses and whole new worlds. Indeed, so much has been stuffed into the game that the developers assure us it's five times larger than its arcade counterpart.

Gauntlet Legends is already looking promising and we'll be giving you a full review of the game next month.



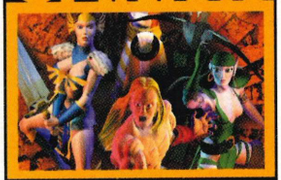




1 *Gauntlet Legends* features dozens of new sub-quests and PlayStation-exclusive secret areas.

2 As you progress through the game, your character's attributes and experience levels increase.

FIRST OPINION

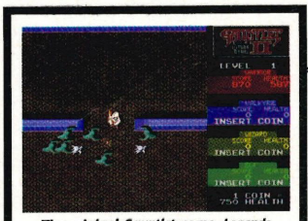


HOW MUCH ARE WE LOOKING FORWARD TO IT?

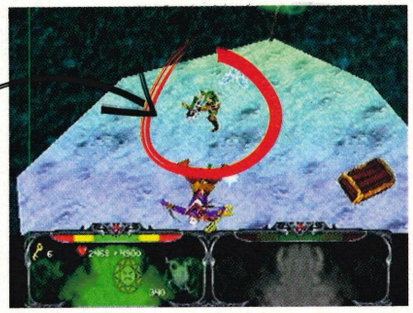
We're big fans of the original, so are pretty excited about this one.

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Looks like the Midway folk have been rummaging around their attics and dusting off some old classics. Obviously, they thought *Gauntlet* needed a bit of spit and polish and have consequently given it a groovy 3-D face-lift... quelle surprise!



The original *Gauntlet* game. *Legends* transforms all the enemies into 3-D with little hassle.





2



1



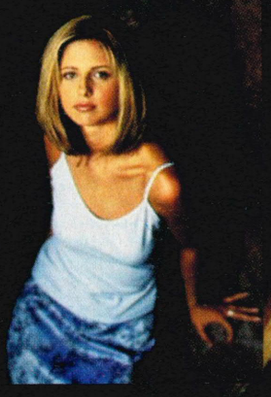
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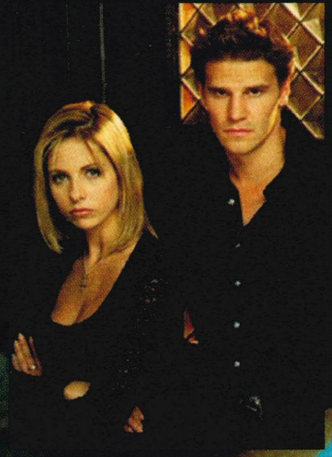
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TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098058
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098157
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.
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or call CUSTOMER SERVICE: 0800 1982784
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BUFFY
THE VAMPIRE SLAYER

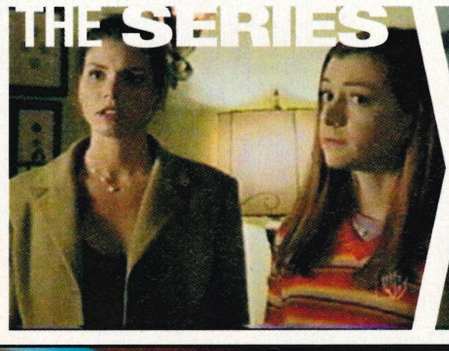
FIRST SHOTS

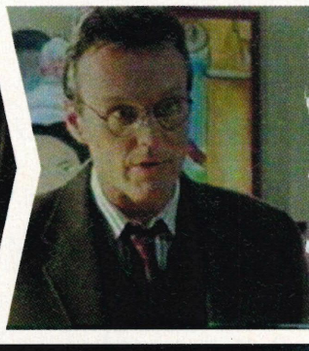


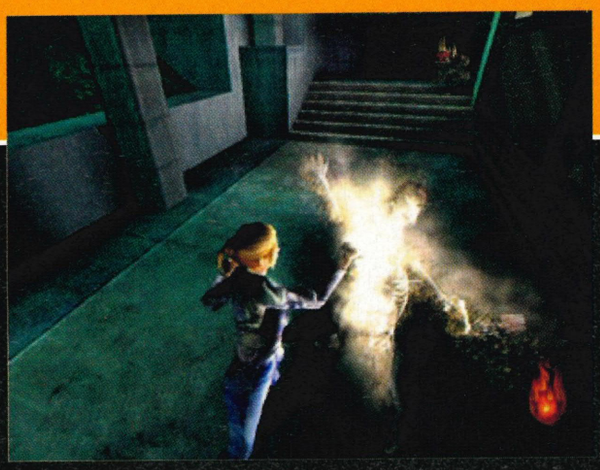




THE SERIES







PUBLISHER | **FOX INTERACTIVE** WEB | **WWW.BUFFY.COM**
DEVELOPER | **THE COLLECTIVE** RELEASE | **UK: OCTOBER**





1





2

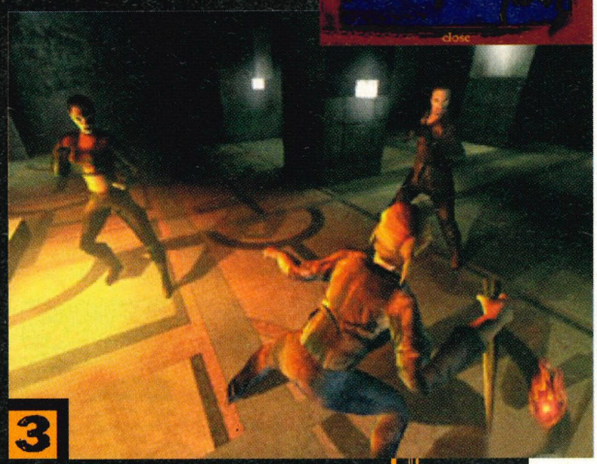
Revelations in the series include her boyfriend turning into a vamp and a football team into fishmen!

1 Each of the series' monsters are built as 3-D models.

2 This model seems to have embraced flight, too.

3 Hack and slash action ahoy as Buffy kicks vampiric ass.





3

Gellar and ghouls combine forces for PlayStation anarchy. Sarah Michelle Gellar is easily on a par with Britney Spears in terms of pure teen appeal. *Buffy The Vampire Slayer* has been transformed from it's humble low budget film with Luke Perry into something much more fun and sinister. The TV series has been doing the rounds on the BBC and now the gothic happenings are here for PlayStation owners.

Developed by Fox, it's a 3-D adventure in the vein, once again, of Tomb Raider although from the production PC screens on show here, it bends more towards the likes of *Nightmare Creatures* and *Parasite Eve 2*. The stacks of letters that we've had regarding the series should mean that the title will appeal to masses but we just hope the time is being taken to ensure proper game development. *Die Hard Trilogy 2* lost out to sloppy development by N-Space in our recent review. Karl Young, marketing man of Buffy seems confident though: "Of all entertainment properties available today, *Buffy The Vampire Slayer* is THE franchise that gamers have been asking for." The two main stars of the show, namely lead character Buffy and friend Angel are enlisted as consultants on the game which means she can say that her 'bum looks big in that level' and he can insist that his character has a squarer jawline and six pack.

Gothic revival

For those who haven't seen the show, the main character is Buffy Summers and like all great American series, she has a mum a couple of years older than her and a posse of teenage high school friends from Sunnydale High. She is special in that she has been designated as a vampiric slayer because she has powers and Sunnydale has flippin' loads of the blood suckers. Revelations include her boyfriend turning into a vamp and a high school football team turning into fishmen. We're not joking, either. Anyway, the series is now in it's fourth season and still proving popular, but the BBC are so far behind they're currently showing season two. The game will encompass all episodes up until the end of the fourth season.

The gothic theme for games seems to be at an all time high with this issue's *MediEvil 2* and *Nightmare Creatures 2*. Of course, *Buffy* has the advantage of being the hit TV show of the moment and Sarah Michelle Gellar; Fox are aware of who she is – and now PSX owners can control her. Dribble...

FIRST OPINION

HOW MUCH ARE WE LOOKING FORWARD TO IT?

We're as excited as a kid at Christmas – bring it on!

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

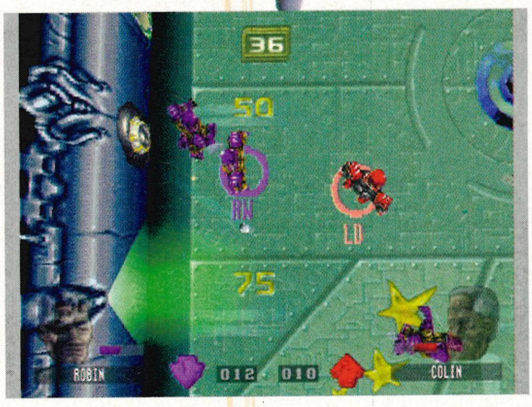
Look, it's Buffy! And it's on TV. You watch it every night and own the slippers, the posters, duvet cover and mug, don't you?



Here's some pics from the TV series, just in case you haven't seen it. You may recognise one of the girls as the flute playing band member in American Pie. One time, in band camp...

FIRST PLAY





SPEEDBALL 2100





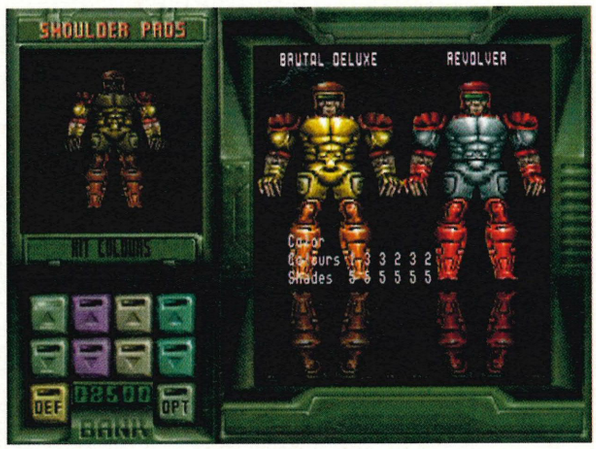
Ten years on and the pain still burns

Ten years ago the Bitmap Brothers ruled the gaming world and now they're are back to reclaim their throne! Or at least that's what should happen if the potentially rather bloody marvellous *Speedball 2100* is at least as good as the original.

Speedball and *Speedball 2* were the best games you could play on your Amiga home computer, and many big men still shed a tear at the effect the game had on their childhood. Imagine a future sport that's a cross between rugby, squash and a Texan bar fight and you'd come close to the idea. If you've seen the film *Rollerball*, then just take away the roller skates and you'll be dead on target. It was no rules sporting action where you could punch the opposition, or smash them in the face with a steel ball. This was a future sport with a major difference – it wasn't a God awful mess, it was beautiful.

Speedball 2100 is an update of *Speedball 2*. Since they don't need to do anything to the game, and by that we mean absolutely nothing at all because it was perfect, they can't really lose. Or can they?

The two dimensional graphics have gone, they are out of here and it's no good moaning about it. In place comes a new 3-D system that is set to add an extra dimension to the proceedings.



The 16 emotionally retarded teams are eager to rip each other to pieces using AGGRESSIVE MOVES!





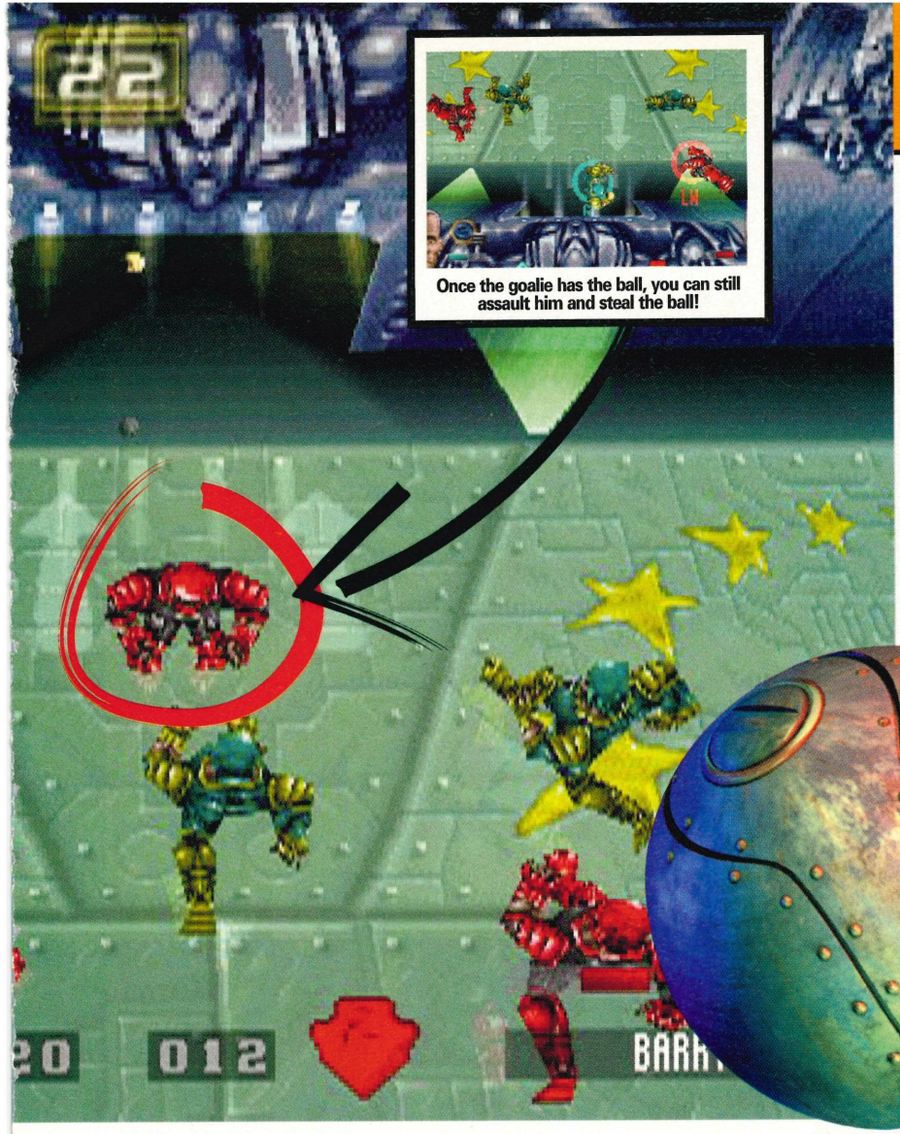
The 16 emotionally retarded teams are eager to rip each other to pieces using a variety of new and highly aggressive moves. It's not all just a case of pure brutality. By winning matches you earn money, money that you can spend on many positive items for your team. Train up individual skills or boost the entire team. If that seems like too much hard work then forget it and just bribe the referee! When you've created your ideal team you can save them to your memory card and use them to give a mate's team a right good kicking. Nice one.

We've been hearing rumours about this one for a while now and our excitement has been building like a volcano. How exited were we? When a Bitmap Brother came to the PRO office, we almost leapt on him like an eager labrador puppy who'd been locked away from their master for a month. Although it is still in need of few tweaks, *Speedball 2100* plays just like the granddaddy. All they have to do now is include a hidden version of the original...





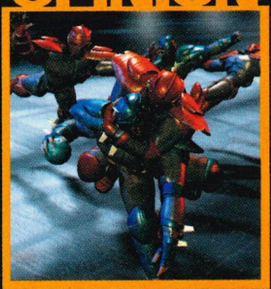
PUBLISHER | EMPIRE
WEB | WWW.EMPIRE.CO.UK
DEVELOPER | THE BITMAP BROTHERS
RELEASE | UK: MAY



Once the goalie has the ball, you can still assault him and steal the ball!



FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

We want it and we want it now!

THE SALES PITCH - WHY THEY THINK YOU SHOULD BUY IT!

A decade ago this was the best game on the planet and the kids who loved it are now grown up and have a disposable income. They won't notice that it used to cost £25 and now will cost more.

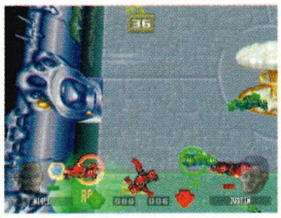




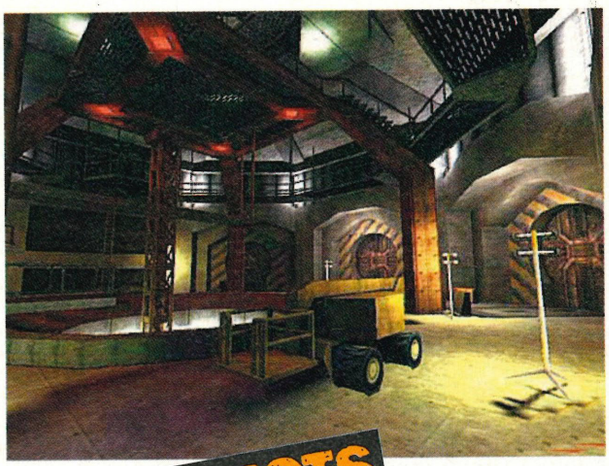
1 The character profiles remain very Amiga styled.

2 Bonus multipliers are located on the sides of the walls. Throw your ball into them!

3 The purple team are floored by a mysterious drinking binge.



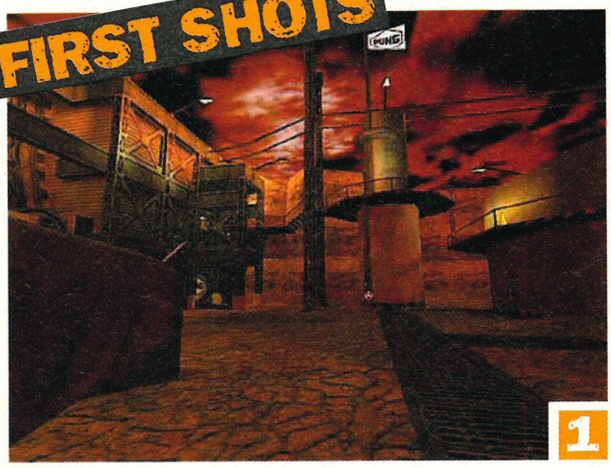






PUBLISHER | ELECTRONIC ARTS WEB | WWW.EA.COM
DEVELOPER | BLACK OPS RELEASE | DECEMBER

FIRST SHOTS

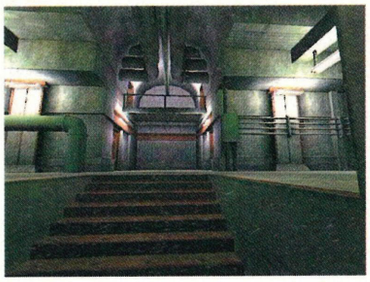


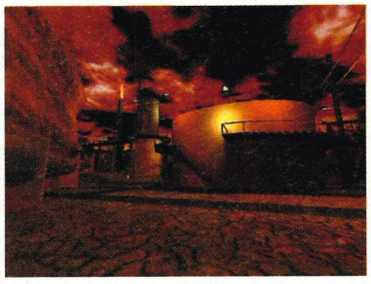
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THE WORLD IS NOT ENOUGH

Bond stealths onto PS2!

We've just got hold of news concerning EA's next Bond game, which will be based upon the latest celluloid Bond adventure *The World is Not Enough*. The game is set to appear on both PlayStation platforms, but naturally the PS2 version looks most promising; using as it does the powerful *Quake III* engine. Naturally the switch to a first-person perspective hints at the possibility that the title could well play like a certain N64 Bond game by Rare; which will no doubt please PlayStation owning Bond fans. The game will adhere to the plot of the film quite closely, although the developers will be employing some artistic licence in order to spice things up a bit (new villains, allies and so on).





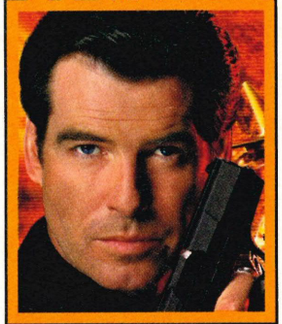
Golden Eyes

Gameplay will feature a blend of stealth and action, with the secret agent having to make his way through ten objective based missions. The game's settings will include exotic locations such as Baku and Istanbul and as you might expect from a Bond game each level will be loaded with a selection of weapons and gadgets; including Bond's very own PK 99. Here at PRO we're waiting with bated breath for what could be the first half decent Bond game on a Sony system, fingers crossed for now then.



2

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

We're positively anticipating it. Bond will be better this time.

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

If the developers can combine the superb gameplay of *GoldenEye*, with the Pro Active power of PS2, then *The World Is Not Enough* could be a potential classic. Then again, if it's too much like the film it could turn out to be a load of old tosh.

1 The early renders show you how the game will surpass *GoldenEye* in terms of looks.

2 The first-person detail is astonishing and bodes well for *Doom* and Bond fans.



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Dreamcast. NINTENDO64 PlayStation

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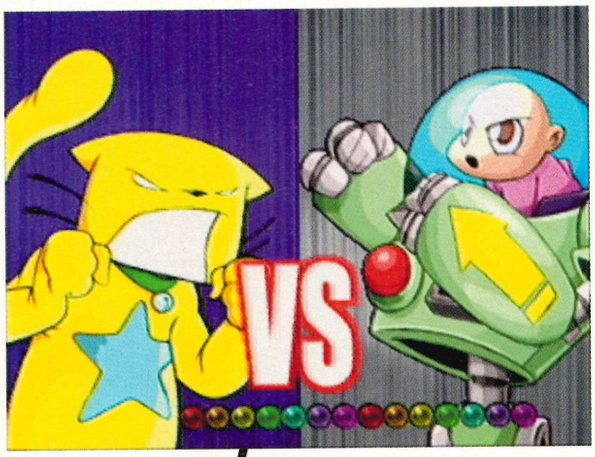
PUBLISHER | EMPIRE
DEVELOPER | IN-HOUSE
WEB | WWW.EMPIRE.CO.UK
RELEASE | MAY

FIRST PLAY



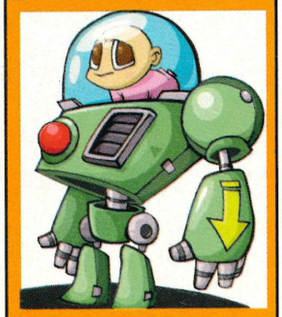






SPIN JAM

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

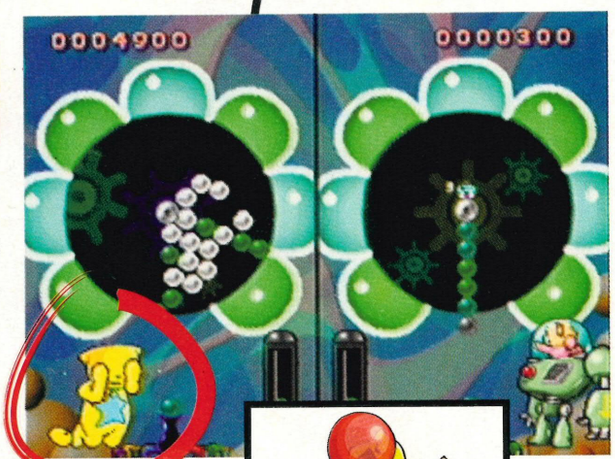
We are slightly interested as long as it's unoriginality is sorted out.

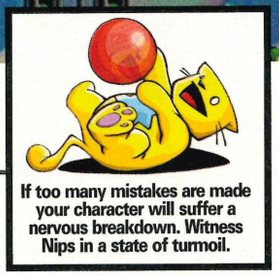
THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Looks like the developers thought they could take the *Bust-A-Move* concept and improve it.

Don't try spreading this on your toast. *Spin Jam* is yet another entry into the ridiculously over subscribed puzzle game genre. Unfortunately, from what we've seen so far, it doesn't look like it's going to make much of an impact when it arrives in finished form. Basically, the game is a variation on the popular Bust-a-move series and features the usual assortment of cute cartoon characters such as Babyfoot, Wigsey and the unfortunately named Nips.

Unlike *Bust-A-Move* where players adjust the angle of their shots at the bottom of the screen; *Spin Jam* requires you to rotate the whole of the playing area, whilst the bubble launcher itself remains in a fixed position. In addition to the standard arcade option *Spin Jam* will feature battle, puzzle and story modes. At the moment it has to be said that this one looks a bit dull, with so many quality puzzle games on the market, any new release has to be pretty special to stand out from the crowd. Hopefully the developers will tinker around with things a bit and who knows? *Spin Jam* could turn out to be a real blinder. Tune in next issue for the verdict.





If too many mistakes are made your character will suffer a nervous breakdown. Witness Nips in a state of turmoil.

Spin Jam requires you to rotate the playing area, while the **bubble launcher** remains in a fixed position...

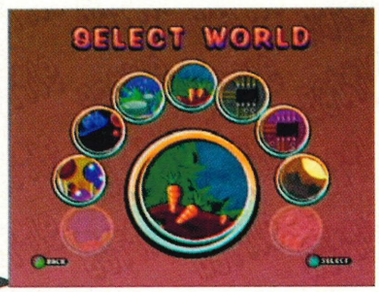
2 Puzzle games: thousands of 'em! Don't shoot until you can see the whites of their eyes lads.

1 Some of *Spin Jam*'s characters look remarkably similar to those of *Bust-A-Move*.



1





2



PUBLISHER | EIDOS WEB | WWW.EIDOS.COM
DEVELOPER | CRYSTAL DYNAMICS RELEASE | JUNE



1







WALT DISNEY WORLD QUEST
MAGICAL RACING TOUR

Where the hell's Mickey Mouse?
This time last year if you'd wanted to buy a quality *Mario Kart* type racer on the PlayStation, you wouldn't have exactly been spoilt for choice. However, since *Speed Freaks* started the ball rolling we've been inundated with cutesy racers for our favourite console. Some have been good (*Crash Team Racing*) and some have been bad (*Renegade Racers*).

At the moment this Disney themed racer looks like it could fall somewhere in the middle of the quality spectrum. Despite the licence, *Walt Disney World Quest: Magical Racing Tour* (to give the game its ludicrously stuffy full title) features precious few recognisable characters from the Disney world.

The finished game will feature the usual circuit-based racing of similar games of this ilk; with the various tracks being themed upon popular Disney World attractions, such as Space Mountain. The obligatory selection of power-ups and collectable items are on offer, as is a two-player split-screen mode.

Graphically the game looks quite nice, but at the moment the handling of the vehicles seems a little bit suspect. Hopefully, this shortcoming will be rectified by the time the game is released in June, in which case Eidos could have an enjoyable little racing game on their hands.

1 A bulbous headed Crash Test Dummy tries his skill.

2 Oh, look! Chip on a hovercraft. What fun, children. Let us play...

3 *Diddy Kong Racing* anyone? Oh yes, it's similar indeed.




2



3



FIRST OPINION

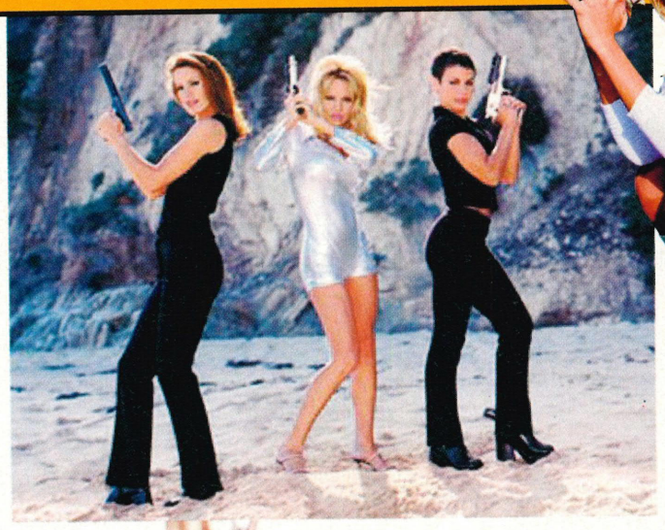
HOW MUCH ARE WE LOOKING FORWARD TO IT?

We're marginally looking forward to it. We're eager to see how it compares to *Crash Team Racing*.

THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

Looks like somebody brought a Disney licence and forgot to sign the rights for Mickey Mouse, Donald Duck, Pluto (in fact any character you might have flippin' heard of). Nice one lads.

PUBLISHER | UBISOFT
DEVELOPER | KALISTO
WEB | WWW.UBISOFT.CO.UK
RELEASE | FEBRUARY 2001



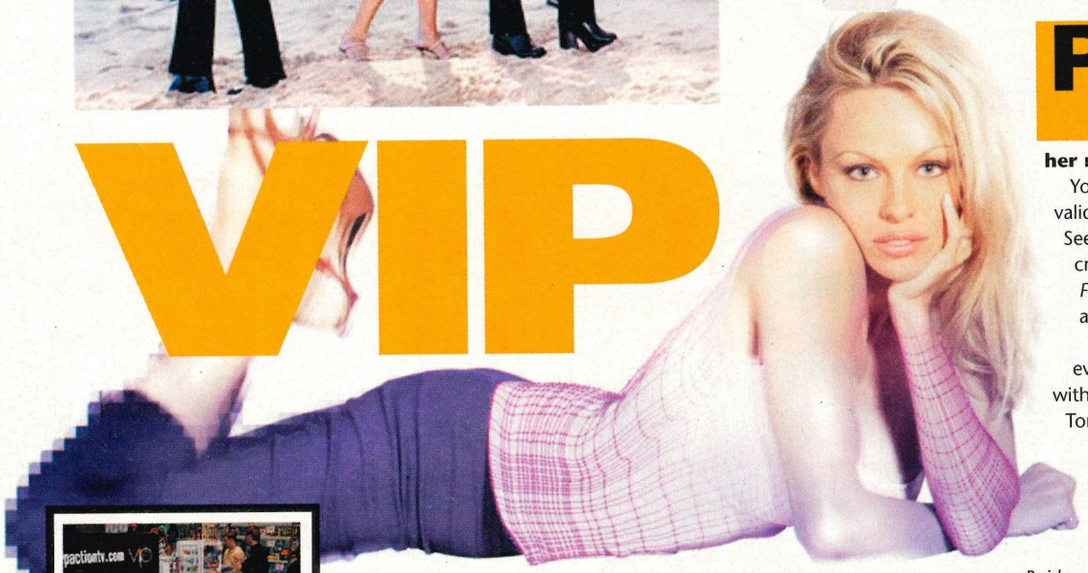


1 Kalisto's previous film adventure, The Fifth Element and, to the left, the non released Barb Wire.

2 These are the other actors in the series, and, of course, your fellow characters in the game.



VIP



Pamela Anderson is now in another videogame after the disasterous *Barb Wire*. It will centre around the mini series currently airing on US TV called, yes, VIP. The program centres around Pammy and her mates, a largely female cast unsurprisingly.

You have every right to be concerned about the validity of this as a game but just wait there, mister! See, *VIP* is being coded by *Nightmare Creatures 2* creators Kalisto. They've done the movie tie-in of *The Fifth Element* before as well, so at least all the right, ahem, elements are in place.

Pammy herself has resigned herself to the fact that everyone on planet earth has seen her infamous video with sad rocker, hubby and journalist/wife-beater Tommy Lee. She's back with him incidentally although he doesn't appear in the game.

Primal image

We've little details on the game apart from it being a 3-D adventure much in the vein of of *Tomb Raider* and *The Fifth Element*, according to secretive types at Kalisto. How the comical action series will transfer to the game hasn't been made exactly clear but we'd be highly surprised if some FMV clips featuring key events from the series didn't appear. But don't get excited, it's unlikely to be as racy as the intro to *Barb Wire* with all its water and, er, sweat. This issue, along with *Dead or Alive 2* and *Primal Image* shows a disturbing amount of games relying purely on the attraction of the female form.



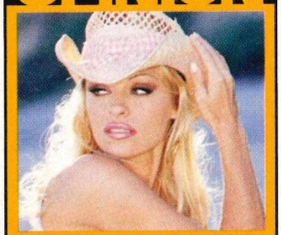
THE TV SHOW!

VIP is a bodyguard agency in Beverly Hills to protect actors and the like from harm. Perhaps Tommy Lee should have a cameo role rather than Ice T perhaps. It's rather rubbish, actually as you may be able to gather from this assortment of odd TV stills. It's popular though, as the autograph signing session shows.

FIRST INFO!



FIRST OPINION



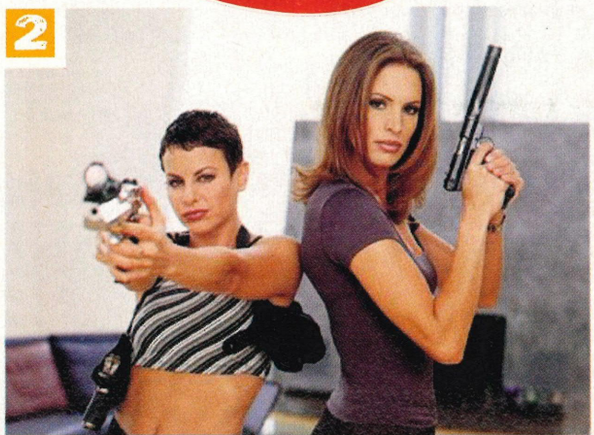
HOW MUCH ARE WE LOOKING FORWARD TO IT?

We'll notice it when it arrives. If only for the fact that it stars her above.

THE SALES PITCH - WHY THEY THINK YOU SHOULD BUY IT!

You can see Pammy in her first genuine adventure, unless you've got a PC and have already seen The First Adventure starring Mr Lee.

2





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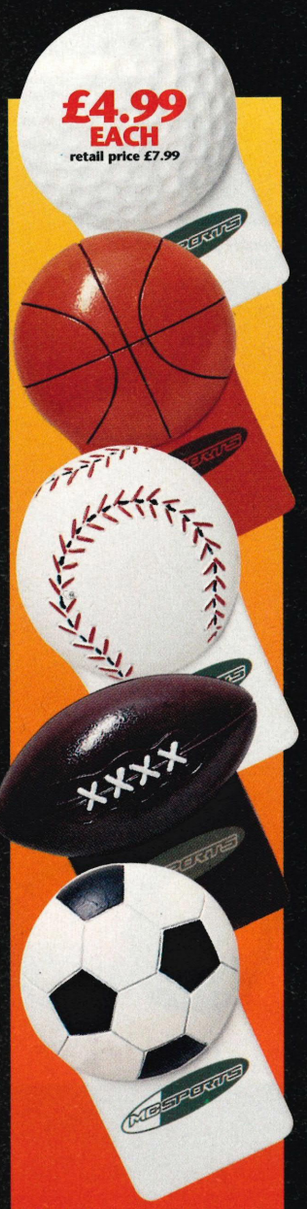
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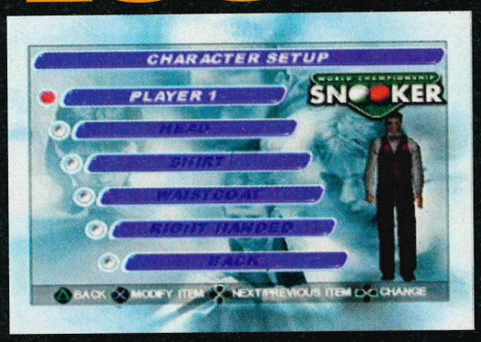
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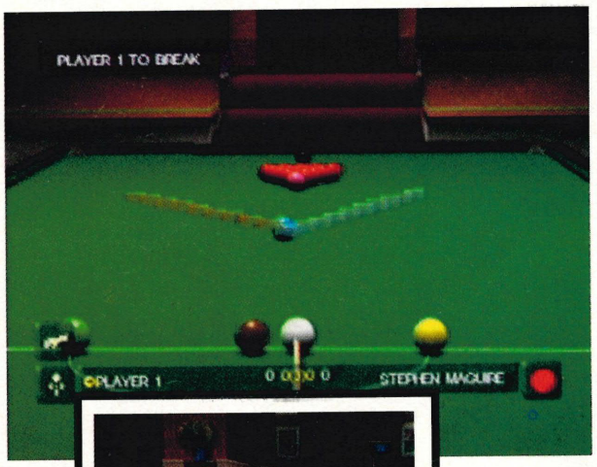
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SNOOKER LOOPY





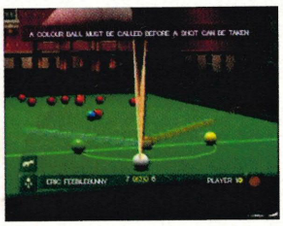
London, Manchester, Birmingham and Newcastle leagues are available for the genuine snooker fan. We think last issue's *Jimmy White's 2* game could have a very hard rival.

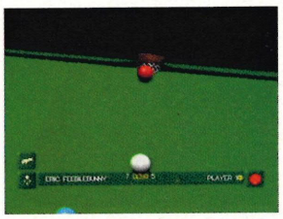


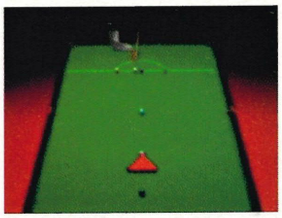


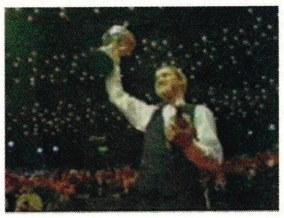
The 3-D is impressive as it doesn't just centre on the table itself.

FIRST PLAY

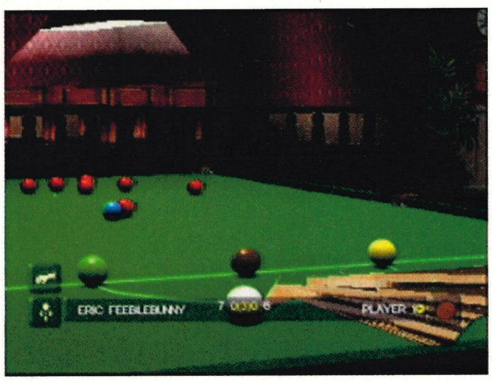


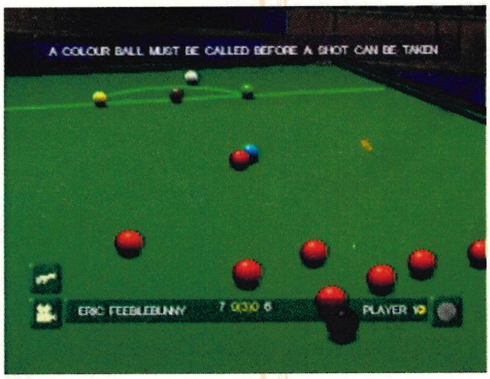


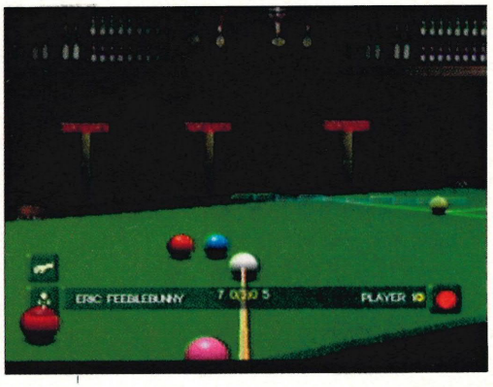




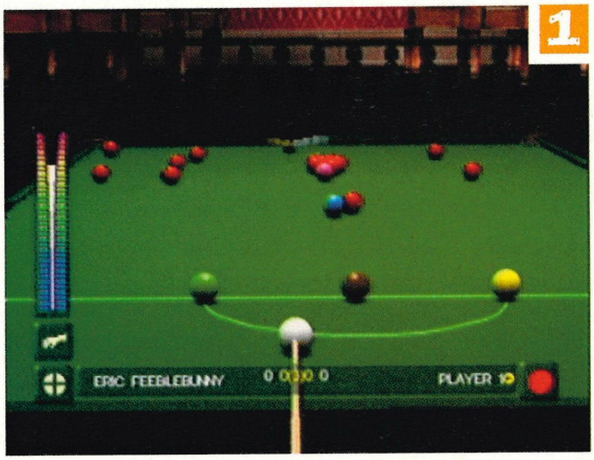
The game will feature motion captured players so cues won't float around poltergeist-style!



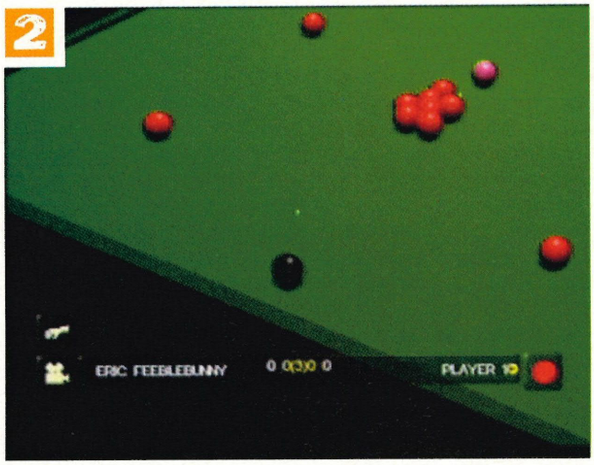


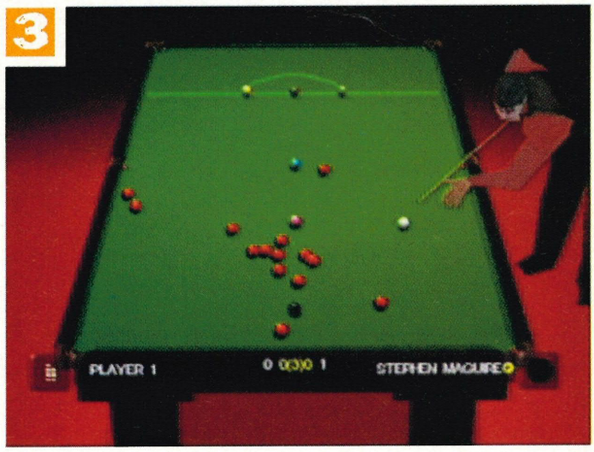


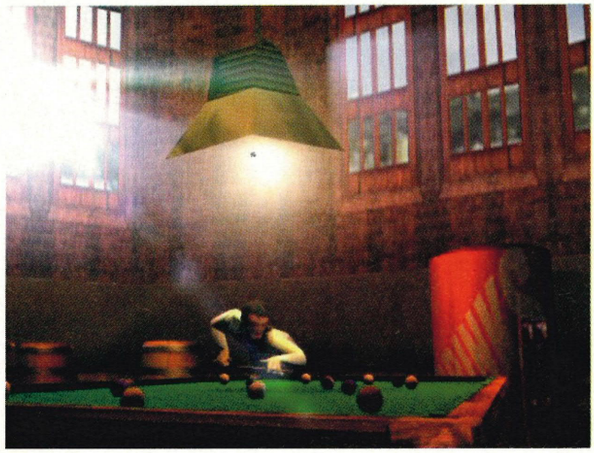
PUBLISHER | **CODEMASTERS** WEB | **WWW.CODEMASTERS.CO.UK**
DEVELOPER | **CODEMASTERS** RELEASE | **UK: APRIL**



WORLD CHAMPIONSHIP SNOOKER







Love on the green baize. In some respects snooker based videogames are like buses; you wait ages for one of the buggers and then two turn up at once. Last month we reviewed *Jimmy White's 2*, which it has to be said plays a pretty mean game of snooker. However, we've just received a preview version of *World Championship Snooker* and we've got to say that from what we've seen so far, this could well turn out to be the best PlayStation snooker game yet.

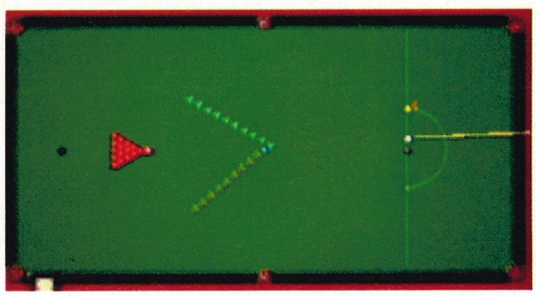
The game features 20 famous faces from the world of snooker, including World Champions such as Ken Doherty, Stephen Hendry, Dennis Taylor, Mark Williams and Ronnie O'Sullivan. What's more the game is being endorsed by the World Snooker Association and allows players to shoot their balls over the hallowed tables of the world famous Crucible venue.

Amongst the game modes on offer are Championship, Single match, Tournament and Masterclass option. The latter option will guide you through the every aspect of the game from basic playing skills to ultra tricky advanced shots. This means that *World Championship Snooker* should appeal to people who don't know one end of a snooker cue from another. However, the professionals among you needn't worry, the game has a simple to use but surprisingly deep control system that will allow the big boys to adjust top, back and side spin, as well as some rather risky masse shots.

Mr Dennis Taylor!

As if all this wasn't enough, the game will feature motion-captured players, so unlike other titles where you just the computers cue floating around poltergeist-style, you'll actually be able to see the players strutting their way around the tables. To spice things up further, the in-game commentary is provided by Dennis Taylor (he of the upside-down spectacles) and the crowd will also react to events in the game to create a nice feeling of actually being there.

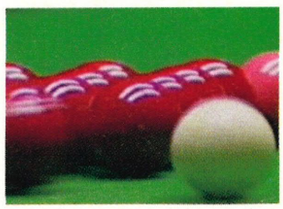
In terms of gameplay things are shaping very nicely, unlike similar games of this ilk, potting balls is quite easy and within half-hour or so it's possible to start racking up some impressive breaks. From what we've seen so far we're pretty damned impressed by *World Championship Snooker*. Watch out next month, for our full review of what we think could be the best PlayStation snooker game yet!

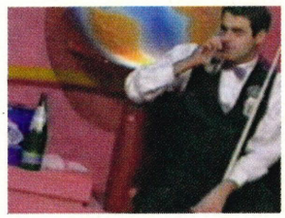


1 For those of you reading in black and white, the brown is between the green and yellow balls.

2 It's possible to rotate the camera round, to get a better look at proceedings..

3 The computer opponents all have individual playing styles. Learning them is the key to success.





FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

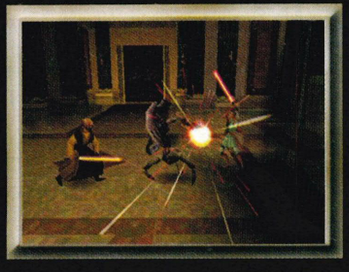
We can't wait. No really, we mean it.

THE SALES PITCH - WHY THEY THINK YOU SHOULD BUY IT!

Apparently the game features an 'advanced AI system', which mimics the characteristics of real players. So now you can finally take on Ronnie 'The Rocket' O'Sullivan.

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS









PlayStation

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THE TEAM



Richard Melville

Raised by monkeys and bred on whelks, Rich enjoys camping in meadows and throwing donkey dung at motorists. Oh Lordy!



Gaz Adams

Our art boy loves his exercise and enjoys nothing more than 'going for the burn.' Especially after ten pints and a phal curry. Splat!



Will Johnston

Although he's often found crying at his own naked reflection, Will has a large collection of replica machine guns and loves to cook.



Simon Cann

The medical marvel who has recently had his stomach converted to run on cheap lager and lumps of Dairylea. Nice!

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Quit your grinning, drop your linen and sell your mother to get hold of these high ranking beauties! The pick of the bunch and top of the heap.

60% – 79%

They might not be giants, but they're still beefed up enough to warrant a bit of attention. Still worth the money, but not in the long term.

31% – 59%

So you fancy a game that doesn't set the world on fire? Well you've come to the right place. You'll get a few hours fun and a lighter pocket. Well done!

0% – 30%

By the time a game has reached these gloomy depths it has no shame left to feel or dignity to take away. A mockery of a game.



HOLD DOWN TRIANGLE TO START!

REVIEWS

Here's our round-up of this month's newest released games for the beloved PlayStation!



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ISSUE 47 GAMES

38 **Ridge Racer V**
So fast it blew up our PS2!

40 **Jackie Chan's SM**
The man, the legend and now the game!

42 **Bishi Bashi**
Could this be the world's best party game?

45 **Strider 2**
Blue boy hot knife platform action

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Resident Evil meets *Quake* and has a strop

48 **Jo Jo's BA**
Bizarre adventure in the world of fight!

50 **MediEvil 2**
The sequel that is without equal

52 **Ghoul Panic**
Point blank gun action with ghosts!

54 **Vagrant Story**
Lush role-player that cuts the mustard

56 **Crisis Beat**
It's like fighting a cripple in a mud bath

58 **Saga Frontier 2**
Slow-paced adventure for the laid back

60 **WWF Smackdown**
Grease in full flow, so get on with the show

62 **Guilty Gear**
Street Fighter loses its conscience

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Army Men returns to rip up some good work

65 **Metal Gear Solid**
The Platinum release of the sneaky snake

66 **Ridge Racer Type 4**
The Platinum range just keeps hotting up!

67 **A Bug's Life**
Another trip down Platinum lane

68 **Die Hard Trilogy 2**
The fools! What have they done?

72 **Prem Manager 2000**
All the teams and all the stats – hell yeah!







For this latest instalment of the series, Namco has introduced a new foxy lady to stare at. Nice.



Ridge

Ladies and gentlemen, I give you the future of home entertainment!

Picture the scene, Friday 10 March, the year is 2000. A strange sense of tension fills the office. The usual sound of bird's song from outside is notable by its absence, the streets are deserted and only the distant sound of a dove crying betrays the fact that all life on earth hasn't perished.

Suddenly the sound of a phone ringing breaks the silence, after a brief trip down to reception we sign on the dotted line and take delivery of a package that could change the way we all live our lives. Praise da Lord it has arrived and the world will never be the same again. Yes indeed, here at PRO we are now the proud owners of a spanky new PlayStation2 and what's more we've even got a couple of games to play on the machine.

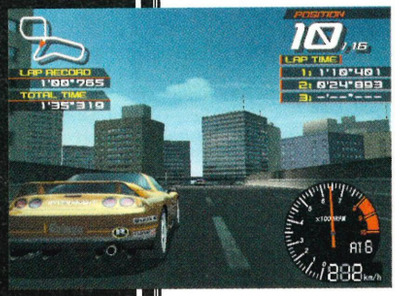
Unfortunately, of the three titles we've received for this PRO-active, powerhouse of a console, the only one worth paying any attention to is Namco's *Ridge Racer V*.

RIGHT: The game's final track is an oval ring, which really lets you put your motor through its paces.

BOTTOM RIGHT: The two-player mode only features yourself and your opponent's vehicles. Rather disappointing really.

SECOND RIGHT: The game doesn't quite generate the jaw dropping excitement that the original *Ridge Racer* brought to the Station.







JAP STYLE

There is a fair amount of Japanese text contained within the game, but working out what's going on is relatively straightforward. **85%**



PUBLISHER | NAMCO	RELEASE | OUT NOW IMPORT
DEVELOPER | NAMCO	UK RELEASE DATE | SEPTEMBER
INTERNET SITE | WWW.NAMCO.CO.JP	PRICE | £60 PROJECT K

PLAYERS | TWO

PERIPHERALS

Ridge Racer V

What we have with this game is *Ridge Racer Type 4* with dirty great big brass knobs on!

Still you've gotta laugh haven't you? After all you've just splashed out £900 in the new money, for what many people have been describing as the future of home entertainment and what do you get to play? That's right, another bloody racing game. Cheers lads.

So then, if what we're led to believe is true, the future of videogames looks like a dirty great dehumidifier and plays a variant of a racing game which is over half a decade old (who needs skateboards and inflatable bridges eh?). Anyway, to cut a long story short we all crowded round this unassuming lump of black plastic and braced ourselves for what we believed was going to be a giant leap forward in the evolution of videogaming.



Braking the mould?

What we were actually greeted with was an update of Namco's illustrious *Ridge Racer* series, which looks and plays nice, but in all fairness never really pushes the technological envelope. As in previous games there's no plot to speak of as such. Basically, you just get behind the wheel of a suped-up broom broom and then burn around a series of (suspiciously familiar looking) tracks.

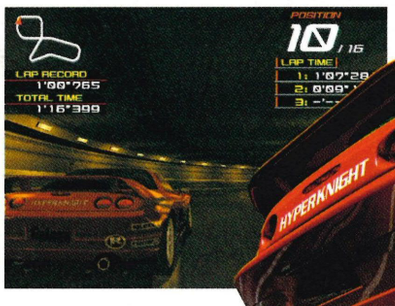
In a nutshell what we have with this game is *Ridge Racer Type 4* with dirty great big brass knobs on. What we don't have with this game is an example of the true power of Sony's new console. Make no mistake, the game looks gorgeous. The healthy amount of tracks are beautifully detailed and the silky smooth, lightning fast screen update is rarely compromised. It would be fair to say that visually no other racing game on a home system comes close to providing this level of speed and detail. For example during night scenes you can actually make out the lights on the dashboard of your vehicle; other nice touches include the glow that appears around your brake pads when you decide to drop the anchors.

However, despite the technology it's running on, the game still only offers two different viewpoints and horror of horror the two-player mode is plagued with an N64 type fogging effect. Hopefully, this is due to time limitations on Namco's part, as opposed to any shortcomings of the PS2 hardware (we shall see). At the end of the day *Ridge Racer V* is a visually impressive and extremely enjoyable racer, unfortunately if you're looking for something to showcase the power of the PS2 then you're just going to have to wait a little bit longer.

Simon Cann







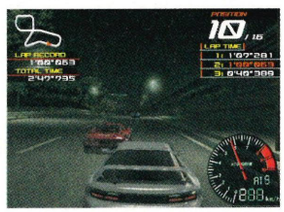


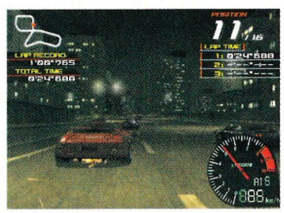
KEEPING TRACK

Whilst you're driving round the game's various courses you may experience a feeling of déjà vu. Yes, yes and yes. Namco have been busy cutting and pasting the tracks of their previous *Ridge Racer* games, so don't be surprised (you won't be anyway) to find yourself tearing through yellow lit tunnels and palm tree lined stretches of road.

BUNCH OF PRIX

The real meat and spunk of the game lies within the Grand Prix mode. Three difficulty settings are available here, and as you progress through the races you're rewarded with extra cars, new engines and trophies. Upon completing the standard Grand Prix, an extra mode is unlocked which comprises a further four events. Not bad value then really.



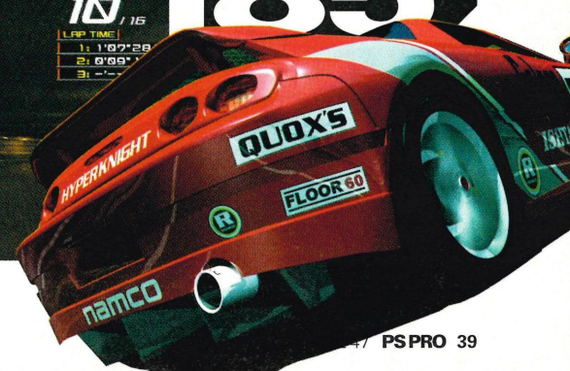


PS PRO FINAL VERDICT

A beautiful looking racer that also plays like a dream. Whilst it's by no means the killer that the original game was to PlayStation, there's no denying that it's a bloody good piece of arcade-based fun. Roll on *GT2000*.

GRAPHICS	★★★★☆
SOUND	★★★☆☆
GAMEPLAY	★★★★☆
LASTABILITY	★★☆☆☆

85%

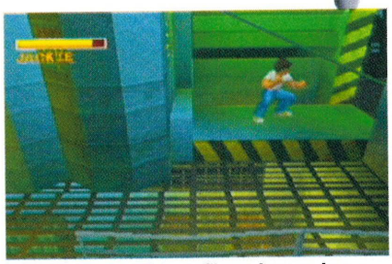




WHO'S THE DADDY?



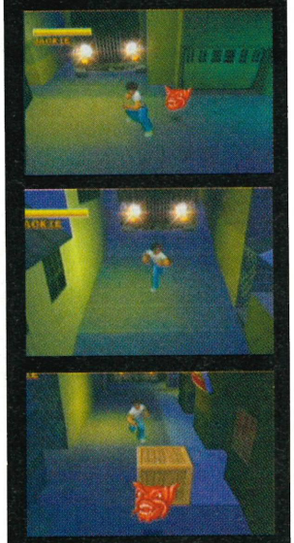
Let's face it, at one point or another we've all sat around in the pub and asked the question who would win a fight out of Bruce Lee (if he wasn't dead) and Jackie Chan? Well the picture contained in this section conclusively settles this poser. Witness a young Mr Chan getting a damn good kicking from Brucie, in the martial arts classic *Enter The Dragon*. We still wouldn't wanna spill Jackie's pint though!



RIGHT: In true martial arts film style, enemies can be kicked through parts of the scenery.

ABOVE: Certain set pieces see Jackie performing death defying stunts. Here we see him sliding along an overhead cable.

KEEP ON TRUCKING!



Jackie Chan's Stuntmaster features a series of innovative set pieces. For example, in one scene Jackie is being pursued down a back alley by a speeding lorry (not unlike certain sections of the *Crash Bandicoot* games). The player must frantically run into the screen whilst avoiding the crates that have been carelessly left strewn around. Eventually the lorry grinds to a halt and the gameplay reverts back to the core fighting/platform action. Nice.

Jackie Chan's Stuntmaster

Everyone's favourite kung fu master prepares to kick some polygon butt!

Here at PRO, we'd almost given up hope of ever playing a game featuring our favourite, big screen martial artist.

Indeed, *Jackie Chan's Stuntmaster* has lingered in development hell for almost two years. So you can imagine our reaction when out of the blue, a finished copy of the game arrived on our desks.

The plot of *Jackie Chan's Stuntmaster* (JCS) sees the butt-kicking, action man traversing the streets of China Town, in search of his Grandfather, whom has been abducted by the local Mr Big. What this boils down to in gameplay terms, is a curious hybrid of the beat-'em-up and platform genres, with a couple of random sub-sections thrown in for good measure.

Initially, you find yourself plunked in the middle of a series of neon-lit city streets. Jackie must roam the 3-D interactive locations in search of his missing relative.

Kick it!

Along the way you get to beat the poo out of an assortment of baddies, using both your martial arts skills and any weapons that come to hand. However, as well as the standard combat, the player must also negotiate their way along perilous building ledges and platforms. Thus, one minute you'll be leaping across a series of stacked packing crates, whilst the next you'll be beating an assailant black and blue with a dirty great big fish (straight up). This mix of genres is hardly ground-breaking, but it successfully manages to stave off the boredom that frequently plagues other games of this ilk (*Crisis Beat* for example).

Naturally, what with this being a Jackie Chan game and all, the fighting sections make up the largest proportion of the game. Combat is intuitive and enjoyable, although somewhat limited. Jackie's repertoire of moves include standard kicks and punches, some combos, grab attacks, rolls and even one or two extravagant moves which see him running up the wall (Danny Kaye style) and back flipping behind his unsuspecting opponent. Parts of the scenery (crates, plant pots etc) can be smashed and weapons ranging from frying pans to paint rollers can be picked up or taken from vanquished foes.

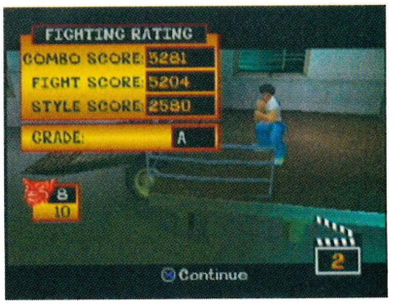
Kung fu fighting

Whilst at points the action is somewhat sluggish, there's no denying that it is strangely satisfying. Although, it must be pointed out that after a few stages the formulaic structure of each level does begin to grow a little tiresome and samey, i.e. jump a few ledges/crates, give some baddies a good kicking and then avoid an incoming vehicle and so on...

Graphically, the game has a very





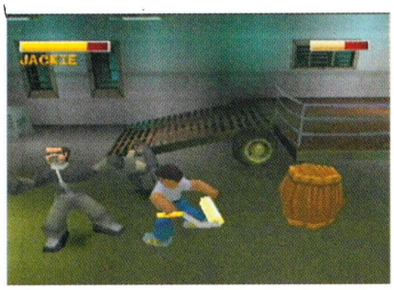


PUBLISHER | SONY	RELEASE | JAPANESE: OUT NOW	PLAYERS | TWO	PERIPHERALS
DEVELOPER | RADICAL ENTERTAINMENT	UK RELEASE DATE | OUT NOW		
INTERNET SITE | WWW.PLAYSTATION.COM	PRICE | £34.99		











BELOW: If Jackie misjudges a jump, the cheeky little fella will grasp onto the ledge.

SECOND BELOW: Jackie can counter his opponent's attacks, with some ultra flashy s**t-kicking, ass-whooping, body-breaking results.





Combat is intuitive and enjoyable, although somewhat limited...

distinctive look. Jackie and the enemies he encounters all have a cartoon-like, comic feel about them, whilst the backdrops themselves look slightly harder edged. Animation throughout is extremely fluid and the developers have done an excellent job of mimicking the great man's mannerisms. Sonically, the game is also of high quality. The in game, orientally themed music is forgettable but unobtrusive. Likewise, the assorted quips Jackie makes during fights are varied enough to prevent them from grating.

As an overall package *Jackie Chan's Stuntmaster* is a surprisingly entertaining piece of software. It looks nice, plays well and is markedly superior to its nearest rivals. The only fly in the ointment is that it does get slightly repetitive in places. Still minor gripes aside this is well worth a look, and Jackie Chan fans will definitely be in their element.

Simon Cann







PS PRO

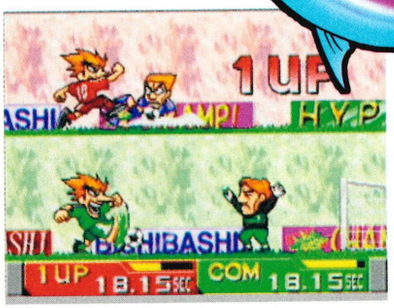
FINAL VERDICT

An enjoyable if slightly repetitive exercise in kicking the excrement out of people. This easily outshines similar games and with a little more innovation could have been a real contender. It's still very good though.

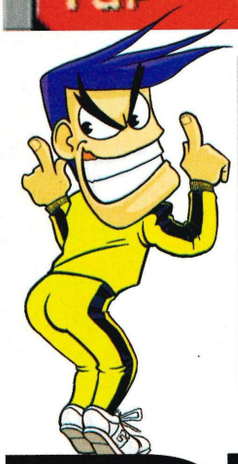
GRAPHICS	☆☆☆☆☆
SOUND	☆☆☆☆☆
GAMEPLAY	☆☆☆☆☆
LASTABILITY	☆☆☆☆☆

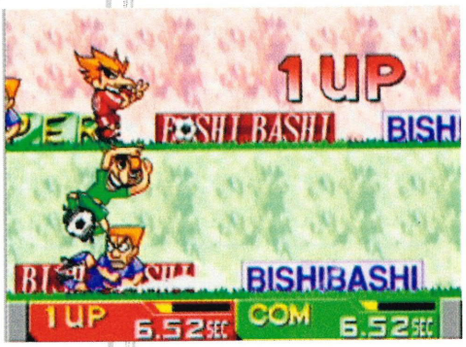
81%











Konami give us an exercise of utter Japanese madness and we love it!

In this month's PRO we have had two cracking examples of Japanese eccentricity – *Jo Jo's Bizarre Adventure* and the loveable *Bishi Bashi*.

The latter was originally released in the arcades and subsequently travelled over to PlayStation, where it's been available on import for some time. *Bishi Bashi* has a strange effect upon those who encounter it, a typical first response usual goes along the lines of, "What the hell is this ****?"

However, once people actually sit down and have a go, the unique gameplay takes a vice-like grip and the concept of time soon loses any meaning. Hours, days, months, become mere trivialities as you frantically attempt to inflate the afro of a cartoon disco-dancing funkmeister (no really).

Hard to pin down

In terms of gameplay, *Bishi Bashi* is tricky to pigeonhole, indeed it transcends genres and works on a higher plain. Perhaps, the

With two players taking part *Bishi Bashi* ranks as one of the greatest gaming experiences!

Bishi Bas







LEFT: In the event of a drawn match, players must hammer buttons madly to throw their opponent off the screen.

PUBLISHER | KONAMI	RELEASE | JAPAN: OUT NOW	PLAYERS | FOUR	PERIPHERALS
DEVELOPER | KONAMI	UK RELEASE DATE | MAY		
INTERNET SITE | WWW.KONAMI.COM	PRICE | £29.99		







ABOVE: In this stage, players must catch the falling ingredients of a hamburger. This may look easy but believe us it isn't.

ABOVE LEFT: Any activity that involves tossing has gotta be worth a few goes. Bottles rain down from the sky and the player must quickly dispose of them.

closest comparison that can be made is to Namco's *Point Blank* games, only without the need for a gun and a hundred times stranger. Players select from one of several play modes and then take part in a series of surreal non-linked mini-games.

One minute you're guiding a stressed out cartoon man up a series of ladders in a desperate attempt to reach a giant golden toilet at the top, next you're trying to knock out a tune on a piano with a

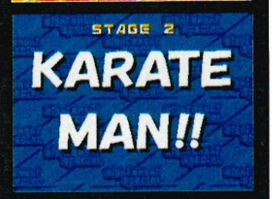
TWO BECOME ONE

In Japan *Bishi Bashi* was released in two separate instalments. However for its UK release, Konami have rather generously included both games on one disc. *Hyper Bishi Bashi* (or number 2 in Japan) is undoubtedly the star of the show, although *Super Bishi Bashi* (the original game) is still an absolute barrel full of laughs. By including both games together, the package includes as staggering total of 94 different sub-games, which is good value in anybody's books.



STOP MAKING SENSE





The import version of *Bishi Bashi* (being Japanese and all) featured some hilarious speech. In between each level indecipherable text would flash up, to the accompaniment of absolutely manic Japanese shouting. Unfortunately, this crazy 'ass' Japanese business hasn't been retained for the UK version.

However, those crazy kids at Konami have managed to keep things relatively real by renaming each sub-game with nutty titles such as Touch-tone Mania! Nice one geezers.

hi PS PRO GOLD



TOP FIVE JIVE

Trying to pick out a the top ten best events in *Bishi Bashi* is no mean feat, seeing as each game is a classic in its own right. However, after days of discussion, gnashing of teeth and copious amounts of blood letting, the Pro team are proud to reveal the definitive list of greatest *Bishi Bashi* moments. In no particular order. It goes a little something like this...



Hyper Pie Throw

A homage to the seminal *Track and Field* series. Hammer the buttons to generate some speed, then watch as your beautiful bride hurls a faceful of cream pie at the assembled congregation.



Karate Man

You play a serious, bad-ass, karate man, who must kick the living poo out of an army of wise-ass hoods. Plays like a perfect pancake covered in maple syrup.



Rod Shaker

This is a tense (or even tench?) experience. You and a competitor sit on an deserted island, rod in hand waiting to pull one off (fish that is) onto dry land. When your rod begins to vibrate, give it a tug, but make sure you don't come into contact with any seamen [Ho! – Ed].



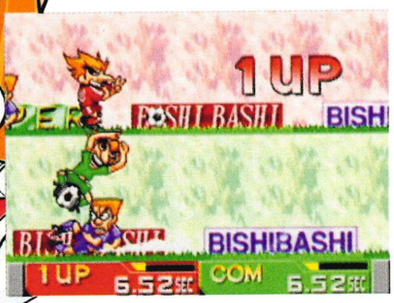
Burger Girl

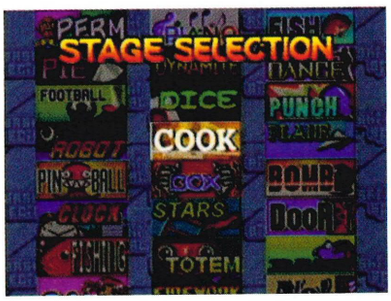
Anyone who can't chew gum and fart at the same time need not apply. You must catch falling ingredients of a hamburger, using both arms. Looks simple, but then so does Jimmy Cricket.



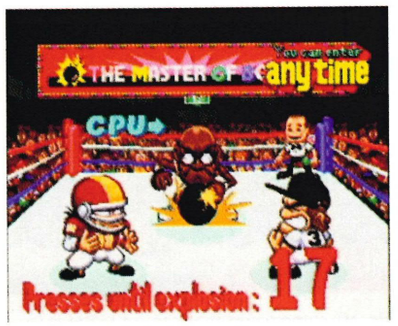
Puck Attack

Plays like *Pong* on a heavy duty dose of acid. Watch in amazement as you and a friend batter around spiders and joints of beef. You've gotta be fast on your feet for this one and no mistake matey.









device that resembles a chopstick. If all this sounds bizarre, that's probably because it is. Very bizarre in fact. Quite what was going through the minds of the developers is anybody guess, but clearly they must be sat on the narrow fence that divides genius with insanity.

Make no mistake, with two or more players taking part *Bishi Bashi* ranks as one of the greatest gaming experiences of all time, forget the polygon extravagances of *Gran Turismo 2* or *Tekken 3*, this is where the gameplay's at. Unfortunately, the one player mode doesn't quite reach the giddy heights of its multiplayer counterparts, but clearly that was never the point.

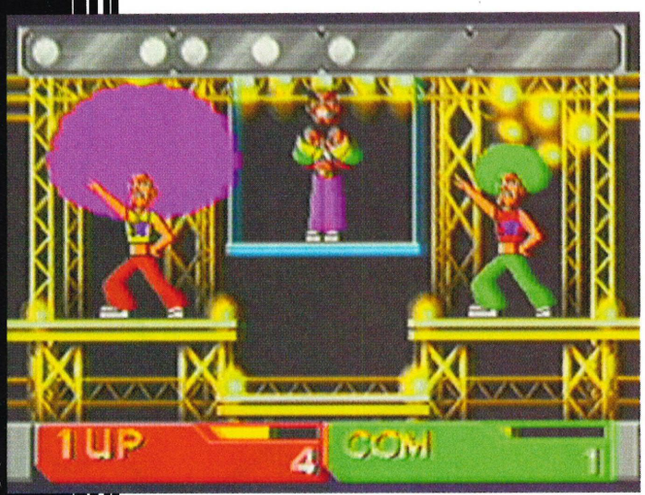
Bishi Bashi should be viewed more as a social event than a mere game; it brings people together and bonds them into one great big collective mound of joy and happiness. Peter Mandelson, would be well advised to bring a copy round to the next set of Northern Ireland negotiations, within minutes Gerry Adams and Co would be hugging each other like long lost friends, such is the beauty of this product.

The game's graphics, whilst hardly pushing the technological envelope, manage to do their job perfectly. Cartoon sprites are mixed with absurd backdrops and even stranger digitised images, to give the title a truly unique look.

Sonically, the game is also excellent, the mad Japanese soundtrack and ludicrous sound effects heighten the feeling of euphoria, which the gameplay is generating. Rarely have the elements of a game gelled together so perfectly. You know a game is something special when hardened videogame journalists – who've been ground down by a myriad of football simulations and beat-'em-ups – start arguing about who's having the next go on a game.

Overall, *Bishi Bashi* can be described as the greatest multiplayer videogame of all time. If you've got a PlayStation and at least one friend, then *Bishi Bashi* must be your next purchase!

Simon Cann



PS PRO FINAL VERDICT

***Bishi Bashi* is a unique gaming experience, which blends innovative gameplay with some incredibly bizarre humour. This can truly be described as the finest piece of post-pub software ever created.**

GRAPHICS	☆☆☆☆☆
SOUND	☆☆☆☆☆
GAMEPLAY	☆☆☆☆☆
LASTABILITY	☆☆☆☆☆

95%

PUBLISHER | CAPCOM
DEVELOPER | CAPCOM
INTERNET SITE | WWW.CAPCOM.COM
RELEASE | OUT NOW IMPORT
UK RELEASE DATE | TBA
PRICE | £44.99 PROJECT K
PLAYERS | ONE
PERIPHERALS











ABOVE: Many of the enemies from *Strider* have been retained, including the homicidal ballerinas.

Strider 2

Strider gets the spit and polish treatment. But has it paid off?

Ever bumped into an old friend you haven't met for years? Only to discover that they've transformed into a designer shirt clad tosser.

Well that's how it feels to play *Strider 2*. With this belated sequel Capcom have fumbled and the result is a game that tarnishes the original's near legendary status.



ABOVE: Strider's main weapon is his trusty plasma sword. A tool which he wields with clinical precision.



BELOW: Some of the level designs are quite ingenious. It's even possible to complete certain stages via different routes.





In your stride...

The plot once again, sees the eponymous *Strider* making his way through a series of enemy-infested, platform-laden levels, in pursuit of yet another evil dictator. Structurally, the game resembles its illustrious predecessor; each of the game's pseudo 3-D levels contains a series of set pieces (some of which are strikingly, and somewhat unexplicably, similar to the original game) and a steady flow of sub-bosses to destroy.

Controlling *Strider* has also changed very little from the previous outing. It's possible to jump, slide, hang from ceilings and climb walls. Graphically, this sequel places 2-D sprites on pseudo 3-D backdrops which gives the game a look similar to Crystal Dynamic's *Pandemonium*. In terms of sounds, the effects here are impressive and the tunes that accompany them are suitably rousing.

Stride on time

Unfortunately, several factors prevent *Strider 2* from being as enjoyable as its forebear. The flow of the game is frequently broken up by constant bouts of mid-level loading and these soon become noticeably intrusive and give the proceedings a very awkward and 'bitty' feel.

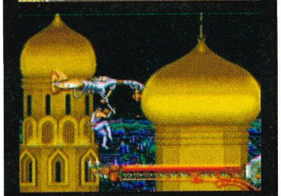
The game is also incredibly easy to complete, even on the higher difficulty settings, things rarely become very challenging. Crucially, the whole thing just doesn't feel as good as the original. Many of the game's bosses simply require you to stand there and hack at them – with little indication of any strategic attack patterns.

Despite these problems *Strider 2* remains an enjoyable albeit short-lived piece of arcade gaming. However, the fact that it is noticeably inferior to its eleven-year-old predecessor begs the question, is the golden age of arcade game design truly over? We wonder and think long and hard about this all this time... (Apart from when we're on deadline – Ed).

Simon Cann

DON'T GO CHANGING





Strider 2 **comes complete with a second disc, this contains an almost flawless conversion of the original arcade game.**

Make no mistake, despite its age the original *Strider* still stands as one of the most enjoyable and innovative arcade machines of all time. The beautifully designed levels and brilliant gameplay twists are more than enough reason to go out and buy this right now!

JAP STYLE

There is a small amount of Japanese text in the game, but to be honest it has very little bearing on the gameplay. 99% Accessible.

PS PRO FINAL VERDICT

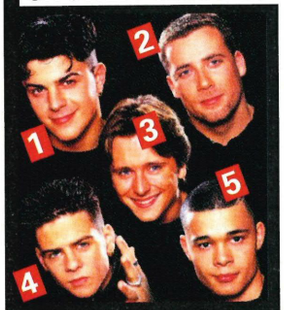
Strider 2 **comes as a little bit of a disappointment, lacking as it does the ingenuity and flair of the original game. Fortunately, Capcom have thrown in a near perfect version of the original.**

GRAPHICS	★★★★☆
SOUND	★★★☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★☆☆

85%



OH SWEET JESUS NO!



You thought that the mutated menace of the *Resident Evil* games were just the figments of a deranged mind. Well guess again as PRO gives you five visual facts to prove that your worst fears have already been made flesh. BE AFRAID, VERY AFRAID. IT'S FIVE!

Resident

More horror than a flesh eating plague. More action than foot rot.

If you didn't lose any bodily waste while playing the previous three games you were probably dead already. Locked in a cursed mansion. Low on ammunition and covered in zombie love bites. The adult nappy industry must have made a mint.

Some people moaned about the static screens and heart-stopping loading times as the doors creeped open and their stomachs twisted. Some wanted sequels to feature *Silent Hill*-style backgrounds that swept across the gothic shocks as if directed by a deeply disturbed B-Movie director – the people at Capcom must have heard. Mind you, the buzz was loud enough to drive a deaf dog mad! Oh, their ears pricked all right. But they were too busy with other plans. Plans that were to place innocent game players in to the very heart of the *Resident Evil* world with nothing to defend themselves with but a Namco G-Con lightgun and a crucifix.

Silver bullets

The plan was perfect. Namco's gun is equipped with buttons either side of the chamber. Great , we have left and right movement. Shoot off screen and forward motion is possible. Shoot twice and you can move backward. Add this cunning little control method to a real-time world where you can walk around, solve puzzles and shoot people and you are sorted.

Imagine the scene: It's close to midnight, and something evil's lurking in the dark. Under the moonlight, you see a sight that almost stops your heart. You try to scream, but terror takes the sound before you make it. You start to freeze, as horror looks you right between the eyes. You're paralysed and then you shoot that undead piece of rotting flesh to pieces with an unlimited supply of bullets and a dull frown appears on your face. It doesn't matter where you blast them. Head, torso





ABOVE: Lacking skin and sporting a mini afro, the naked zombie lunges with intent.

RIGHT: Not having a hanky causes problems even for corpse-like monsters. Snot alert!

People in their mid-twenties with skin conditions are trying to eat your face!



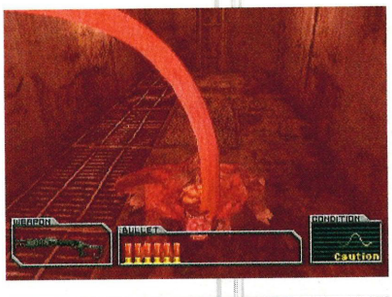


PUBLISHER | EIDOS	RELEASE | JAPANESE: OUT NOW
DEVELOPER | CAPCOM	UK RELEASE DATE | APRIL
INTERNET SITE | WWW.CAPCOM.COM	PRICE | £34.99

PLAYERS \| TWO

PERIPHERALS

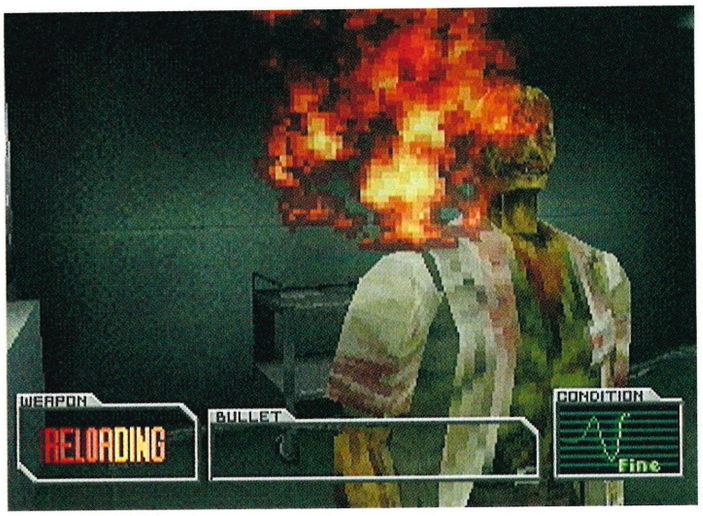








BELOW: It doesn't really make any difference where you shoot a zombie, but it is satisfying to at least aim for their heads.



Evil Survivor

ABOVE: If you've got the feeling, then jump up to the ceiling, Five are getting down tonight!

ABOVE LEFT: Frank Skinner decided to join the undead posse after advice from his old mate Baddiel.



or groin – it's all the same. When it comes to marksmanship in *Survivor* it's not quality you're after, it's quantity.

But there are other problems out there. Problems that a hearty supply of ammunition can't solve because alone you stand with a pistol in your hand. Memory gone and the forces of hell moving in for a feast of flesh. You don't know who you are, or why people in their mid-twenties with skin conditions are trying to eat your face.

No one is going to help you. Not even one of the clumsiest control methods ever devised by man or beast. You can't sidestep and you can't look up or down. If there is a tongue-lashing licker gnawing on your ankles, you'd better hope that the automatic screen lock decides to do its thing or it's adios Reebocks and hello a life of pain eternal.

Dead by dawn

All the *Resident Evil* trademarks are here. Wander around spooky locations while picking up keys and solving basic 'what fits in here?' type puzzles. It's all been simplified to make use of the lightgun control (or the standard controller, if you aren't a lucky lightgun owner) but it doesn't hit the marks of any of its ground-breaking ancestors.

The actual shooting sections, although blended in with the constant wanderings, aren't on the level of any shooting game you'd care to mention. If you were hoping for *Quake* meets *Time Crisis* in a mad scientists laboratory then prepare to be sorely disappointed.

Resident Evil Survivor is a game of two halves and once put together each part fails to make up an entertaining whole. This is the first time we can say that the *Resident Evil* licence is being used as a milking ground for cash cows.

Will Johnston







ABOVE: A scared innocent quivers as you wave a gun for fear of zombie killers.

LEFT: The blue fella suddenly decided he wanted to taste your eyeballs. Get the hell outta there!

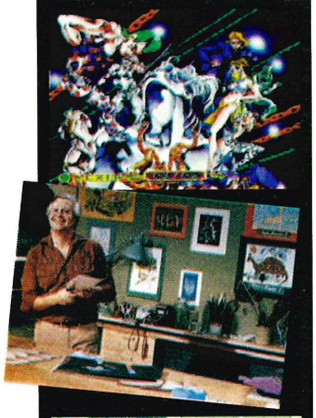
PS PRO FINAL VERDICT

Fair enough, it's an interesting idea and it got us wet with hunger when we heard about it. Unfortunately it's not going to set the world on fire, it just manages to keep a pilot light burning until the next *Resident Evil* instalment.

GRAPHICS	★★★☆☆
SOUND	★★★☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★★☆☆☆

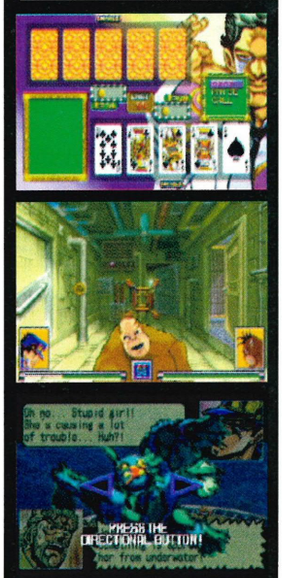
75%

TOE, KNEE, HEART

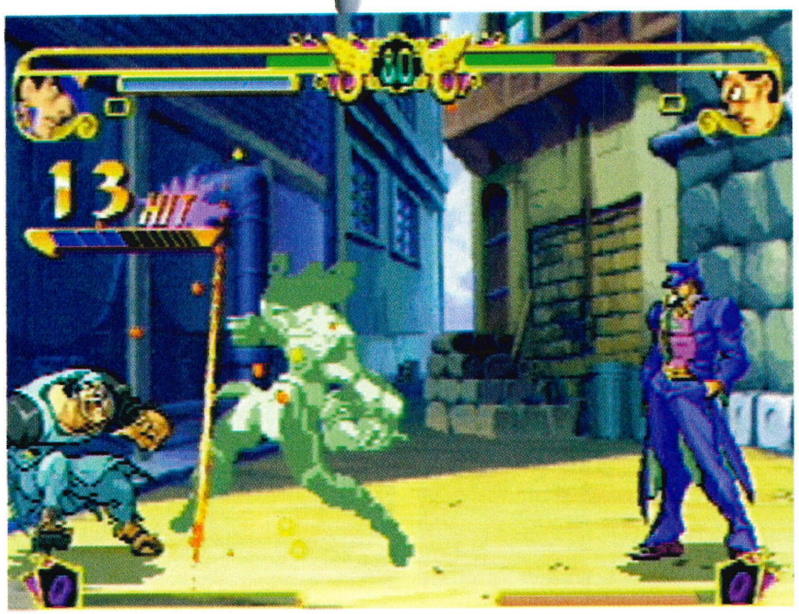


In true Tony Hart stylee, *Jo Jo's Bizarre Adventure* features a Gallery mode, where you can admire the game's extensive artwork. Unfortunately, you're gonna have to work your way through the Story mode before you can unlock these masterpieces.

BIZARRE BY NAME...



In addition to the usual punchy, punchy fight action. *Jo Jo's Bizarre Adventure* contains a whole host of sub-games. Some simply require you to quickly press a button in response to an onscreen prompt, whilst others are more interesting, such as dropping coins into a glass without spilling the water contained inside (no really).







Jo Jo's Bizarre Adventure

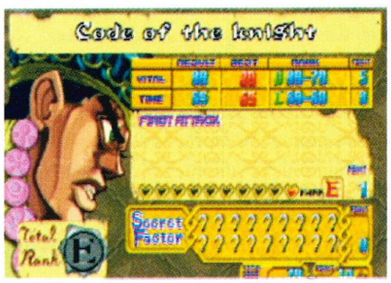
Yet another 2-D beat-'em-up enters the fight arena, but this one's more than a little bit different... in fact, it's bizarre!

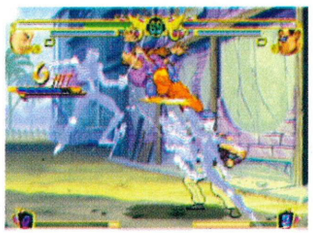
The Queen Mother, Boris (glug, glug) Yeltsin and finally the good old 2-D beat-'em-up; what do the three of them all have in common? Simple, people are constantly predicting their imminent demise.

However, this doesn't stop them all staggering on and as long as the Queen Mother (God bless her) doesn't swallow any more fish bones, they'll probably manage to outlive the lot of us. Indeed, the proliferation of new 2-D bruisers confirms the fact that reports of the genre's death are greatly exaggerated. If proof were needed then look no further than to the aptly named *Jo Jo's Bizarre Adventure*.

The game's plot (if it can be called that) is based around the exploits of characters from a popular Japanese comic strip. Quite what the comic is like is anybody's guess, but if it's anything like the game, then it must be as mad as a bloody lorry.

Each of the fighters possess a kind of spiritual Guardian Angel called a 'Stand' which can be called upon during battles to inflict special moves and other ludicrous attacks. What this all boils down to is yet another slice of one-on-one beat-'em-up action, (think *Street Fighter* on acid). Whilst the game shares many fundamental similarities with its Capcom stablemate, it manages to introduce enough new ideas to at least make it partly distinguishable from its illustrious counterparts.



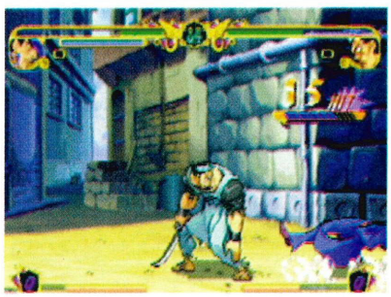


ABOVE: **The in-game fight action is strictly by the numbers.**

RIGHT: **The characters which feature in the game range from the pumped up power houses, to tiny little doggies!**

FAR RIGHT: **The shoot-'em-up section plays like a watered down version of Capcom's very own *Side Arms*.**

Gameplay is much like any other 2-D one-on-one beat-'em-up you'll have played!



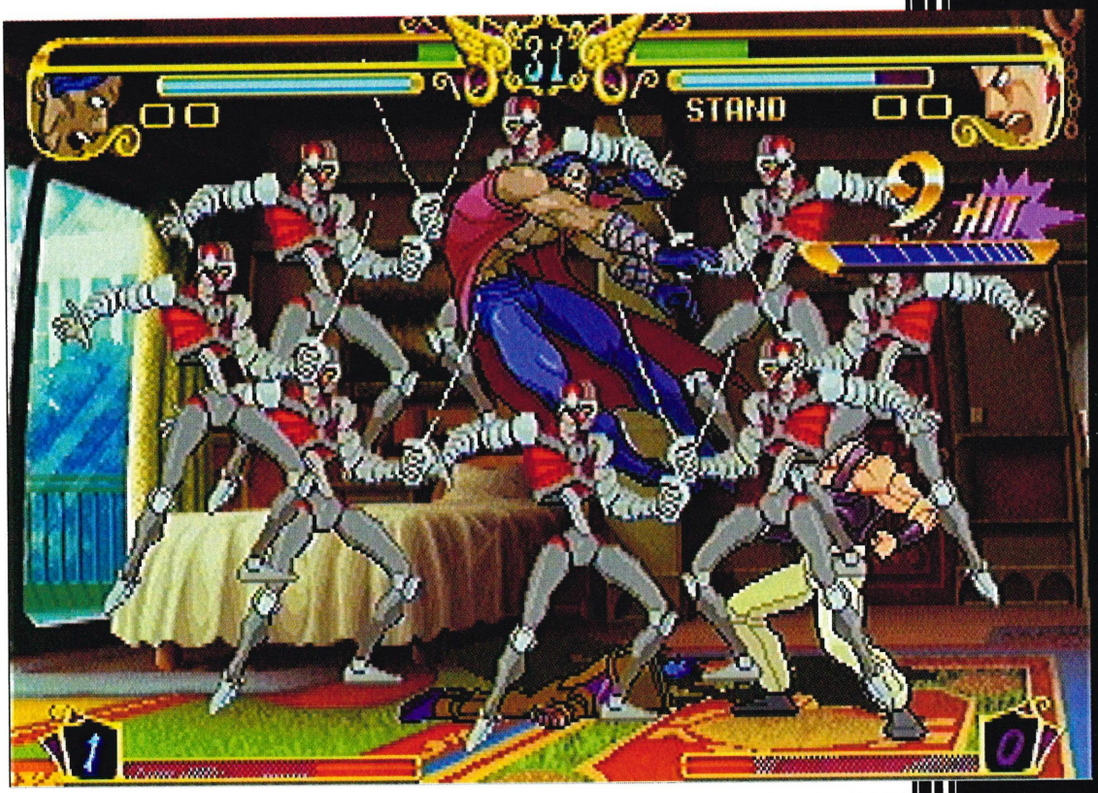


PUBLISHER | CAPCOM	RELEASE | JAPANEESE: OUT NOW
DEVELOPER | CAPCOM	UK RELEASE DATE | APRIL
INTERNET SITE | WWW.CAPCOM.COM	PRICE | £39.99

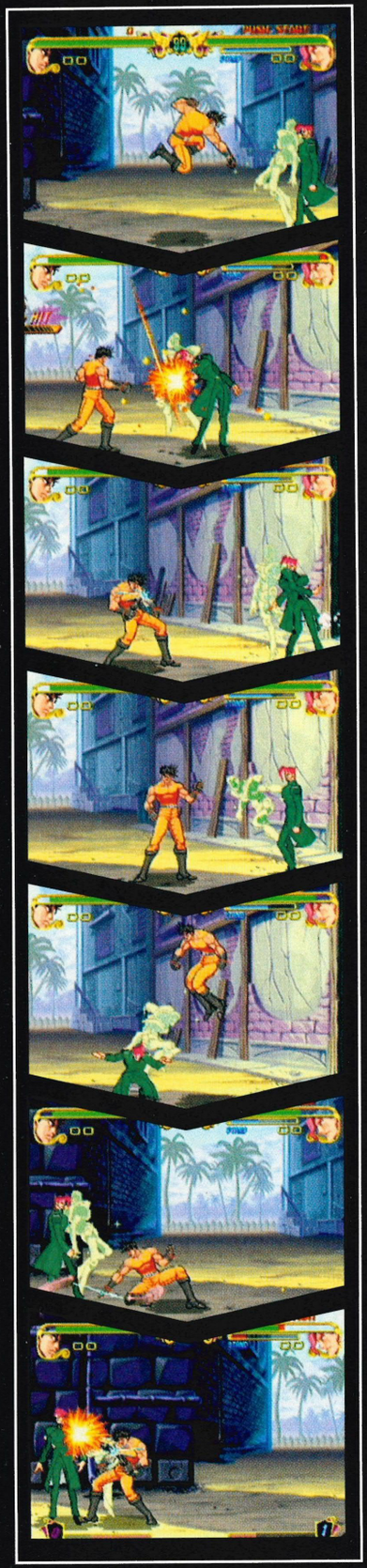
PLAYERS | TWO

PERIPHERALS

LET'S FIGHT!







Firstly, Capcom have ditched the usual six button control system, which features in the majority of their other fighting titles. In its place is a somewhat simplified four button set up, offering the player weak, medium and strong attacks; the fourth button is used to summon the power of your psychic buddy.

Naturally, this reduction in buttons makes proceedings far more accessible for beginners, although veterans may find the moves list a tad too limited for their liking. Gameplay is much like any other 2-D one-on-one beat-'em-up you'll have played, with kicks, punches, projectile attacks and super moves being carried out in the usual manner.

Poker section go!

Likewise, all the usual play options are on offer including a standard conversion of the Arcade game, Versus mode, Training and a special Story mode. The latter option is undoubtedly the most interesting and sees the game break away from the usual constraints of its genre. You guide the main hero Jotaro on his quest to find and destroy the evil Dio, in the process you encounter various other stand-wielding lunatics who must be beat into submission. After defeating certain foes, they will join Jotaro's party and consequently become playable characters. Nothing radically innovative so far then.

However, after a few of these encounters the game suddenly begins to throw little sub-sections in your direction. These initially take the form of reaction-based button-tapping games. Fortunately, the latter games are more sophisticated and include a shoot-'em-up based homage to the film *Fantastic Voyage*, as well as a poker section where the stakes are the very souls of your comrades.

Unfortunately, the whole sub-game thang just doesn't come off. The majority of them lack any real depth and when coupled with the massive reams of text which crop up between each fight, merely serve to break up the already quite shallow fighting action of the main game.

Overall, the game attempts to take the genre somewhere new, with only a mixed degree of success. The main fight sections will be too simplistic for the hard-core fight fan and the inclusion of so many sub-games in the Story mode will simply cause annoyance to those who play through it. *Jo Jo's* is probably worth a rental, for its novelty value, but not a £40 purchase.

Simon Cann







ALTERNATIVELY

Street Fighter Alpha 3 – Virgin – 92%

PS PRO FINAL VERDICT

A schizophrenic release, which simply can't quite decide what it wants to be. The main fighting action is competent enough, but will no doubt be too shallow for any truly hard-core fighting aficionado.

GRAPHICS	★★★☆☆
SOUND	★★☆☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★☆☆

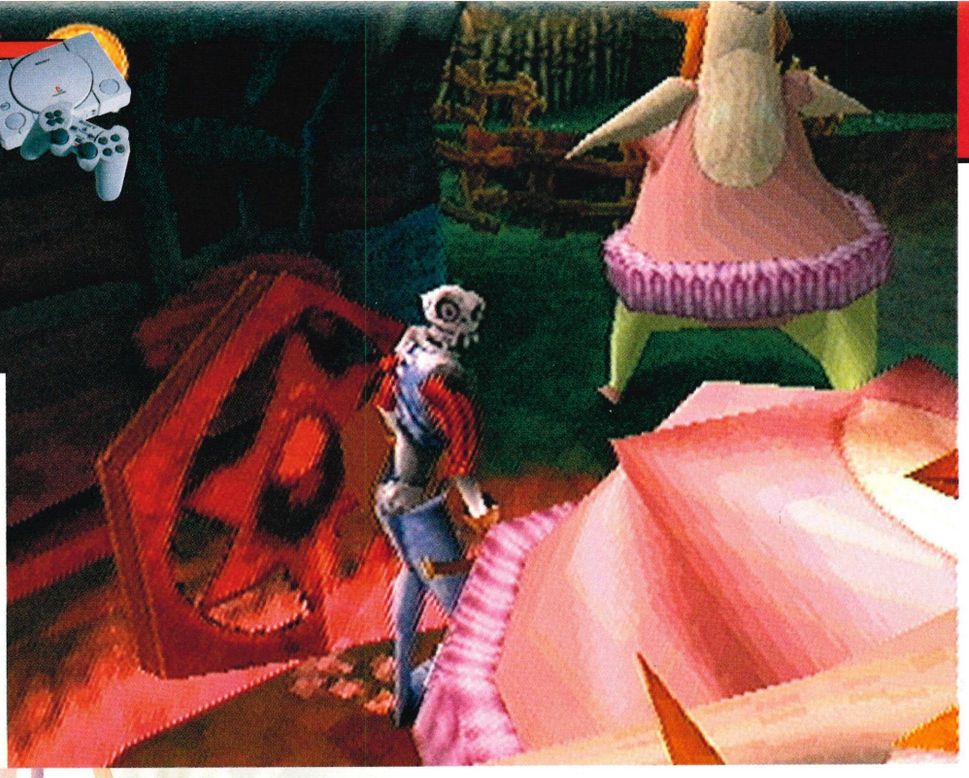
72%

BELOW: People attempting to behead you makes no odds as you're dead already.

RIGHT: *Monty Python*-style fat bearded women bounce you around like a ball

SECOND BELOW: Robbie Williams gets what he deserves, courtesy of Dan. Look, green blood! He must be the devil himself!





MediEv

Return of the laughing dead



Back from the dead like a bullet in the head!

These are the worst of times. An evil necromancer by the name of Palenthorne has been dabbling in the blackest of arts and he's dirtied his hands.

The fair city of London has been twisted into a *Monty Python* nightmare of bearded ladies and putrid sailors. The capitol has gone plum insane. Dinosaur bones are eating people, the dead have come back from the crypt and the price of real estate has fallen through the floor. In a twist of fate that hasn't been used since the story for the original game, a hero gets brought back from the dead along with all of hells denizens. Saints be praised, it's Dan Fortesque and his sword-wielding shenanigans.

He's back and this time he's in the Victorian age. An age of Frankenstein's monster and Dracula, where a dapper gent could hold the door open for a lady without being called a chauvinist, or an undead hero could run around in an exaggerated way dispatching the children of evil with the snicker snack of his mighty blade. Huzzah! These could be best of times.

Ging gang ghoulie

Dan finds himself awoken in a museum where he's become one of the prize exhibits. He has company in the form of one of the gaming world's most annoying sidekick characters.

Winston the ghost is his name and he's there to guide you around the trickier parts of the game. With his cockney accent and cheeky chappy manners, you won't want to speak to him often. If you could, you'd impale him on a spike and watch him slide. Once he's filled you in on what's going







PUBLISHER | EIDOS	RELEASE | JAPANESE: OUT NOW	PLAYERS | TWO	PERIPHERALS
DEVELOPER | CAPCOM	UK RELEASE DATE | APRIL		
INTERNET SITE | WWW.CAPCOM.COM	PRICE | £34.99		







Medievil 2

ABOVE: This cheeky fella is the ringleader of the zombies and can resurrect them!

ABOVE LEFT: Charging your attacks leaves a trail and is more powerful than usual.

down, it's time to defend yourself and get ready for battle. Don't worry about not having a sword, you can rip out one of your own arms and use it like a club.

Apart from that nice little touch, we are in well-trodden sequel country where everything seems familiar yet still manages to be refreshing. Kill the army of darkness, find keys and potions and use any weapons you can find. Just as before, dishing out a second death is still just a matter of a sword slash or a charged-up super swirl. Mix in some magic, the odd puzzle and thrown projectile and you've got all the ingredients needed for some heavy duty gothic capers.

Caustic cameras

This is no game of pure excellence and its got one or two areas that need a few quiet words spat in their ear. The fact that the camera revolves in an almost blatant attempt to hide zombie hordes from your sight does it no favours at all. It's a good job that that sprite hovering over your head has a habit of nipping off and targeting enemies for you, or confusion would set in like quick drying concrete. When you've picked up a long range weapon you can start to really get medievil on their asses. Wonder why that green sprite has flown away from your head? That'll be a fossilised raptor just of the screen. Right then, get pulling that trigger and send that oversized chicken back to the Jurassic with a few pounds of lead!

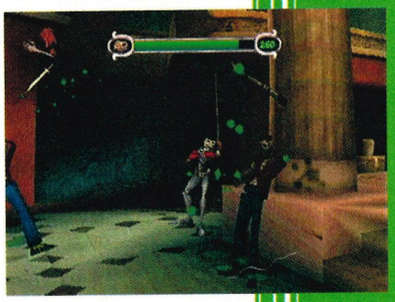
Medievil 2 is a cunning mixture of cute, yet grizzly graphics and pleasing puzzles. The difficulty level provides you with a lasting challenge that will keep a warm smile on your face for many an hour. As it is, it does its job, and it does it well without taking too many chances.

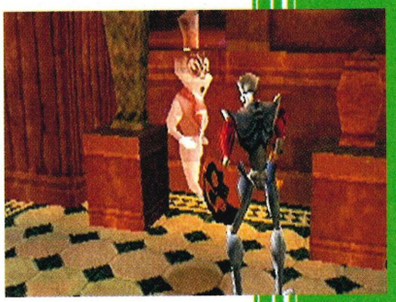
Will Johnston

Everything has been polished to a degree where even a vampire can see their own reflection!











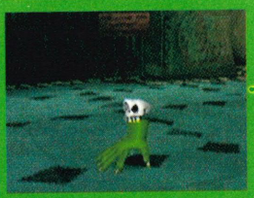


ABOVE: The first boss roars in after just half-hour!

LEFT: Giant Pumpkin Attack! Avoid the orange ball at all costs!

FAR LEFT: The translucent effects of attacks look cool and add to the mysterious atmosphere.

GIVE THE SKULL A HAND!



Can't get through that tight crack? Well worry no longer, just rip off your own head, stuff it on a severed hand and create the one and only DanHand! You'll now be able to get to all those hard-to-reach areas, and your hands will never again feel so soft (Ahem – Ed).

LET'S GET READY TO CRUMBLE!







It's not all: find key, kill baddie and unlock door you know.

Here you are faced with a particularly punch-crazy boss character, while your head has been transplanted onto Dankenstein. He's going to literally take you apart limb by limb. You'll end up as a head-butting torso – but don't worry, you can use your headless body, collect all your vitals and get back in there to give him a slapping.

PS PRO FINAL VERDICT

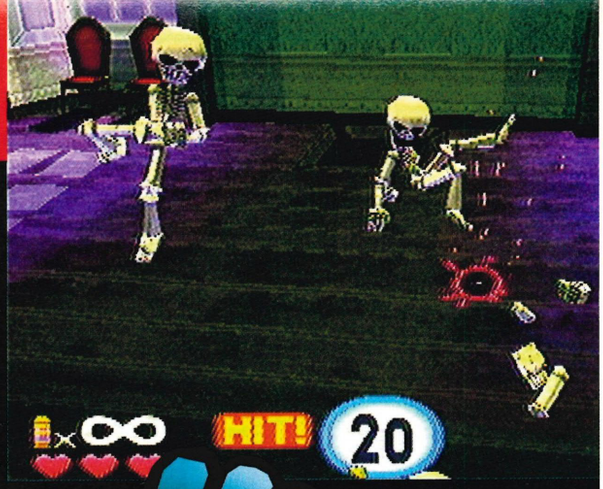
MediEvil 2 is an enjoyable outing that outdoes its predecessor on every level bar originality. Had the quirky sub-games been sewn in tighter and the combat slightly more imaginative, this could have gone even further.

GRAPHICS	★★★★☆
SOUND	★★★☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★☆☆

88%

Ghoul Panic

A man on a mission once said: "Kittens are my best friends." And hell if he wasn't right!



Hello Kitty, Coo-coo! Coo-coo! Give a man a shooting game and he'll be a better, bigger, bolder man. Give the same fella a shooting game about small fluffy cute cats and he'll make silly noises, start wearing small shiny vests and change his name to peaches. And that dear readers is a fact. It's also a fact that Ghoul Panic is just that shooter. A new lightgun game from the kings of the genre, Namco. The same people who created the crack shot









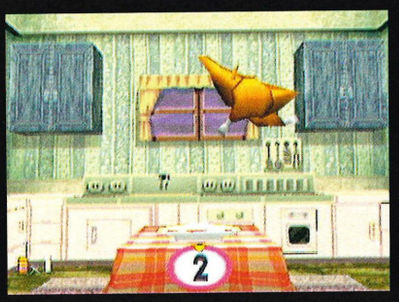


ABOVE: One of the game bosses. He may look dead 'ard but he's a real push over.

LEFT: A stark reminder never to cut up the White Van Man on a roundabout.

PUBLISHER | SONY	RELEASE | US: OUT NOW	PLAYERS | TWO	PERIPHERALS
DEVELOPER | NAMCO/RAIZING	UK RELEASE DATE | APRIL		
INTERNET SITE | WWW.NAMCO.COM	PRICE | £39.99		







LEFT: The great party game, beat your mates and impress the ladies with your gunplay.

MIDDLE: There goes Will's lunch, feed him and he will come.

blaster Time Crisis and the party animal antics of Point Blank have delved deep into their Japanese minds and created a game so cute it'll make you puke.

The story twaddle goes something like this: A bunch of creepy witches and demons have escaped from their castle confines and have headed for the sleepy nearby town. They decide to have a riot and turn everybody into sweet cats and make them sweat it out in the castle mines. But two plucky kittens take offence of working for the man, they pick up some guns and head off to settle the score. Why do games imitate life so?

Anyway, Ghoul Panic is a lightgun game conversion from a little known arcade machine that bears many similarities to the Point Blank series. The main game features a number of set mini-games ranging from blasting exploding ghosts in the correct order to saving a cat on a rope from firey doom!

Shooting frenzy

The big difference smacks the cheeks raw right from the start. The game is now a polygon extravaganza. Instead of flat, still 2-D screens we now have flipping, scrolling and zooming 3-D. Everything on screen can be blasted and blitzed! Some ghosts will take advantage of the third dimension and hide behind tables and chairs which soon gets very annoying under a strict time limit.

New look aside, Ghoul Panic's arcade and party modes don't play too differently from those found in the Point Blanks. The 3-D graphics do demand a slightly askew timing and the mini-game action feels less frantic than under the guise of Don and Dan. Yet the same Namco humour and puzzle prowess still haunts the disc. So it's a shame that the whole experience is over within 30 minutes. The mini-games lack the subtle balance of hectic blasting and tense precision that defined the Point Blank experience. Instead each game is a slow and basic version of the Point Blank bottle shoot.

Luckily there are more gaming modes on offer. The best of the bunch being the adventure mode. Our favourite felines wander the halls and dungeons of the dusty castle in search of the king ghoul übermiester and execute some big gun revenge. By blasting through a number of mini-games helpful objects are awarded which range from a keys and crowbars to access hidden and higher rooms to new shoes (?). This is a simple and rewarding adventure, and even the slightly bland corridors can't drive it down a dead end.

All in all Ghoul Panic is a solid blaster that will give those with a light gun some much needed practise until Time Crisis Titan rolls in. Sadly the whole package is a little too simple and quickfire to warrant any serious attention, though.

Ian Dean

Don't Panic!

If you're not a lonely soul then have no fears as *Ghoul Panic* features a unique four-player party play mode. Play a random mini-game and try to score the highest points, each player's ghost will then drive around a huge board towards the finish line depending on how many points are won. The first person to cross the line wins. It may sound dumb and simplistic but the narrow margins that appear when a bunch of pros take to the board creates a challenging party piece.

Instead of flat, still 2-D screens we now have flipping, scrolling and zooming 3-D levels!

PS PRO FINAL VERDICT

Despite having a very second-hand feel the sight of some wild *Point Blank* action delivered in full 3-D may be more than most mortals can stomach.

GRAPHICS	★★★☆☆
SOUND	★★★☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★★☆☆☆

78%





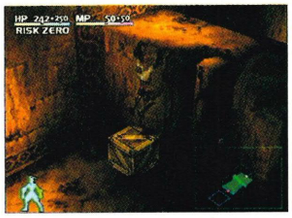












ABOVE: The central character Ashley Riot, is quite an agile chappy; look at this ledge hanging ability.

RIGHT: What's the betting that the guy on the right works out? Just look at that sweet, tight ass.

FIGHT THE GOOD FIGHT





The combat system used in *Vagrant Story* is particularly innovative. A quick button tap causes Ashley to Brandish his weapon, with a second tap causing a wire-framed green globe to appear around him. At this points any enemies within the sphere can be attacked, the action pauses and the player can select which part of the enemies they wish to attack, Head, arms, torso and so on. The system works surprisingly well, and as the game progresses so does Ashley's repertoire of attacks.

Vagrant

Spare a bit of change for a cup of tea guvnor. go on, I'll tell you a story.

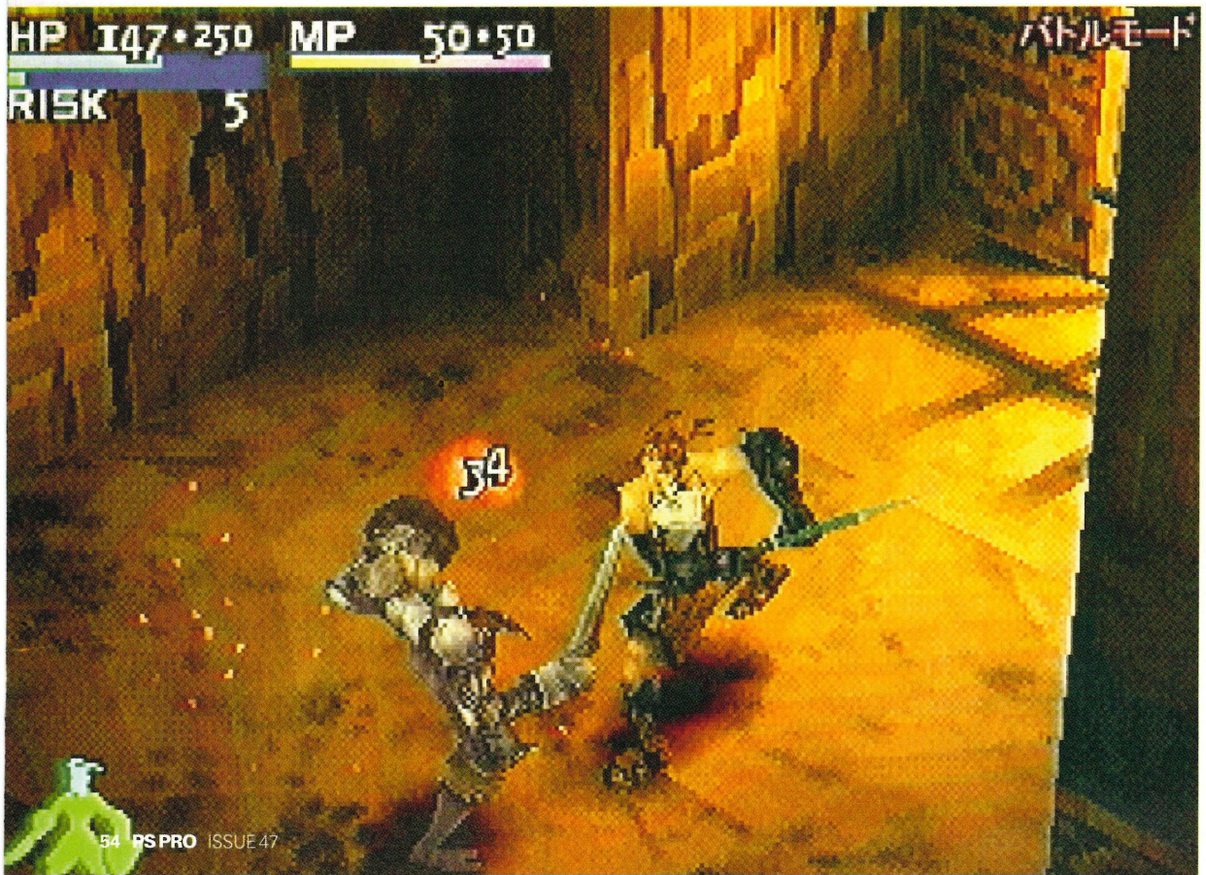
Most vagrant stories usually centre on a tale of needing 27p for the local night shelter. However, rather than being based around the exploits of a loveable gin-soaked tramp; *Vagrant Story* is in fact a game based upon ancient myth and sorcery.

The action takes place within a gargantuan city of evil known as Lea Monde and after a devastating earthquake 25 years ago, the once peaceful and prosperous area has degenerated into a wretched hive of scum and villainy. After a stunning opening FMV sequence (which goes someway towards explaining the plot) the game begins. You assume the role of Ashley Riot; an expert agent of the Valendia Knights of the Peace (or the VKP to their friends) Ashley seeks to confront Sydney Losstarot who is believed to be the driving force behind all the wickedness in Lea Monde.

The greatest story

This quest sees Ash roaming through the expansive halls and corridors of the beautifully realised Duke Bardorba Mansion; in a game which plays like a mix between *Metal Gear Solid*, and *Soul Reaver*, with a little dash of *Tomb Raider* thrown in for good measure.

The game commences with Ashley roaming around the fabulous (fully rotational) 3-D environments, in search of Losstarot. Controlling Ashley as he makes his way over walls and ledges is simplicity itself; and it's possible to hang onto ledges, smash crates and generally jump about the place like a man on a mission should. After a brief bout of exploration you find yourself







ABOVE: In *Vagrant Story*, individual parts of your anatomy are effected during battles. Remember, your body is a temple.

LEFT: Two heavily muscled men engage in a frantic fight to the death, whilst the number 34 floats ominously overhead.

PUBLISHER	SQUARESOFT	RELEASE	OUT NOW IMPORT
DEVELOPER	SQUARESOFT	UK RELEASE DATE	TBC
INTERNET SITE	WWW.SQUARESOFT.COM	PRICE	£44.99 PROJECT K

PLAYERS | TWO

PERIPHERALS





Story

engaged in battle with an assorted variety of enemies. Initially these take the form of bats and wolves, but before to long you'll be battling against enemy Knights and the evil minions of the undead. The game combat system is surprisingly deep and as progress is made, it becomes possible to chain attacks together into devastating combos. Although, it should be pointed out that the latter stages of the game become a tad combat heavy, which breaks up the flow of the story somewhat.

Pretty vagrant

In terms of visuals, *Vagrant Story* is an absolute triumph, the developers at Square have managed to squeeze some stunning visual effects out of The PlayStation and the result is one of the best looking PlayStation games to date. The level of detail on the characters is astounding, especially their facial expressions. Indeed the way they talk, frown and even blink really helps generate the feeling that you're interacting with living breathing people.

Animation is also of a high quality and sees the heroic Ashley hacking his way through the various chambers with a beautiful level of fluidity. Other nice touches include the cut sequences that occur between the action, most are loaded with stylish visual effects, such as lens flare, motion blur and most impressively, focus blur.

Unfortunately, the graphical splendour of the game is not matched in the sonic department, which comes as something of a let down. The music that accompanies the action feels slightly unsuited to the game's dark gothic environments. Likewise, the lack of voice acting during the many cut sequences is also disappointing and gives the game a distanced clinical feel, especially when compared to a speech heavy title such as *Metal Gear Solid*.

Overall, *Vagrant Story* is an innovative, beautifully designed piece of software and should offer perseverant gamers an incredibly enjoyable slice of adventure gaming. Unfortunately, the massive amount of Japanese text does present a major barrier to progress, which means that until the game is granted a western launch, most players would be better served elsewhere. That's not to say *Vagrant Story* is a bad game; far from it. In fact an English language version of the title, could turn out to be one of the games of the year. Fingers crossed then.

Simon Cann

JAP STYLE

Unfortunately, *Vagrant Story* features a large amount of Japanese text, which often makes it difficult to work out what's going and what you should be doing to proceed.
55% ACCESSIBLE.
100% CHANCE OF UK RELEASE

IF THIS WERE A FILM IT WOULD BE:
Conan the Destroyer.
IF THIS WAS AN ALBUM IT WOULD BE:
Metallica: Ride The Lightning.

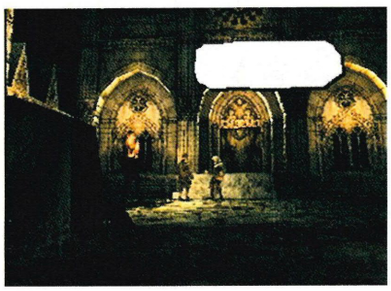
PS PRO FINAL VERDICT

Beneath *Vagrant Story's* stunning visuals lurks a highly enjoyable and engrossing piece of action/adventure gaming. Unfortunately, unless you're good at reading Japanese it's difficult to recommend.

GRAPHICS	★★★★★
SOUND	★★★☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★☆☆

70%

Unfortunately, the massive amount of Japanese text does present a major barrier to progress...



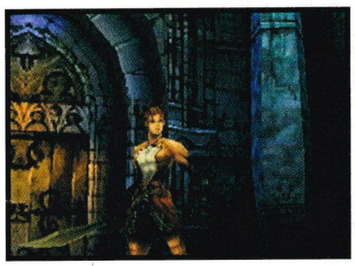


CHOICE CUTS



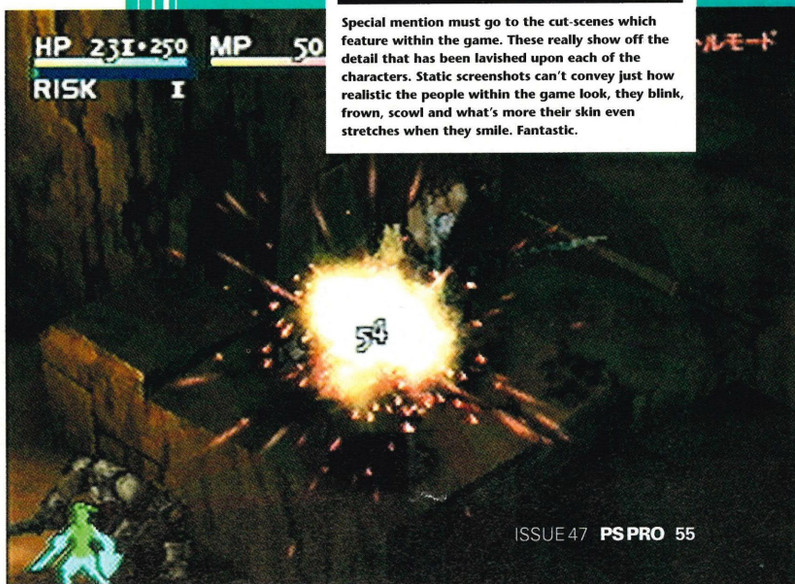








Special mention must go to the cut-scenes which feature within the game. These really show off the detail that has been lavished upon each of the characters. Static screenshots can't convey just how realistic the people within the game look, they blink, frown, scowl and what's more their skin even stretches when they smile. Fantastic.



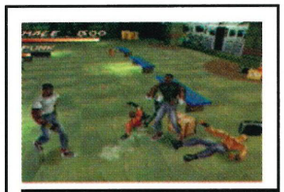












ALTERNATIVELY

Fighting Force – Eidos – 67%







ABOVE: There's an option to watch Beverley Callard exercise videos and act out Mr Motivator-style routines.

Crisis Beat

How about a nice relaxing kick in the head?

Here is a tip for any budding terrorist leaders out there who want to take over a ship, plane or nursery school. Why don't you do a bit of background work, eh?

Just check the ship or institute of learning's register and see if any of the passengers/pupils are ex-kick boxing champions, members of the special forces or school girl ninja types with a love for big mallets. If you find any – either call off the operations and spare yourself the inevitable impending bloodshed, or alternatively, just dope them up with laxatives at the first opportunity you get!

Unfortunately the criminal mind responsible for the hijacking of an ocean liner in *Crisis Beat* didn't listen to this advice. This is why their plan to rule the world was scuppered by a bloke who ambles around with his hands in his pockets (What exactly he is doing we don't know!) and a schoolgirl with a croquette mallet. And that was on their first attempt while only using one attack and without needing any of the games many continues. Oh yes, it's been away for a while now so put your hands together for the return of the sideways scrolling beat-'em-up!

Come on! Anybody? Yes, you sir. The man in the beard who enjoyed *Fighting Force*. And you. The lady in the angora sweater who used to quite enjoy playing *Double Dragon* back god knows when. Jesus, you don't look that old from here!

Barrel scraping

Would the person who piped up and actually asked for the rebirth of this much ignored genre please step forward. Right then, what is your major malfunction numb







ABOVE: A shell-suited bloke tries his luck at a one armed bandit before being clobbered by your kan kan antics.

LEFT: The enemy lights a fag and startles his pink attired partner.

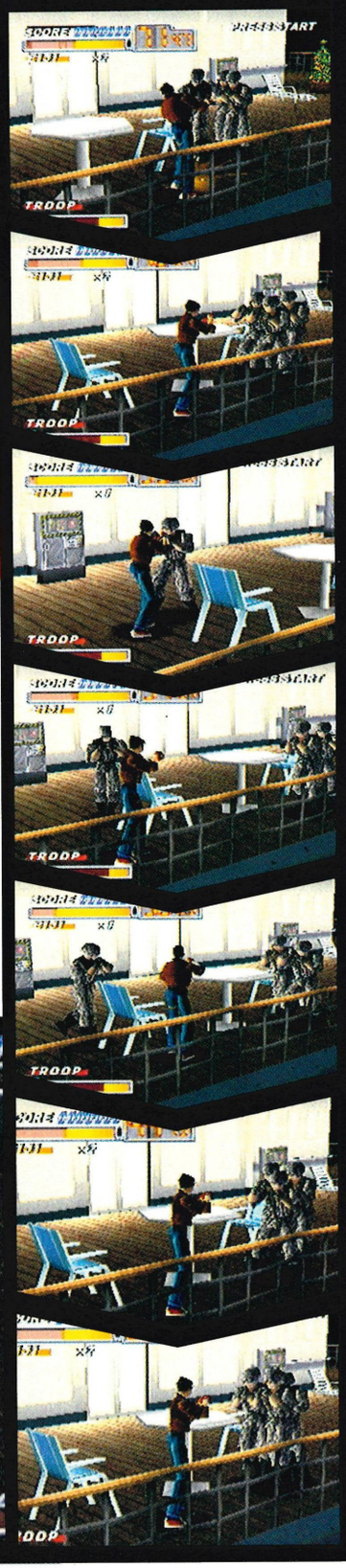
FAR LEFT: I've got me hand in me pockets and I'm doin' nothin'. No sir. I can't be bothered, you do it.

PUBLISHER | STUDIO 3	RELEASE | US: TBC	PLAYERS | TWO	PERIPHERALS
DEVELOPER | JALECO	UK RELEASE DATE | MAY		
INTERNET SITE | N/A	PRICE | £34.99		

SCUFFLE!



A similar scene to *Fighting Force* ensues as three shell-suited Vanilla Ice followers catch you listening to MC Hammer. "Your sweetness is my weakness," you cry as the shiny ones wade in. Woo ha!



You've just taken out six guys without taking your hand out of your pockets!

nuts? Trotting around and beating seven shades out of goons used to be fun. You could team up with a mate and really go to work on a wide variety of villains. One player could hold a man back while the other laid in with a bit of the old one-two action, right in the kidneys. Doors would smash to splinters as huge behemoths of men ambushed, while weapons were picked up and used to cave in the occasional skull. It was fun and many a ten pence slid through a slot in its name.

Well, reminiscing time is well and truly over and now we are faced with the harsh reality of *Crisis Beat*. This is a game that shows you exactly how far a point can be missed. And boy howdy, does it miss it. Let's look at exhibit A: repetitive and simplistic action. You've just taken out six guys without taking your hands out of your pocket. You haven't even resorted to using throws or the embarrassingly poor special attack. And that is the game for the next 45 minutes until it is completed, never to be played again.

Beat yourself up

The lack of detail in the backgrounds does a fair job of complementing the spartan nature of *Crisis Beat's* characters – but that is nothing compared to the way the enemy choose to engage you. They don't. At all.

Wondering why the level won't scroll anymore? Go and look behind that bush and you might just find a gun-toting maniac who can't seem to un-jam his weapon or even notice that you, and your size nine arse-kickers, are heading his way.

It's time that the world was re-introduced to this classic genre. But this isn't the day it happened. If you listen with the right kind of ears you can't help but make out the sound of bloody nails scrapping the bottom of a rather empty barrel.

Simon Cann

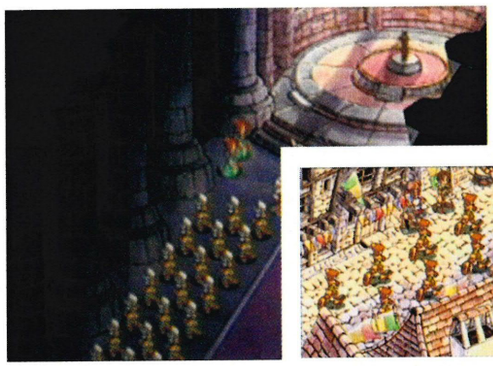
PS PRO FINAL VERDICT

Oh dear, where do we start? This is not a beautiful game and its downright plainness is not hidden by any form of a personality or, indeed, character. It can be completed on one sitting which is a crime.

GRAPHICS	★☆☆☆☆
SOUND	★★☆☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★☆☆☆☆

48%







RIGHT: The game's backdrops are all beautifully drawn and have a real cartoon feel about them.

SECOND RIGHT: A picture of some homicidal sword-wielding maniacs. Not a photograph you understand.



Saga Fro

The new frontier. From Square. Alert the bridge captain, we're going into RPG land once again!

There was a time, not so long ago when software publishers wouldn't touch an RPG with a dirty, great big long, stty stick.**

Clearly the marketing boffins in their infinite wisdom, decided that even though such games sold millions of copies in Japan, there was no way us Brits would ever get into the idea of slaying dragons and mutilating Orcs. With the arrival of *Final Fantasy VII*, however, everything changed, suddenly RPGs were 'the new black' and the world and his brother wanted a piece of the action. Consequently, we now find ourselves being bombarded with RPGs at a rate of about three a month, enter stage left *Saga Frontier 2*.

If you were unfortunate enough to play the original *Saga Frontier* you may remember that it was incredibly difficult and astoundingly dull. Fortunately this sequel is far superior and manages to rectify many of its predecessor's flaws. The game features two different story lines and from the outset players must choose which one they will follow.

The first concerns the adventures of Gustav VIII, who has been exiled by his father (the King) following his failure to pass the (rites of passage style) Firebrand ceremony. The second story line focuses on the exploits of a 15-year-old Magic-user, by the name of William Knights, whose quest is to discover the circumstances behind his Father's disappearance. Depending on which scenario is chosen, the player will

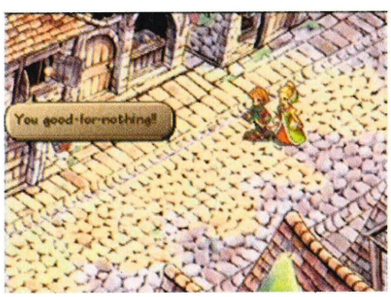


COULD IT BE MAGIC?





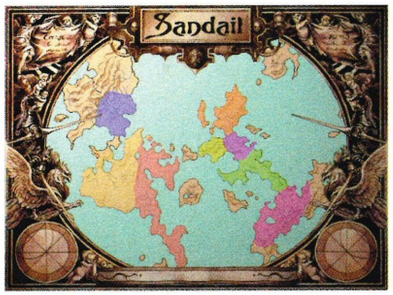
In the world of *Saga Frontier 2* everyone can cast magic spells, everyone except Gustav VIII that is. Fortunately, as the game progresses it transpires that Gustav is no ordinary guy and possesses powers far beyond those of the magic-users he encounters. Which is nice for him.

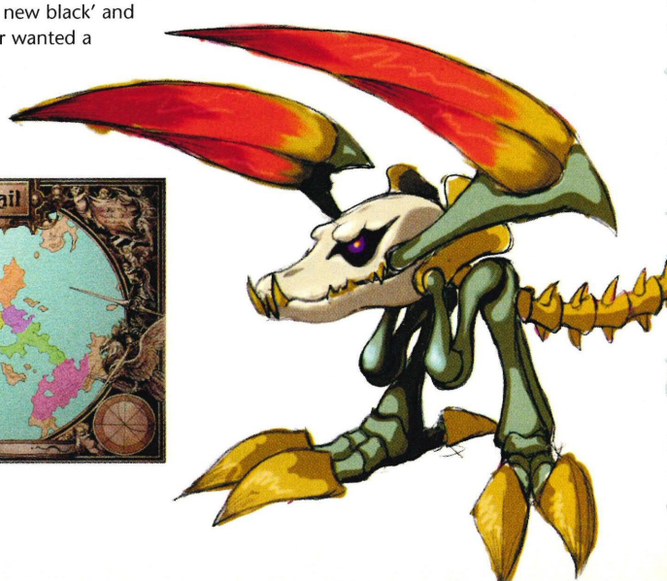




BELOW: Combat in *Saga Frontier 2* will be familiar to anyone who's played an RPG before.







PUBLISHER | SQUARE	RELEASE | APRIL
DEVELOPER | IN-HOUSE	UK RELEASE DATE | APRIL
INTERNET SITE | WWW.SAGAFRONTIER2.CO.UK	PRICE | £34.99

PLAYERS \| ONE

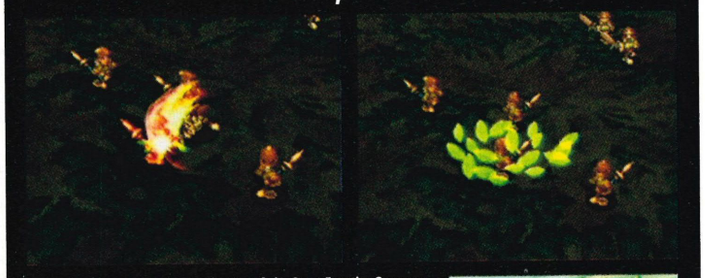
PERIPHERALS

ALTERNATIVELY



Grandia – Ubisoft – 82%

DECISIONS, DECISIONS



An innovative touch in *Saga Frontier 2* occurs when you and your buddies encounter a single enemy. You can either take the foe on as a group or fight one-on-one using just your character. Fighting as a group results in your standard select an attack for each member and get-on with-it type of battle. However, fight the foe on your own and you can chain a series of devastating combos together, as well as being able to brush up on specific skills and commands.



ntier 2



PS PRO FINAL VERDICT

An enjoyable if slightly slow-paced RPG that will present a sizeable challenge to anybody willing to invest some time in it. However, the hard-core RPG haters among you, are likely to remain unconverted.

GRAPHICS	★★★★☆
SOUND	★★★☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★★☆

76%

meet and encounter different people and places, although, at certain points throughout the game the two stories inevitably overlap.

The gameplay itself is your standard RPG fare. As progress is made your character encounters various individuals; some of them friends, some of them foes. Encountering a foe, usually results in a fight and fortunately the game's combat system is well devised and will feel familiar to anyone who have played titles of this nature before. Battles fall into one of two main categories.

The first is your standard enemy encounter where fights take place in the traditional turn-based fashion. You select a command such as attack, defend and heal etc and then wait for your opponent to retaliate. As you get further into the game, more attacks and commands become available to your characters and it's possible to program chains of commands that can devastate opponents.

Perhaps the most notable problem with *Saga Frontier 2* is the slow pace at which it unfolds...

The final frontier.

The second type of battle involves a more strategic approach and sees you in command of legions of troops. In many respects this plays in a fashion not entirely dissimilar to the excellent *Vandal Hearts* games. Two battalions of troops will face off against each other, with the objective being to reach and destroy the opposing forces commander. This wargame-like element acts as a nice alternative to the standard combat (which is so prevalent in this genre).

Unfortunately, not everything about the gameplay is all that appealing. Perhaps the most notable problem with the *Saga Frontier 2* game is the slow pace at which it unfolds. Often you'll find yourself ploughing through reams and reams of fairly dull text, in fact, this happens with alarming frequency and generates a real feeling of apathy after a certain time. Indeed it has to be said that the game's fairly uninspired plot pales in comparison against that of say *Final Fantasy VIII*.

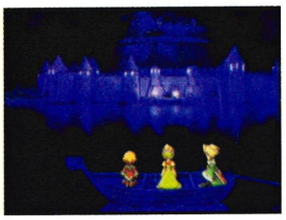
Graphically, the game is of an excellent standard. Whilst the 2-D sprites and backgrounds may look fairly retro in styling, there's no denying that they're beautifully drawn and well designed.

Sonically, the game offers up the usual collection of twee ditties, mixed up with the odd epic orchestral little number. The lack of speech during character conversations is a crucial oversight though, especially when compared to the recent *Grandia*, which featured an almost constant stream of voice acting.

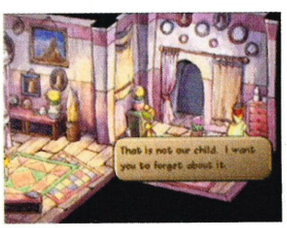
Ultimately, *Saga Frontier 2* is an enjoyable, if formulaic RPG. Whilst it's by no means the best example of its genre on the PlayStation, it can still be recommended to fans of this sort of thing. However, the slow pace of proceedings and weak story line may put the more casual adventurer off.

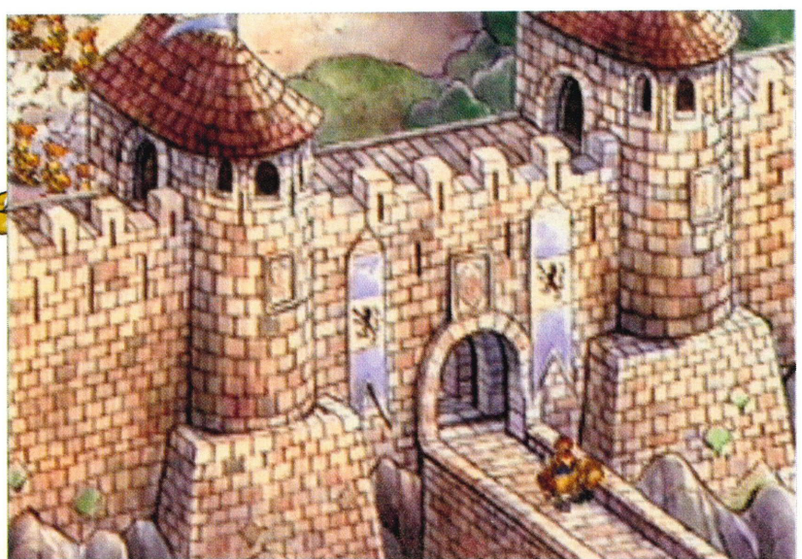
Simon Cann

BELOW: Whilst the game doesn't contain any FMV, it does feature some beautiful cut-sequences.

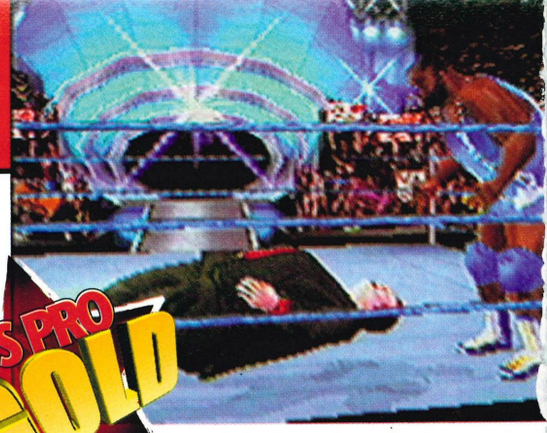








WWF Smackdown



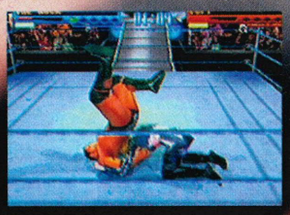
PS PRO GOLD



ABOVE: Road Hogg demonstrates just how impressed he is by Mr. Ass's trademark.

BELOW: Stone Cold goes head-to-head with his arch nemesis, Stone Cold The Movie.









Can you smell what the Rock is cooking? Get your nose right up there and sniff real hard boy. You haven't smelt anything this good in a LONG time!

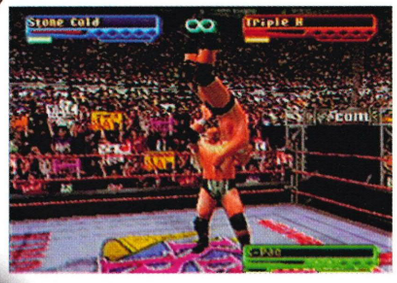
Those massive, sweaty wrestlers are at it again, and this time, their underpants are far too tight and the womens tops are so small they're busting out at the seams.

And the sight of these two trying to rip each other new holes is something to behold for us all, isn't it?

This game features 36 of the most popular and well known wrestlers in the ever-growing federation, as well as all their intro moves, taunts and signature end moves. So you can make The Rock perform his infamous peoples elbow, or Mankind bring his 'Mr. Socky' out to play.

A bit smacky

There have been wrestling games before, but none of them have actually touched on the detail that is available to us in *Smackdown*. The catalogue of moves that you can call up and examine will make your gameplay more pleasing to the eye and far more effective The range



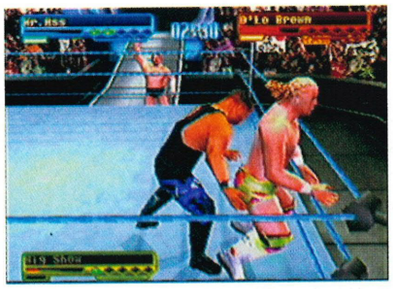


PUBLISHER | THQ	RELEASE | OUT NOW
DEVELOPER | YUKES	UK RELEASE DATE | OUT NOW
INTERNET SITE | WWW.THQ.COM	PRICE | £39.99

PLAYERS | FOUR

PERIPHERALS

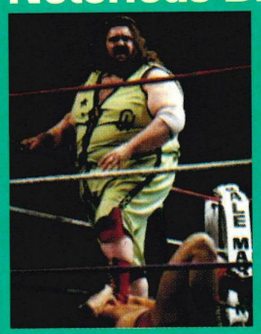


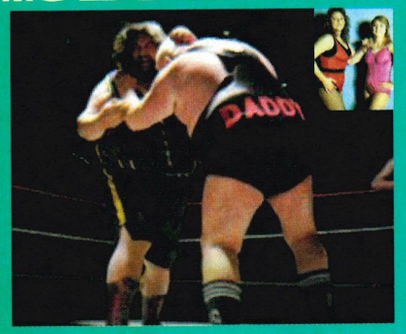






Notorious B.I.G DADDY





Ahh, the traditional face of wrestling, Giant Haystacks, lumbers into the ring once again, as he did in the early Eighties. Far from the toned, muscular Gods that strut the rings of the WWF, the Britpack were obese and beery and could barely lift themselves, let alone support their opponents in a piledriver.

The Giant kept the British public enthralled with his ongoing battle with Big Daddy. Sadly, the sheer size of the male British wrestler coupled with the shocking and unsightly aesthetics of their female counterparts led to the sad demise of the species.

available is startlingly wide making the gameplay more varied than any other wrestler that has gone before it (although it is not so technical that the random button bash becomes totally redundant).

Smackdown does a fantastic job of straddling the gulf between the casual gamer and his frenzied fingers, and the hard-core WWF and gaming fan with his love of charts and rabble rousing combos. But we all know that there will never be any substitute for the joy of a good, solid kick in the groin. And thankfully the ball booter is still there in all its agonising glory.

The really joy of WWF is the theatre of it: the sea of greasepaint, the over-acting, the entrances and the costumes. A ringside seat at WWF turns you into an over-excited six-year-old again, cowering in terror from the evil Undertaker, and screaming "he's behind you!" at the 'heroic' Rock till your bladder starts leaking. It's good to be able to report, then, that *Smackdown* recreates the lunatic showmanship of the Federation. Every wrestler has his theme tune and entrance movie recreated: Val Venus and his ecstatic porno writhings, The Godfather and his Hoes, and of course, who could forget the arching brow and incessantly catchy theme tune of The Rock.

The Federation wouldn't be the show-stopper that it is without its couplings and friendships, its bosom buddies and bust-ups. You can control these, making and breaking friendships to suit. And they are handy. When your man is down to his last energy bar, dazed and stumbling around the ring, it's like seeing an angel descending from heaven wearing a 'Kiss me quick' hat when his buddy storms in to help.

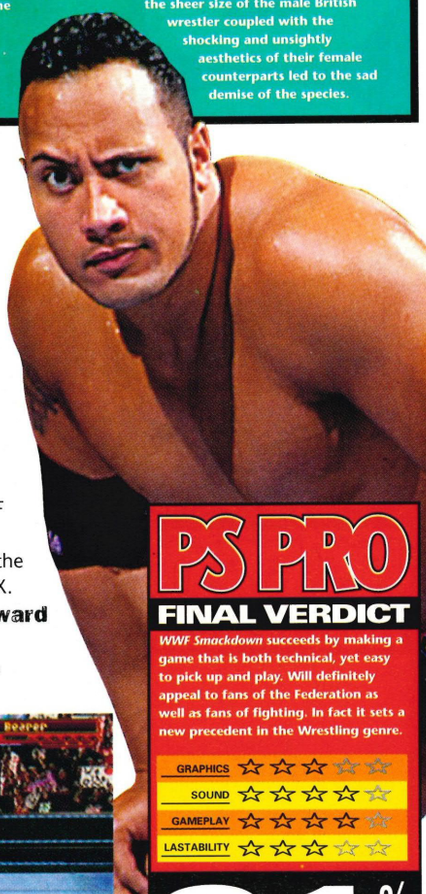
The Create Wrestler mode is quite good. You can mix and match the heads, legs and bodies of any of the wrestlers. So you can come up with a fantastic Shemale creation, moulding beauty from the twin peaks of Debra's torso and the chunky, trunky legs of the goliath, Big Show. Pump up the weight rating, give shim a hockey stick to hold and you've made yourself a vile blubbery psychopath in a bikini. While the Create mode is slightly limited in the looks department, it give us a fantastic deal in the skills and moves department, where you have to juggle points to make a balanced fighter.

New title holder

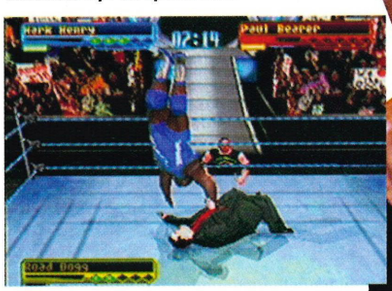
THQ have moved forward with the wrestling genre by giving us a massive range of modes to fight in. The Season is superb, but on top of that is the Royal Rumble, the Fall Anywhere and the I Quit matches, which, amongst others, give us a vast range of modes to choose from. Also, the backstage areas are huge and mapped out as interconnecting rooms, unlike the single squares we have seen before with the likes of *WCW Mayhem*.

The character and move animation is incredible, as is the depth of the crowds and the variety of backstage areas. There have been workable wrestling games before there have been utter gobshite ones (EA, please stand up). But *WWF Smackdown* is graphically, tactically and atmospherically, the best wrestling game on the PSX.

Nerys Coward



BELOW: The fat boys give it large as Chocolate lays the splashdown.



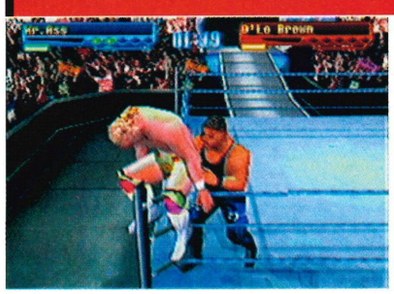
PS PRO FINAL VERDICT

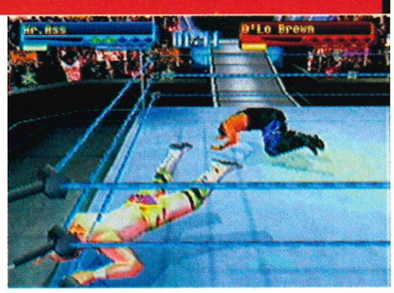
WWF Smackdown succeeds by making a game that is both technical, yet easy to pick up and play. Will definitely appeal to fans of the Federation as well as fans of fighting. In fact it sets a new precedent in the Wrestling genre.

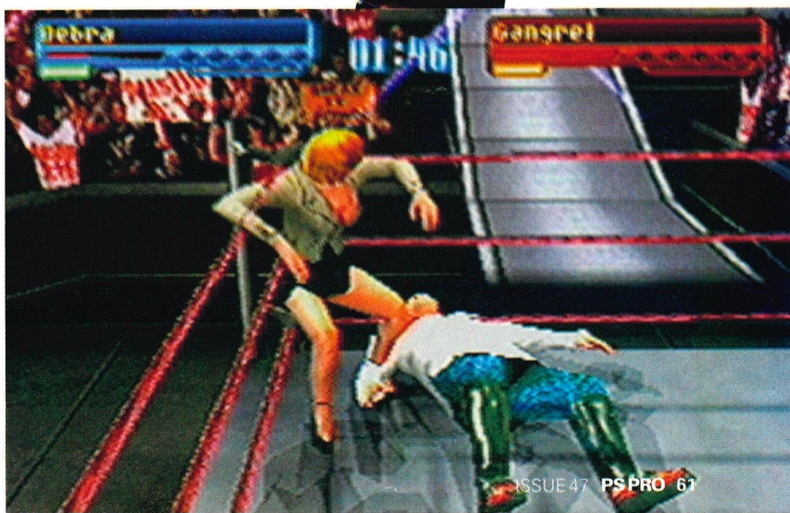
GRAPHICS	★★★☆☆
SOUND	★★★★☆
GAMEPLAY	★★★★☆
LASTABILITY	★★★☆☆

91%

We all know there will never be a substitute for the joy of a good, solid kick in the groin!









PUBLISHER	STUDIO 3	JAP RELEASE	OUT NOW
DEVELOPER	TEAM NEO BLOOD	UK RELEASE DATE	OUT NOW
INTERNET SITE	N/A	PRICE	£34.99

PLAYERS | TWO

PERIPHERALS







Guilty Gear

Drugs with a conscience, whatever next?

BELOW : Some of the extravagant special attacks fill the screen with pyrotechnics and blood.

BELOW RIGHT: Blocking certain attacks is often a matter of luck as opposed to any kind of skill.

We previewed *Guilty Gear* a couple of months ago and were fairly impressed with its old skool 2-D beat-'em-up action.

The title blends together the martial arts action of Capcom's *Street Fighter* series, with the swordplay of SNK's ageing *Samurai Showdown* games. The irrelevant plot centres on the backgrounds of the ten selectable protagonists, each of whom have assembled to decide who is the greatest fighter in the land. They're a fairly motley looking bunch of individuals, including an anchor-wielding female sailor and a bizarre seven-foot tall, ball-headed doc (no really).

Each character (most of whom are armed with weapons) can perform an array of kicks, punches and projectile attacks, if you've ever played this type of game before then there will be little on offer to surprise you here.

Whilst the action is by no means innovative, the developers have just about managed to include every type of feature you'd expect from a decent 2-D beat-'em-up. As well as the usual attacks characters can perform mid-air blocks, dashes and double jumps.

Toss rock

Also present is the obligatory power meter, which charges up when attacks are performed and can be used to pull off screen-filling, pyrotechnic attacks. Unfortunately, the over-the-top special attacks can often be difficult to block effectively and when coupled with the games unusual four button controls system, make the proceedings somewhat undisciplined at times.

Graphically, the game is very good, The stage backdrops are nicely drawn, whilst the characters themselves are large and well animated. The same cannot be said for the horrendous, white boy metal soundtracks, which demand to be turned off thus forcing gameplay to take place in silence.

Ultimately, *Guilty Gear* is a competent if somewhat tired addition to a genre which clearly needs to be taken in a new direction if it is to maintain its dwindling popularity.

The forthcoming *King of Fighter '99* may help the 2-D cause...

© Simon Cann

PS PRO FINAL VERDICT

A reasonable entry into the 2-D fighting arena. Unfortunately a lack of innovation and slightly suspect controls, ensure that Guilty Gear pales in comparison to the mighty Street Fighter Alpha 3.

GRAPHICS	★★★☆☆
SOUND	★★☆☆☆
GAMEPLAY	★★★☆☆
LASTABILITY	★★★☆☆

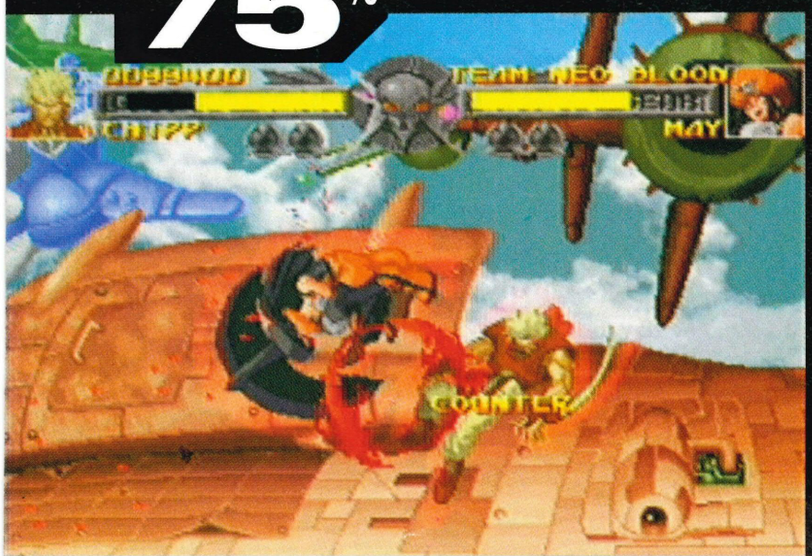
75%

DEATH DEALING BLOWS





One interesting feature is the ability to launch an attack that can kill an opponent outright. Although this may sound like a good idea in theory, it doesn't really work in practice. The thing is, these moves are incredibly easy to block, which makes them redundant against all but the most incompetent of players.



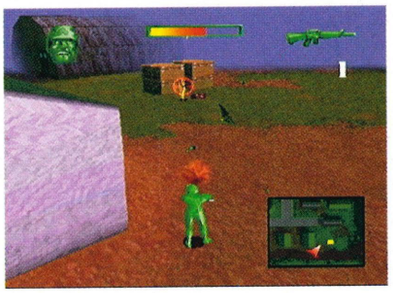
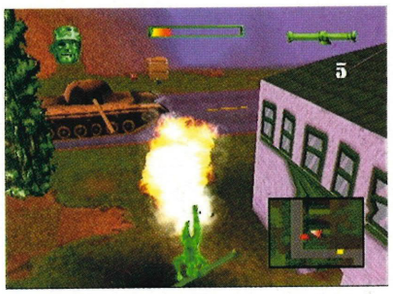




PUBLISHER | 3DO	US RELEASE | OUT NOW
DEVELOPER | 3DO	UK RELEASE DATE | OUT NOW
INTERNET SITE | WWW.3DO.COM	PRICE | £34.99

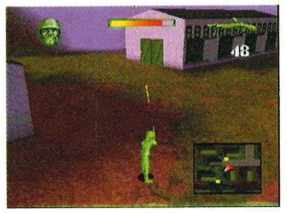
PLAYERS | TWO

PERIPHERALS

ABOVE: Too many military curries cause the green apple splatters and a hot ass.





ABOVE: The army men look like green boogers we observe.

Army Men Sarge's Heroes

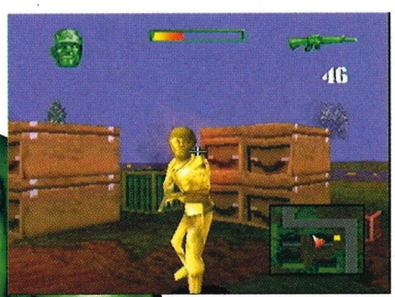


The army's large sarge and I'm the bleedin' captain!

The eternal battle between green and tan coloured lumps of plastic may never be over. If it did there would be no need for another *Army Men* game and you'd better believe that that will never happen. Every man (or tom boy) remembers one time when he/she/it played with little toy soldiers. The experience has been burned into our psyche and there is no going back. As long as there are men who remember their childhood there will be people handing over cash for these games. Case in point: *Sarge's Heroes*.

You are Sarge and it's clobbering time, again. Running around the battlefield has become more complicated than before, you can now jump, climb and use a sniper rifle!

Jokes aside – few things have really changed. The controls have, unfortunately, become more cumbersome and the colour of the landscape is now brighter. Bring it on!


Sarge's Heroes has all the ingredients that should have made for an excellent game. Fighting from the scaled countryside of the plastic world to the 'real' world still manages to sparkle interest, but at a cost. This is a game that you really want to like. It just won't let you. You get in for some close quarter gunplay and skill flies out of the window. You could kill him, he could kill you. Thanks to ropey weapon behaviour you will never be that sure.

This positively reeks of a rush job. In an extremely strange way, you will find yourself having a ball and then wishing you'd never bought the damned thing in the first place. Then you'll like it again. You're not just fighting the tan army, you're fighting the programmers, and they probably hate you.

Sarge's Heroes is one of those games that asks more questions than it dare answer. Questions like, "Why can't they just get this right?"

Will Johnston



PS PRO FINAL VERDICT

***Sarge's Heroes* is one of those games that's always going to play better in your head before you buy it, than ten minutes after you've started to play. A fair blast that has its own share of emotional problems.**

GRAPHICS	★★☆☆☆
SOUND	★★☆☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★★☆☆☆

65%



MR TIPSY AND THE .....

cheatMachine

PlayStation. Nintendo 64. Dreamcast. PS2. Gameboy and PC Cheats and Tips.

40 Winks
A Bugs Life
Abe's Exodus
Abe's Oddysee
Ace Combat 3
Actua Soccer 3
Adidas Power Soccer
Aerowings
Age of Empires 2
Age of Wonders
Agent Armstrong
Agile Warrior
Air Combat
Alien Trilogy
Alien VS Predator
All Star Baseball 99
Alleyway
Anna Kournikova's Tennis
Ape Escape
Apocalypse
Armorines 64
Army Men: Sarge's Heros
Assault Rigs
Asterix
Asteroids
Auto Destruct
Banjo Kazooie
Battlezone 2
Blam! Machinehead
Blast Radius
Blood 2: The Chosen
Blood Omen
Blue Stinger
Body Harvest
Bomberman World
Braveheart
Brian Lara Cricket
Bubble Bobble
Buggy Heat
Bushido Blade
Bust A Groove
Command and Conquer 64
Commandos
Coolboarders 2
Coolboarders 3
Coolboarders 4
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Team Racing
Crazy Taxi
Croc
Croc 2
Curse of Monkey Island
Darkforces
Darklight Conflict
Delta Force
Delta Force 2
Descent
Destruction Derby
Destruction Derby 2
Diddy Kong Racing
Die Hard Trilogy
Dino Crisis
Donkey Kong 64
Donkey Kong Land 3
Doom
Doom 64
Driver
Driving Emotion
Duke Nukem
Duke Nukem: Time To Kill
Duke Nukem: Zero Hour
Dungeon Keeper
Dungeon Keeper 2
Earthworm Jim 3D
ECW: Hardcore
Ehrgeiz
Eliminator
Evel Knievel
Everybody's Golf
Evil Zone
Evolution
Excalibur 2555
Explosive Racing
Extreme G
Extreme G 2
F Zero X
F1 World Gran Prix
FA Premier League Manager
FIFA 2000
FIFA 97
FIFA 98
FIFA 99
Final Fantasy 7
Final Fantasy 8
Fisherman's Bait
Formula 1
Forsaken
Frogger
Future Cop
G Police
Gangsters
Gauntlet Legends
Get Bass
GEX
GEX: 3D
Glover
Goldeneye
Gran Turismo
Gran Turismo 2
Gran Turismo 2000
Grand Theft Auto
Grand Theft Auto 2
Grand Theft Auto: London 1969
Grim Fandango
Halflife
Halflife: Opposing Force
Hard Boiled
Hard Edge
Harvest Moon
Hercules
Hexen
Hexen 64
Hidden and Dangerous
Homeworld
House of the Dead 2
Hydro Thunder
Incoming
Independence Day
Indiana Jones
ISS: Pro 98
ISS: Soccer
Lma Manager
Mario Golf
Mario Kart
Marvel VS Capcom
MDK
Medal of Honour
Messiah
Metal Gear Solid
Micro Machines
Micro Machines V3
Mission Impossible
Monaco Gran Prix
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Mortal Kombat 4
NOX
Nuclear Strike
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Rebel Assualt 2
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Resident Evil 2
Resident Evil 3
Revolt
Ridge Racer 4
Speed Devils
Speed Freaks
Spy Hunter
Spy Versus Spy
Spyro The Dragon
Spyro The Dragon 2
Star War: Racer
Star Wars: Masters
Starwars: Racer
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Supercross 2000
Superman
Syphon Filter
System Shock 2
Tai Fu
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Ten Eighty Snowboarding
Tenchu
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The Nomad Soul
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Theme Hospital
Theme Park World
This is Football
Thrasher: Skate or Die
Three Extreme
Three Lions
Tiberian Sun
Time Crisis
TOCA 2
Toca Tour
Tokyo Highway
Tomb Raider 1
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomorrow Never Dies
Tony Hawks Pro Skater
Total Annihilation: Kingdoms
Total NBA
Toy Commander
Toy Story 2
Track and Field
Treasures Of The Deep
Trickstyle
Turok
Turok 2
Turok: Rage Wars
Twisted Metal 3
UEFA Striker
Unreal
Unreal Tournement
V Rally
Vigilante 8: Second Offence
Virtua Fighter 3TB
Virtua Striker 2
Wargasm
Warioland
Warioland 2 DX
Warpath: Jurassic Park:
Wave Race
WCW Mayhem
WCW Nitro
Wild Metal Country
Wipeout 2097
Wipeout 3
Wipeout 64
World League Soccer
Worms: Armageddon
Wu Tang: Taste The Pain
WWf Attitude
WWF Smackdown
WWf Warzone
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Perfect Dark
Phantom Menace
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Pokemon: Red
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Ridge Racer 5
Rogue Squadron
Rollcage
Rugrats
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Shadowman
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Sonic Adventure
Soul Blade
Soul Calibur
South Park
South Park Rally

"BLEEP"

"WHIZZ"



Cardinal Syn
Championship Manager 3
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Chu Chu Rocket
Circuit Breakers
Code Veronica
Colin McRae Rally
Colony Wars:Vengeance
Colony Wars

PLUS HUNDREDS MORE TITLES NOT LISTED.

* Use SEARCH MODE to find your game.
  - Press 2 to select game and enter PLAY MODE.
  - Press 1 to go back through the list
  - Press 3 to skip forward through the list.

* Use PLAY MODE to hear cheats & tips.
  - Press # for Action Replay to repeat tips.
  - Press 0 to return to Search Mode.
  - Press * at any time for Help.

It's out of this world!



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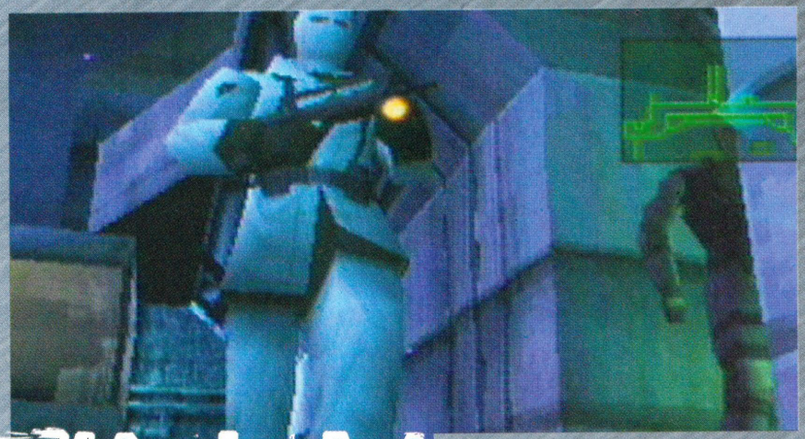
www.infomedia-services.co.uk

PUBLISHER | KONAMI	US RELEASE | OUT NOW
DEVELOPER | KONAMI	UK RELEASE DATE | OUT NOW
INTERNET SITE | WWW.KONAMI.COM	PRICE | £19.99

PLAYERS | TWO

PERIPHERALS

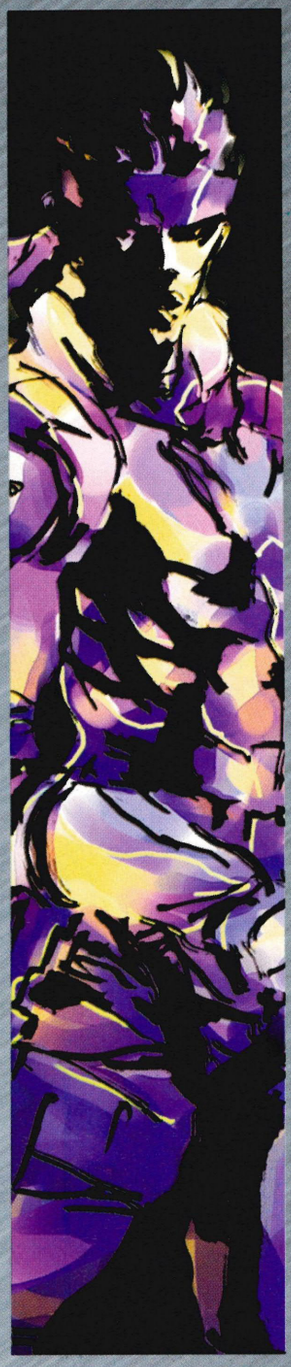






PLATINUM





Metal Gear Solid

Solid Snake for sale! C'mon ladies, gather round!

The name Revolver Ocelot, Mei Ling and Solid Snake may sound like a highly suspect line-up of characters for a videogame, but Konami's sneaky adventure is the PlayStation's defining moment.

A sequel to the aged original released on Sony's MSX home computer, this ground-breaker pioneered the art of slinking about a 3-D game arena with all manner or devices such as stun grenades, pulse rifles and plastic explosives. (Not that the use of such was always recommended) Skipping past sleeping guards and meeting characters which were linked to the nuclear 'government' plot was truly exciting. No hammy acting or comical *Resident Evil* hand movements here!

Gameplay was always Konami's forte, but lavishing their best team on the game and some brand new artistic talent videogame-style, had a new hero. The two disc title is the most constantly addictive adventure that we've played. And that's the only fault that we can pick with the game. You'll get about ten hours play before you've cracked it and then the same again before you get bored. Still, the *Special Missions* add-on disc and the standard time based VR Missions make expert play last a bit longer.

True perfection

We think *Metal Gear Solid* has been the most original PlayStation game yet and where it goes, *Syphon Filter* follows and *Tomb Raider* tries to keep up. Konami touched true perfection here and the new Platinum price tag merely makes it more of a way of life, than just an essential.

Richard Melville?

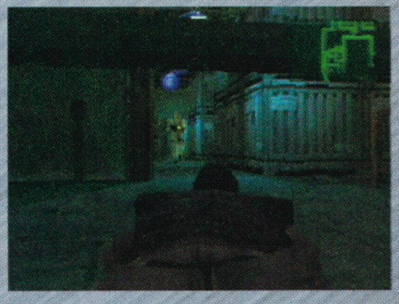
PS PRO GOLD



ABOVE: Sneaking to kill is best done in either the snow or dark. Strangle the guard to proceed.

LEFT: Ladders are obvious, but many exits are hidden and need to be discovered.

BELOW: Should you need to hide, get on your belly and crawl underneath something big.



PS PRO FINAL VERDICT

The PlayStation's finest moment as far as adventure games are concerned. It's the best-looking 32-bit videogame as well. If you don't own this marvel of videogaming then you haven't seen what the PlayStation can really do.

GRAPHICS	☆☆☆☆☆
SOUND	☆☆☆☆☆
GAMEPLAY	☆☆☆☆☆
LASTABILITY	☆☆☆☆☆

96%

PUBLISHER | SONY	RELEASE | OUT NOW
DEVELOPER | NAMCO	UK RELEASE DATE | OUT NOW
INTERNET SITE | WWW.PLAYSTATION.COM	PRICE | £19.99

PLAYERS | TWO

PERIPHERALS













PLATINUM

Ridge Racer 4

ABOVE: Namco released the original *Ridge Racer* in Japan in 1994 and the PS2's *Ridge Racer V* has just been released there.

The veteran arcade racer given a facelift and gameplay makeover.

You know *Ridge Racer*, it's the lonesome machine that lurks about in the arcade, which ceased being state-of-the-art quite a few years ago.

A couple of versions later and the series was committed to the PlayStation. *Rage Racer* was an all-out hard-house racer, while this fourth version was a an in-depth arcade game. Fuelled with trendy visuals from the *Metal Gear Solid* school of design it was fantastic. Sharp environments were transformed into trippy haze-based replays with further music which excited as much as a couple of cans of Red Bull before your birthday.

The draw distance of a spanky 3-D engine lets you gaze deep into the oncoming tarmac and while it's not so much of a roller coaster ride as before, this is what racing fans will prefer. This is high tech *Ridge* with the open raceways of the arcade only *Rave Racer*. The next PS2 version of the game follows on closely from this version. *Ridge Racer Type 4* was effectively Ridge Racer: The Next Generation.

Grand Prix

This version of the game has various characters which guide you through the Grand Prix-style proceedings, offering new cars and cash as incentives. You can purchase some truly bizarre batmobile-style vehicles. The stylish intro and brilliant cut-scenes make this the best *Ridge Racer* so far. It's arguably the best looking racer on PlayStation and as arcade racers go, there isn't any better at full price, let alone bargain basement £19.99!

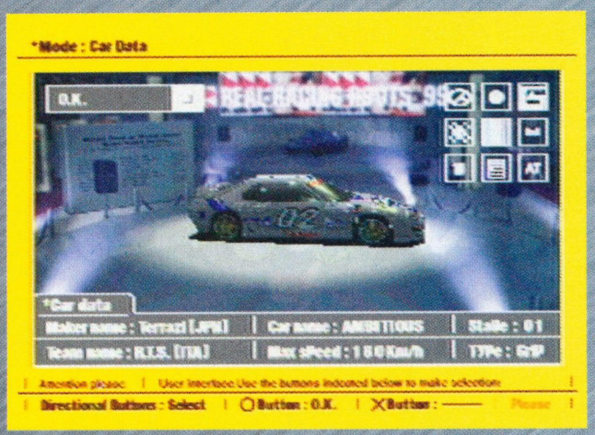
Richard Melville

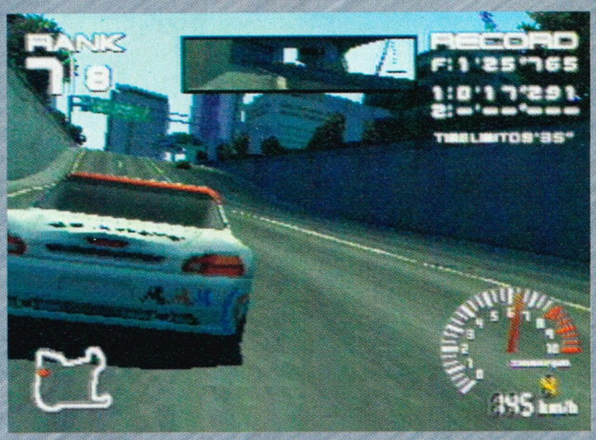
PS PRO FINAL VERDICT

Ridge Racer at its best. Fast, good looking and, er, cheap. Arcade racing rarely approaches anything near these high standards of quality. We're just glad Namco are frontrunners in leading PS2 development...

GRAPHICS	☆☆☆☆☆
SOUND	☆☆☆☆☆
GAMEPLAY	☆☆☆☆☆
LASTABILITY	☆☆☆☆☆

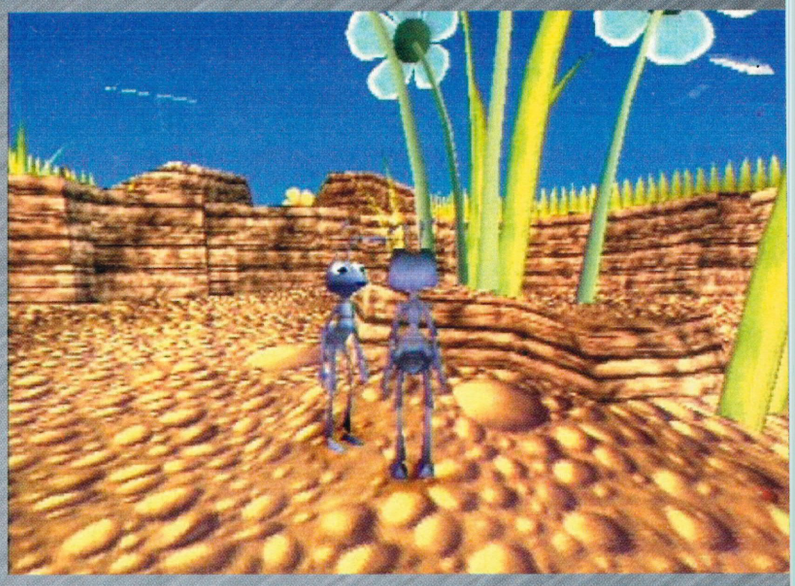
93%





PUBLISHER | SONY
DEVELOPER | TRAVELLERS TALES
INTERNET SITE | WWW.PLAYSTATION.COM
US RELEASE | OUT NOW
UK RELEASE DATE | OUT NOW
PRICE | £19.99
PLAYERS | ONE
PERIPHERALS





PLATINUM

A Bug's Life



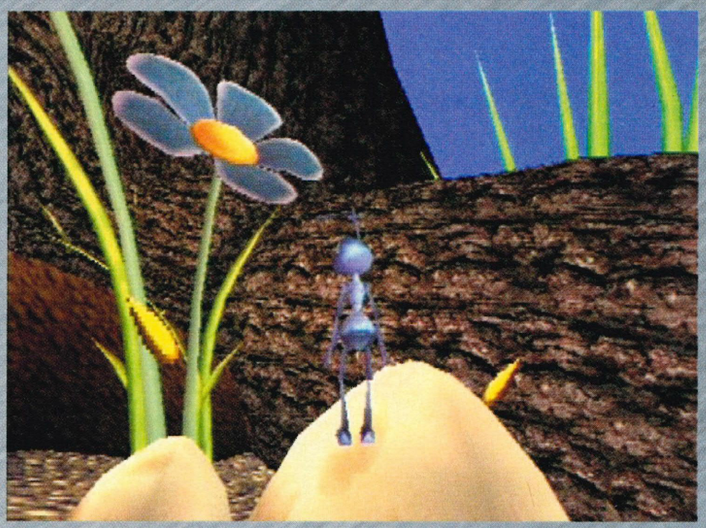
Disney films are nearly always good, but...

Now come on Disney do make some rather good films. You can't deny that you secretly enjoyed the antics of the little monkey in *Aladdin* or didn't appreciate the struggle of baby Simba in *The Llon King*.

Disney videogames, however, are nearly always bad. *Toy Story 2* recently reversed this trend, but poor old *A Bug's Life* wasn't privy to platform originality remaining as sub-standard as *Hercules* and *The Lion King*.

The game, which in all fairness looks rather nice, starts which you abseiling down from the skies on a dandelion seed, running about mud heaps and then tunnels. The tunnels are journeys in to brain dead monotony and even the eventful outside environments are kiddy jaunts to collect food and wander.

Of course, every platform cliché is present here from bottom bouncing to hitting magical *Mario* squares for bonuses. It's for the kids, the developers wail. But it isn't it's for the publishers coffers after shelling out for the film license and not having enough money or time left over to produce a decent game. And it's sold enough to be re-released, so they've done what they set out to do.



It bugs you

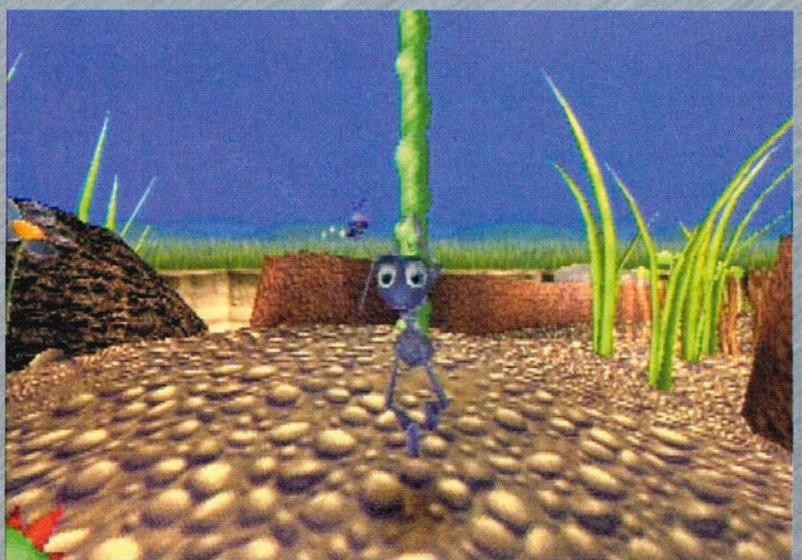
If you want a game of this ilk, it's best to go for *MediEvil 2* which is almost with us. This may be Platinum, but it's not that good for your mind or the progression of the platformer. Above all, it's just not fun which, in anybody's book, is a videogame violation, surely?

Richard Melville





ABOVE: ***A Bug's Life*** **looks marginally good, or at least it did before** ***Toy Story*** **came along.**



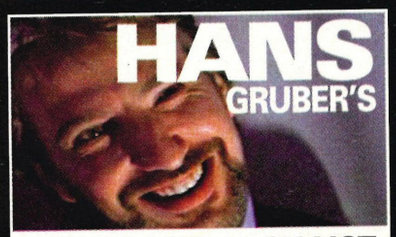
PS PRO FINAL VERDICT

Average platformer with solid 3-D graphics but gameplay that is woefully bland and unoriginal. Doesn't do justice to the comical film, even if it does have virtually half of it in FMV sequences...

GRAPHICS	★★★☆☆
SOUND	★★☆☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★★☆☆☆

58%

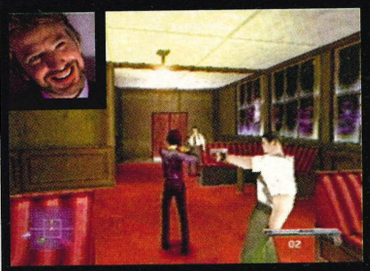
Die



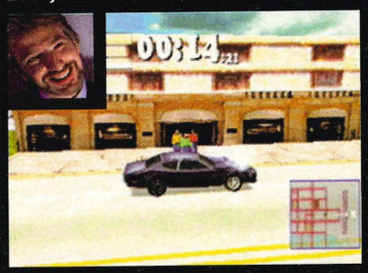
VIDEOGAME WISH LIST

I have comrades in arms around the world who are languishing in their front rooms with no decent games to play .The videogame industry enjoys rattling its saber to its own ends... it can rattle it for me.

The following gaming ideas are to be released from their captors so that *Die Hard Trilogy 2* may fly as a free bird!



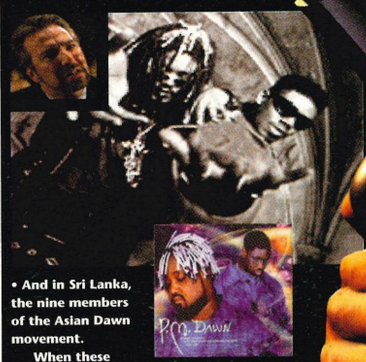
• In *Syphon Filter 2*, the running around with heavy artillery bits.



• In *Driver*, the car chasing and continuous harassment from the police.



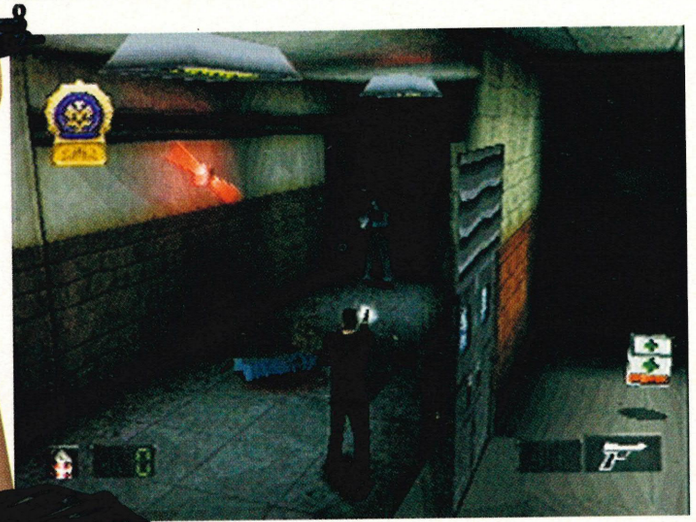
In *Time Crisis*, the shoot-everything-that-moves-with-a-plastic-gun element that your schools complain about so much



• And in Sri Lanka, the nine members of the Asian Dawn movement.

When these Revolutionary Brothers and Sisters are Free, the hostages in this building will be taken to the roof and they will accompany us in helicopters to the Los Angeles International Airport where you will be given further instructions.

You have two hours to comply...



You ask for miracles? I give you a game by M.F.I!

Die Hard Trilogy was a winning blend of three separate game styles, each representing a section from the three films. For *Die Hard With A Vengeance* we drove a New York Taxi like a man possessed looking for bombs, pulling hand brakes round corners and splashing pedestrian guts all over the windscreen. And in *Die Hard 2: Die Harder*, we took up a lightgun and set about Dallas International Airport, while the terrorists died like suicidal flies and the innocents caught slugs without any moral or physical consequence.

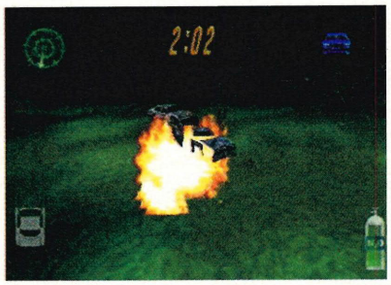
It was one of the goriest shooting games ever and still ranks as one of the best gun games you can play without breaking any laws. If these two excellent attempts at recreating the movies action and humour

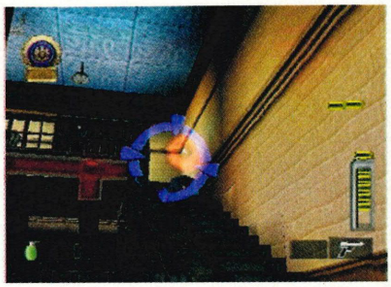
PUBLISHER	ELECTRONIC ARTS	RELEASE	US: OUT NOW
DEVELOPER	N-SPACE	UK RELEASE DATE	APRIL
INTERNET SITE	WWW.EA.COM	PRICE	£39.99

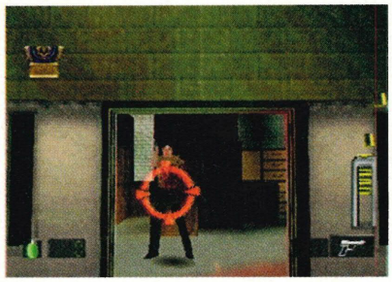
PLAYERS | ONE

PERIPHERALS

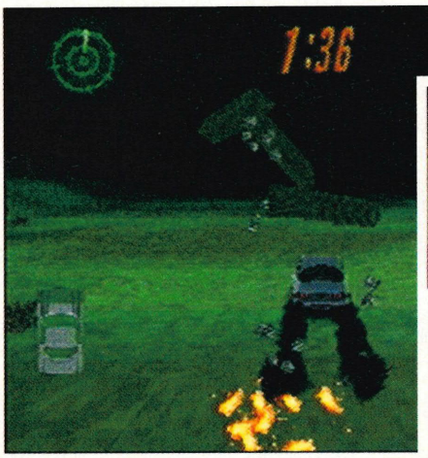
Hard Trilogy 2



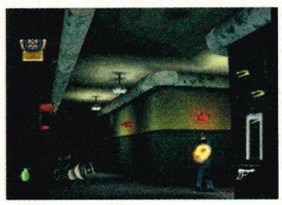












LEFT: **As is the law, when you shoot a barrel – it shall blow up! It's doing the laundry – Brucie-style.**

SECOND LEFT: **That target suggests that you blast this man in the groin. We suggest you put the gun down and have a cuppa.**

were its Ying, so the third person Bruce-'em-up that attempted to capture the action and excitement of the original movie, was its Yang.

You were John McClane and, not unlike the film, you are set to run around Nakatomi building with a chocolate eclair stuffed up your regions. Your job? Why, you've got to kill the baddies, find bombs and generally act with all the suave and grace of Dale Winton in a slaughter yard.

Ho ho ho!

There are many changes to the winning formula. Running around a skyscraper now becomes bobbing about a state federal penitentiary. Screeching across New York with Samuel L Jackson licking your ear now becomes racing through Las Vegas on your lonesome and shooting up an airport becomes… er, we're back in the penitentiary for the maverick cop who doesn't play by City Hall's rules!

Amongst all this dire coding comes one fairly reasonable section. You guessed right – it's the camp running with gun bit. The changes are marginal, yet enough for you to see that someone actually tried to improve it. The abysmal camera angle still means that you can't see what's coming around the corner and the amazing amount of darkness just hurts your eyes – but you can now collect keys and push buttons. So that's it. *Die Hard Trilogy 2* – you can now collect keys and push buttons, or alternatively you can pick up the original in a bargain bucket.

© Will Johnston

PS PRO FINAL VERDICT

Worth a look if you need a 'man in vest' fix and like the idea of *Die Hard* in Vegas. Otherwise avoid as if your life depended on it. If you really are bored, why not take up wicker work. It's more fun.

GRAPHICS	★★☆☆☆
SOUND	★★★☆☆
GAMEPLAY	★★☆☆☆
LASTABILITY	★★☆☆☆

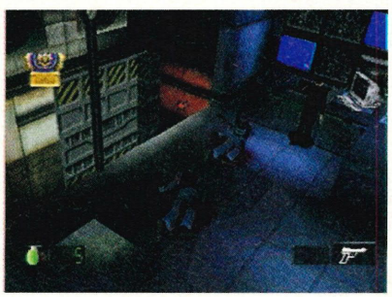
59%

Abort! Abort!

Unfortunately, logic is not in abundance with those crazy guys at N-Space. Racing a car around the Las Vegas desert feels like piloting an aircraft carrier, while some genius must have decided that the shooting section was running over speed and that it needed to slow down to the point of resembling Victorian cinema.

You can no longer plug away at innocents till your heart's content either. With the action shaking like a leaf with a seizure, your going to take out somebody's momma, and that can cost you. Not in energy, oh no, take out too many and it's game over. So much for that one. With two out of three of the original's games being regarded as 'nice', and only one having any real problem at all, it doesn't take a logistics consultant to figure out where the work needed to be done.

Racing a car around the Las Vegas desert feels like piloting an Aircraft Carrier!







dial A game™

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It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

16 Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.



BONUS CHEAT CARD!!

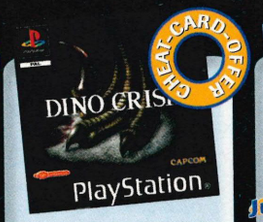
When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!



Gran Turismo 2
0906 2223000



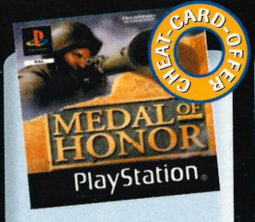
Final Fantasy VIII
0906 2223001



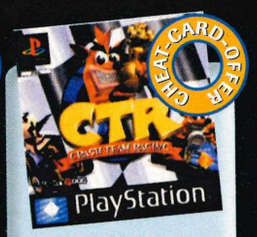
Dino Crisis
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Spyro the Dragon
0906 2223303



Medal of Honor
0906 2223005



Crash Team Racing
0906 2223006



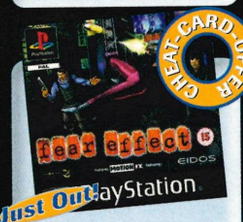
Saga Frontier 2
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Colin McRae Rally
0906 2223307



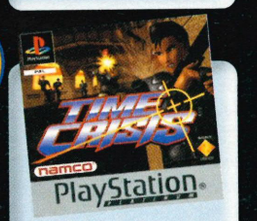
Colony Wars Red Sun
0906 2223308



Fear Effect
0906 2223008



Carmageddon
0906 2223009



Time Crisis
0906 2223010



Resident Evil 2
0906 2223303



UEFA Champions League 2000
0906 2223011



Metal Gear Solid Platinum
0906 2223012



Medievil
0906 2223013



Spyro 2
0906 2223014

WIN A PS2!



Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by June 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



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



TopDrive GTO Dual Shock Compatible Wheel
0906 2223319
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

WIN AN AIBO!



We've got one of Sony's amazing 'furry' friends from the future up for grabs!! This virtual pooch with a price tag of over £1000 could be yours!

0906 2223040

All entries must be received by June 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.

DELIVERY IN THREE DAYS!!



Just Out!

Coolboarders 4
0906 2223035



Just Out!

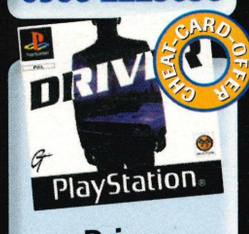
Ehrgeiz
0906 2223036



South Park Rally
0906 2223034



Final Fantasy VII
0906 2223309



Driver
0906 2223015



Gran Turismo
0906 2223304

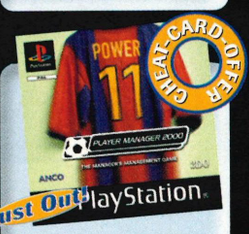


Quake 2
0906 2223016



Just Out!

Crash Bandicoot 3 Platinum
0906 2223303



Just Out!

Player Manager 2000
0906 2223017



Tekken 3
0906 2223305



Just Out!

Spec Ops Stealth Patrol
0906 2223018



Just Out!

Resident Evil Survivor
0906 2223019



Toy Story 2
0906 2223020



Mickey's Wild Adventure
0906 2223021



Metal Gear Solid Special Missions
0906 2223306



Music 2000
0906 2223022



Just Out!

Medievil 2
0906 2223023



Ridge Racer Type 4
0906 2223024

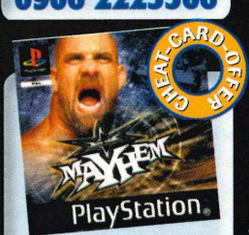


Urban Chaos
0906 2223025



Just Out!

Syphon Filter 2
0906 2223026



WCW Mayhem
0906 2223028



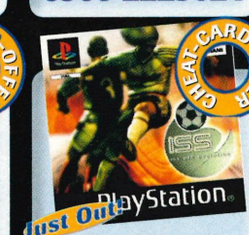
Just Out!

Resident Evil Nemesis
0906 2223030



Just Out!

Track & Field 2
0906 2223031



Just Out!

ISS Pro Evolution
0906 2223032



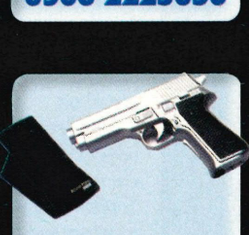
Multitap
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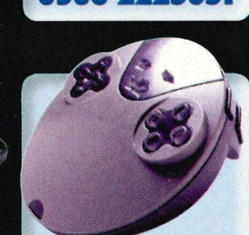
Dual Shock & 1 Meg Memory Card
0906 2223316



Colour Shell
0906 2223027
Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



Recoil Light Gun & Reload Pedal
0906 2223318



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



24 Meg Memory Card
0906 2223317



Official F1 Jordan Wheel & Pedals
0906 2223029

Want to get your hands behind the wheel of a F1 Jordan speedster? Well now you can. Sort of. No other wheel has Va-Va-Voom quite like this. The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.

Calls cost £1.00 per minute. The maximum cost of call for all products is £23 with the exception of items displaying the 'cheat-for-free' badge which are £42. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 3830420. Game:24/7 PO Box 293, Leeds LS2 7AG



ABOVE: Money, money, money!

RIGHT: The training options are detailed yet simple.

BELOW: Jump into the match at any time to change your tactics and team.



Premier M



Alright chief, nip over to me motor and cop a look at this beautiful game...

Here are a few reasons why non-football lovers should pack themselves away into a small cupboard for the rest of the year: The Champions League, the Premiership, the FA Cup Final, Euro 2000 and Olympic Soccer. Oh, and it all starts again in August!

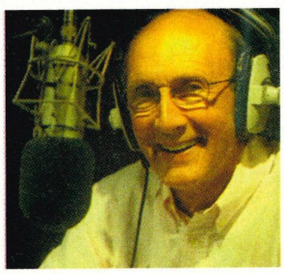
Now Infogrames are fuelling the fire some more. Not content to give us the excellent *UEFA Striker* they're also pumping out this sequel to last year's brilliantly playable management sim, *Premier Manager '99*.

Along with season 1999/2000 fixtures, team rankings and player stats, this latest incarnation features a glossy new game interface. Click away through stacks of menus till your heart's content without fear of confusion or rising blood pressure. In fact this ranks as one of the quickest menu systems yet pushed through the PSX.

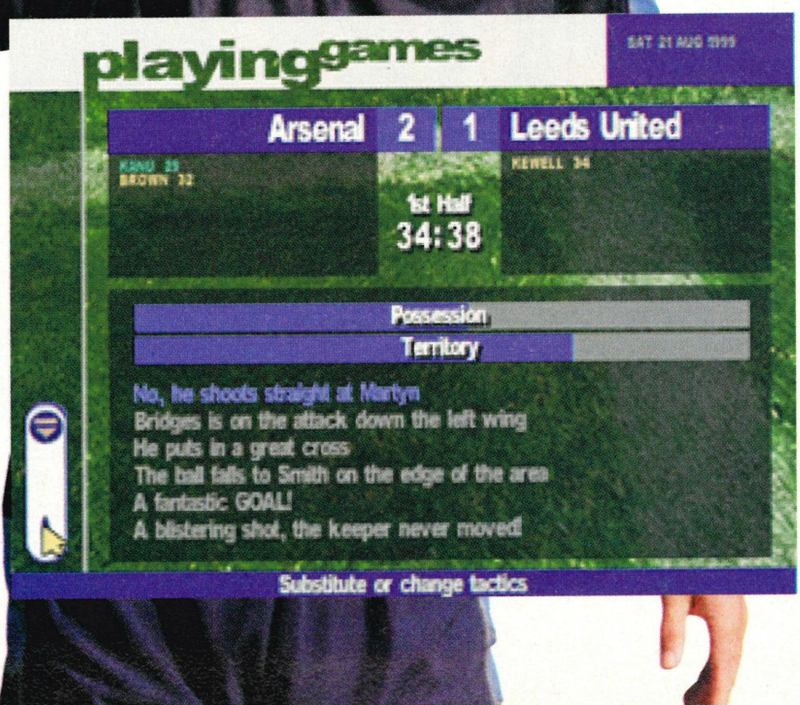
At a flick of the X button you can access transfer lists, tactics, training and the joys of accounting. *PM 2000* is a very detailed game. Have no fears, all the options, stats and features you'd need and demand have been crowbarred in here. You can take time to set up international friendlies, scout Europe for that elusive left-footed winger or build a stadium Babel himself would be proud of!

The depth is all the more remarkable considering the pace with which the game crunches through the stats and figures. There's little waiting and everything touched and tweaked has an instant effect on the fortunes of your adopted ball-chasers. And considering the information being pushed around – 5 full European managerial leagues, 300 teams, 5500 players, all domestic and European competitions – it's an astounding success





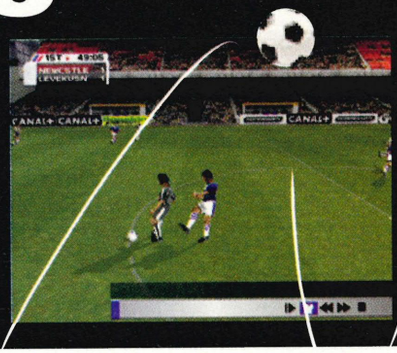
ABOVE: It's Barry Davies, he does the commentary you know. What a lovely handsome fella he is too, eh ladies?

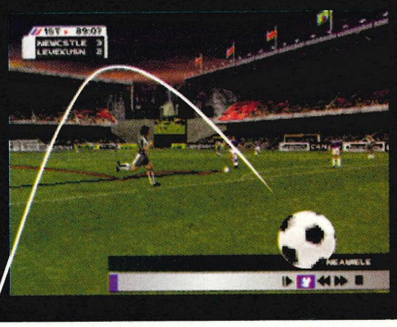


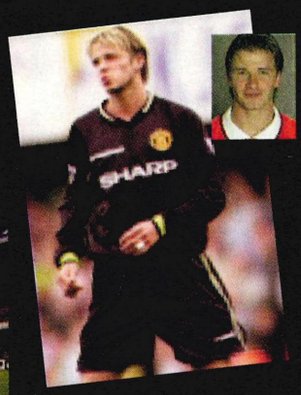
PUBLISHER | INFOGRAMES	RELEASE | US: N/A	PLAYERS | TWO	PERIPHERALS
DEVELOPER | INFOGRAMES	UK RELEASE DATE | OUT NOW		
INTERNET SITE | WWW.INFOGRAMES.COM	PRICE | £39.99		

Highlight Heaven!









Pretty boy David Beckham has them... but so does *Premier Manager 2000*. They are highlights of course. *Premier Manager 2000* uses the *Actua Soccer 3* graphics engine to bring those goal mouth scrapes and scraps skidding into the boardroom.

anager 2000

for a great game engine. Even time consuming events like international cups and leagues are played out in seconds where lesser games would churn for hours.

Secondary smack

As a secondary smack around the chops there are some excellent new features that were missing from *PM '99*. In particular the option to negotiate bank loans and overdrafts is a vital part of the management system that has never appeared in a game before now.

Unbelievable but true. OK, so it may be a little too close to the grey-suited knuckle, but you'll thank the heavens when you need to invest for a Champions League run or build a bigger stand to survive in the brutal cauldron that is the Premiership.

It's surprising then to find that the shockingly simple match interface from the previous game has also been overhauled. The vital figures that flicked away offering detailed knowledge of your teams performance on the pitch have been replaced by an undulating possession bar and a reel of commentary.

This is good but nowhere near the detailed info garnered from the tackle, shot, and pass percentages of *PM '99*. On the up side the tactical play is still as well balanced as ever, with every player nip and formation tuck rustling up a quick impact on the match in hand.

It's also nice to find that Infogrames' have taken the time to make the whole caboodle look like an overpaid European pretty boy. The graphics have to rank as some of the finest you'll see in a management game. Gone are the days of drab menus and reels of endless stat nonsense and welcome the sunny climes of endless FMV, glossy option bars and slick post-match highlights.

Premier Manager 2000 takes the franchise into another league without ruining too much of what made *PM '99* such a playable sim: The speed and simplicity. It may not be the most detailed management buy-in, but its certainly a joy to work with.

Ian Dean

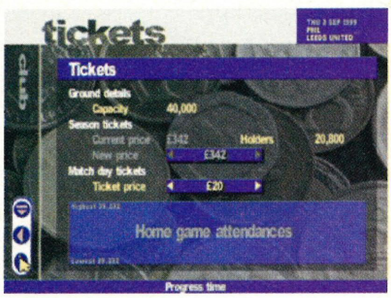
PS PRO FINAL VERDICT

Like before, *Premier Manager 2000* is a slick, fast and stylish management sim that's ideal for the quick fix junky. Die-hard stat loonies may want to search out a slightly more hard-core data frenzy though.

GRAPHICS	★★☆☆☆
SOUND	★★★★☆
GAMEPLAY	★★★★☆
LASTABILITY	★★☆☆☆

85%





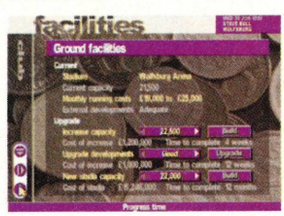




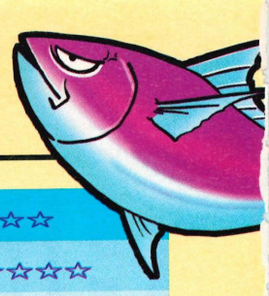
ABOVE: Now's the time to feel the power and hike up those prices!

LEFT: A-ha, the vital stat screen, I love this sh*t!

BELOW: I don't think that counts the toilets does it.





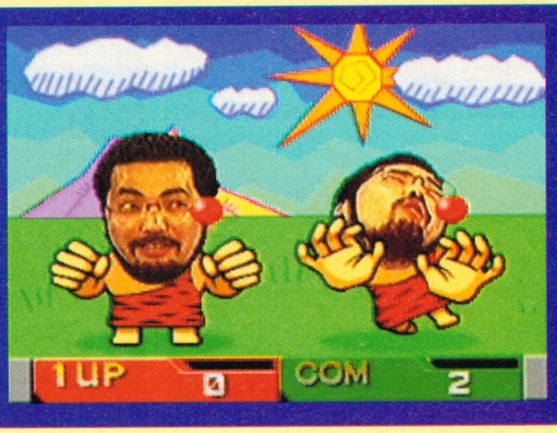


We give the other members of the team a chance to put across their rantings on all this month's little marvels. This gives you a more rounded opinion, and us a chance to slag each other off. May God have mercy on our callous souls.

RIDGE RACER V	Still *Ridge Racer* or maybe closer to the arcade *Rave Racer* from 1997. A letdown ☆☆☆
	This is as fine a racer as you will ever play, even with the dire two-player fogging ☆☆☆☆
	Reviewed on page 38
JACKIE CHAN'S STUNTMASTER	Funny, mildly playable but horribly basic looking. Could've been a lot worse as a licence ☆☆
	This is no major fire starter, but it has a charm that will win over many of the man Chan's fans ☆☆☆
	Reviewed on page 40
BISH BASHI	This just shows why the Japanese are best at fun videogame development ☆☆☆☆☆
	The best game I have ever played by a mile. Get ready to enter a brighter, fresher world ☆☆☆☆☆
	Reviewed on page 42
STRIDER 2	A good retro plaformer for those who remember converting their SNES machines. ☆☆☆
	Wild 9 showed that the Platform genre still had plenty of life in. *Strider 2* disagrees. Mild fun ☆☆
	Reviewed on page 45
RESIDENT EVIL SURVIVOR	Dull as a lightgun game and lacking as a joypad played adventure ☆☆
	Reviewed on page 49
	Not a bad stab at blending a lightgun blaster with survival horror, but a tad dull in places ☆☆☆
JO JO'S BIZARRE ADVENTURE	Bonkers Capcom stuff with fun sub-games but hindered by the madness of it all ☆☆
	Why? This game has no point existing other than to make other fighting games look good ☆
	Reviewed on page 40
MEDIEVIL 2	A good looking and more involving take on the original. A thumbs up, we think ☆☆☆☆
	Reviewed on page 50
	This contains some nice ideas and will no doubt appeal to fans of the original. Worth a look ☆☆☆
GHOUL PANIC	It may be 3-D but it isn't that good put against *Point Blank*. Pointless pussy-chasing anyone? ☆☆
	Hey, isn't this just *Point Blank 2* hiding in white sheets? No blood and cute ghosts, pass me the gun ☆☆
	A nice little comedy blaster. However, both of the *Point Blank* games are superior. ☆☆☆
VAGRANT STORY	Exciting, in a word. Just when we thought all the good games had disappeared ☆☆☆
	The quality of this game even shines through in Japanese! A near classic ☆☆☆☆
	Reviewed on page 54









RICHARD MELVILLE | WILL JOHNSTON | SIMON CANN

CRISIS BEAT	Lord help us. This is the type of game you might have seen on the SNES circa 1994 ☆
	Reviewed on page 56
	A stunning example of videogame mediocrity. Leave this tedious old toss to rot in the bargain buckets ☆
SAGA FRONTIER 2	Old skool Square. Doing it for the fans and eager *Final Fantasy* bunnies! ☆☆☆
	Very, very, very, very, very, (Snip – Ed) very, very slow adventure which is as fun as a good read ☆☆
	Reviewed on page 58
WWF SMACKDOWN	Mr Ass and the cast are comedy reasons enough to like this but, my God, it has gameplay! ☆☆☆
	Moves that are easier to pull off than a lepers finger and non stop violence. Top one ☆☆☆
	The finest wrestling game known to humanity. God bless the ring! ☆☆☆
GUILTY GEAR	Entertaining but loose 2-D fighter which reeks of SNK and Capcom design ☆☆☆
	Street Fighter is dead. Here is the smoking and fairly average gun. 3–D any one? ☆☆
	Reviewed on page 62
ARMY MEN SARGE'S HEROES	I don't personally go for this series of game and this is a weaker instalment ☆☆
	Reviewed on page 63
	A turgid rehash of *Army Men 3-D* that doesn't warrant a second of your precious time ☆
METAL GEAR SOLID	Reviewed on page 65
	Missed out the first time round? Catch up on all the neck–breaking antics for a song ☆☆☆☆
	Videogame perfection. Creeping round corridors and taking out guards is an absolute joy ☆☆☆☆
A BUG'S LIFE	Reviewed on page 67
	So, 20 quid for a big advert designed to hypnotise you into visiting a Disney Store is it? Get out! ☆
	A cynical attempt to cash-in on the movie licence. Buy the film instead… actually don't ☆
DIE HARD TRILOGY 2	Different developer and a worse one by the looks of things. Upsetting ☆
	Reviewed on page 47
	A staggeringly awful sequel to the enjoyable original. So much for progress eh? ☆
PREMIER MANAGER 2000	Fast, I can understand it as a non footy fan and it looks good ☆☆☆
	Simplistic management and thank God for it. A great introduction to the genre ☆☆☆
	Reasonable as these kind of things go, but non footy fans should stay well away ☆☆☆

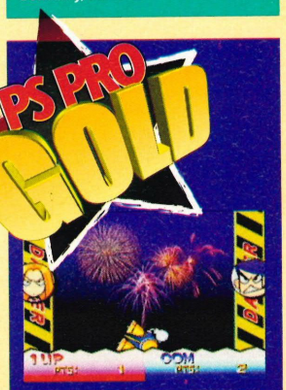
2ND PLACE



RIDGE RACER V

It may not look stunningly next generation-like but Namco's racer plays well and at least sets some benchmark that needs to be surpassed. We think *GT2000* may well be in danger of breaking that boundary, however.

PS PRO GOLD



GAME OF THE MONTH

BISHI BASHI

The moment we saw *Bishi Bashi* on import during the middle of last year, we were stunned by its simplistic larks. The 'carazee' japanese objectives such as catching fish, dancing an inflatable afro jig and throwing pies endeared it to post-pub multiplayer sessions. In this respect, it's the Japanese equivalent of *Micro Machines V3*. The inclusion of the little known prequel means that there are near 100 perfectly playable sub-games for you to challenge people with. Makes you believe that the best videogames are simple and the best ideas basic. Konami have it sorted, whatever and we thoroughly recommend a purchase. And wear your orange trousers, too.



YOUR LETTERS

PS M@ILBOX

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Write to: MAILBOX
PS PRO Magazine,
Paragon Publishing,
Paragon House,
St Peter's Road,
Bournemouth
BH1 2JS

Alternatively: Email: RICHM@PARAGON.CO.UK
Fax: 01202299955
Web site: www.totalgames.net





What have you had to say this month? Well apart from a mailbag full of souls wanting photos and autographs of Miss Bea, not a great deal! We do have an interesting *ISS* debate and some *PlayStation2* queries. But the Star Letter award goes to the funniest thing we've ever seen.
Richard Melville, Editor

Boring fantasy

Dear **PS PRO**,
I was wondering if there is going to be a *Gran Turismo 3* game on the humble PlayStation or on the PlayStation2.

I have just bought *Gran Turismo 2* and I think it's by far the best game on the PlayStation, better than that *Final Fantasy* rubbish anyway!
Pete Beeley, Manchester

PS: Please print my letter as I want to prove a point to my dad that I can indeed get my work published.

Pete, my lad, where have you been! *GT2000* is due out anytime now for the PlayStation2 in Japan. It's Interesting your *GT2* will work with the PlayStation2 a bit better than expected, some of the textures will be enhanced via the new spanky internals of the machine. Interesting point about *Final Fantasy* though...

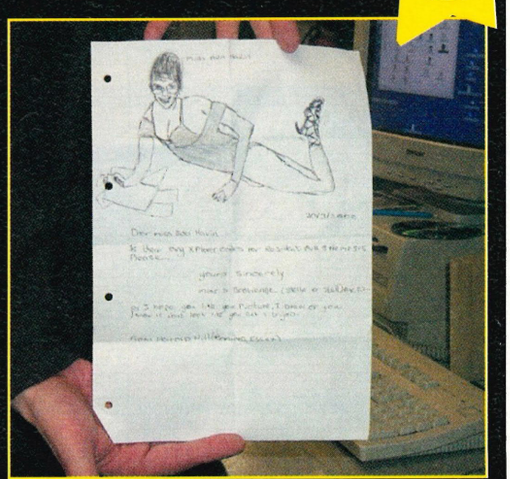
Theme barf!

Dear **PS PRO**,
In response to your *Theme Park World* review and competition, I have a story that you might like to hear. I've called it Superbarf Sunday.

It was a sunny day in Disney World, Florida. I had a slight stomach ache [Here we go – Ed] but my family and I were off to see a show that we has been told was good. But I started to feel sick [heaven forbid! – Ed]. My mum took me out of the queue and put my head in a bin while I threw up. About half-hour later we made our way to a roller coaster. I really

STAR LETTER!

Dear **PS PRO**,
Here is a picture I have drawn of Miss Bea. I hope you like my picture. I know it doesn't look like you but I tried.
Miss S Bastienne Age 22 and Harold Hill, Essex



Miss S and Harold, we can only assume you are joking about your age. We hope so, at least. But you have both won the coveted Star Letter prize for drawing the most masculine portrayal of Miss Bea we've ever



wanted to go on it and when we were heading up the hill I felt sick coming up my throat. I tried to hold it back but it was no use. As we went down, the sick came out and went in the people's faces and hair behind me.
Mark Bateman, Aylesbury

Theme barf 2!

Dear **PS PRO**,
My worst experience was when I went to Alton Towers with my uncle and cousins. I don't like roller coaster rides because I hate heights. My uncle tricked me when he said it was a slow ride so I got in the line with him. When it was our turn I was the first one to sit down and my uncle jumped off and left me on the ride all on my own! Suddenly I whizzed off and could see my whole life in front of me.

My uncle stood there laughing. I had £20 in my pocket and a new cap on. The cap blew off and the money fell out of my pocket. When I got off and told my uncle he wasn't laughing anymore. I later found out that the ride was called Ripsaw. Since then I have only been on a couple more roller coasters.
Lee Bate, Widnes

Oh, well, congrats to both of you. You get *Theme Park World* games and a camera, edible rock and ticket to Chessington World Of Adventures. Just make sure you take bags for the vomit, eh? Oh, and Mark, tell your mum not to put your head in a bin again!

Speedball who?

Dear **PS PRO**,
Can I ask you what is happening with the PlayStation conversion of *Speedball 2*? I've heard rumours of it being called *Speedball 2000* and being 2-D like the original. I'm a great fan of the game and remember waiting for what the Bitmap Brothers were going to do next on the Amiga. Let us know some more if you can.
Andrew Kingsley, Cambridge

***Speedball 2100* as it's known has come into the office and we've got the preview this issue. As for the game being 2-D, it isn't. There's been a complete 3-D overhaul here but the gameplay logics have remained largely the same.**

We did mention the fact that we'd like to see a version of the Amiga original hidden somewhere when playing the game with the developers. I can tell you, at least one had a wry smile.



ISS in doubt!

Dear **PS PRO**,
Why do all PlayStation mags (including yours) rave about the *ISS* series. I've tried them all including the new *ISS Evolution* and I think they are overrated. The gameplay is poor, graphics are average and the sound effects are unrealistic. For example, when you shoot on goal it does not sound like a ball being kicked. And the commentary, well, the less said the better! For my money the best footy game around is *World Cup '98*. It beats the pants of the *ISS* series and is closely followed by *This Is Football*.

Finally, away from footy, can you give me some info on reel fishing. I've tried to complete the shield in the Aqua Room [We're referring you to Miss Bea, sir – Ed].
Mr N Braban, Doncaster

PS: I think Miss Bea is Gorgeous. Grrr!

Mr Braban, *ISS*, whether you like it or not, is a good arcade football simulation. Others that you mention offer better stats or strategic gameplay, but it depends on what you're after, really. *UEFA* and *ISS* seem to be a good combination for us.

I'm so happy!

Dear **PS PRO**,
Is it just me or does the PlayStation2 resemble a black sticklebrick? The Dreamcast has nice smooth curves and a rather fetching off-white colour. The controllers are bad, admittedly, but why did Sony change the design of the PlayStation?

Thanks for printing my *Evil Dead* letter last issue! I composed a small ditty it goes like this: Ho ho ho, he he he, I'm so happy, crikey me! (Sung to the tune of the Bangladeshi national anthem).
Phil Dubowski, Notts

Phil, you are quite clearly mad. The PlayStation has matured and is now a true home entertainment machine. It has abandoned it's toy-esque Nintendo design for a much sleeker and smarter hi-fi look.

Please though, no more ditties, we can't take any more of them. We'll have letters from the game magazine obsessed Matthew Bullman if we go on like this, y'know...

Turismo troubles

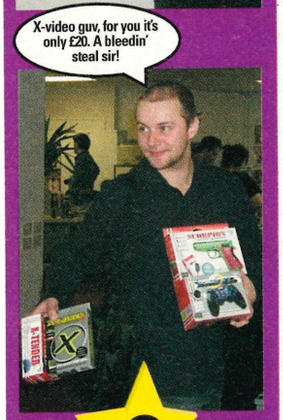
Dear **PS PRO**,
After reading your review of *Gran Turismo 2* in issue 45, I noticed that you said you could only reach a 98% completion on the barometer, and that there were five licence tests. I too had this problem but when I went back to the licenses after reaching 98% I noticed another screen with a special Super License and with the completion of this I obtained 100% on the barometer.
Nick Ballard, Leicester

PS: Great mag by the way.

The 98% that appears on maximum completion has been rectified for the UK release. As far as we know it's only the Japanese and US which suffer this affliction. So the UK version is arguably the best version in existence, especially considering it has the music tracks of Ash and The Cardigans!

Oh, and thanks for the bonus compliment. We're flattered. Will even blushed. Bless.





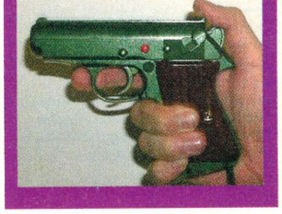
THE STAR LETTER PRIZES!

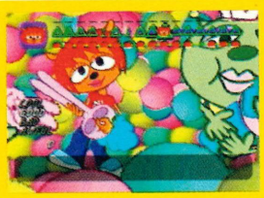
BLAZE

If you get our Star Letter prize, then be prepared to receive :

- **BLAZE RECORD BAG**
- **XPLORER CHEAT CARTRIDGE**
- **VIPER PAD**
- **EXTENSION CABLE**
- **SCORPION LIGHT GUN**

Go on! Get those letters and opinions flowing in this direction. Do it or else!





UM JAMMER LAMMY

BONUS PARAPPA LEVELS:
Successfully complete the game, then return to the Level Selection screen. Press Right until the bonus *Parappa* levels appear.

PARAPPA AND LAMMY TWO-PLAYER LEVELS
Successfully complete all of the bonus *Parappa* levels.

CUSTOMISED LYRICS AND NOTES
Load the game, then immediately reset the PlayStation when Lammy appears at the Title screen. Allow the to reload, and a new menu will appear next to Lammy's guitar at the Title screen. Use those options to customise the lyrics and notes.

SPECIAL MENU
Successfully complete all levels in the game, including the Lammy and Parappa levels. Select the 'Special' option at the Title screen to display a new menu that allows all music to be played while all game characters are dancing under your control.

TWO-PLAYER LAMMIES
Complete any two stages in the normal game to unlock the 'Two-Player Lammies' option.

PLAY AS PARAPPA
Complete the one player game as Lammy to unlock the 'Play as Parappa' option.

TWO-PLAYER VS. LAMMIES
Complete the Two-Player Lammies game to unlock the 'Two-Player vs. Lammies' option.

TWO-PLAYER LAMMY PARAPPA
Complete the one-player game as Parappa to unlock the 'Two-Player Lammy Parappa' option.

TWO-PLAYER VS. LAMMY PARAPPA
Complete the Two-Player Lammy Parappa game to unlock the 'Two-Player vs. Lammy Parappa' option.

PLAY AGAINST YOURSELF OR SHARE A CONTROLLER
Complete both the team and versus level of the desired type of game. For example, complete Lammy Rammy team and versus on stage seven. Select that same team or versus level and a 'Manual Controller 1' should appear under the 'Manual Controller 2' option. This allows you to play as Lammy and Rammy Lammy and Parappa.



Dukes of Hazzard

I've got a copy of *The Dukes of Hazzard* and although it isn't that hard, I want some cheats. I'm no good old boy, I'm young, gifted and very baaaad! D'ya want to find out why, Daisy?
Bo Duke, County Armagh

Well Bo, if that is actually your real name, I'm not called Daisy. Now normally I'd ignore your letter because you can't even get my name right, but I do tend to take pity on inbreds, so here are some cheats to calm you down and start you on the road to victory. Now get along d'ya here, and try to keep away from your cousin's panty drawer you randy git.

Extra power-ups:
Collect a power-up, then leave that location and return.

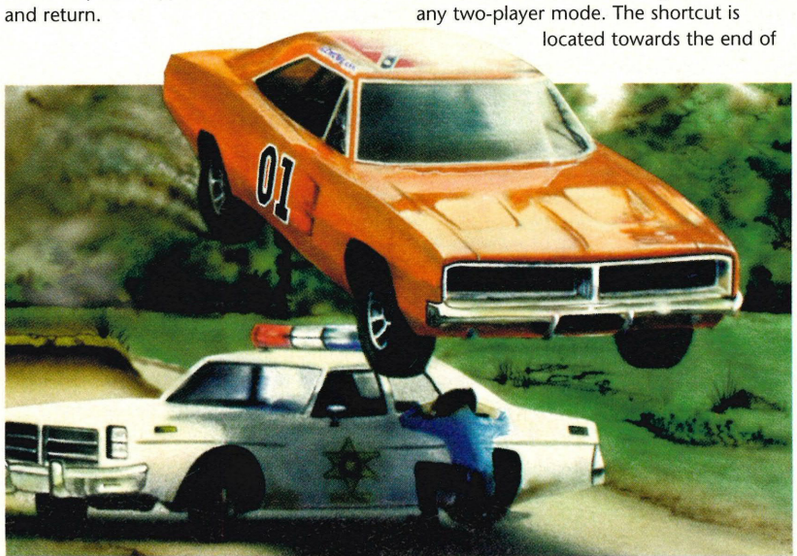
Losing the police:
When being hounded by the pigs, you can cut them off by hitting them on the back when they try to cut you off. Did I say pigs? I meant the police.

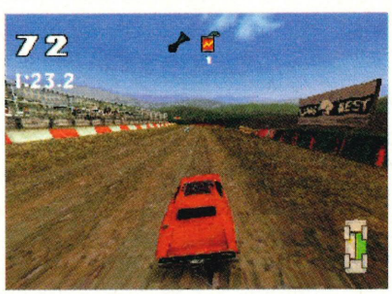
Keep Luke out of the window
When Luke is hanging out of the window, you will need to drive slower, or he'll go back inside the car. Likewise, if you hit anything get back in before he falls out.

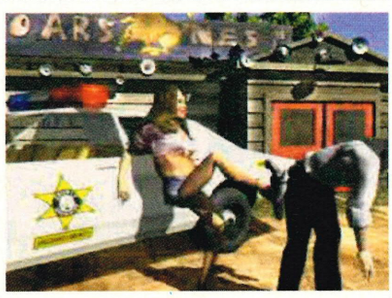
Playing any episode or scene:
Complete the game, then save to a memory card. Load the game to chose any episode and scene. Choose quit to the main menu and save the game again at the options/memory card screen.

Fairgrounds shortcut:
There is a shortcut in the fairgrounds on any two-player mode. The shortcut is located towards the end of the lap. As soon as you start seeing the audience, there is a small road on the right with a road block. Zigzag through the road block and use the ramps to jump over any other road blocks along the shortcut. It leads to the start line.

Hidden fairgrounds nitro:
A hidden nitro may be found at the fairgrounds on any mode. Get to the point with two jumps and an orange fence. A nitro power-up can be seen on the other side of the fence. Drive through the orange fence to collect it.







Marvel Super Heroes VS. Street Fighter

Please can you help me with *Marvel Super Heroes Vs Street Fighter*. I'm very stuck please can you help.
David Trimble, Brighton.

Do you want me to make you funny, or to give you help with the game? Try playing with a red nose on or something. Maybe just wearing some Y-fronts, eh?

Cheat menu:
Quickly press R1, ●, ←, ▲(2) at the main menu. Note: Quickly press L1, ×,

Fight as Armoured Spider-Man:
Highlight Spider-Man at the Character Selection screen, then hold Select and press any Punch or Kick button.

Fight as Mephisto:
Highlight Omega Red at the Character Selection screen, then hold Select and press any Punch or Kick button.

Fight as U.S. Agent:
Highlight Vega (M. Bison) at the Character Selection screen, then hold Select and press any Punch or Kick. U.S. Agent's uniform will be gray for Punch or green for Kick.

Fight as Shadow Charlie:
Highlight Dhalsim at the character selection screen, then hold Select and press any Punch or Kick button.

Fight as Mega Sakura:
Highlight Hulk at the character selection screen, then hold Select and press any Punch or Kick button.

Fight as Mega Zangief:
Highlight Blackheart at the Character Selection screen, then hold Select and press any Punch or Kick button.

Fight as Grey Hulk:
Enable the 'Fight as Mega Sakura' code and pick Hulk as her partner. This color code should be universal for all fighters.

Fight as same character:
Successfully complete the game once. The same character may now be chosen by both players on the Character Selection screen.

Exploding Dan:
Hold WP after selecting Dan as your first character. Release the button after the word 'Fight' disappears.

Extra jumps for Norimaro:
Select Norimaro, then press WK + MP + HK at the Versus screen until the round begins. Norimaro will now be able to jump four times in the air.

Faster game speed:
Select any character you want, then hold WK + MK + HK until the word 'Fight' disappears.

Change order of characters on Versus mode screen:
This one is easy. Just press WP + MP + HP, and that's it.

Alternate costumes:
Press L1, L2, R1 or R2 when selecting your chosen character.

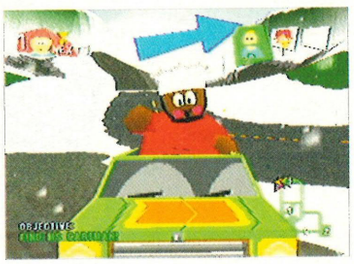
Bonus options:
Successfully complete the game without losing any rounds. Additional selections will appear on the Options menu, including increasing the speed to eight stars and always having full combo meters.

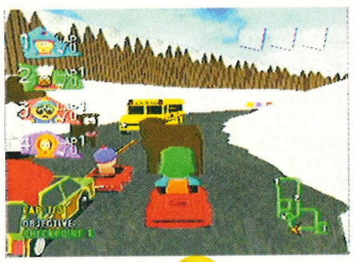
Fight as Cyber Akuma:
Successfully complete a normal game on Arcade mode. (Note: This may need to be done without losing any rounds at a higher difficulty setting) Then, highlight Akuma on the character selection screen and press Select (5), ×. Note: Cyber Akuma can only be used by himself.

Fight as Apocalypse:
Successfully complete a normal game on Arcade mode. Then, highlight Akuma on the Character Selection screen and press Select.

South Park Rally

I respect you as a woman and as a gameplayer. But if you don't give me some cheats for *South Park Rally* I will be forced to go against my good nature and send you back to The Park and with Kenny.
Keith Hargaves, Morcombe





It's good to know that you men can always be relied on to say the wrong thing at the right moment. However can you apply pressure to the accelerator when you've permanently got your foot so far inside your mouth? Here ya go dopey:

Successfully complete Championship mode without using any tokens. All tracks, cars, skins, and other cheat options will be unlocked.

Soundtrack:
Play the game disc in an audio CD player. The soundtrack with 73 sound samples from the game can be heard on track two and above. The South Park theme song can be found on track ten.





Tomb Raider IV



Rich may have been right and *Tomb Raider IV* is a stinking heap of dirt, but some of us have very strange girlfriends. Girlfriends that are into Lara to a point of obsession. Mine bought me this completely pointless game and tried to persuade me to play it. Weird huh? Anyway, help me out – if I don't complete it she will leave me forever.

Gavin, Hereford

Your other half sound like she's two rhubarbs short of a crumble, but never mind eh? I hate it when people break up and I'd love to do anything to keep you two together.

Level skip:

Have Lara face exactly north. Enter the Inventory screen and look at the compass. If the red point is not blinking slightly, try positioning her again. Go to 'Load', hold L1 + L2 + R1 + R2 + Up, then press Triangle Right as the compass hand points directly north. Close the Inventory screen to advance to the next level.

All weapons:

Have Lara face exactly north. Enter the Inventory screen and look at the compass. If the red point is not blinking slightly, try positioning her again. Go to the small medipak, hold L1 + L2 + R1 + R2 + Up, then press Triangle Right as the compass hand points directly north. Close the Inventory screen and re-open it to see all the weapons.

Unlimited items:

Have Lara face exactly north. Enter the Inventory screen and look at the compass. If the red point is not blinking slightly, try positioning her again. Go to the large medipak, hold L1 + L2 + R1 + R2 + Down, then press Triangle Right as the compass hand points directly north. Close the Inventory screen and re-open it. All weapons should now display 'Unlimited ammo'.

Easy way to face exactly north:

Find any block that faces north. Climb up or jump to it. Go to the Inventory screen and your compass should be transparent to confirm she is facing exactly north.



RIDGE RACER TYPE 4

Please can you give me a helping hand with *Ridge Racer Type 4*. I got it cheap after I saw all the fuss over *Ridge Racer V* on PlayStation2. Have you played it yet and is it any good?

Martin Amis, Hartlepool

We've just got a PlayStation2 in the office and a copy of Ridge Racer V. Is it good? It's so good I can't be bothered writing you a proper reply, because I'm about to beat Rich off the tarmac! Here are your cheats.

GETTIN' ALL THE CARS

Press Start to pause the game at the half way point in the first race in Grand Prix mode.Then, press ■(3), ●(4),▲(2).

FOUR-PLAYER MODE

Connect two PlayStations via a link cable. A 'Link Battle' mode that allows a simultaneous four-player game will appear. Cheers for keeping that one a secret then lads!

BONUS VEHICLES

You'll have to Unlock all 320 cars in the game but it's worth it. Pac-Man will become available and he can run at 252 km/h! The Sony Eat-'em-Up car may now be selected in Time Attack mode.

EXTRA TRIAL MODE

You'll need to Successfully complete the game in Grand Prix mode in order to access the Extra Trial Mode.

Ace Combat 3

I was walking on the beach the other day and I thought to myself, "Hey man, wouldn't it be fine if Bea was here with me right now." This thought lasted for three hours and I even thought of you as the sun went down. Maybe we could meet up sometime and share a glass of bubbly as the lights go down and the crashing of the waves becomes a metaphor for our pent up yearning for each other?

Ian Jones, Plymouth

Guess again. I'm not even going to dignify such sleaze with a response. Here are some cheats for *Ace Combat 3*. I don't care if you want them or not. Take them and shove them up your (Easy Bea' – Ed).

Mission simulator:

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

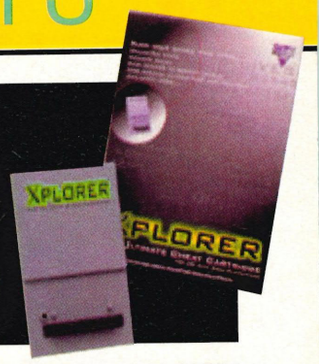
Control replay:

Press Square, ▲, ●, ×, L1 or R1 during the replay to change camera angles. Press L2 to add a filter, as if the view were through sunglasses. Press R2 to add motion blurring.



CARTRIDGE CODES

BLAZE XPLORER



Resident Evil 3 Nemesis

Condition always fine
75B5A819CE95
35B5A81ECED1.

All maps
35B6FCAECECB
35B6FCB2CECB

Almost all doors open
B5AEBED1CECD
15B6FC53CDCC

10 Inventory Shots
75B6FEE5CED5
35B6FCB2CECB

All Files
85B6FCB3CDCC
85B6FCB5CDCC

Time 0:00:00
85B6FAAFCECD
85B6FAB1CECD

Walk through walls
*Switch on
(Press L1 & L2 Pad2)
75B5A395C8CC
85ACFAA5DECD
75B5A395C8CC

85AD7345DECD

*Switch off
(Press R1 & R2 Pad2)
75B5A395C3CC
85ACFAA5DE0D
75B5A395C3CC
85AD7345E06D

Turbo mode
35B621D3CECF
*Super-Turbo-Mode on
(Press L1 & R1 & Up)
75B5A371C1BC
85AB5129CE0F
*Super-Turbo-Mode off
(Press L1 & R1 & Down)
75B5A371C18C
85AB5129CE10

Rapid Fire
(Press R1 & R2 & X)
75B5A37183CC
85B5A813ECCF

Sudden death monster
75AD0EBBCED3
35AD0EBBCECE

Change character
You must walk through a door for these to work.

Play as Jill
(Press Select & L1 Pad 2)
75B5A395C9CB
35B6FB0DCECD

Play as Jill (with belts)
(Press Select & L2 Pad 2)
75B5A395CCCB
35B6FB0DCECE

Play as Jill (Biker outfit)
(Press Select & R1 Pad 2)
75B5A395C5CB
35B6FB0DCECF

Play as Jill (S.T.A.R.S.-Uniform)
(Press Select & R2 Pad 2)
75B5A395CBCB
35B6FB0DCED0

Play as Jill (Superfly outfit)
(Press Select & Up Pad 2)
75B5A395CDBB
35B6FB0DCED1

Play as Jill (R.C.P.D uniform)
(Press Select & Right Pad 2)
75B5A395CDAB
35B6FB0DCED2

Play as Regina (Dino Crisis)
(Press Select & Down Pad 2)
75B5A395CD8B
35B6FB0DCED3

Play as Carlos
(Press Select & Left Pad 2)
75B5A395CD4B
35B6FB0DCED5

Play as Mikhail
(Press Select & Triangle Pad 2)
75B5A395BDCB
35B6FB0DCED6

Play as Nicholai
(Press Select & Circle Pad 2)
75B5A395ADCB
35B6FB0DCED7

Play as Tofu
(Press Select & X Pad 2)
75B5A3958DCB
35B6FB0DCEDC



Ready 2 Rumble

CHAMPIONSHIP MODE
Infinite money
80097E9C FFFF

Max money
80097E9C D02C
80097E9E 0160

Champion classification all fighters
(all fighters unlocked)
B012004C 0000
10097EA2 0003

Metal Gear Solid Special Missions

Have all weapons & infinite ammo
700C2832 FDFF
B0140002 0000
100B5E32 006F

First-person view mode
700C2832 FFFE
800AC4BC0000

Infinite health
800B5E26 0600
800B757E 0600

Ghost mode
000ACA88 0000

Have binoculars
800B5E5C 0001

Have night-vision goggles
800B5E64 0001

Have gas mask
800B5E68 0001

Have body armour
800B5E6A 0001

Have ketchup
800B5E6C 0001

Have stealth
800B5E6E 0001

Have bandana
800B5E70 0001

Have camera
800B5E72 0001

Have infinite rations
800B5E74 006F
800B5E8A 006F

Have grenades
800B5E36 006F
800B5E4A 006F

Have Nikita
800B5E38 006F
800B5E4C 006F

Have Stinger
800B5E3A 006F
800B5E4E 006F

Have Claymores
800B5E3C 006F
800B5E50 006F

Have C4
800B5E3E 006F
800B5E52 006F

Have stun-grenades
800B5E40 006F
800B5E54 006F

Have chaff-grenades
800B5E42 006F
800B5E56 006F

Road Rash Jailbreak

Infinite health
85B616152625

Bike condition always 100%
85B6162B0E0D

Always 1st
35B6162ECECE

Sudden race end
(Press L1 & L2 & R1 & R2)
75B62F91BECC
35B61631CECE

Timer frozen
(Press L1 & R1)
$75B62F91C1CC
$05AAE38BCECD

RESULT MENU
Max TKOs for
35B640A0CECC

Max hits for
85B640A1CDCC

Max thefts for
35B6409FCECC

0 TKOs against
35B640A4CECD

0 hits against
85B640A5CECD

0 thefts against
35B640A3CECD

Super weapon
75B62F9189CC
85B61635CDCC
75B62F9185CC
85B61635CDCC

All weapons after race ends
75B61633CECD
85B61633CDCC

Grandia

Time frozen
05AA9563CEC

Start with lots of money
75AABF33CE95
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GUIDE PART 1

Sweaty men and Mr Ass? The WWF corporate juggernaut rolls on with a rather good PlayStation game. PRO unearths secret characters and shows you all the right, ahem, moves...

WWF SMACK DOWN

DOWN PLAYER'S GUIDE PART 1



Secret Characters

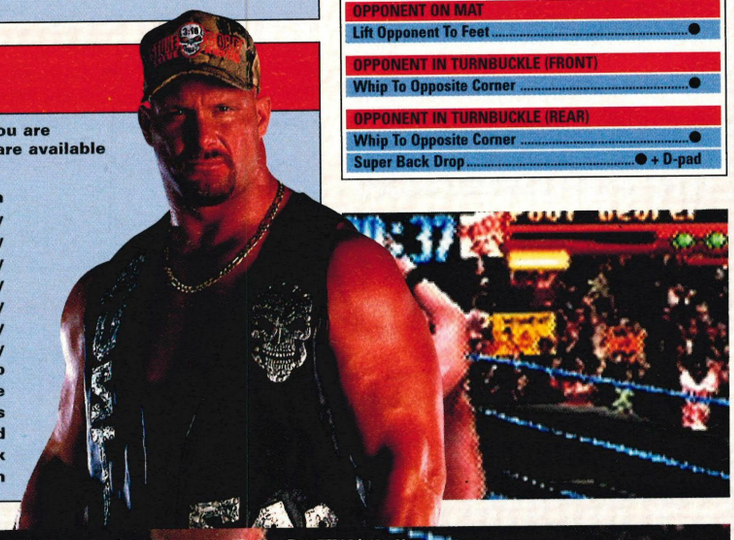
By playing a certain number of years in Season mode, you'll be awarded extra heads, tops and bottoms to use in Create-A-Superstar mode. These extras based on real wrestlers such as Ivory, Prince Albert, Jacqueline, Viscera, Mideon and Gerald Brisco.

However, contrary to what you may read elsewhere, these are not preset, which one you get depends on various factors, including how well you've done in the bouts and the choices made in the backstage encounters. You heard it here first!

Pre-Season Secrets

By completing the following number of pre-seasons you are awarded various secret extras (the characters/outfits are available in the Create-A-Superstar mode).

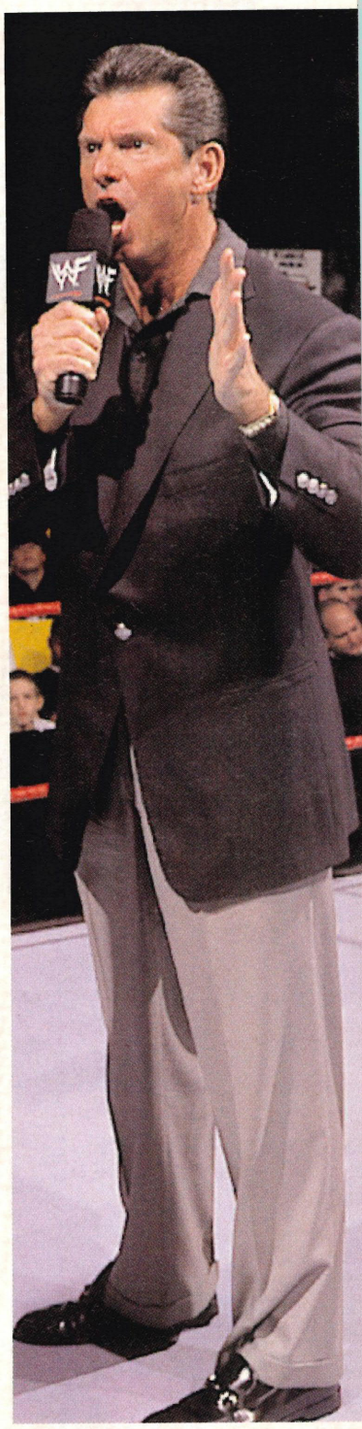
1 pre-season	Wealth
2 pre-seasons	European Title and Ability
3 pre-seasons	Women's Title and Ability
4 pre-seasons	Tournament and Ability
5 pre-seasons	Hardcore Title and Ability
6 pre-seasons	IC Title and Ability
7 pre-seasons	Tag Title and Ability
8 pre-seasons	Title Match and Ability
10 pre-seasons	Pre-Season Skip
Stage 6/House Show 3B	Blue Meanie
Stage 5/House Show 3A	Stevie Richards
Stage 58/House Show ED1	Alternate Stone Cold
Stage 61/House Show ED4	Alternate The Rock
Stage 65/House Show ED8	Stephanie McMahon



General Moves

These moves apply to all wrestlers...

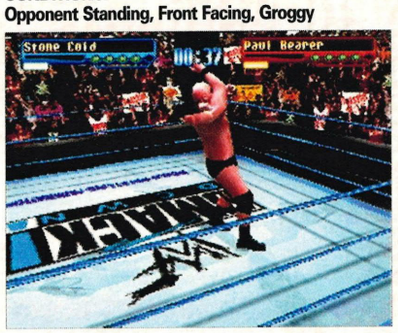
GRAPPLING	
Whip To Ropes	●
OPPONENT ON MAT	
Lift Opponent To Feet	●
OPPONENT IN TURNBUCKLE (FRONT)	
Whip To Opposite Corner	●
OPPONENT IN TURNBUCKLE (REAR)	
Whip To Opposite Corner	●
Super Back Drop	● + D-pad



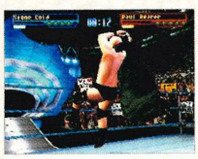
'STONE COLD' STEVE AUSTIN

STRIKING MOVES	
Austin Punches	×
Snap Jab	← + ×
Toe Kick	→ + ×
Overhand Punch	↑ + ×
Standing Clothesline	↓ + ×
GRAPPLING MOVES (FRONT)	
Scoop Slam	← + ●
Suplex	→ + ●
Eye Rake	↑ + ●
Side Buster	↓ + ●
GRAPPLING MOVES (REAR)	
Back Drop	← + ●
Turn Facing Front	→ + ●
Sleeper Hold	↑ + ●
Bulldog	↓ + ●
GRAPPLING MOVES (OPPONENT GROGGY)	
Stunner	← + ●
DDT	→ + ●
Piledriver	↑ + ●
Side Buster	↓ + ●
OPPONENT ON MAT, STRIKING MOVES	
Angry Stomp	(↑/↓) + ×
Austin Elbow Drop	←/→ + ×
OPPONENT ON MAT, NEAR HEAD	
Mounted Punches	←/→ + ●
Sleeper Hold	↑ + ●
Pin	↓ + ●
OPPONENT ON MAT, NEAR FEET	
Kick To Groin	← + ●
Leg Lock	→ + ●
Overhead Toss	↑ + ●
Leg Hook Pin	↓ + ●
RUNNING	
Power Clothesline	×
Shoulder Block	× + D-pad
Press And Knuckle	● (In Front Of Opponent)
Bulldog	● (Behind Opponent)
OPPONENT RUNNING	
Monkey Toss	●
Shoulder Back Toss	● + D-pad
OPPONENT IN TURNBUCKLE (FRONT)	
Shoulder Thrusts	←/→ + ●
Foot Choke	↑/↓ + ●
ON TURNBUCKLE (OPPONENT STANDING)	
Double Axe Handle	×
ON TURNBUCKLE (OPPONENT ON MAT)	
Diving Elbow	×
FINISHING MOVE	
Stone Cold Stunner	L1

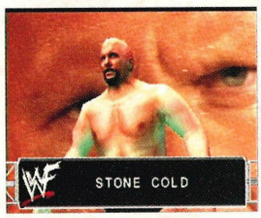
CONDITIONS:
Opponent Standing, Front Facing, Groggy



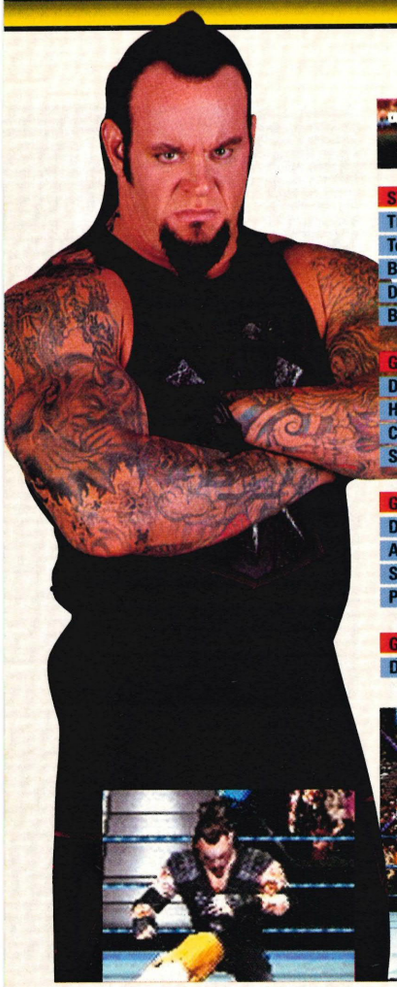




BELOW: Our all-time favourite wrestler, Stone Cold Steve Austin... not to be confused with Goldberg!



WWF SMACKDOWN



THE UNDERTAKER

STRIKING MOVES
- Throat Thrust ..... ×
- Toe Kick ..... ← + ×
- Body Punch ..... → + ×
- Double Axe Handle ..... ↑ + ×
- Back Elbow Smash ..... ↓ + ×

GRAPPLING MOVES (FRONT)
- DDT ..... ← + ●
- Hard Scoop Slam ..... → + ●
- Club To Neck ..... ↑ + ●
- Shoulder Breaker ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Diving Reverse DDT ..... ← + ●
- Atomic Drop ..... → + ●
- Sleeper Hold ..... ↑ + ●
- Pumphandle Slam ..... ↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)
- DDT ..... ← + ●
- Rib Breaker ..... → + ●
- Choke Slam ..... ↑ + ●
- Jackknife Powerbomb ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... ×
- Knee Drop ..... ←/→ + ×
- Elbow Drop ..... ↑ + ×
- Leg Drop ..... ↓ + ×

OPPONENT ON MAT, NEAR HEAD
- Darkness Choke ..... ← + ●
- Sleeper Hold ..... → + ●
- Mounted Punches ..... ↑ + ●
- Darkness Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ←/→ + ●
- Kick To Leg ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Flying Lariat ..... ×
- Diving Shoulder ..... × + D-pad
- Neck Breaker ..... ● (In Front Of Opponent)
- Bulldog ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Shoulder Back Toss ..... ● + D-pad

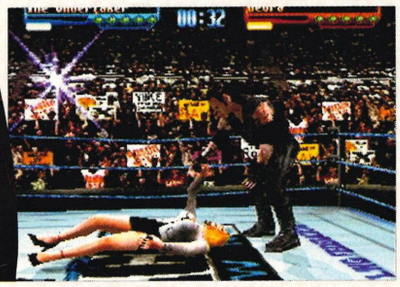
OPPONENT IN TURNBUCKLE (FRONT)
- Walk On The Rope ..... ←/→ + ●
- Choke ..... ↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle ..... ×
- Flying Clothesline ..... × + D-pad

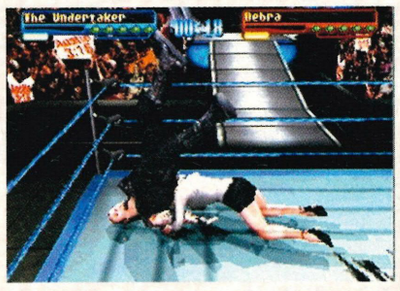
ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop ..... ×

FINISHING MOVE
- Tombstone Piledriver L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy







THE ROCK

STRIKING MOVES
- The Rock Punches ..... ×
- Toe Kick ..... ← + ×
- Elbow Smash ..... → + ×
- Double Axe Handle ..... ↑ + ×
- Clothesline ..... ↓ + ×

GRAPPLING MOVES (FRONT)
- Scoop Slam ..... ← + ●
- Club To Neck ..... → + ●
- Eye Rake ..... ↑ + ●
- DDT ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Back Drop ..... ← + ●
- Russian Leg Sweep ..... → + ●
- Sleeper Hold ..... ↑ + ●
- Atomic Drop ..... ↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)
- The Rock Bottom ..... ← + ●
- Jump Swinging DDT (Layin' The Smackdown) ..... → + ●
- Suplex ..... ↑ + ●
- Manhattan Drop ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... (↑/↓) + ×
- Rock Stomp ..... ←/→ + ×

OPPONENT ON MAT, NEAR HEAD
- Sleeper Hold ..... ← + ●
- Knee Smash ..... → + ●
- Mounted Punches ..... ↑ + ●
- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Kick To Leg ..... ← + ●
- Leg Lock ..... → + ●
- Overhead Toss ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Clothesline ..... ×
- Shoulder Block ..... × + D-pad
- Neck Breaker ..... ● (In Front Of Opponent)
- School Boy Rollup Pin ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Samoan Drop ..... ● + D-pad

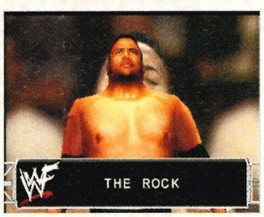
OPPONENT IN TURNBUCKLE (FRONT)
- Shoulder Thrusts ..... ← + ●
- Foot Choke ..... →/↓ + ●
- Superplex ..... ↑ + ●

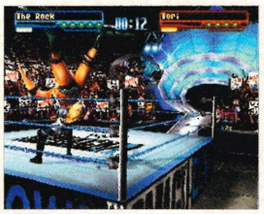
ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle ..... ×

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop ..... ×

FINISHING MOVE
- The People's Elbow L1

CONDITIONS: Opponent On Mat, Near Head

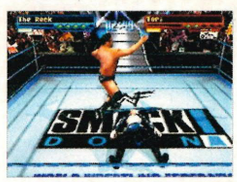


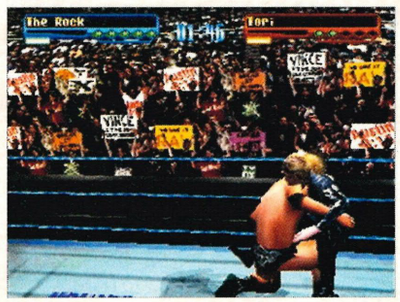


ABOVE: The Rock gets to grips with Tori, slamming her to the canvas with his powerful Back Drop.









PLAYER'S GUIDE PART 1



TRIPLE H

STRIKING MOVES
- Snap Jab X
- Toe Kick ..... ← + X
- Chop ..... → + X
- Elbow Smash ..... ↑ + X
- Standing Clothesline ..... ↓ + X

GRAPPLING MOVES (FRONT)
- Scoop Slam ..... ← + ●
- Arm Wrench ..... → + ●
- Eye Rake ..... ↑ + ●
- Knee Smash ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Back Drop ..... ← + ●
- Turn Facing Front ..... → + ●
- Dragon Sleeper ..... ↑ + ●
- Diving Reverse DDT ..... ↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)
- Jumping Arm Breaker ..... ← + ●
- Manhattan Drop ..... → + ●
- Reverse Suplex ..... ↑ + ●
- Rib Breaker ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... (←/→) + X
- Double Knee Drop ..... ↑/↓ + X

OPPONENT ON MAT, NEAR HEAD
- Mounted Punches ..... ← + ●
- Knee Smash ..... → + ●
- Reverse Chin Lock ..... ↑ + ●
- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ← + ●
- Kick To Leg ..... → + ●
- Figure Four Leg Lock ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Jumping Knee Attack X
- Clothesline ..... X + D-pad
- Neck Breaker ..... ● (In Front Of Opponent)
- School Boy Rollup Pin ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Shoulder Back Toss ..... ● + D-pad

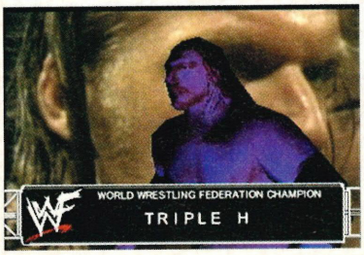
OPPONENT IN TURNBUCKLE (FRONT)
- Foot Choke ..... ←/→/↓ + ●
- Shoulder Thrusts ..... ↑ + ●

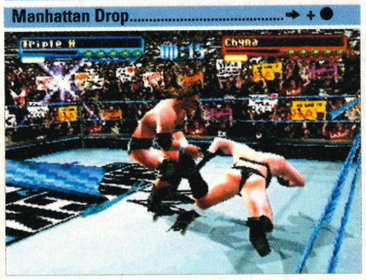
ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle X
- Flying Clothesline ..... X + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop X

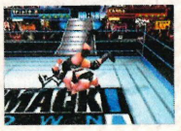
FINISHING MOVE
- The Pedigree L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy









'THE BIG SHOW' PAUL WIGHT

STRIKING MOVES
- Chop X
- Big Boot ..... ← + X
- Body Punch ..... → + X
- Double Axe Handle ..... ↑ + X
- Standing Clothesline ..... ↓ + X

GRAPPLING MOVES (FRONT)
- Hard Scoop Slam ..... ← + ●
- Bearhug ..... → + ●
- Pendulum Back Breaker ..... ↑ + ●
- Choke Toss ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Full Nelson Slam ..... ← + ●
- Turn Facing Front ..... → + ●
- Sleeper Hold ..... ↑ + ●
- Atomic Drop ..... ↓ + ●

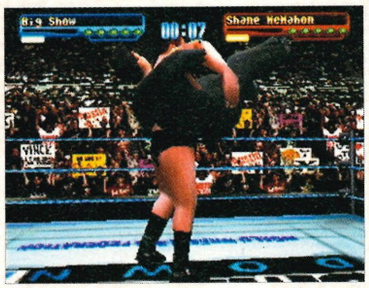
GRAPPLING MOVES (OPPONENT GROGGY)
- Strong Headbutt ..... ← + ●
- Side Buster ..... → + ●
- Body Press Drop ..... ↑ + ●
- Jackknife Powerbomb ..... ↓ + ●

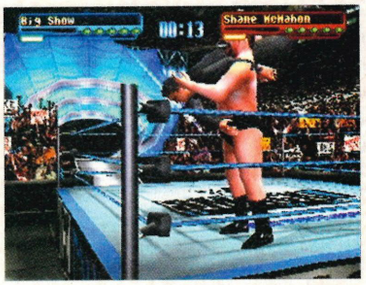
OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... (←/→) + X
- Elbow Drop ..... ↑/↓ + X

OPPONENT ON MAT, NEAR HEAD
- Mounted Punches ..... ← + ●
- Darkness Choke ..... → + ●
- Camel Clutch ..... ↑ + ●
- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ← + ●
- Kick To Leg ..... → + ●
- Boston Crab ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Shoulder Block X
- Drop Kick ..... X + D-pad





- Neck Breaker ..... ● (In Front Of Opponent)
- School Boy Rollup Pin.. ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Shoulder Block Toss ..... ● + D-pad

OPPONENT IN TURNBUCKLE (FRONT)
- Choke ..... ←/→ + ●
- Mudhole Stomping ..... ↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle X
- Front Dropkick ..... X + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Elbow Drop X

FINISHING MOVE
- The Showstopper L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy



MANKIND

STRIKING MOVES
- Austin Punches X
- Toe Kick ..... ← + X
- Chop ..... → + X
- Body Punch ..... ↑ + X
- Standing Clothesline ..... ↓ + X

GRAPPLING MOVES (FRONT)
- DDT ..... ← + ●
- Scoop Slam ..... → + ●
- Eye Rake ..... ↑ + ●
- Manhattan Drop ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Face Crusher ..... ← + ●
- Back Drop ..... → + ●
- Diving Reverse DDT ..... ↑ + ●
- School Boy Rollup Pin ..... ↓ + ●

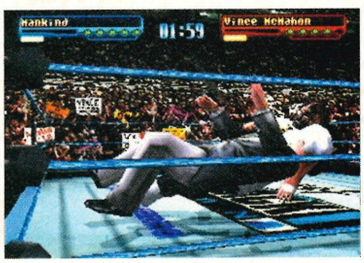
GRAPPLING MOVES (OPPONENT GROGGY)
- Double Arm DDT ..... ← + ●
- Hard Scoop Slam ..... → + ●
- Pulling Piledriver ..... ↑ + ●
- Jackknife Powerbomb ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp X
- Leg Drop ..... ←/→ + X
- Elbow Drop ..... ↑/↓ + X

OPPONENT ON MAT, NEAR HEAD
- Camel Clutch ..... ← + ●
- Sleeper Hold ..... → + ●
- Mounted Punches ..... ↑ + ●
- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ← + ●
- Overhead Toss ..... → + ●
- Leg Lock ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●





RUNNING
- Clothesline X
- Shoulder Block ..... X + D-pad
- Neck Breaker ..... ● (In Front Of Opponent)
- Face Crusher ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Powerslam ..... ● + D-pad

OPPONENT IN TURNBUCKLE (FRONT)
- 10 Punch ..... ←/→ + ●
- Mudhole Stomping ..... ↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle X
- Front Dropkick ..... X + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop X

FINISHING MOVE
- Mandible Claw L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy

WWF SMACKDOWN

X-PAC

STRIKING MOVES
- Middle Kick ..... ×
- Snap Jab ..... ← + ×
- Spinning Kick ..... → + ×
- Spinning Wheel Kick ..... ↑ + ×
- Enzi-Guri ..... ↓ + ×

GRAPPLING MOVES (FRONT)
- Snapmare ..... ← + ●
- DDT ..... → + ●
- Eye Rake ..... ↑ + ●
- Headlock And Punch ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Back Drop ..... ← + ●
- Turn Facing Front ..... → + ●
- Schoolboy Rollup Pin ..... ↑ + ●
- Reverse Pin ..... ↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)
- Spinning Back Drop ..... ← + ●
- Fisherman's Suplex ..... → + ●
- Hurracanrana ..... ↑ + ●
- Piledriver ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... (↑/↓) + ×
- Leg Drop ..... ←/→ + ×

OPPONENT ON MAT, NEAR HEAD
- Mounted Punches ..... ← + ●
- Sleeper Hold ..... → + ●
- Knee Smash ..... ↑ + ●



- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ← + ●
- Kick To Groin ..... → + ●
- Kick To Leg ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Flying Lariat ..... ×
- Bronco Buster ..... × + D-pad
- Neck Breaker ..... ● (In Front Of Opponent)
- S'boy Rollup Pin ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Pulling Walk Slam ..... ● + D-pad

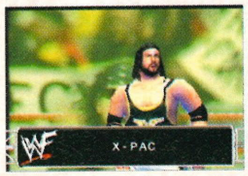
OPPONENT IN TURNBUCKLE (FRONT)
- 10 Punch ..... ←/→ + ●
- Mudhole Stomping ..... ↑/↓ + ●

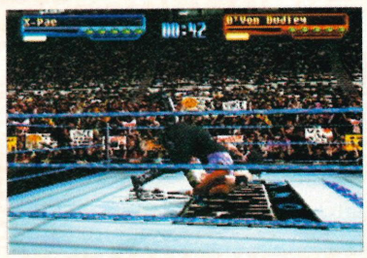
ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle ..... ×
- Spinning Wheel Kick ..... × + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop ..... ×

FINISHING MOVE
- The X-Factor L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy





'MR ASS' BILLY GUNN

STRIKING MOVES
- Snap Jab ..... ×
- Toe Kick ..... ← + ×
- Chop ..... → + ×
- Drop Kick ..... ↑ + ×
- Double Axe Handle ..... ↓ + ×

GRAPPLING MOVES (FRONT)
- Headlock And Punch ..... ← + ●
- Club To Neck ..... → + ●
- Jackhammer ..... ↑ + ●
- Arm Wrench ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Bulldog ..... ← + ●
- Russian Leg Sweep ..... → + ●
- Back Drop ..... ↑ + ●
- Atomic Drop ..... ↓ + ●

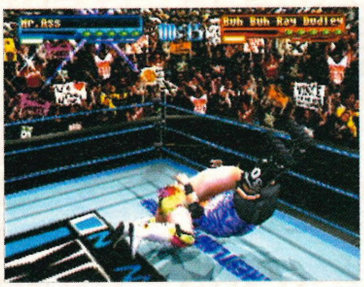
GRAPPLING MOVES (OPPONENT GROGGY)
- Falling Neck Breaker ..... ← + ●
- DDT ..... → + ●
- Body Press Slam ..... ↑ + ●
- Piledriver ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... ×
- Knee Drop ..... ←/→ + ×
- Austin Elbow Drop ..... ↑/↓ + ×

OPPONENT ON MAT, NEAR HEAD
- Mounted Punches ..... ← + ●
- Reverse Chin Lock ..... → + ●
- Camel Clutch ..... ↑ + ●
- Pin ..... ↓ + ●

OPPONENT ON MAT, NEAR FEET
- Leg Lock ..... ← + ●
- Overhead Toss ..... → + ●
- Kick To Leg ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Back Elbow Attack ..... ×





- Drop Kick ..... × + D-pad
- Rolling Clutch Pin ..... ● (In Front Of Opponent)
- Bulldog ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Powerslam ..... ● + D-pad

OPPONENT IN TURNBUCKLE (FRONT)
- Shoulder Thrusts ..... ←/→ + ●
- Tornado DDT ..... ↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle ..... ×
- Diving Fame-Asser ..... × + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop ..... ×
- Elbow Drop ..... × + D-pad

FINISHING MOVE
- The Fame-Asser L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy

'ROAD DOGG' JESSE JAMES

STRIKING MOVES
- Shake Jab ..... ×
- Shake, Rattle And Roll ..... × rapidly (must get 5 hits)
- Snap Jab ..... ← + ×
- Chop ..... → + ×
- Standing Clothesline ..... ↑ + ×
- Body Punch ..... ↓ + ×

GRAPPLING MOVES (FRONT)
- Snapmare ..... ← + ●
- Double Arm Suplex ..... → + ●
- Stomach Crusher ..... ↑ + ●
- Jumping Arm Breaker ..... ↓ + ●

GRAPPLING MOVES (REAR)
- Back Drop ..... ← + ●
- Face Crusher ..... → + ●
- Sleeper Hold ..... ↑ + ●
- Schoolboy Rollup Pin ..... ↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)
- DDT ..... ← + ●
- Fallaway Slam ..... → + ●
- Jackknife Powerbomb ..... ↑ + ●
- Piledriver ..... ↓ + ●

OPPONENT ON MAT, STRIKING MOVES
- Angry Stomp ..... ×
- Shaky Knee Drop ..... ←/→ + ×
- Angry Stomp ..... ↑/↓ + ×

OPPONENT ON MAT, NEAR HEAD
- Mounted Punches ..... ← + ●
- Sleeper Hold ..... → + ●
- Knee Smash ..... ↑ + ●
- Pin ..... ↓ + ●

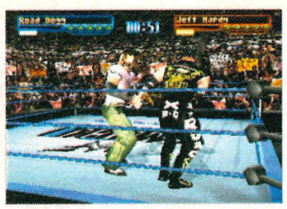
OPPONENT ON MAT, NEAR FEET
- Knee Stomp ..... ← + ●
- Kick To Leg ..... → + ●



- Leg Lock ..... ↑ + ●
- Leg Hook Pin ..... ↓ + ●

RUNNING
- Clothesline ..... ×
- Back Elbow Attack ..... × + D-pad
- Rolling Clutch Pin ..... ● (In Front Of Opponent)
- Face Crusher ..... ● (Behind Opponent)

OPPONENT RUNNING
- Monkey Toss ..... ●
- Powerslam ..... ● + D-pad



OPPONENT IN TURNBUCKLE (FRONT)
- 10 Punch ..... ←/→ + ●
- Mudhole Stomping ..... ↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)
- Double Axe Handle ..... ×
- Missile Drop Kick ..... × + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)
- Knee Drop ..... ×

FINISHING MOVE
- Stretch Armstrong L1

CONDITIONS:
Opponent Standing, Rear Facing, Groggy

END OF PART 1



KANE



STRIKING MOVES

Body Punch	×
Chop	← + ×
Big Boot	→ + ×
Kane Throat Thrust	↑ + ×
Standing Clothesline	↓ + ×

GRAPPLING MOVES (FRONT)

Hard Scoop Slam	← + ●
Side Buster	→ + ●
Lifting Choke Hold	↑ + ●
Stomach Crusher	↓ + ●

GRAPPLING MOVES (REAR)

Reverse Brainbuster	← + ●
Back Drop	→ + ●
Full Nelson Slam	↑ + ●
Diving Reverse DDT	↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)

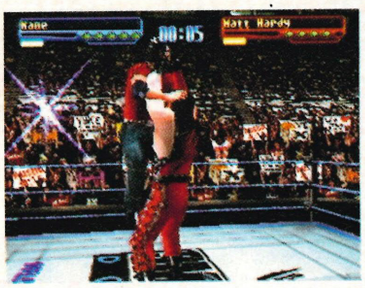
Pendulum Back Breaker	← + ●
Manhattan Drop	→ + ●
Spine Buster	↑ + ●
Tombstone Piledriver	↓ + ●

OPPONENT ON MAT, STRIKING MOVES

Angry Stomp	(←/→) + ×
Elbow Drop	↑/↓ + ×

OPPONENT ON MAT, NEAR HEAD

Darkness Choke	← + ●



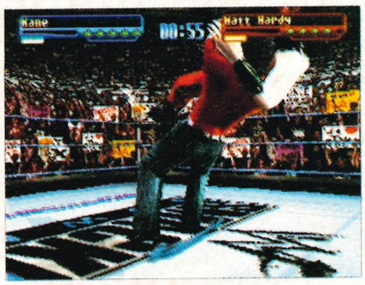
Camel Clutch	→ + ●
Sleeper Hold	↑ + ●
Darkness Pin	↓ + ●

OPPONENT ON MAT, NEAR FEET

Kick To Leg	←/→ + ●
Knee Stomp	↑ + ●
Leg Hook Pin	↓ + ●

RUNNING

Clothesline	×
Shoulder Block	× + D-pad



Neckbreaker Drop	● (In Front Of Opponent)
Bulldog	● (Behind Opponent)

OPPONENT RUNNING

Monkey Toss	●
Powerslam	● + D-pad

OPPONENT IN TURNBUCKLE (FRONT)

Choke	←/→ + ●
Mudhole Stomping	↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)

Double Axe Handle	×
Flying Clothesline	× + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)

Elbow Drop	×

FINISHING MOVE

Choke Slam	L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy

'Y2J' CHRIS JERICHO

STRIKING MOVES

Snap Jab	×
Middle Kick	← + ×
Chop	→ + ×
Spinning Back Kick	↑ + ×
Standing Clothesline	↓ + ×

GRAPPLING MOVES (FRONT)

Snapmare	← + ●
Jumping Arm Breaker	→ + ●
Reverse Suplex	↑ + ●
DDT	↓ + ●

GRAPPLING MOVES (REAR)

Diving Reverse DDT	← + ●
Schoolboy Rollup Pin	→ + ●
Reverse Brainbuster	↑ + ●
Reverse Pin	↓ + ●

GRAPPLING MOVES (OPPONENT GROGGY)

Double Arm Back Breaker	← + ●
Small Package	→ + ●
Fisherman's Suplex	↑ + ●
Jackknife Powerbomb	↓ + ●

OPPONENT ON MAT, STRIKING MOVES

Angry Stomp	(↑/↓) + ×
Austin Elbow Drop	←/→ + ×

OPPONENT ON MAT, NEAR HEAD

Mounted Punches	← + ●
Knee Smash	→ + ●
Reverse Chin Lock	↑ + ●
Pin	↓ + ●

OPPONENT ON MAT, NEAR FEET

Walls Of Jericho	← + ●
Kick To Leg	→ + ●
Overhead Toss	↑ + ●
Pin	↓ + ●

RUNNING

Back Elbow Attack	×
Shoulder Block	× + D-pad
Neck Breaker	● (In Front Of Opponent)
Face Crusher	● (Behind Opponent)

OPPONENT RUNNING

Monkey Toss	●
Shoulder Back Toss	● + D-pad

OPPONENT IN TURNBUCKLE (FRONT)

Mudhole Stomping	←/→ + ●
Superplex	↑/↓ + ●

ON TURNBUCKLE (OPPONENT STANDING)

Missile Drop Kick	×
Spinning Wheel Kick	× + D-pad

ON TURNBUCKLE (OPPONENT ON MAT)

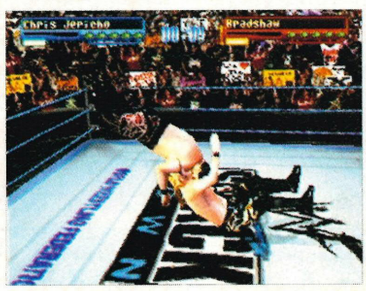
Diving Headbutt	×
Diving Moonsault	× + D-pad

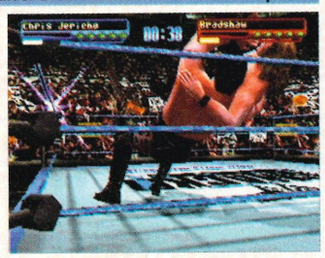
FINISHING MOVE

Double Powerbomb	L1

CONDITIONS:
Opponent Standing, Front Facing, Groggy









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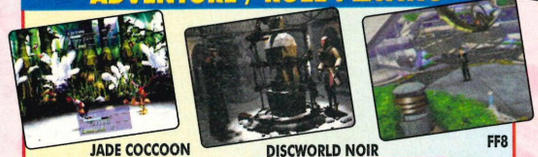
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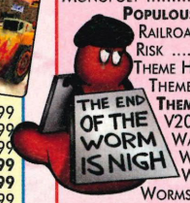
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FIFA 2000



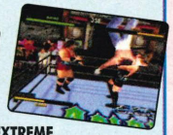

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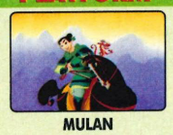
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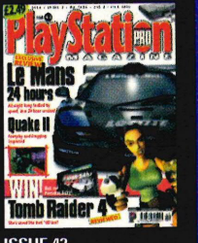
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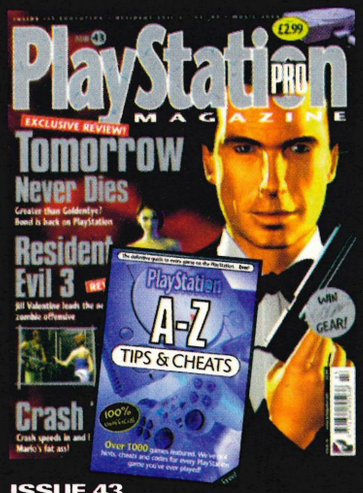
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ISSUE 44
We give you our exclusive review of *Ehrgeiz*, a ten page guide to *Medal of Honour* and our first review of *Toy Story 2*. All the usuals are here presented via some candid, original journalism.



ISSUE 45
MediEvil 2 exposed, along with our first reviews of *Dukes of Hazzard* and *Parasite Eve 2*. The issue also goes on a *GT2* frenzy with a six page review and the first part of our Players' Guide.



ISSUE 46
First review of *Syphon Filter 2*, *Chase The Express* and *Micro Maniacs*! Previews of *Driver 2* and *Ridge Racer V*. PRO exclusively brings you the first play of *TOCA 3* too!

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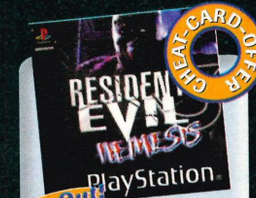
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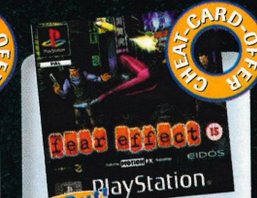
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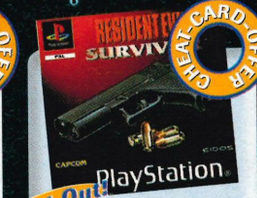


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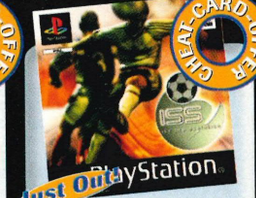
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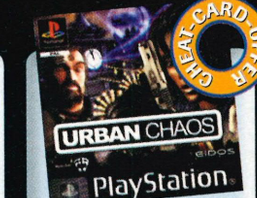
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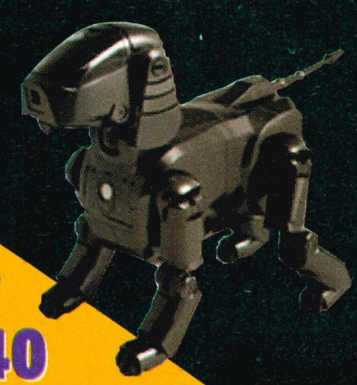
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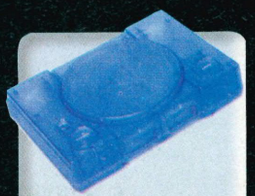
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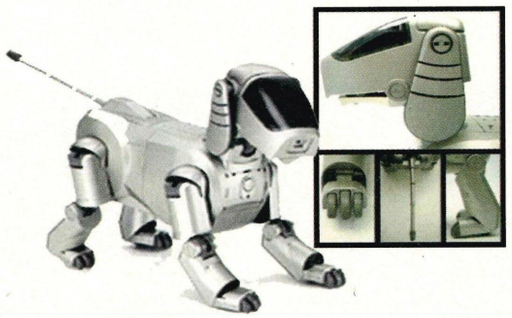
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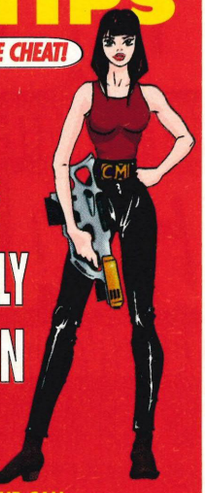
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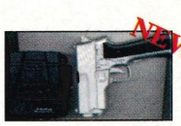
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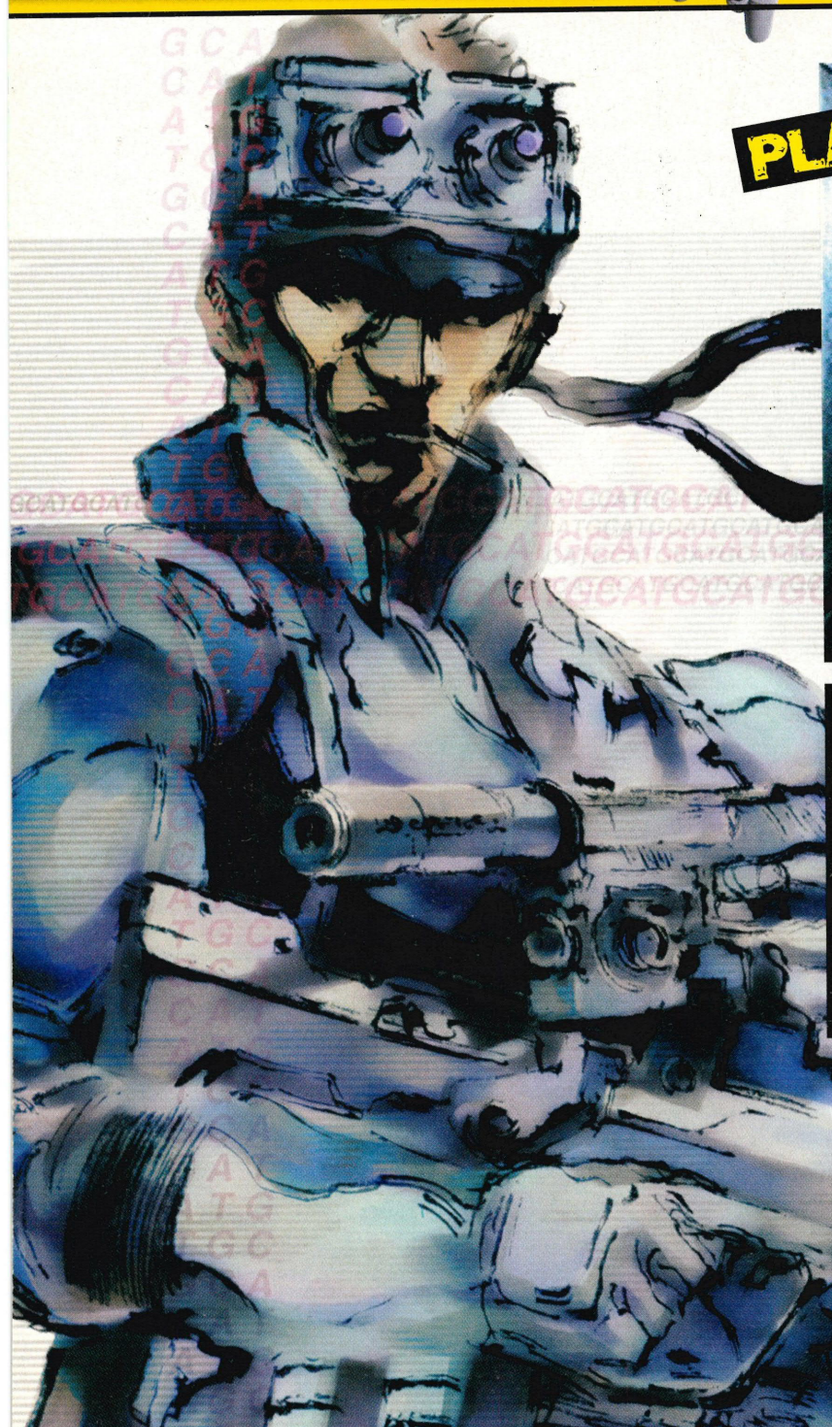
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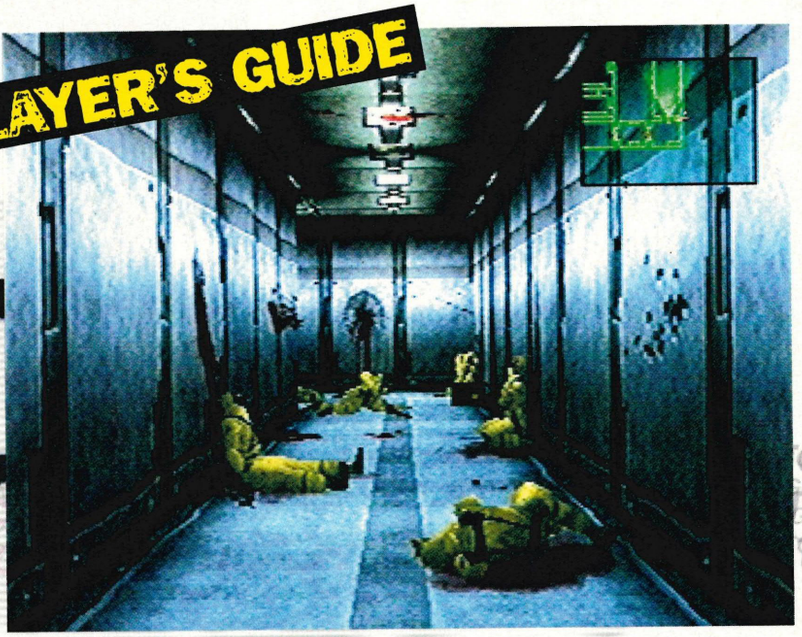
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PLAYER'S GUIDE



Metal Gear Solid **now retails at the bargain price of £19.99! You'll most likely be stuck on it, so we've used our PS PRO archive gaming knowledge and brought out some nuggets of gaming advice, along with ways to defeat each boss. Go forth, Solid Snake!**

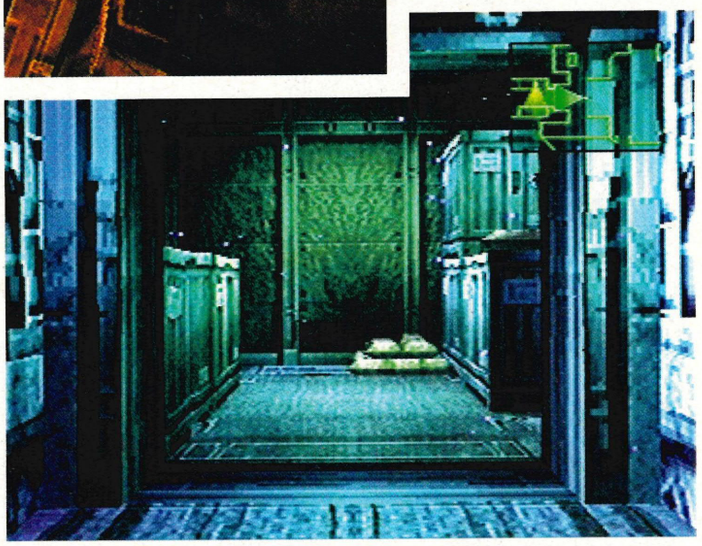
METAL GEAR SOLID











CONTROLLING THE SNAKE

As well as Snake's normal array of moves, he has some extra special ones up his sleeve.

Back To Wall – Hold the D-pad towards the wall. Snake will then back up against it. Press the D-pad whilst he is up against the wall and Snake will walk sideways. Pressing × will make Snake duck.

The Knock – Hold the D-pad towards the wall whilst pressing ●. Snake will knock the wall, attracting the enemy's attention.

Stranglehold – Creep up behind the enemy guard, then press and hold ■. Now the guard becomes your shield. You can move around, but after a short time the guard will try to struggle free, so just press and hold the ■ button again to re-affirm your grip.

Neck Breaker – Walk up behind the enemy and press ■. Continue to tap ■ (roughly ten times) until Snake snaps the poor fella's neck.

Shoulder Throw – Tap ■ plus D-pad to throw the enemy over Snake's shoulder.

Run & Shoot – Press and hold × when equipping Snake with the FA-MAS or Socom. Keep × held down and Snake will run and shoot simultaneously.

First-Person Sidestep – Whilst looking in the first person mode (▲), press L1 to sidestep left and press R1 to sidestep right.

First-Person Nikita – When firing the Nikita Missile Launcher, hold ▲ once you've launched one to see through a first-person view. This makes controlling the missile a lot easier.

C4 On Enemy Back – When equipped with C4, press ■ plus the D-pad to place the chunk of plastic on the enemy's back. Although he senses you, there's little he can do about the explosive display.

EXTRA MODES

Time Attack Mode

Defeat all ten levels on VR Training mode. Time Attack mode is similar to Training mode, except you have a set time to complete each mission.

GUN SHOOTING MODE

Defeat all ten levels of Time Attack mode. It's like the latter, except you have a set time to complete all levels, a set amount of ammo, and you must kill every guard.

SURVIVAL MODE

Defeat all ten levels on Gun Shooting mode. The hardest yet. You have to complete all the levels in under eight-and-a-half minutes, and you must conserve your ammo as you're not refilled immediately after each stage. You must also kill all the guards to proceed. The is always one guard on every level who has a box of ammo.

TECHNICAL DEMONSTRATION MODE

Defeat Survival mode.

This mode shows you how to beat all the Gun-Shooting modes in record time.

SOLID SECRETS

Alternate Costume

Successfully complete the game twice using the same saved game location. Snake will change into a tuxedo in the service elevator during the third time the game is played.

STEALTH GEAR

Successfully complete the game after submitting during the torture scene. Otacon will give your character the Stealth Gear after being saved. Allow the credits to complete, then save the game. Load the saved game to begin with the Stealth Gear.

BANDANA

Successfully complete the game without submitting to the torture. Your character will save Meryl and receive the Bandana. When equipped, the Bandana will allow unlimited ammunition on any weapon.

RED GREY FOX

Get to Otacon's lab while dressed in the tuxedo and when Grey Fox (Ninja) appears he'll be dressed all in red.

ALTERNATE TITLE SCREEN

Press the D-pad at the title screen to change the background colour.

EXTREME MODE

Complete the Game. Extreme mode is Hard mode x2. There is no radar to help you, rations are only dropped by enemies – of which are even harder to defeat. There is also less ammo.

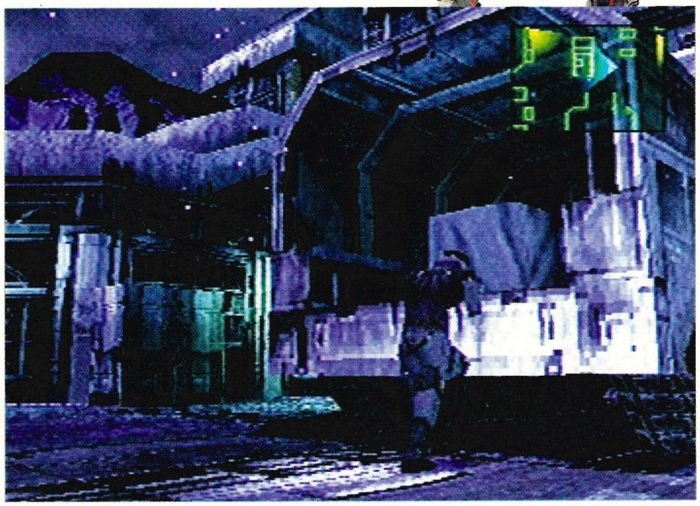
DEMO THEATRE MODE

Complete the Game. The Theatre mode lets you view all the cut-scenes and radio transmissions from one game. There are two versions. The first is obtained by beating the game with Ending 1 (Snake and Meryl) the second by beating the game on the Ending 2 (Snake and Otacon).

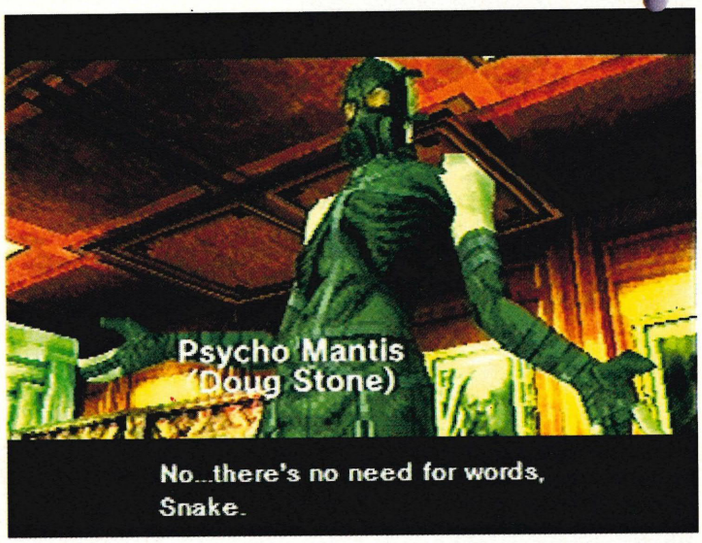


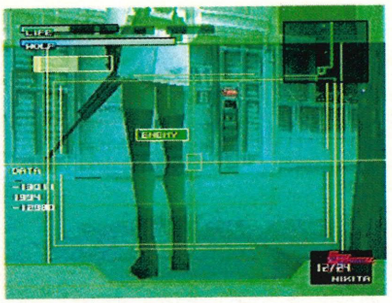


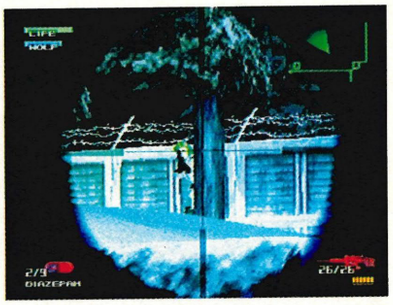




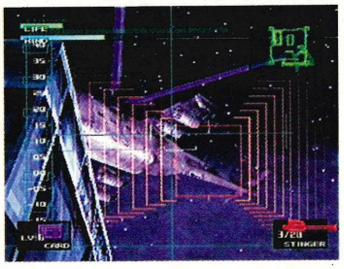
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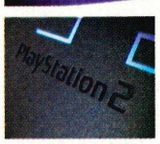














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BOSS GUIDE

BOSS: REVOLVER OCELOT
The first and therefore the easiest boss you'll face with your trusty Socom at your side, Revolver will try to keep his distance at all times and will only stop to reload his gun.
Tip 1: Always avoid the wires surrounding President Baker - otherwise, boom!
Tip 2: Crawl under the wires to get the third Socom/Bullet x12 box.
Tip 3: Another tactic is to walk and shoot at the same time, or you can angle your shot through the wire to catch him.

BOSS: VULCAN RAVEN (1ST ENCOUNTER)
First, you must switch back to your Thermal Goggles, this way you will see the Claymores under the snow. The best tactic is to use Chaff Grenades to blind the tank's radar, then throw Grenades up on/into the tank.
Tip 1: Don't get too close to the tank, otherwise it will knock you down and crush you beneath the tracks.
Tip 2: If you prefer, you can scatter Claymore mines all over the place to damage the tank.

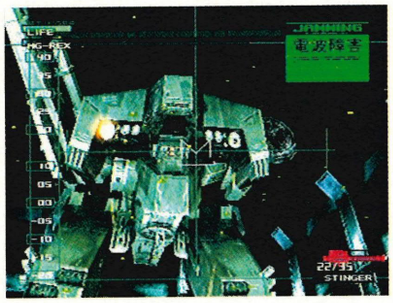
BOSS: NINJA
If you're armed with any weapons – Socom, FA-MAS etc – put them away. This should be a bare-knuckle extravaganza. This way, after a couple of punches and kicks to the Ninja he will withdraw his weapon giving you a damn sight easier job at defeating him.
When you knock him down to 50% health he will initiate his stealth camouflage. You can counteract this by equipping yourself with the Thermal Goggles. Get him down to 0% and the bugger will start pulsating energy. Use your FA-MAS to shoot him whilst he's in this state.
Tip 1: When you have defeated the Ninja in his stealth guise, he will walk around aimlessly trying to hack at you. Stand close to him then swing a punch, he will retaliate so after you've thrown the punch, move out of the way and hit him with a three-hit combo.

BOSS: PSYCHO MANTIS
To stand any chance of hitting him, let alone beating him, unplug your joypad and put it into port 2. Before the battle begins, the screen will go black and small green text will appear in the top right-hand corner: 'HIDEO'. This is normal.
Switch to your Thermal Goggles and bare hands (or you can use guns, but it depends on how good your shot is!). Mantis will begin with a couple of black fireballs. Dodge these. Then, using his powers of telekinesis – Uri Geller, is that you? – Mantis will throw furniture, vases, paintings and other objects from around the room at you. Always crouch, then lay down across the floor. This way they cannot harm you; except the fireballs. Then when he's between objects, you can get a couple of punches in.

BOSS: SNIPER WOLF (1ST ENCOUNTER)
Quick reactions and Diazepam are called for here. Move into a centralised area and equip yourself with the Diazepam and PSG1. Take a couple of Diazepam to steady your hands. Then find Sniper Wolf through the rifle sight and shoot her before she can get a shot off at you.
Tip 1: When you have taken some Diazepam, equip the Ration, this way, if you're hit, you won't die.
Tip 2: If you're hit whilst aiming, deselect the PSG1 and straighten up before selecting it again.
Tip 3: If you fancy being cruel, after defeating Sniper Wolf, practice your aiming on the numerous rats situated on the pipe above where she was hiding.

BOSS: LIQUID SNAKE (1ST ENCOUNTER)
Just as Snake ventures out onto the frosty roof top, Liquid appears in his Hind D, guns blazing and swearing revenge – but he's all talk.
Use your Stingers to gradually damage his helicopter. Just before the Hind reaches half its damage Liquid will fire a missile, which destroys a large section of the roof top to the south. Keep battering his Hind with the Stingers and, when it reaches zero damage, Liquid will fire off one more missile (this time in the middle of the roof) so stay close to building as before.
Tip 1: Use the building you entered the roof from and the smaller drum crate just in front of it to evade his attacks.
Tip 2: The second you get a lock on his Hind, fire a missile, then get back between the building and drum crate.

SNIPER WOLF (2ND ENCOUNTER)
Do this the easy way: this method will defeat Sniper Wolf quickly, it has a 100%



success rate, and you will never ever be shot. You must stand next to the wall and below the higher ground in the south east of the Snowfield. From here you can fire Nikita rockets out of the ditch and diagonally northwest. Then send them east amongst the trees where Sniper Wolf is hiding. You can hit her every time without ever being shot at!

BOSS: VULCAN RAVEN (2ND ENCOUNTER)

This is a good time to put that Body Armour to use once again. This is also the first time that the Claymores that you have collected along your travels actually come in useful.

Position yourself towards one of the corners and lay Claymore mines around you in a proximity of roughly two crates – this will give you a little breathing space. Place two Claymores together and then retreat behind one of the crates and out of view of Vulcan Raven. You can only place six Claymores at a time. It is now time to use your Nikita Missiles to knock that big bird down. If Vulcan sees a missile coming towards him he will destroy it, so you'll have to take the long way round and hit him from behind and from the sides.

METAL GEAR REX

REX ENCOUNTER 1

This giant metallic monster, under the control of Liquid Snake, proves a tough match for our hero. However, once you know the tactics to defeat Metal Gear Rex, you will find it a damn sight easier than it looks.

As Rex warms up, release a Chaff Grenade to jam its sensors, then fire a Stinger Missile at the circular disc on its shoulder. Once you've fired the Stinger, release another Chaff Grenade as you run around the outskirts of the room. When that grenade goes off, fire another Stinger Missile at the disc..

REX ENCOUNTER 2

When you've knocked the energy bar of Rex down to zero, this huge robot will be stopped for a moment. Liquid quickly corrects this and goes directly for you. Use the same tactics as in the first encounter. If you find yourself short of Chaff Grenades, you'll find a Chaff Grenade x3 to the east of the room. Once all the energy has been depleted for the second time, the huge creation of Otacon's will be disabled once and for all.

Tip 1: Stay away from Metal Gear Rex's legs at all times. Keep your distance.

Tip 2: Chaff Grenade and Stinger Missile combination will work every time.

Tip 3: Only stop running to fire one Stinger Missile.

BOSS: LIQUID SNAKE

Use your punch, punch, kick combination. Follow him around Rex's head and smack him when he stops. If he starts to bend over, it usually indicates a lunging attack or roundhouse. So either hit him quickly or get out of the way.

When you've got him down to no health, one final kick will send him flying off Rex's head with no chance of getting back on. Surely he's dead this time?

Tip 1: If you get knocked off the edge, press a to climb back up.

Tip 2: You have 02:30:00 to defeat Liquid; but if you die and continue, you will have the whole 03:00:00.





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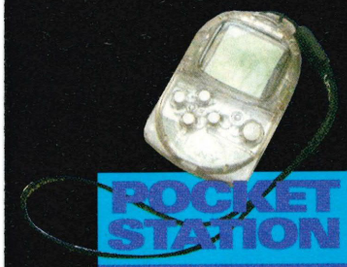
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PS DEALER

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Games Dealer



POCKET STATION

Name: PocketStation
Manufacturer: Sony
Price: £34.99 Project K

Just as we got our Japanese PS2 in the office, we found it was accompanied by this clear PocketStation for use with our import of Hello Kitty where you can keep monkeys as pets!

Verdict:

☆☆☆☆☆



PLANET EGGZ!

TALKING EGGS! WE'VE GOT 24 TO GIVE AWAY!

Being Easter time once again, we give you talking eggs. See, people are bored with eating eggs. These comical things speak in four guises. There's a politician egg, who speaks in Clinton tones. "Vote for me," he says. "Give me a cigar," he doesn't. Still, there's a Barbie-style egg and the abusive Danny Devito-style oval one. If you touch them or put them in a light sensitive area, they start to jabber, Furbie-style. We like the Al Pacino inspired 'Undercover Egg'. One of them says "Hello Sailor," which is as amusing as it gets. Should you want to win one of these cheeky eggs, please send a postcard marked 'Eggs Fart, Speak and Move!' to the usual address by 11 May. The first entries we receive will each get a random egg!

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

Burning Road
The first Daytona wannabe for the beloved 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
This is 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 quite strange and rather scrappy sequel to *Burning Road*.
Try before you buy, sir • 63%

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

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

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

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 available 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 this is 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 see-your-mush-in bonnets.
Try before you buy, sir • 75%

Megaman: Battle & Chase
Hands up who wants to pretend to be *Mario Kart*? Put you arm down now 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 – drab.
Hmm, this is average stuff • 57%

NITIVE GUIDE

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
The original *Need for Speed* game was a must have title. 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 we think.
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 arcadey pace.
Definitely worth your dosh • 82%

Off World Interceptor
A truly appaling fly and shooter that has no place on an old and rather rusty 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 rather addictive.
Try before you buy, sir • 68%

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

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

Rally Cross
A bouncy four-player rally game from Sony. Shoddy yet entertaining.
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
Remember *Wreckin' Crew*? This is worse. Dubious *Mario Karting*.
No thanks, this is rubbish • 17%

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

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

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

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

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

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

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

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

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

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 really.
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
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
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 unfortunately the two-player mode is a little disappointing.
Try before you buy, sir • 75%

V Rally
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 in the handling department
Definitely worth your dosh • 87%

WipEout
The original videogame culture synergy. The speed, the tracks and the free-flowing NRG.
Definitely worth your dosh • 88%

Wip3out 2097
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 and advocate for 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, this game is 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 nevertheless 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%

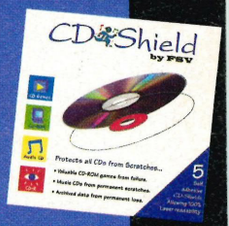
Lost Vikings 2
Control a posse of comedy Norsemen who are lost. An old idea, but one that's been well executed nevertheless.
Try before you buy, sir • 65%

Abe's Oddysee
An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game worthy of respect.
Definitely worth your dosh • 91%

Puchi Carat
Bust-A-Move has a fling with the bat-and-ball classic *Arkanoid* and produces this neat and tidy puzzle-baller.
Try before you buy, sir • 70%

CD DEFENDER!

Product: CD Defender
Contact: FSV
Price: £4.99



Now this is a good idea! A protective CD film that you stick onto the bottom of your CD to protect it from scratches and the like. Only the middle bit is sticky, so the remainder of the plastic wilts occasionally before you place it in your beloved old PlayStation.

We tested it with a music CD and our player didn't recognise the disc, even in Rich's spanky hi-fi separate CD player. We didn't bother to try it with a PlayStation disc as we didn't want to impair the health of our games or PlayStations. A good concept, but one which doesn't work. They cost £5 per pack of 5 but we wouldn't buy any if we were you.

Verdict
☆☆☆☆☆

TOP 3 DRVIN' GAMES



GRAN TURISMO 2
Definitely worth your dosh • 97%



GRAN TURISMO
Definitely worth your dosh • 95%



WIP3OUT
Definitely worth your dosh • 94%

FOR ALL YOUR NEEDS

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TOP 5 UK CHARTS

1. Gran Turismo 2
2. Fear Effect
3. Resident Evil 3
4. Formula 1 2000
5. Toy Story 2



FALCON FIRE!

Name: **Falcon**
Manufacturer: **Blaze**
Price: **£19.99**

Looking suspiciously real, the recoiling G-Con compatible gun has the unique advantage of a laser sight. The sight pops up on your TV screen rather than an annonoymous forehead. This makes games like *Die Hard Trilogy 2* and *Resident Evil Survivor* much easier and the sight is great for annoying family members and the office irritation factor went off the scale when we used it.

The recoil function is powered via a plug, but it's so violent and loud that we'd rather just use the gun and sight without any plug in antics. A minor problem with an otherwise superbly accurate gun that has sever retina burning potential. Ouch!

Verdict:

☆☆☆☆☆

RPGs

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 high 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 3-D 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%

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%

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%

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 cartoon 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.
Definitely worth your dosh • 88%

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

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

Earthworm Jim 2
An unimpressive update of a 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 on your nerves.
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 absolutely 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 double-barreled 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 wrap-a-round 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 f'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

NITIVE GUIDE

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 fun.
Try before you buy, sir • 64%

Bloody Roar
Great moves and their are excellent morphing characters who change from human to animal form. Much like our boss.
Definitely worth your dosh • 83%

Bushido Blade
Handy for those bereft of patience. Big twatters of swords mean the most spectacular 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 too much of an 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%

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. This can be put down as a real 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: Mythalgies
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 is speaking nicely about it.
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 ever 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 its 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 here.
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 some more 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 of many lows.
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 little 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%

TOP 3 FIGHTIN' GAMES



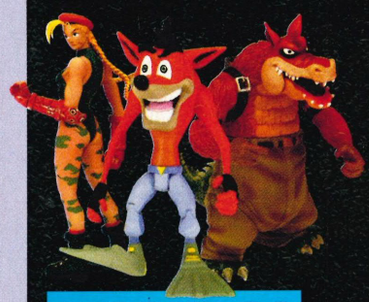
TEKKEN 3
Definitely worth your dosh • 96%



SOUL BLADE
Definitely worth your dosh • 92%



RIVAL SCHOOLS
Definitely worth your dosh • 90%



BANDAI TOYS!

LET'S HEAR IT FOR THE TOYS!

Final Fantasy, *Crash Bandicoot* and even the *Street Fighter* cast have been made immortal thanks to Bandai, who have ceased making *Power Rangers*.

Their videogame line up is an impressive range of plastic figurines, perfect for playing in the bath with or using as mantelpiece ornaments. We're impressed by these novel items and they're great for lightening up a dingy games den or merely adding a bit of fun to your bedroom. Place one on top of your PlayStation or DVD player for that fun high-tech look as Carol Smillie from *Changing Rooms* would suggested. While giggling and wearing a tight top, we would suspect.

FOR ALL YOUR NEEDS

PS DEALER

THE DEFI

PLAYLIST

WHAT THE TEAM HAS BEEN PLAYING THIS MONTH...

RICH

Bishi Bashi 2
Super Puyo Puyo 4
Crazy Taxi
Guilty Gear
Dominoes
Disappearing to Bordeaux

SI

Strider 2
Bishi Bashi 2
Shinobi - Arcade
Street Fight Alpha 3
Legging it to the pub. Again.

WILL

Colony Wars: Red Sun
Bishi Bashi
Soul Blade
Victory Boxing 2
Poonani Chasing 2
Legging it to Amsterdam. (Swine! – Ed)

TOP 3 ADVENTURE GAMES



RESIDENT EVIL 2
Definitely worth your dosh • 95%



METAL GEAR SOLID
Definitely worth your dosh • 95%



SILENT HILL
Definitely worth your dosh • 94%

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%

Warhawk

An early whirly bird simulation whose basic graphics badly let down a reasonable game.

Definitely worth your dosh • 80%

Wing Commander 3

Space dogfighting'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%

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 and involving 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. What do they say, oh yeah, 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 on the PSX, Cyberia's graphical charm has dwindled somewhat.

Hmm, this is average stuff • 43%

D

Two words that make no sense. 'friendly fire.' Another two? Interactive Movie. Save your money and go to the cinema instead.

Hmm, this is average stuff • 32%

Dino Crisis

Resident Evil chomps on the script to *Jurassic Park* and chucks up this supreme shocker.

Definitely worth your dosh • 94%

Deathtrap Dungeon

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

Definitely worth your dosh • 80%

Discworld

A decent job of taking the cracking 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 (P)

Ghosts 'n' Goblins is brought forward 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 do ya. Remember dat.

No thanks, this is rubbish • 26%

Metal Gear Solid

One of the greatest games ever, playing more like a movie with you taking the part of 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 hard-core 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 eventually escape from 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 game.

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-Dimensional update of the original American platformer.

Try before you buy, sir • 65%

Psychic Detective

Interactive movie in a detective vein. It is boring and it is slow and it has little or no replay value.

Hmm, this is average stuff • 37%

Reboot

Varied but increasingly more basic children's TV bollocks.

Hmm, this is average stuff • 39%

Resident Evil (P)

The first and truly classic PlayStation adventure. This is the *Definitely Maybe* of PlayStation gaming.

Definitely worth your dosh • 90%

Resident Evil 2 (P)

Twice the adventure of the first game. Leon and Claire's battle is a bargain.

Definitely worth your dosh • 95%

Resident Evil: DC

Justly falling between *Resident Evil 1* and *2* for quality. For the true die-hard fan only.

Definitely worth your dosh • 92%

Resident Evil 3

Graphically updated, playability remains similar. Set between the two prequels, which is quite bizarre.

Definitely worth your dosh • 93%

Riven

Not much of an adventure game, but a very striking little collection of moody holiday snaps. Poo.

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%

NITIVE GUIDE

Soul Reaver
Lara meets Vlad The Impaler and has herself a right good time beating *Tomb Raider IV*!
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 did it?
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 frenzied 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 grandad's unwashed yellowing pants.
No thanks, this is rubbish ● 30%

Tomb Raider (P)
The game which launched a thousand magazine covers – and the same amount of wannabe pretenders.
Definitely worth your dosh ● 85%

Tomb Raider II (P)
The cheap high point of the series with vehicles and more guns than small American films
Definitely worth your dosh ● 92%

Tomb Raider III
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 IV
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 essentially a game – it's a TV episode with puzzles.
No thanks, this is rubbish ● 28%

Aironauts
It's not PlayStation *Pilotwings*, but anyone looking for an instant buzz will enjoy this.
Hmm, this is average stuff ● 58%

Alien Trilogy (P)
Gives you control of Ellen Ripley as you *Doom* your way round alien-infested corridors. Dated but good for film buffs.
Hmm, this is average stuff ● 79%

Apocalypse
Better than expected shooter with annoying in-game comments provided by the man Bruce Willis himself.
Hmm, this is average stuff ● 71%

Armoured Core
At first play, this game seems like a robot death machine's wet dream. It does come complete with impressive sound and graphics.
Try before you buy, sir ● 67%

Area 51
A bland conversion of a bland light-gun coin-op. It really has nothing to impress upon *Time Crisis* or the *Die Hard Trilogy*.
Hmm, this is average stuff ● 34%

Assault
The best elements from classic shoot-'em-ups with a few fresh ideas create a fast frag frenzy.
Try before you buy, sir ● 65%

Assault Rigs
This goes to show you how good some of the early PlayStation stuff can look. 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 very 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? Didn't think so.
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%

Brahma Force
The third Kileak the Blood release is surprisingly absorbing stuff. If you've 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 to savour.
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 by man.
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%

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%

PRO'S TOP 5 GAME GIRLEIES

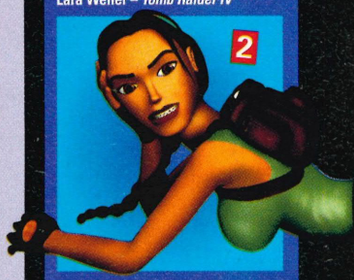
PS PRO rates the PlayStation game girls this month...

Following the bevvy of girl-heavy titles of late, we've compiled PRO's fave selection of females. Sadly some virtual ones are in there but Will often says he can relate to them easily where as with real girls it's all a bit tricky. And sometimes a bit dodgy...

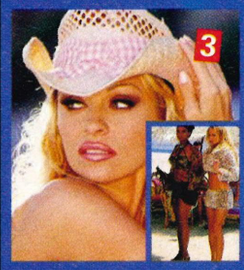
Britney Spears – Stepping Stage 2



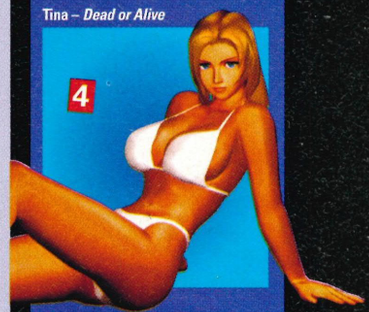
Lara Weller – *Tomb Raider IV*



Pamela Anderson – *VIP*



Tina – *Dead or Alive*



Mei Ling – *Metal Gear Solid*



FOR ALL YOUR NEEDS

PS DEALER

THE DEFI

PRO'S TOP 5 ALBUMS

RICH

Drawn From Memory – Embrace
Robots Are Us – Various
Sounds of Science – Beastie Boys
Oasis – Standing on The Shoulder of Giants
Ma$e – Harlem World

WILL

Hip Hop Don't Stop – Various
Exterminator-Primal Scream
Themeology: The Best of John Barry
Where You're Going – Grand Royal
This Film's Crap Lets Slash The Seats – David Holmes

SI

Pet Sounds-The Beach Boys
13 – Blur
Moon Safari – Air
First Band on The Moon- The Cardigans
Dubstar – Disgraceful

INFRA RED!

Product: Shock 2
Contact: Gulillemot
Price: £24.99

This is a huge black vibrating beast that feels solid enough, but still suffers from the fact it was designed by people with abnormal thumbs that are an inch longer than the national average.

Verdict:

☆☆☆☆☆



Originals

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%

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 bonus(?) of a 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

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... odd.

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. Another so-so ensemble.

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 and itch 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

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 in.

Try before you buy, sir • 66%

Poy Poy 2

Throw rocks and competitors at each other in a small arena. Simple, almost too simple to be involving in fact..

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 probably 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 cog bit.

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. So repetitive. So 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

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 and unique. Good clean fun for all the family.

Try before you buy, sir • 65%

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 of the bunch.

Hmm, this is average stuff • 42%

Treasures Of The Deep

Eagerly anticipated underwater romp that never quite managed to live 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%

NITIVE GUIDE

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
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 to its predecessors. 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
£20 may seem like a true bargain, but football gamers be warned. This piece of football action is very dated and offers limited appeal..

Try before you buy, sir • 66%

Actua Soccer 2
Looks extremely dated in comparison to what appears 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%

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. It is an 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 (not) with yet another forlorn 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 and perky little 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
Playable but ultra-short snowboarding game. Unfortunate really.

Definitely worth your dosh • 80%

Cool Boarders 2
Improvement on the original, offering more tracks, stunts, and more adrenalin-fuelled gameplay then before.

Definitely worth your dosh • 90%

Cool Boarders 4
Fairly good update which fights hard but 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
Old, although it was originally a pile of crap I spose. Mmmmmm

No thanks, this is rubbish • 24%

FIFA '97
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
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
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.

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. Much better stuff out there.

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%

NBA In The Zone
This is not the place to start your orange ball shopping. Avoid.

Hmm, this is average stuff • 55%

NBA In The Zone 2
Depends on whether you like the fast arcadey feel or prefer simulations.

Try before you buy, sir • 63%

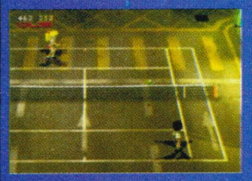
NBA Jam Extreme
Playable enough in an uninspired way, but does a real disservice to the great old *NBA Jam* franchise.

Try before you buy, sir • 60%

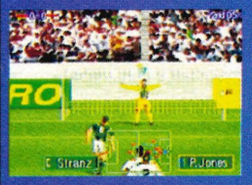
NBA Jam TE
This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully-charged up and motoring.

Definitely worth your dosh • 81%

TOP 3 SPORTS GAMES



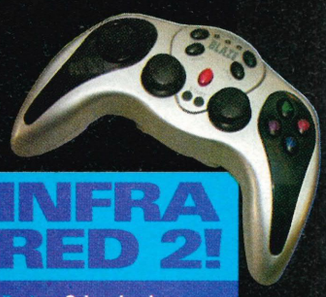
A.K'S S.C TENNIS
Definitely worth your dosh • 93%



ISS: EVOLUTION
Definitely worth your dosh • 92%



EVERYBODY'S GOLF
Definitely worth your dosh • 90%



INFRA RED 2!

Product: Cybershock
Contact: Blaze
Price: £24.99

All the fun of playing on your PlayStation without all the hassles of cables. Yep, this has an infra red connection and has range for up to three metres!

Unfortunatley, it seems to be designed for gibbons hands. It's just too big and awkward for normal human use. Back to the drawing board lads!

Verdict

☆☆☆☆☆



THE DEFI

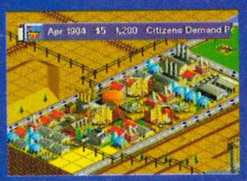
TOP 3 STRATEGY GAMES



C&C: RED ALERT
Definitely worth your dosh • 91%



C&C
Definitely worth your dosh • 90%



SIM CITY 2000
Definitely worth your dosh • 80%

KILL YOUR TELEVISION

Product: **Backseat driver**
Price: **£129.99**



A drop down TV that gives passengers a chance to watch informative films about tigers while being starred at by a psychotic looking driver. Great for bringing the goggle box into a car environment. Bad perms and Aryan children are not included. Tigers are, as always, optional.

That bloke in the mirror's staring at you by the way.

Verdict

☆☆☆☆☆

NBA Live '96
An extremely well-received version of the netball impostor in 1996.
Try before you buy, sir • 60%

NBA Live '97
Improved and updated with all the league players and a feeling of control.
Try before you buy, sir • 67%

NBA Live '99
Doesn't add anything new to the series except to update the players and provides us with a new front end.
Try before you buy, sir • 70%

NBA Pro '98
A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.
Hmm, this is average stuff • 41%

NBA Pro '99
Arcade hoop action that is fine for a quick dribble, but lacks any of the additions that in-depth gamers yearn for.
Try before you buy, sir • 62%

NFL Blitz
You want to play American Football? Get this, it's les boules de chien!
Definitely worth your dosh • 88%

NFL Gameday
It's up there with the earlier *Madden* games but offers only a slightly different perspective.
Try before you buy, sir • 73%

NFL QB Club '96
The curious load of NFL games means that most of 'em are US produced crap.
No thanks, this is rubbish • 28%

NHL '97
The NHL series stand out as the best ice hockey games. This early version looks old and dated now though.
Try before you buy, sir • 61%

NHL '98
And with this game the sport known as Ice Hockey was brought to the PlayStation. And in a most satisfactory manner too.
Try before you buy, sir • 70%

NHL '99
Easily one of the most perfect sports games released on the PlayStation. Well worth a few of your hard-earned quid.
Definitely worth your dosh • 84%

NFL Blitz
The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.
Definitely worth your dosh • 82%

NFL Xtreme
Similar to *Blitz* but not quite as much fun. The rules are still missing, but so is some of the much-needed gameplay.
Try before you buy, sir • 71%

NHL Faceoff
One of the better competitors to NHL. Still worthy of a play even today if you can find a copy anywhere.
Try before you buy, sir • 66%

NHL Faceoff '97
This sequel was a real disappointment when you consider the quality of the original. Steer clear. In fact do a rapid 180 and get lost.
Hmm, this is average stuff • 52%

NHL Faceoff '98
Of the three *Faceoff* games this is the second best and is infinitely better than the above.
Hmm, this is average stuff • 59%

NHL Powerplay Hockey
Looks mint but the depth of some of the other sims is sadly lacking. Could be room for it somewhere though.
Hmm, this is average stuff • 58%

NHL Powerplay '98
This NHL puck-fest shares the same fate as its predecessor. It looks like a good hockey game but for so many reasons, isn't.
Hmm, this is average stuff • 46%

Olympic Games
Finger-numbing *Track and Field*-style games like this have always been popular. This is a poor example of the genre.
Hmm, this is average stuff • 52%

Olympic Soccer
One of the early attempts with a rather silly and uninspiring licence.
Hmm, this is average stuff • 36%

Onside Soccer
This was an okay football game when it came out all that time ago, which shows just how bad the competition must have been
Hmm, this is average stuff • 33%

Open Ice
Comparatively poor attempt at capturing the speed and brutality of the sport.
Hmm, this is average stuff • 39%

PGA Tour '96 (P)
A competent but uninspired golfing game featuring only the most famous courses.
Hmm, this is average stuff • 57%

PGA Tour '97
All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.
Hmm, this is average stuff • 64%

PGA Tour Golf '98
An update for the sake of it, but one which managed to go a little further and enhance the series, albeit slightly.
Hmm, this is average stuff • 64%

Track And Field 2
Sweaty, stretchy, button-bashing olympics. Bloody good stuff and well worth a few laughs staring at the person whose straining the most.
Definitely worth your dosh • 86%

Strategy

AIV Evolution Global
Start as a small operator and gradually build yourself up to Richard Branson
Try before you buy, sir • 60%

Allied General
Hexagon-based wargame which leans towards strategy classics like Risk.
Hmm, this is average stuff • 54%

Bedlam
Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as *Syndicate Wars* too.
Try before you buy, sir • 67%

Carnage Heart
People seem to think fighting robots is a good idea. Just look at *Robot Wars*, that's equally as poor as this.
Hmm, this is average stuff • 35%

C&C (P)
One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.
Definitely worth your dosh • 90%

C&C: Red Alert
The second instalment of *C&C* is a huge improvement with more action and strategy than ever before.
Definitely worth your dosh • 91%

C&C Retaliation
Although the best *C&C* incarnation to date, the originality has disappeared.
Definitely worth your dosh • 82%

Darklight Conflict
Below average spacey strategy game that you'll probably have difficulty getting hold of anymore. Probably not worth trying.
Hmm, this is average stuff • 53%

Dark Omen
If you like the Games Workshop then this is definitely for you. Orcs galore!
Try before you buy, sir • 66%

Defcon 5
This one's all about being strategic in three whole dimensions. It doesn't work for shite though. Play chess or somink.
No thanks, this is rubbish • 26%

Grand Theft Auto (P)
It had the conservative press up in arms, which by itself has got to make it worth a look.
Definitely worth your dosh • 90%

KKND Krossfire
Despite the obvious *C&C* look this isn't really too much of a strategic affair. It's more of a ballsy future fight for survival.
Try before you buy, sir • 67%

Lemmings Collection
One of the classic puzzle games that cost a generation many, many hours of more worthwhile activity.
Definitely worth your dosh • 85%

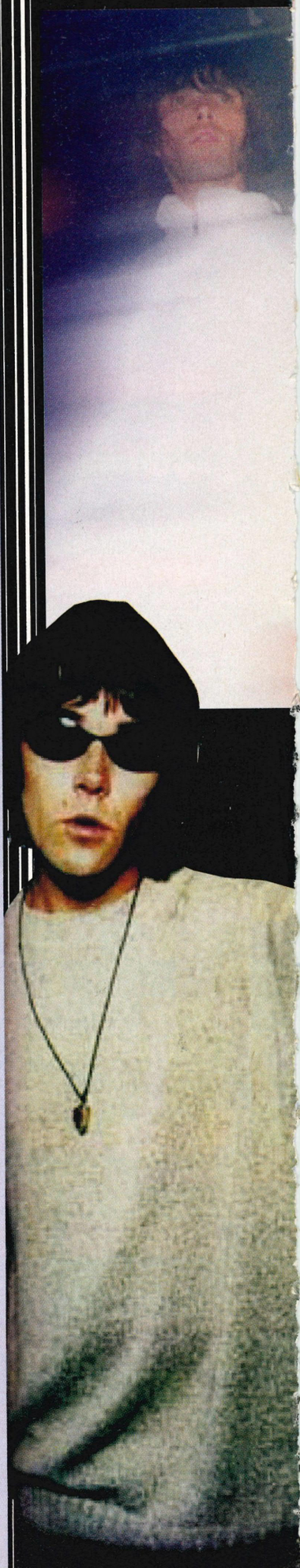
Magic Carpet
The chance to play the PC hit that featured so heavily in *Neighbours*. What a treat.
Definitely worth your dosh • 80%

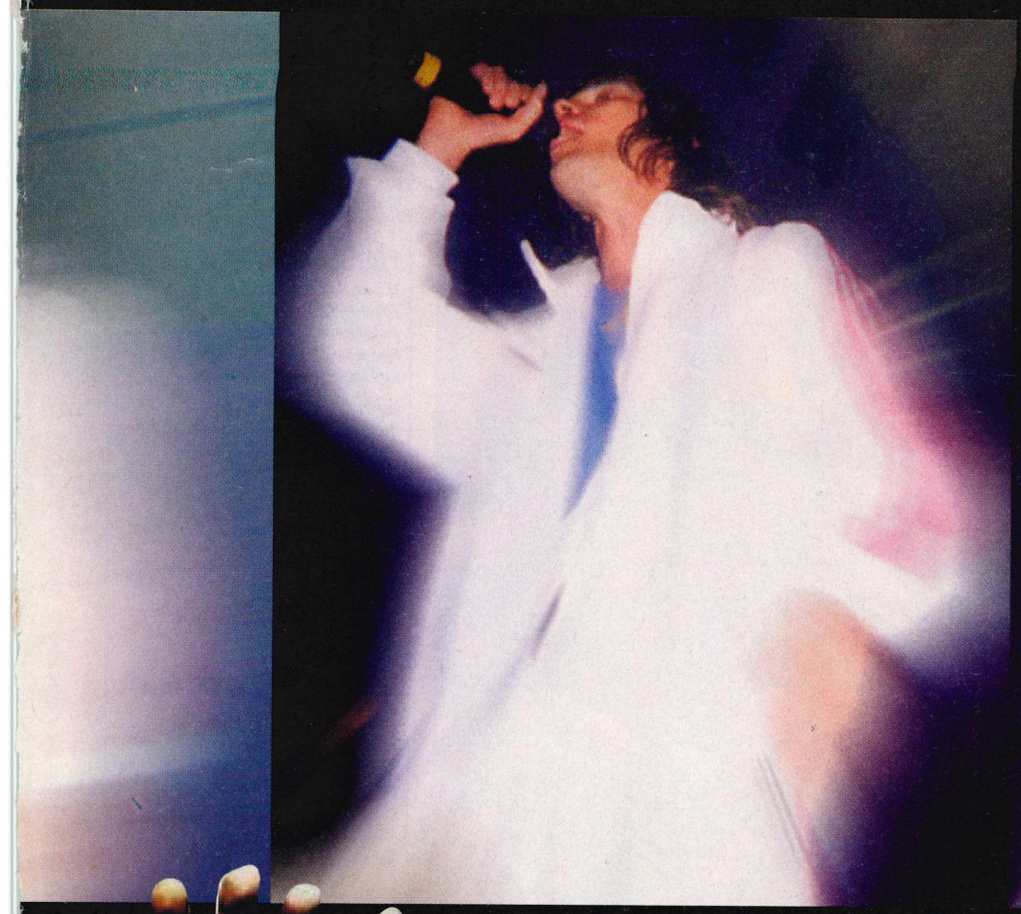
Monopoly
All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing .
Try before you buy, sir • 78%

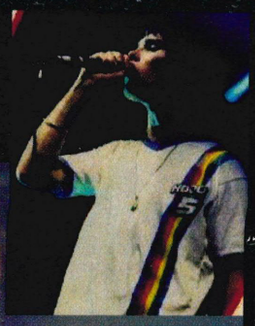
Panzer General
Take control of Ernst Rommel as he attempts to blitzkreig his way across Western Europe.
Hmm, this is average stuff • 58%

Populous: The Beginning
Another great PC game wings its way onto the PlayStation and rather good it is too.
Try before you buy, sir • 78%

THE END









MUSIC

ARTIST | **IAN BROWN**
ALBUM | **GOLDEN GREATS**
RELEASE | **OUT NOW (POLYDOR)**

PRO talks with Ex Stone Roses front man Ian Brown about his second solo album, The Brits and, er, Robbie Williams...

PS PRO You've just got the best album ever award from the NME for when you were in the Stone Roses and you've been nominated for a Brit Award. How does that feel – two awards for the two stages in you career?
IAN It's strange really. We never got paid for the Stone Roses album due to contracts and The Brits thing, I think I was only in there for credibility. If I'd have won, I'd say I wasn't really arsed and you can keep your reward.



PS PRO What did you think of the Brits then?
IAN Pretty damn poor, wasn't it?

PS PRO You wanted to play?
IAN Yeah, I wanted to do my version of Billie Jean but they wouldn't let me. They want me nominated but don't want me to perform!

PS PRO You were 25 when the Stone Roses took off, most people are nearly retiring at that age. Doesn't that feel odd?
IAN Yeah I remember thinking that the Pistols were 19, and the Stones were 20. I think we were better having been older though. At least we weren't going to go so wild.

PS PRO Music is a bit commercial now. Everybody is hiring models not musicians, even with indie bands.
IAN Yeah, it seems like we've gone back to the Fifties. Robbie Williams, I call him a 'stripper for kids', but he's like Elvis at the moment. And Oasis, well they've basically just got a good looking singer.

PS PRO What? You don't like any Oasis stuff?
IAN The first batch of singles, sure. But now it seems to be style over substance.

PS PRO Where are you going with and after *Golden Greats*?
IAN I make the sounds that I like to hear. I've made it as musical as possible. I don't think it sounds like anybody else. There's rock, beats, dub and even electronica in *Golden Greats*. I'm doing what I call 'kung-fu' music at the moment – like a phat-sounding *Enter The Dragon* soundtrack.

PS PRO You've not gotten yourself embroiled in success with excess then?
IAN I think the myth that drugs are cool is a lie. Look at Keith Richards. I think people should know that it's not a good thing to drink your life away too. It's not being rebellious to go to excess, either.

PS PRO What about Ronnie Wood on The Brits. Was he a scared old man? And what do you think of the Stones still playing live while being about 89 years old?
IAN I don't think age is anything to do with it. Look at some of the Blues guys out there. I do know an engineer that works with the Stones and they have a guy behind the curtain singing for Jagger at these stadium gigs because he can't anymore. I think they should be exposed, and it's the first time I've said that. If you're old enough to do it then sure go ahead, but the Stones, well...

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BH1 2JS

Tel 01202 299 900
Fax 01202 299 955

EDITORIAL FRONTLINE

Managing Editor – Nick Roberts
Editor – Richard Melville richm@paragon.co.uk
Art Editor – Gaz Adams
Senior Staff Writer – Will Johnston
Staff Writer – Simon Cann

Senior Sub Editor – Lou Wells
Sub Editors – Stuart Messham, Karen Hollocks
Online Manager – Stuart Wynne
ssw@paragon.co.uk

Online News Editor – Sney Noorani
Online Editors – Gavin Cloggie, Ryan Cooper

ADVERTISING OPERATIVES

Advertising Manager – Felicity Mead
Direct Line: 01202 200224
felicity@paragon.co.uk

Classified – Emma Bedford 01202 200234
emmab@paragon.co.uk

Advertising Production – Dave Osborne, Jo James, Jane Evans, Lorraine Troughton Rex Creed, Elaine Brown, Rob Stone

PRODUCTION & DISTRIBUTION

Bureau Manager – Chris Rees
Scanning/Prepress – Liam O'Hara
Circulation Manager – Tim Harris

MARKETING & LICENSES

Marketing Manager – Monica Casal
monica@paragon.co.uk

International Account Executive – Catherine Blackman
cathb@paragon.co.uk
Tel: 44 (0) 1202 200205
Fax: 44 (0) 1202 200235

THE BOSSES

Production Director – Jane Hawkins
Advertising Director – Peter Cleal
Circulation & Marketing Director – Kevin Petley
Editorial Director – Damian Butt
Art Director – Mark Kendrick
Finance Director – Trevor Bedford
Managing Director – Mark Simpson

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