PS PRO THE HARDCORE PLAYSTATION READ

FREE 200 PAGE BOOK

PLAYSTATION

REVIEWED: ALIEN RESURRECTION, TENCHU 2, DIGIMON WORLD

£2.99 ISSUE 52

PS PRO

TM

FIRST UK REVIEW

DEAD OR ALIVE 2

The first UK PS2 beat-'em-up rated before anyone else!

INSIDE

20% OFF Wild Things Joypads

REVIEWED

TENCHU 2

Huge review of Activision's super stealth ninja sequel!

ALIEN RESURRECTION

Scariest game in the galaxy, or just another bug hunt?

ISS 2000

We play Konami's next generation kick about!

DIGIMON WORLD

PlayStation Pokémon! We review the Bandai classic!

RAYMAN 2

The bouncy platform hero returns. But is it any good?

PLUS! UK PS2: THE MACHINE, THE PRICE AND THE LAUNCH GAMES!

ISSUE 52

£2.99

www.totalgames.net

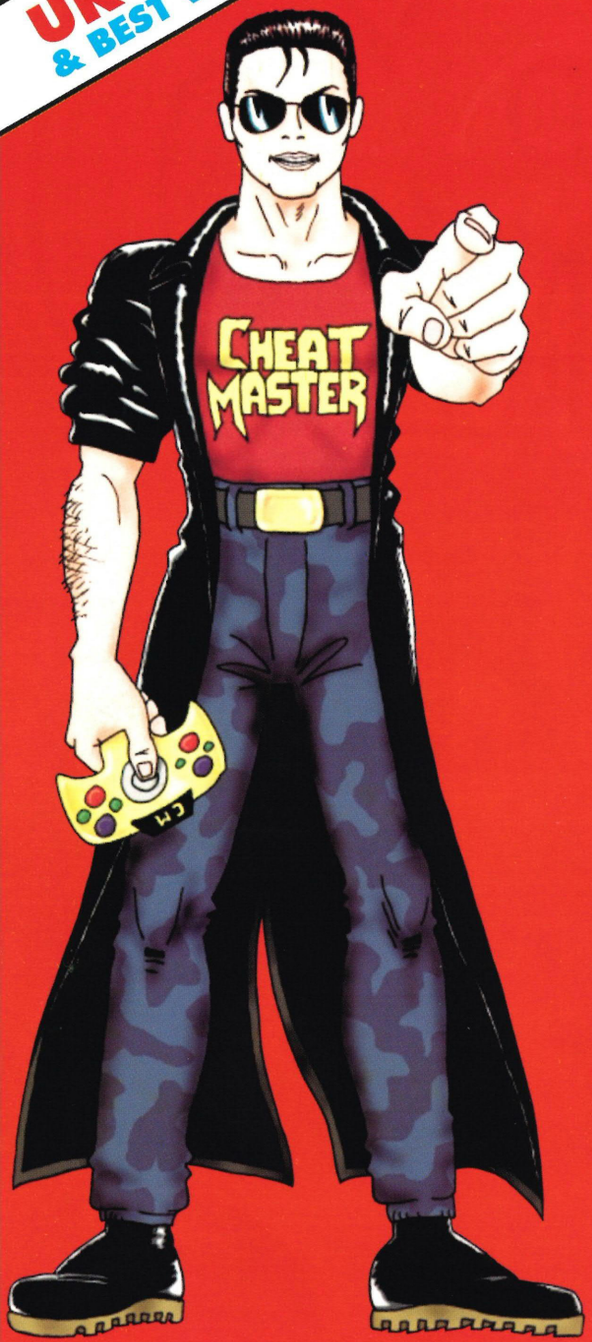
9 771470 605002 52

Paragon Publishing Ltd

CHEATMASTER

UK's BIGGEST & BEST VALUE SERVICE

CHEATS & TIPS FOR



CHEATS

PLAYSTATION CHEATS,

A
A Bug's Life
Abe's Exoddus
Abe's Oddysee
Ace Combat 2 & 3
Actua Golf
Actua Ice Hockey
Actua Soccer 1, 2 & 3
Adidas Pow. Soc.1&'98
Agent Armstrong
Agile Warrior
Air Combat
Akuji The Heartless
Alien Trilogy
All Star Tennis
Alone In The Dark 2
Alundra 1 & 2
Andretti Racing
A. Kournikova Tennis
Ape Escape
Apocalypse
Area 51
Arena Fighters, K-1
Armageddon (Worms)
Armoured Core 1
Army Men 3D
Army Men Air Attack
Army Men Sarge's Hs.
Army Men World War
Assault Retribution
Assault Rigs
Asterix
Asteroids
Atlantis: The Lost Tale
A-Train
Auto Destruct
A. Senna Kart Duel 2
Azure Dreams

B
B Movie
Ball Blazer Champions
Bass Landing
Batman And Robin
Batman Arcade Game
Battle Arena Tosh. 1-3
Battle Stations
Battle Tanx Global Ass.
Beast Wars Transform.
Bio F.R.E.A.K.S.
Blast Radius
Blasto
Blaze & Blade
Blazing Dragons
Blood Omen
Bloody Roar 1 & 2
Bomberman Fan.Racer
Bomberman World
Brahma Force
Breath Of Fire 3
Brian Lara Cricket
Broken Sword 1& 2
Bubble Bobble
Bubsy 3D
Bug's Life
Bugs Bun. Lost In Time
Bushido Blade 1 & 2
Bust A Groove
Bust A Move 1,2,3 & 4

C
Capcom Gen. 1& 2
Cardinal Syn
Casper
Castlevania
Castrol Honda SBK
Championship MotoX
Chase The Express
Chron. Of The Sword
Circuit Breakers
Civilisation 2
Clock Tower Ghst.Hd.
Colin McRae Rally 1&2
Colonization
Colony Wars Series
C & C Series
Constructor
Contra Legacy Of War
Coolboarders Series
Courier Crisis
Crash Bandicoot 1-3
Crash Team Racing
Crime Crackers
Crime Killer
Crisis Beat
Critical Depth
Croc 1 & 2
Crow: City Of Angels
Crusader
Crusaders Of M & M

D
D
Dance, Dance Rev.
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Ballzone
Dead Or Alive
Death Trap Dungeon
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1&2
Devil Dice
Diablo
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Disruptor
Doom
Dracula X
Dragonball Z
Driver
Duke Nukem Series
Dukes Of Hazard
Dune
Dynasty Warriors

E
Eagle One
Earthworm Jim 2
ECW Hardcore Rev.
Ehrgeiz
Eliminator
ESPN Extreme Games
Euro 2000
Everybody's Golf
Evil Zone
Excalibur 2555 A.D
Exector
Exhumed
Explosive Racing
Extreme 2

F
FA Manager
FA PL Ftball Man.2000
Fade To Black
Fear Effect
Felony 11-79
FIFA Series
Fifth Element
Fighter's Impact
Fighting Force 1 & 2
Final Doom
Final Fantasy 7 & 8
Firestorm
Firo And Klawd
Fisherman's Bait
Formula 1 Series
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: LAPD

G
G Darius
Galaxian 3
Gekido
Gex Series
Ghost In The Shell
Global Domination
Goal Storm
G-Police 1 & 2
Gran Turismo 1 & 2
GTA 1, 2 & London
Grid Runner
Grind Session
Guardian's Crusade
Guilty Gear
Gunship
Gunship 2000

H
Hard Boiled
Hard Edge
Hardcore 4x4
Hardcore Revolution
Heart Of Darkness
Hello Kitty
Herc's Adventure
Hercules
Hermie Hopperhead
Hexen
Hogs Of War
Hot Shots Golf
Hugo
Hybrid
Hydro Thunder
Hyper Form. Soccer

I
Impact Racing
In The Hunt
Incredible Hulk
Independence Day
Indy 500
Int. Superstar Soc. DX
Int. Track 'n' Field 1&2
Iron And Blood
Iron Man Xo Manowar
ISS Deluxe
ISS Pro Evolution &'98

J
Jackie Chan
Jade Cocoon
James Bond: TND
Jedi Power Battles
J. McGrath S'cross
Jersey Devil
Jet Rider 1, 2 & 3
Jo Jo's Bizzare Adv.
Johnny Bazookatone
Jonah Lomu Rugby
Judge Dredd
Jumping Flash 1 & 2
J. Park: The Lost World
Jurassic Park: Warpath

K
K-1 Arena Fighters
Kagero - Deception 2
Kensei Sacred Fist
Kileak The DNA Imp.
Killer Loop
Kingsfield
KKND Crossfire
Klonoa
Knockout Kings Series
Krazy Ivan
Kula World
Kurushi

L
Last Revelation
LOK: Soul Reaver
Legends Of Legaia
Lego Racers
Le Mans 24HR
Lemmings 3D
Libero Grande
Lifeforce Tenka
Livewire
LMA Manager
Loaded
Lone Soldier
Lost Vikings 2
Lost World
Lucky Luke
Lunar Silver Star Story

M
Machine Hunter
Madden Series
Magic Gath. Bat.Mage
Martian Gothic
Marvel Super Heroes
Marvel SH. vs St. Fight
Masters Of Teras Kasi
Max Power Racing
Mayhem: WCW
MDK
Mech Warrior 2
Medal Of Honor
Medievil 1 & 2
Megaman Legends
Megaman Series
Megaman X4
Men In Black
Metal Gear Solid & SM
Mickey's Wild Adv.
Micro Machines V3
Micro Maniacs
Mission Impossible
MLB 2001
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat Series
Moto Racer 1& 2
Motor Head
Motor Toon Grand Prix 2
Mr Domino
MTV Snowboarding
Muppet Racemania
Myst

N
N20
Nagano '98
Namco Mus. Vol.1-4
Nanotek Warrior
Nascar Series
NBA Hangtime
NBA In The Zone 1&2
NBA Jam Extreme
NBA Jam TE
NBA Live Series
NBA Showtime
Need 4 Speed 1,2&3
NFS Porsche Unleash.
NFS Road Challenge
Newman Haas Racing
NFL Breakaway '98
NFL Face-Off Series
NFL Gameday
NFL Open Ice
NFL Powerplay '96
NFL Xtreme 2
NFL I,'97,'98,'99
NFL Qrtrback Club '97
Nightmare Creatures
Ninja
No Fear Downh. MBK
No One Stop Mr Dom.

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS:
+44 (0)700 5900 020

DREAMCAST - GAMEBOY COLOUR - NINTENDO 64 -

Grab a free magazine at www.cheatsunlimited.com

& CHEATMISTRESS PRESENT

OVER 3000 GAMES

UNLIMITED

TIPS AND WALKTHROUGH GUIDES

Novastorm
Nuclear Strike
O
ODT
Off World Int. Extreme
Ogre Battle
Olympic Sum. Games
Omega Boost
One
Overblood 1 & 2
Overboard
P
Pac Man World
Pandemonium 1& 2
Parasite Eve
Phantom Menace
Pitfall 3D
Player Manager Series
Pocket Fighter
Point Blank 1 & 2
Pong
Pool Hustler
Pool Shark
Populous Beginning
Porsche Challenge
Power Instinct 2
Power Move Pro Wrest
Poy Poy 1 & 2
Premier Man. '98 & '99
Primal Rage
Pro Pinball
Project Overkill
Psybadek
Psychic Force
Puchi Carat
Q
Quake 2
Quarterback '97
R
Rage Racer
Rainbow Six
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
RC Stunt Copter
Ready 2 Rumble
Rebel Assault 1 & 2
Reboot
Re-Loaded
Resident Evil 1, 2 & 3
Resident Evil Survivor
Return Fire
Revolt
Ridge Racer Series
Rise Of The Robots 2
Riven
Road Rash 1 & 3D
Road Rash: Jailbreak
Rock & Roll Racing 2
Rockman X3
Rogue Trip
Ronaldo V-Football
Roll Cage 1 & 2
R-Type Delta
R-Types
Rugrats
S
Sampras Ext. Tennis
Samurai Showdown 3
Shadow Gunner
Shadowman
Shanghai Triple Threat
Shellshock
Silent Bomber
Silent Hill
Silhouette Mirage
SimCity 2000
Sled Storm
Small Soldiers
Smurfs
Snow Racer '98
Soul Blade
Soul Reaver: LOK
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Stealth Pat.
Speed Freaks
Spice World
Spyro 1 & 2
Star Fighter 3000
Star Gladiators
Star Ocean 2
Steel Reign
Street Fighter Series
Street Sk8er 1 & 2
Suikoden
Supercross 2000
Syndicate Wars
Syphon Filter 1 & 2
T
3 Xtreme
T'ai Fu
Tarzan
Tekken 1, 2 & 3
Tempest X3
Tenchu
Test Drive 4, 5 & 6
Test Drive Off Road
The Smurfs
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher Skate & Dest.
Thrill Kill
Tiger Woods
Time Crisis
Toca 1 & 2
Tokyo Highway Battle
Tomb Raider 1,2,3&4
Tomba
Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's 1 & 2
Total Drivin'
Toy Story 2
Transport Tycoon
Treasures of The Deep
Tunnel B1
Twisted Metal Series
U
UEFA Champs.League
UEFA Striker
UFO Enemy Unknown
Ultimate Battle 22
Ultimate Doom
Ultraman & Ultramnd.
Ultraman Fighting Evo
Um Jammer Lammy
Unholy War
Uprising X
Urban Chaos
V
Vagrant Story
V Tennis
V 2000
Vampire Hunter D
Vandal Hearts 1 & 2
Victory Boxing 1 & 2
Viewpoint
Vigilante 8
Vigilante 8 2nd Off.
Virtual Golf
Virus
VMX Racing
VR Baseball 97
VR Powerboat Racing
V-Rally 1 & 2
Vs
W
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Warzone 2100
W. Gretzsky Hockey
WCW Mayhem
WCW Nitro
WCW Vs NWO Thund.
WCW Vs The World
Wild 9
Wild Arms
Wing Over 1 & 2
Wipeout 1, 2097 & 3
World Cup '98
World League Soccer
Worms
Worms Armageddon
Wreckin Crew
Wu Tang
WWF Attitude
WWF In Your House
WWF Smackdown
WWF War Zone
WWF Wrestlemania
X
X Files
X Games Pro Border
X Racing
X2
X-Com Series
Xena Warrior Princess
Xenogears
Xevious 3D
Xi Devil Dice
X-Men Child. Of Atom
X-Men Vs Street Fight.
Z
Z
Zeiram Zone
Zeitgiest
Zero Divide 1 & 2
Z-Gundam
Zig Zag Ball



PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 148

UPDATED DAILY

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098 002

WALKTHROUGHS FOR ALL MY TOP GAMES

Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

PC - PLAYSTATION - PLAYSTATION2 - SEGA SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone

Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

play 'n' win
www.popz.com

Mode
list

ANT LIFE

US ON
TOSYNTHESIS

itchell

surd that Professor J. Higgens
d suggest that carbon dioxide from
ts was contributing to the green hous
ct. Has this been proved by scientific
wards? Has it been analysed? The
swer can only be an emphatic, 'no'.

dear to all involved that the chemica
stries and the output from fossil fuel
he major culprits. How many endless
s have biochemists conducted to
this fact? The answer is too many
mber. The humble plant therefore
be held solely responsible for
truction of the planet.

we could see the warning signs
vidence. The study conducted
chleal laboratories in California
ning. Even at the time, it was
industries that were at fault.
AG Pollock went some way to
at the Munich conference of
when he stated, 'We have
nokers culpable for an
l disaster waiting in the
urse, this was largely
e press. No surprise there as
gely sponsored to attend by
oard. Yet even today with
e have we're holding
ble. My view is to let the
one, enough is enough.

edback on this issue
views.

Popcorn Analysis

After several hundred minutes of research I have come to a final conclusion. The appropriate time required to successfully complete the making of Popz microwave popcorn (excluding travel time from the box to the microwave) is two minutes 23 seconds. This was found to be two minutes shorter than hard boiling a single egg and one minute shorter than making a cup of tea. On average it took one person 15 minutes to consume a complete serving, whilst it takes only two minutes to consume divided by three people with normal appetites.

A.Nal, Colwall Green, Malvern

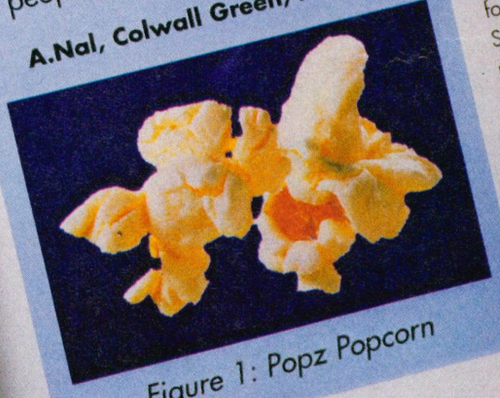
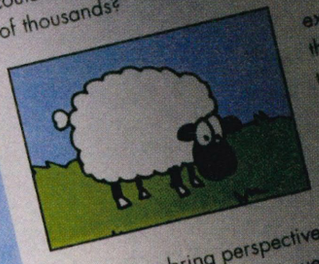


Figure 1: Popz Popcorn

Feedback

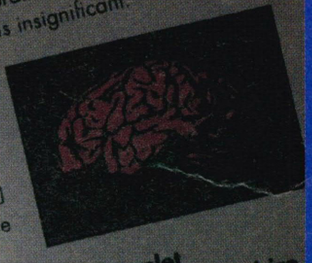
Genetic engineering is always in the news. Yet the press persist in providing imbalanced reports that bring invaluable research into disrepute. How many times have we heard of 'Dolly' the sheep? And how many times have we heard that cloning could actually save the lives of thousands?



We need to bring perspective back to this important issue. Breakthroughs in surgery won't happen without the appropriate support.

Dorothy Spears
Newcastle-upon-Tyne

The issue raised by AJ Appledon on p12 of the Modern Scientist is entirely at fault. Batteries are now produced as standard with specific guidelines as to units for the density of lead oxide. So the inference that battery plate manufacturers could be in any responsible for a cubi set of ar



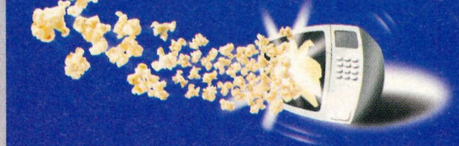
Keir Stanlet
Wickham, Hampshire

If you have any feedback on these issues we welcc your views.

Please write to:
Editor

ModernScientist • 22 May 2000

POPZ™
MICROWAVE POPCORN



Get obsessed. 1,000 (approx.) fresh, crunchy pieces of popcorn in 2 - 3 mins flat. Popz microwave popcorn. Bung it in, big it up!

POPZ. BLOW IT OUT OF PROPORTION.

READY SALTED, BUTTER AND 50% FAT FREE POPCORN IN UNDER 3 MINUTES

DO NOT REMOVE MEMORY CARD!

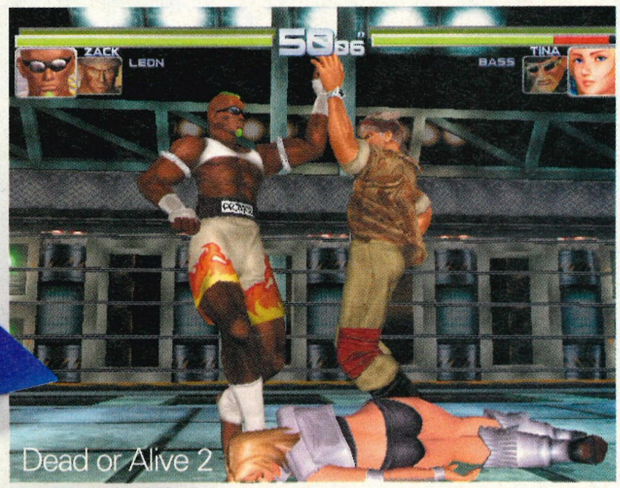
LOADING

PS PRO PS PRO is your guide to the world of all things PlayStation. We've got everything PS1 and PS2 in here including the most honest game reviews you'll find anywhere!



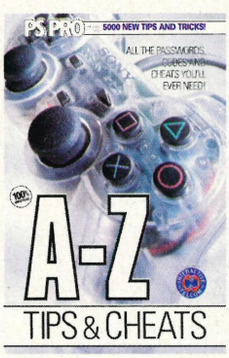
PS2 FEATURE TURN TO PAGE 100

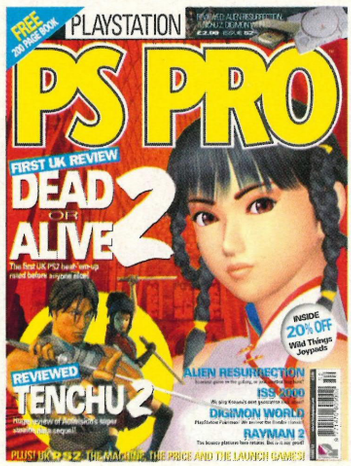

Metal Gear Solid 2



Dead or Alive 2

FREE
HUGE A-Z TIPS BOOK TO PANDER TO ALL YOUR CHEATING WHIMS!







Welcome to another packed issue of PS PRO. We've got all the usual suspects, some mouth-watering sequel action and more in issue 52, with the latest import reviews being led by US Pokémon-style PlayStation hit, *Digimon World*. *Tenchu 2*, *Tony Hawk's 2* and *Alien Resurrection* have also stormed the office, eating into valuable work time.

Plus, seeing as the UK PS2 will be available to buy soon, we've profiled the UK machine in our feature on page 100 and brought you the review of one of the best UK launch games, *Dead or Alive 2*.

Oh, and just in case this isn't enough, we're giving you a huge tips guide which includes all the latest cheats as well as some old classics.

Could things get any better? We'll see you next month!

Richard Melville – EDITOR

Richard Melville

PS PRO ISSUE 52

Rider Victoria Jealouse - Photo: JeffCurtes

CONTENTS

COVER 1ST REVIEW



Packing more punch than the combined might of the ladies from the Lilt advert, *Dead or Alive 2* is the killer blow in PlayStation beat-'em-ups. We've got the first UK review and news of the hotly tipped 'Hardcore' version which is currently in development by Tecmo Japan.

12

28

PROGRESS

18 **Metal Gear Solid 2** — New shots and info on the biggest game ever

20 **Red** — The new PS2 Konami game is unveiled!

21 **ZOE** — Konami awith a short-named shoot-'em-up

22 **ISS 2000** — The champion kickabout is the best yet

24 **Wild Wild Racing** — We play the 95% complete version!

25 **Jungle Book GP** — That's Groove Party, incidentally. No cars

26 **Superman** — He's here to fight PlayStation Spiderman!

28 **Snowboard Supercross** — We finally play EA's silver surfer

29 **X-Squad** — Close up on the Japanese developed beauty

30 **F1 GP 2000** — Eidos' crack at the F1 genre

32 **Titan AE** — The film bombed, can the game do better?



38



18



20



22

INSIDE

08 News
UK PS2 delay, shots of *FF* movie and more!

34 Subscriptions
Subscribe and get free gifts!

74 Extra Opinions
The whole team rates every game!

76 Mailbox
Your queries and woes addressed...

92 Back Issues
Buy old issues, packed with solutions and classic reviews!

104 Dealer
Our ever reliable A-Z. Includes peripheral reviews as well!

114 Next Month
Spider-man! We'll be reviwing it soon!



FEATURE

100 UK PS2 LAUNCH
The games and the machine PRO examined.



42

REVIEW

38 Tenchu 2
Stealth, intelligence, bloodshed!

42 Alien Resurrection
Burn baby burn! The *Quake*-beater arrives!

46 Digimon World
Does PlayStation have a *Pokémon* equal?

50 Wacky Races
Cacky races more like!

52 Snow X
There's no business like snow business

54 Team Buddies
Shooting, swearing and, er, not a lot else

56 Sydney 2000
Button-bashing fun in the sun

59 Bedrock Bowling
The Flintstones hit the alley. Sort of

60 Medal Of Honor
Class killing action – now under £20!

62 Dew Prism Final Front
Strange name, interesting game?

65 Action Bass
Budget fishing thrills. Don't get too excited

66 Rayman 2
Platform thrills with the yellow hero

68 Incredible Crisis
Totally original and crazy fun!

72 Strider 2
Back to the old skool Capcom platformer

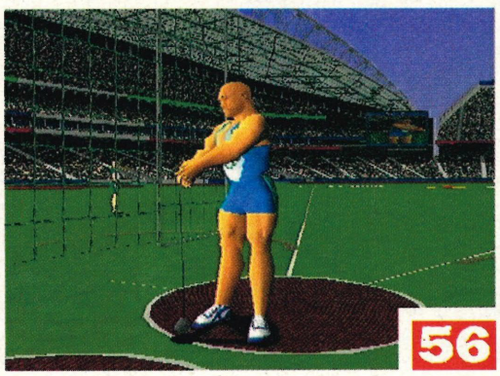
EXPERT

80 Miss B's Tips Section
Includes tips for Platnum *Driver* and all the latest releases as well as our Xplorer codes section for all out hackers!

90 In Cold Blood Part 2
It's a tricky game to crack so let PS PRO do the hard work for you or, er, at least point you in the right direction if your brain is tired...



46

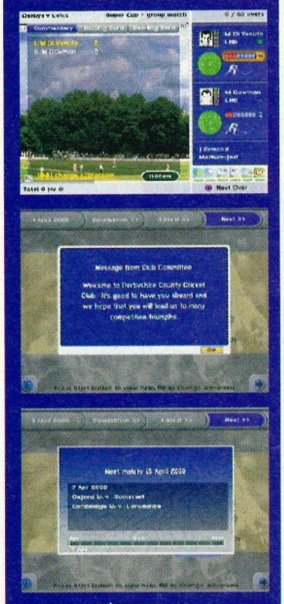


56



68

CRICKET CAPTAIN 2000



PUBLISHER | **EMPIRE**
RELEASE | **SEPTEMBER**

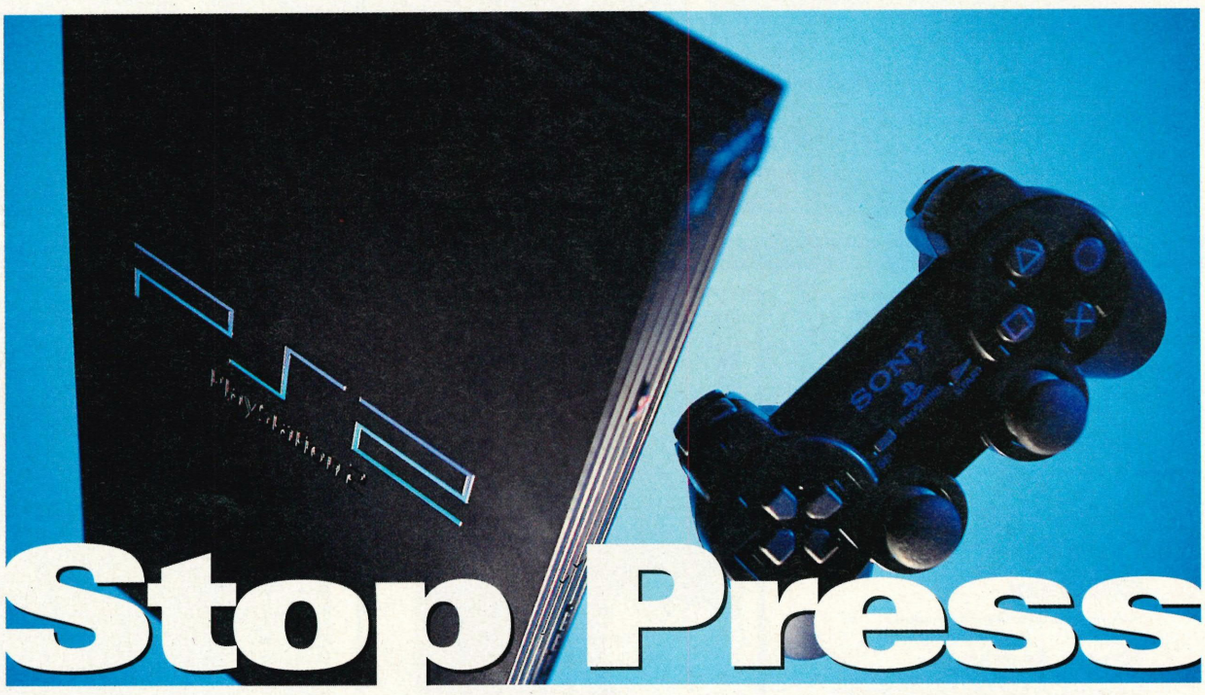
Had enough of football management games? Finding all that action a bit strenuous? Well, here comes a cricket management title to calm you down! Surprisingly, it is actually really involving as you must choose the right players for each match, watch their fitness levels and do all you can to avoid serious injuries. Play a season as an English club or if you are feeling really adventurous, try to win the World Cup.

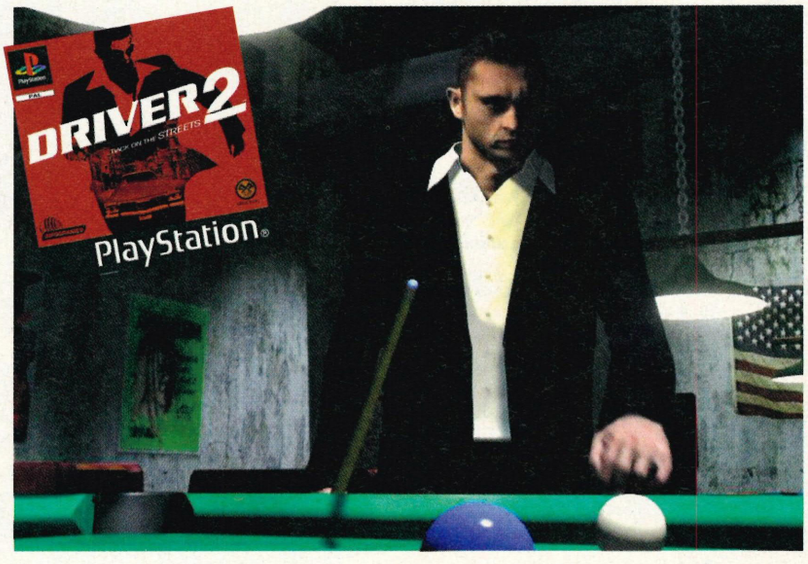
SILENT SCOPE

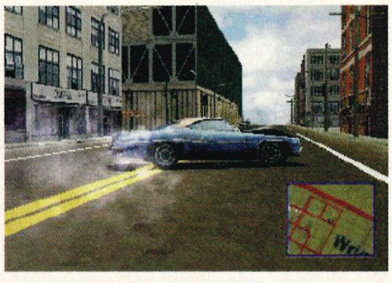


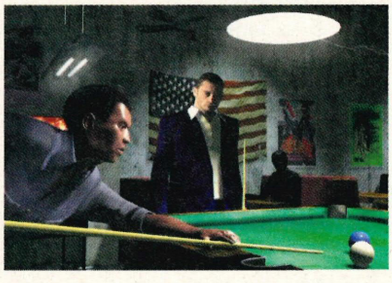
PUBLISHER | **KONAMI**
RELEASE | **TBC**

So, fancy yourself as a bit of a Lee Harvey Oswald character? Spend your weekends at the book depository? Well, here's the game for you. Terrorists are taking over the city and it is up to you to pick them off with your trusty sniper rifle. Alas, this home version of the classic arcade game doesn't come with the huge gun, but it does feature the same thrills and action.





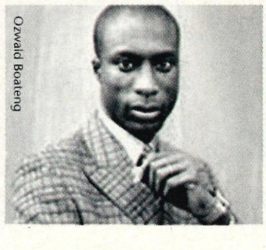




Tanner Turns On The Style

D*river 2* is set to be stylish in more ways than one...

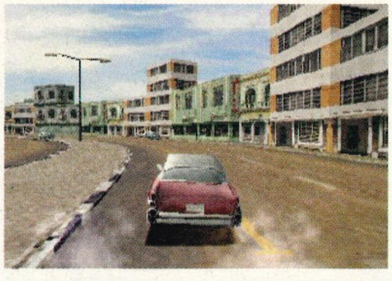
Okay, so it was always going to be one of the most eagerly awaited games of the year, but no one could have foreseen the main character Tanner getting his own specially designed suits from one of Britain's hottest designers.


Ozwald Boateng

Yes, it has been announced that Ozwald Boateng has been drafted in to add a bit of class to the forthcoming sequel. Boateng was the British Menswear Designer Of The Year and his clothes have been modelled by, amongst others, Billy Zane, Laurence Fishburne and *Usual Suspects* star Stephen Baldwin.

When asked about this development, Larry Sparks, I-Motions marketing director commented, "We wanted to create a unique cutting edge style for our characters, especially Tanner, who is central to the game and has developed his own distinctive personality in the game. Ozwald Boateng's sharp designs and originality made him a natural choice."

You can check out Tanner's new look for yourself when *Driver 2* speeds in on 26 November.





PS one Smash Hit!

Sony's new machine arrives in Japan to a great reception...

PS one, the small compact version of the PlayStation has now gone on sale in Japan and it is proving to be a big success. The machine, which utilises existing PlayStation software, but is far more compact and portable, must have left Sega feeling shell-shocked when it not only outsold the Dreamcast in the first week on the shelves, but sold as much as Sega's machine and the N64 put together.

With this five-year-old technology flying off the shelves and their next generation console sitting at the top of the tree, Sony have much to celebrate.



Oooh Lara

Good news for cinema fans everywhere! Not only will the *Tomb Raider* movie feature the lovely Angelina Jolie, *Carry On* veteran and all round good egg, Leslie Phillips, has also scored a part.

Phillips appeared on the big screen in the Eighties in mega-budget blockbusters *Out Of Africa* and *Empire Of The Sun* and was recently seen in British comedy *Saving Grace*. Anything that gets this icon of English cinema back in the spotlight is applauded by us.



PS2 Order Process Changes... Again!

With the announcement about the ordering process for the PlayStation 2 receiving a luke-warm reception recently, Sony have apparently listened to the critics and changed their minds.

The availability of the next generation machine will no longer be quite such a lottery as before – Sony will be matching the number of pre-order forms with the actual total of machines available at launch time. This means that if you have completed a form, then your console is reserved, simple as that, meaning dealers will not be taking deposits for stock that they cannot get.

This news should appease some doubters, whereas the more cynical may wonder why Sony don't just put the machines on the shelves in the normal way. The amended launch date for the UK PS2 is now 24 November. You'll be able to pre order via your retailer during mid-September. The final cost is currently £299.

WILD RAPIDS

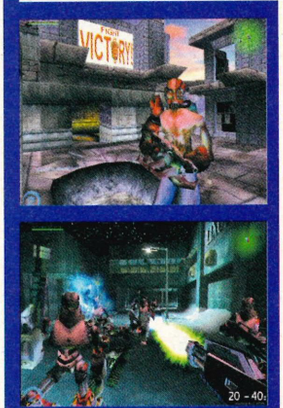


PUBLISHER | **EON**
RELEASE | **OUT NOW**

You know what's missing from the huge number of racers available for the PlayStation? Kayaking! Well, paddle fans, worry no more as EON have created *Wild Rapids*, which claims to faithfully reproduce all the thrills of the real thing. Courses feature strong currents, dangerous rocks and jumps to ensure a challenging ride. Not only can you choose your own racer, all with their own unique skills, but you can also choose from a number of different vehicles. For single players there's a Tournament competition, a Time Attack and even a multiplayer Split-screen option too.

Ready to take the plunge?

TIMESPLITTERS



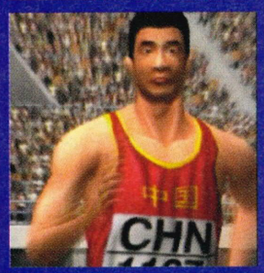
PUBLISHER | **EIDOS**
RELEASE | **NOVEMBER**

Your chance at last to shut up that friend that is always going on and on about *GoldenEye* and *Perfect Dark*.

Yes, the PlayStation 2 is getting its very own first-person shooter, where the action takes place in horror environments, crime scenarios and even in futuristic settings. With a one-player Adventure mode, four-player deathmatch options and a nifty level creator, *Timesplitters* should be an interesting launch title.

ESPN INTERNATIONAL TRACK AND FIELD





PUBLISHER | **KONAMI**
RELEASE | **2001**

Hey, button bashers, here's the next generation version of everyone's favourite multiplayer sports game and it is looking better than ever. As well as the obvious graphical advancements, there are also a series of new challenges. The most entertaining of these is the rhythmic gymnastics event which manages to take the blueprint from Konami's own *Dancing Stage*. Trust us, it's excellent. There is also a shooting event to test the reflexes as well as the usual 100m, Javelin (103.68 metres. I thank you), Pole Vault and so on. This should be very special indeed...

STAR TREK: INVASION







PUBLISHER | **ACTIVISION**
RELEASE | **NOVEMBER**

Get ready Trekkers, Activision's game is getting closer, and it's your chance to actually take control of a starship and undertake a number of challenging missions. Fans of the show should not be disappointed by this, with Michael Dorn making a guest appearance and all the snazzy effects you would expect. From the makers of the *Colony Wars* series, *Star Trek : Invasion* will be warping in very soon. Make it so!



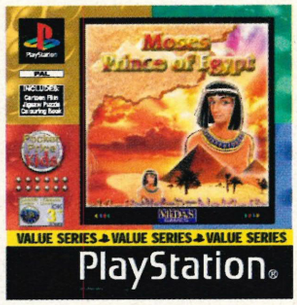




FANTASY IS REALITY









Cheap Games Ahoy

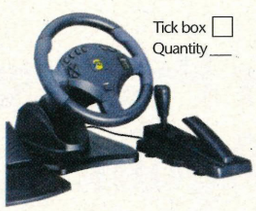
A new range of titles hit the shelves at £7.99... Following the changes in pricing policy, more games are being released at cheaper RRPs, with recent titles such as *Action Bass* and *Evo's Space Adventure* available for under ten pounds. Now The Midas Interactive Entertainment Group have announced a whole range of games at the bargain price of £7.99.

The first batch of Midas titles arrive soon and includes such diverse games as *Star Sweep*, a colourful puzzle adventure, and *Las Vegas Casino*, which takes in many forms of virtual gambling. As well as these, there will be a collection of games more suitable for younger players, such as *The Dalmations* and *The Lion And The King* (Hang on, is that a Disney lawyer on the phone?).

These titles feature puzzle games, colouring activities and a 30-minute cartoon which should keep the rugrats happy. The full range of Midas' premier batch is: *Ski Air Mix*, *Sanvein*, *Chris Kamara's Street Soccer*, *Star Sweep*, *Las Vegas Casino*, *Pinball Power*, *King Of Bowling 2*, *Sports Superbike*, *The Dalmations*, *Nice Cats*, *Lion And The King* and *Goldie*.

PS PRO gives you 20% OFF Wild Things peripherals!

Get your hands on some quality peripherals with this great offer.
Enhance your gaming experience and save yourself some cash too!



Tick box ☐
Quantity ___

TURBO FEEDBACK STEERING WHEEL
RRP price.....£49.99
Offer price.....£39.99



Tick box ☐
Quantity ___

KICK BACK 2 PAD
RRP price.....£14.99
Offer price.....£9.99



Tick box ☐
Quantity ___

4 IN 1 MEMORY MANIA PACK
RRP price.....£17.99
Offer price.....£12.99



Tick box ☐
Quantity ___

MULTI-PLAYER ADAPTOR
RRP price.....£17.99
Offer price.....£12.99

I hereby enclose a cheque made payable to: Wild Things for £_____

OR
VISA / DELTA / MASTERCARD / SWITCH PAYMENTS
Please delete where applicable.

Card No. .....

Expiry Date:.....

Issue No. (Switch only).....

NAME:.....

.....

ADDRESS:.....

.....

.....

POSTCODE:.....

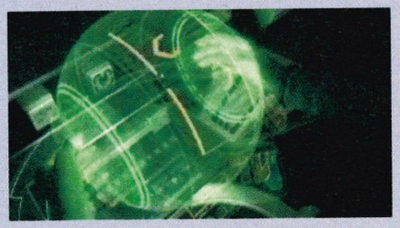
TEL:.....

Please post completed voucher and payment to:
Wild Things, 51 Mill Road, Lisvane, Cardiff, CF4 5XJ
Enquiries: Tel 02920 755774
All orders subject to availability
Thank you for your order.
Please note this voucher is valid until
31 October



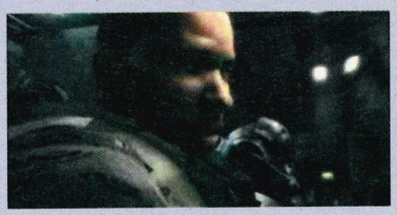














After all the talk about the *Final Fantasy* movie, the first teaser trailer has now gone online and it is shaping up to be very special indeed. Oh, you don't believe us? Well, apparently a picture paints a thousand words, so feast you eyes on these stills...



Moto Is Go

Namco have announced the release of *Moto GP*, exclusively for the PlayStation2. Converted from the *500GP* arcade game, the PS2 version features five different modes of play: Arcade, Time trial, Versus, a Season option where your rider is contracted to a team, and a Challenge mode in which there are a variety of tasks to be completed.

There are photos included of every rider from the 1999 season and you can race around five licensed tracks including Suzuka in Japan and England's own Donington Park. Watch out for it in December.









GRADIUS III AND IV





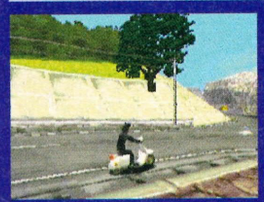


PUBLISHER | **KONAMI**
RELEASE | **TBC**

All this talk about next generation games and FMV and blah-blah-blah might make you long for an old skool original and, what do ya know? Konami have one lined up for the PlayStation2.

Yes, the classic *Gradius* is heading our way in all its sideways shooting glory. Not only have they not tampered with the winning formula, but they have included two whole games. Woo-hoo!

STREET SCOOTERS





PUBLISHER | **EON**
RELEASE | **OUT NOW**

Imagine it, a game based on *Quadrophenia*, where you get to play as Sting or Phil Daniels, hanging out with ace faces and looking sharp. Alas, this isn't that game but it does, er, feature scooters. It's a racing game where you compete against other insane riders over various terrains including a beach and a school. Watch out for other traffic on the roads which will hamper your progress and learn various tricks such as pulling wheelies or jack-knifing in order to gain victory. With bizarre objects such as rubbish bags and frozen tuna fish dotted around, this is certainly a game with a sense of humour – even if it doesn't feature any sharply dressed mods.

Munch Is Late



The highly impressive looking *Munch's Oddysee* for the PlayStation2 has been delayed and will not be released this year as initially hoped. So you can scrub the little green fella off your Christmas list as the next instalment of the epic adventure of Abe and co is not now expected to hit until June of next year.

The second coming of a game that gives Tekken Tag Tournament a run for its money and is so jiggy it evens takes on the mighty Will Smith!



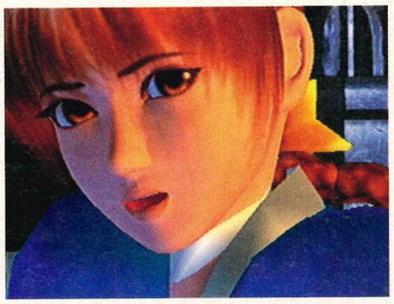
Dead

PUBLISHER | SONY
DEVELOPER | TECMO (TEAM NINJA)
RELEASE | OCTOBER
PRICE | £39.99
PLAYERS | TWO
PERIPHERALS

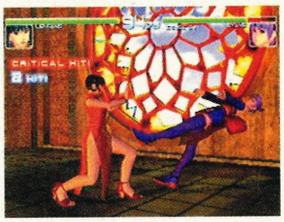




ABOVE: Hulk Hogan? 24-inch python? Hmmm...

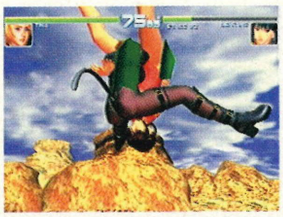


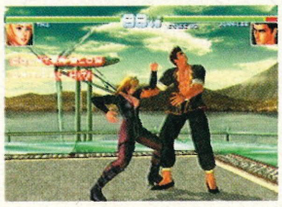
ABOVE: This piece of jailbait might just bite.



Tecmo's beat-'em-up breakthrough came via *Dead or Alive* on the original PlayStation. A decent game fused with the laddish appeal of an almost entirely female fight cast thrilled gamers all over the land. The presence of jiggling breasts and special moves, which ensured that kinky knicker-sniffing pervs (Moi? No...) were catered for, enhanced the marketing drive further. Often a hardcore gamers fave over the likes of *Tekken* and *Soul Blade*, Tecmo have created a PS2 version that manages to compete with the next generation *Tekken Tag Tournament*.

or Alive 2







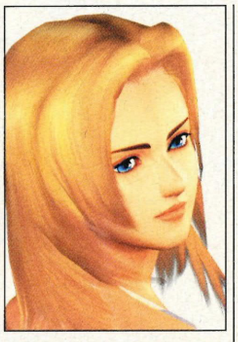


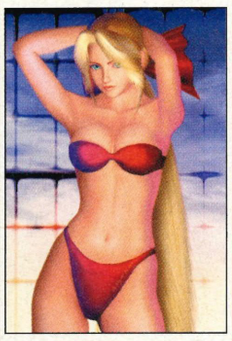
Sad or good (depending on whether you have a girlfriend or not), *Dead or Alive 2's* cast of lovelies have ventured into even more realistic territory than before. They blend anime styling with real-life characteristics according to Tecmo so eventually they hope to bring us a photo realistic kitten woman with real ears. Anyway, here are the ladies and a little description of what they do fighting-wise and er, their measurements. Which, incidentally, read as chest, waist and hips according to Will who used to work in Dorothy Perkins.

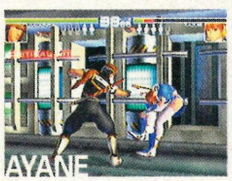






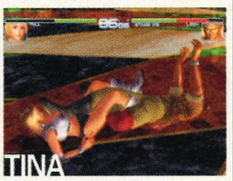














AYANE

ORIGIN	*JAPAN*
FIGHTING STYLE	*NINJITSU*
SIZE	*37-21-33*

Ayane is Kasumi's half sister and fans may notice that she was a secret character from the prequel. She also has access to a *Mortal Kombat*-style finishing move but it only works on Kasumi.

LEI FANG

ORIGIN	*CHINA*
FIGHTING STYLE	*TAI CHI*
SIZE	*34-21-33*

She's absolutely hell-bent on kicking the ass of Bruce Lee's namesake, Jan Lee, her arch enemy. She also has one of largest collections of fabergé eggs in the western world. Honest.

KASUMI

ORIGIN	*JAPAN*
FIGHTING STYLE	*NINJITSU*
SIZE	*34-20-35*

Previously a Shinobi on the run (after killing her bro's old enemies) she was caught by the Super Human Development Project who cloned her. The clone was named Kasumi Alpha.

TINA

ORIGIN	*USA*
FIGHTING STYLE	*PRO WRESTLING*
SIZE	*35-22-35*

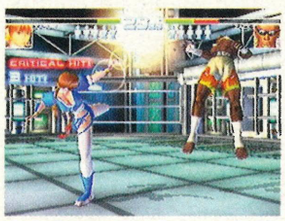
A high school wrestler who wants to be on the silver screen and has ambitions to enter Hollywood professionally. Mr Hogan was not available for comment at time of going to press.

HELENA

ORIGIN	*FRANCE*
FIGHTING STYLE	*PI QUA QUAN*
SIZE	*35-22-34*

Helena is a singer who joined *DOA's* strange crew when searching for the people who mysteriously killed her parents. Mysterious? They bodies were found stuffed with Trill bird food.

THE NEW RECRUITS









Both games are available on UK launch, so when you walk into your games shop on 24 November, waving your readies like a man possessed, just think about *Dead or Alive 2* in your buying equation as here, in the first UK review, we put the game through its paces and ask should you really get this instead of *Tekken Tag Tournament*?

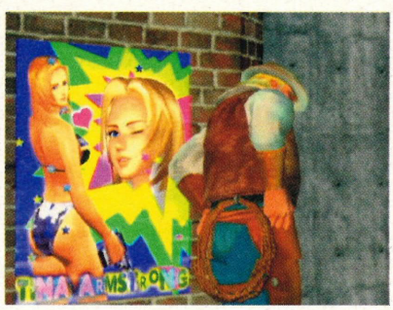
Second's best

Firstly, *Dead or Alive 2* is a Japanese beat-'em-up which cribs all the best bits from *Tekken* and then manages to win arcade and Sega fans because it's also quite similar to *Virtua Fighter 3*. Oh, and it's also available now on the Dreamcast and both versions are very similar. Sure, it's an amalgamation of other fighters furnished in sex appeal but, as much as Namco would like to deny it, it's one of the best examples of the genre you'll play this year.

Tekken fans, distraught at playing the new apathetic and slightly pointless Tag option from Namco's new arrival, will no doubt be enticed to learn that the cast of characters here is vast and the special moves are as original as you can get in such a stagnated market. The arenas themselves are multi-layered things which if you can manage to get someone against a wall, window or ledge, it's possible to pummel them into a lower arena. You then jump down with the falling opponent and continue the fight. Just like the amazingly swift chopping action of dozens of Hong

The special moves are as original as you can get in such a stagnated market!











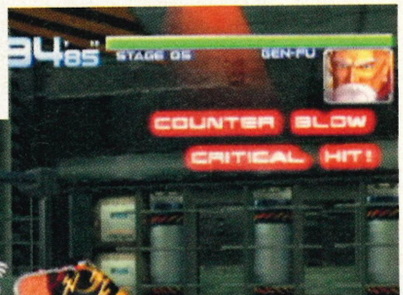
LEFT: Punch the dirty mucker through a wall, jump down after him. Now that *is* action.

BELOW: No matter how hard she tried, she just couldn't budge that invisible viking helmet.





BELOW: Baps, bangers, hooters, norks, funbags etc.



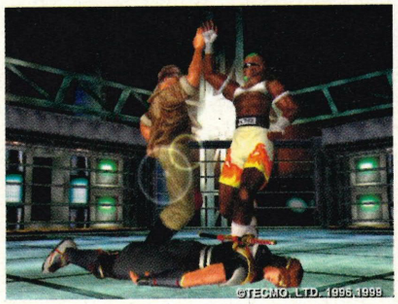
Kong films. And yes, there is a Bruce Lee tribute character here just like *Street Fighter* and *Tekken* before it, only this time in the form of Jan Lee. The remaining male cast are Eddy Gordo or Jack clones from *Tekken*, but the women are – as you would expect in such a boob-obsessed game – in a class of their own.

French, Japanese and Chinese women are listed in the character roster much like a virtual Miss World contest. Except here it's their pummeling prowess rather than their vital statistics what really matter,

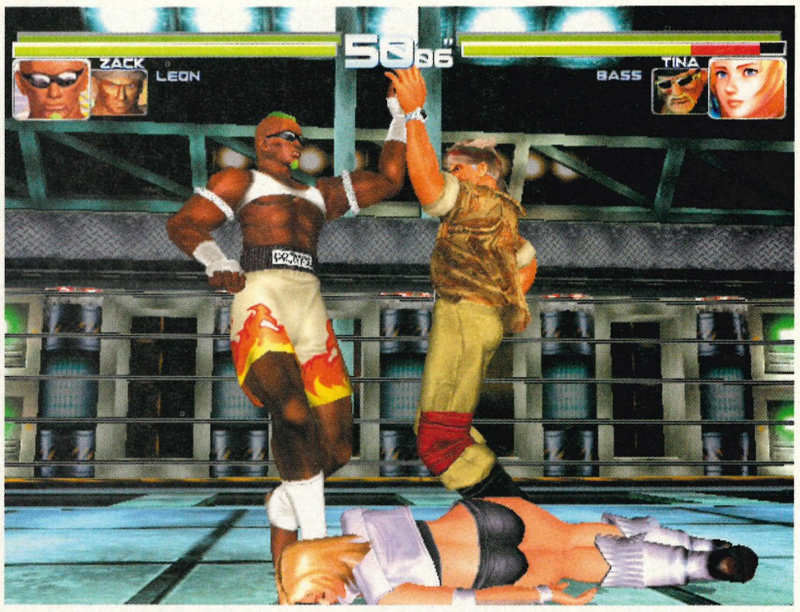








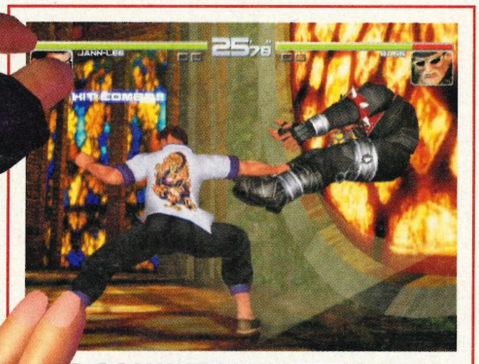




ABOVE: Tina having fun with Daddies credit card, yesterday.

ABOVE RIGHT: Is that the sound of a thousand womans' interest groups putting pen to paper?









When you reach the edge of certain arenas, you can opt to push your opponent through a barrier, glass window or even a wall. You'll both drop to a new level and it adds a great sense of freedom to the proceedings and eschews the usual confines of a one-on-one beat-'em-up.

DOWN YOU GO!

↳ although these are listed for the more curious fellows amongst you (See boxout).

Graphically the game is as good if not better than the rushed *Tekken Tag Tournament* and although we've played the import for a while, this PAL version loses no speed thanks to the handy 60hz option which means if you've got a SCART TV you'll be missing out on nothing. Full speed action all the way.

To the death...

Team Ninja have also realised that they'll be up against *Tekken Tag Tournament* and have included a better Tag mode which means you can switch between two combatants mid bout by flicking the shoulder buttons. Each of the two characters you select has a normal energy bar, so the bouts go on for twice the time of a normal fight. The usual variety of WWF tag moves are included but they're fewer than you might expect. Still, it's infinitely more exciting than playing a

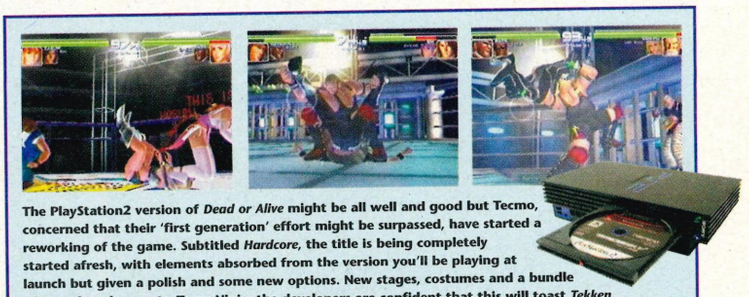




PUBLISHER | **SONY** RELEASE | **OCTOBER**
DEVELOPER | **TECMO (TEAM NINJA)** PRICE | **£39.99**
PLAYERS | **TWO** PERIPHERALS

PS PRO GOLD





The PlayStation2 version of *Dead or Alive* might be all well and good but Tecmo, concerned that their 'first generation' effort might be surpassed, have started a reworking of the game. Subtitled *Hardcore*, the title is being completely started afresh, with elements absorbed from the version you'll be playing at launch but given a polish and some new options. New stages, costumes and a bundle of console-only secrets. Team Ninja, the developers are confident that this will toast *Tekken Tag* and *Soul Calibur* once and for all. The 'hardcore' title refers to the gaming element according to Tecmo, rather than any further kinky pants/breast jiggling action that the series thrives on. New movies have been added which are likely to flesh out the current wafer thin plot.



HARDCORE, WHAT'S THE SCORE?

Gameplay is a blend of **reversal based play** of Virtua Fighter

version of *Tekken* or *Street Fighter* that you've played for the past three years.

The new form of gameplay is a blend of the defensive, reversal-based play of *Virtua Fighter* which is unheard of in *Tekken*. This means that when an opponent is trying his best to reel off the combos, you can wait for the right moment and grab hold of the flailing fist, twist it, and break his arm. Throwing is less precise but quite stunning once you master it. The office favourite is pummelling someone to a wall and then pushing them through it, sending you both down to another arena. It's a brilliant effect, and, whether you're falling through breaking wood or a stain glass window, you can clearly see that it uses the next gen hardware to its true potential. So, perhaps it is worth investing in one of those huge arcade sticks after all, as you're going to need lots of practice to master this little beauty (think of it as beginning your *Tekken* training all over again).

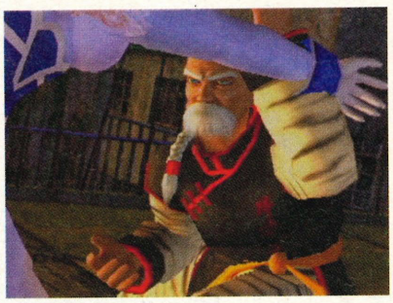
Dead or Alive was a classy game, and is now due to be surpassed by its sequel. This will be, without a shadow of doubt, the best beat-'em-up you'll play this year.

© Richard Melville

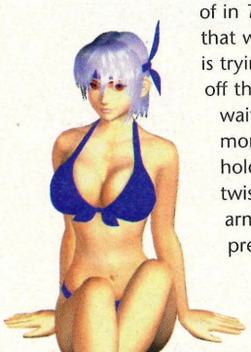




BELOW: Ah yes, the classic leg twist/pantie pout throw. Top!











PS PRO FINAL VERDICT

Dead or Alive 2 is the best PS2 beat-'em-up we've played so far. It makes *Tekken* look like an old man who can't quite decide what clothes to wear. Maybe Namco'll get their act together before Tecmo release the next version.

GRAPHICS	★★★★★
SOUND	★★★★½
GAMEPLAY	★★★★★
LASTABILITY	★★★★½

93%

RIGHT: Now that's just asking for a smutty caption.

LEFT: Funny, whenever Gaz gets beaten up by girls they don't wear panties...







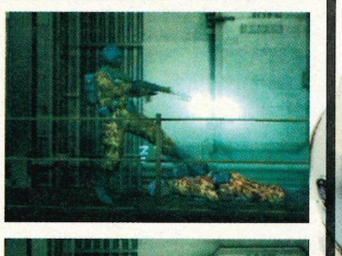
"The action film elements of MGS2 can't be overstated"



METAL GEAR

NEW PICS!

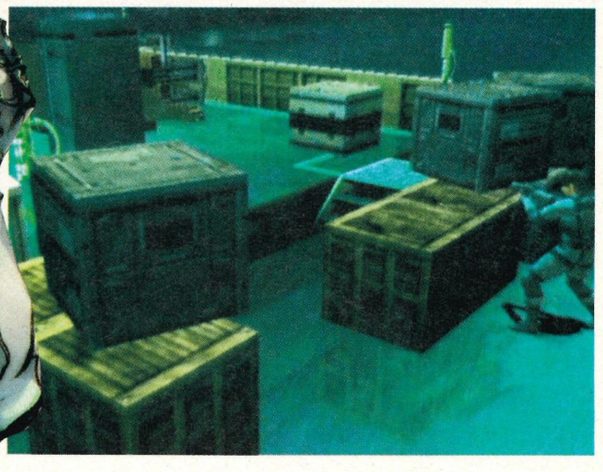








The man from Konami, he say "Yes!" Is he here yet? How many copies does he have? Can I have one? There was an air of excitement in the office, the man from Konami was coming and he was bringing the DVD film preview of MGS2. An entire office of writers, designers and tea monkeys packed themselves into the claustrophobic gaming area to have a porkies and there was noise aplenty. "I've seen it at E3, it's f*@#ing amazing!" bragged one foul-mouthed journo. "We saw the extra bits at Konami's kick off event and then we hugged Hideo Kojima," giggled another.



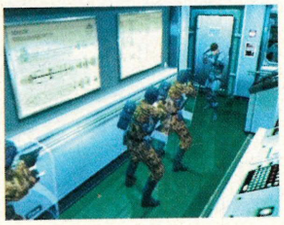
PUBLISHER | KONAMI
DEVELOPER | KONAMI
WEB | WWW.KONAMI.COM
RELEASE | 2001

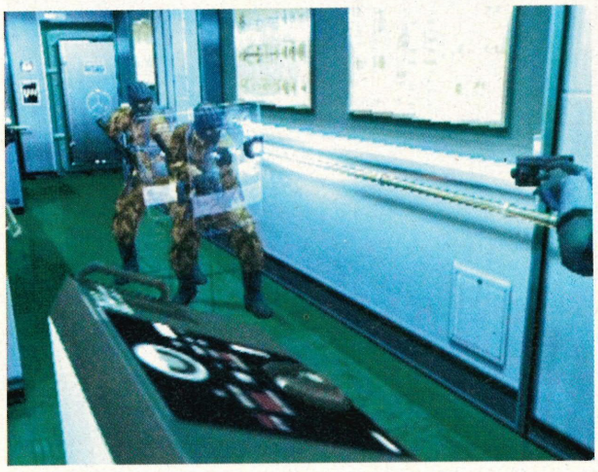




1









2







SOLID 2 SONS OF LIBERTY

1 Snake has lobbed a stone and distracted the genome soldier. What a little tinker he is eh?

2 Mmm, first-person shooting! Note the nice splash of claret down the soldier's leg. Ouch.

It was the rolling demo of *MGS2* and everyone wanted to feast their eyes on its charms. Even those lucky few who'd seen it wanted to remind themselves if it is really that good. The new sequences unveiled some comedy momenets where a room of 50 guards turn on Snake after hearing him sneeze. The facial animation on the main character is even more detailed with moving stubble and Elvis style lip quiver clearly visible. A first person view point was shown too, which caused a lot of one on one gun fight across crowded rooms. The action film elements of *MGS2* can't be overstated - especially when you've got Hollywood sound producers invloved and everybody from Spawn creator Todd McFarlane to movie directors commenting on the game now they've seen it move. We'll bring you more shots next issue and further details which seem to be smuggled weekly from the top secret Konami camp.



3





3 Gaz has taken his love of urban fashion just a bit too far this time, let's get him!



FIRST OPINION

The following **PREVIEW** has been approved for
ALL AUDIENCES
by the Gaming Association of KONAMI

HOW MUCH ARE WE LOOKING FORWARD TO IT?

After seeing this DVD, the entire office wanted to play the finished game. And that included Gaz, who's usually finger knitting.

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

Look at these screens and tell me it don't look peachy.

PUBLISHER | KONAMI
DEVELOPER | KONAMI
WEB | WWW.KONAMI.COM
RELEASE | MARCH 2001











1 Ok, just why are legs better than tank tracks? Answers on a postcard to the usual address, 'cos we really want to know.



1

FIRST PLAY!

RED

Better dead than... As if to prove that there is no conceivable situation that can't be enhanced by the intervention of gigantic armoured robots, Konami plans to release the real-time strategy game, *Red*. Set in a fictional period in post-World War II Japan, *Red* sees cold war political tensions rising to the point of bloody (and yes, mechanical) war.

The land of the rising sun has been divided into three key areas, each in control by a separate faction. Now, one look at the uniforms used in the game will give you a clue to the slightly dodgy area Konami are about to enter. Yes, those certainly do look like Mangarised German Stormtrooper uniforms don't they, and could the 'Red' of the title refer to communism? History written and redesigned by the corporate victors, indeed.

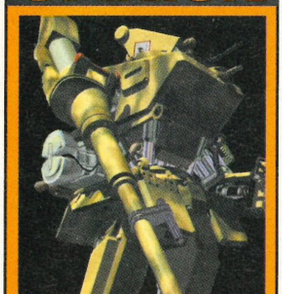




Yellow peril

We played *Red* at Konami's press event in Cannes and, despite politics that are sure to upset grandad, it looks like it's going to be a peach. The real-time strategy gives battles a true sense of urgency as shells fall, troops get slain and huge walking robots make you wonder why Konami took the Nazi uniforms but chose to leave out anything as useful as a Tiger tank. We wait to find out with baited breath.

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

We want to see how this one balances the action with the strategy.

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

Fascists Vs communists in a post-WW2 setting with big robots. Mmm. This is what you want, damn you!

PUBLISHER | KONAMI
DEVELOPER | KONAMI
WEB | WWW.KONAMI.COM
RELEASE | JANUARY 2001

FIRST SHOTS!









1







2



1 Anyone who has played any Psychic Force series will know what to expect here.

2 All the death and destruction is meant to make the player think about the value of life. Well that's what they say. We reckon it just looks cool.

ZONE OF ENDERS

Protect the innocent. There is a repeated gag in *Austin Powers: International Man of Mystery* where every time Mike Myers offs a baddie, the scene cuts to the dead guys friends and/or family as they receive the news of their pal/husband/brother's bizarre death. It's a joke born of the fact that in action films there is never any consequence for all the death and destruction – bullets fly off in all directions apparently to no cost.

Well, here comes *Zone of Enders*, a Mech action game where the requisite giant robots fight it out above cities teaming with innocent colonists. Now here's where you have to be careful. The distance from your target will decide which attacks you can use. Fire a volley of missiles from long range or drop a bomb on their head and you could score a critical hit by smashing through their cockpit. Miss, and the folks living in that skyscraper will suffer from an overdose of collateral damage. Would it be better to wait for a direct punch or just wade in with unguided munitions? Since your actions effect the story you'll have to be dead sure, and you'll have to think fast too.

It's this value of life and its effect on the games story line that will separate *Zone of Enders* from standard mech violence and just goes to show how far games have come since shooting a number of innocents just meant that your health bar was depleted.





FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

Not as much as *MGS 2* but this happily takes third place after *ISS 2000*... we think.

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

MGS producer Hideo Kojima is behind this so fans will be very busy this year with Konami worship...






INTERNATIONAL SUPERSTAR SOCCER 2000

1 Motion capture is taken to all new levels where players levitate.

2 The team's win didn't stop the on-the-pitch playground scuffle while one player is held while the other punches.



Konami bring stunning soccer action to the next generation. There are currently more football games available on the PlayStation than there are foreign players in the Premier League. Okay, that's a bit of a white lie, but the fact remains that there certainly are quite a few footy games out there, and none better respected than the long running *International Superstar Soccer* series.

Originating as a Super Nintendo game from 1994, *International Superstar Soccer* has been going one hell of a long time on a multitude of formats and as of 27 October it's going to appear on PS2. We caught up with Konami in Cannes and were lucky enough to get behind a joypad that was directly connected to the much anticipated next gen football game. Oh yes, we had a go alright.

On de 'ed san!

It was a scorching hot day and the wine was flowing freely but that didn't stop *ISS 2000* from waking everyone up with a hearty slap in the face. There were many games on display and we had only just witnessed an awesome *Metal Gear Solid* demo, but that didn't stop the biggest crowd forming around the *ISS 2000* booth – and with good reason too.

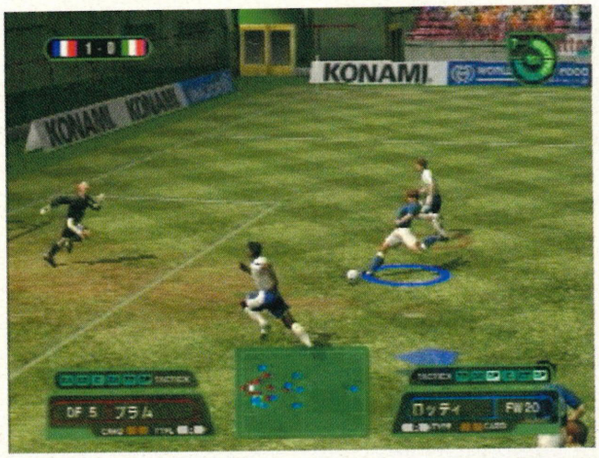
Animation was almost Disney quality and Artificial Intelligence was just spot on!

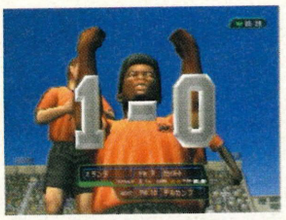






PUBLISHER | KONAMI WEB | WWW.KONAMI.COM
DEVELOPER | KONAMI RELEASE | OCTOBER







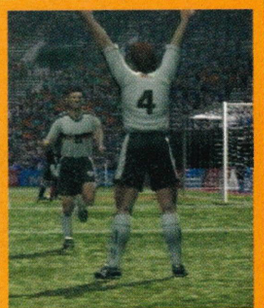


Visually everything has been pushed way past anything we were used to on PlayStation. Animation was almost Disney quality and the artificial intelligence of the opposing team was just spot on. It wasn't just the on-pitch action that received a dose of PS2 magic either, Umbro have only gone and lent their name to the game as well. In the words of Konami, "Umbro's presence reaffirms *ISS* as a no-nonsense football game." Well, yes we suppose it does, but here at PRO we're more interested in playing the world's best football game on the world's greatest console and as far as were concerned, it could be sponsored by British Nuclear Fuels Ltd as long it plays as sweetly as it always has.

International Superstar Soccer is one of the UK PS2's launch games and we couldn't be happier about it.



FIRST OPINION



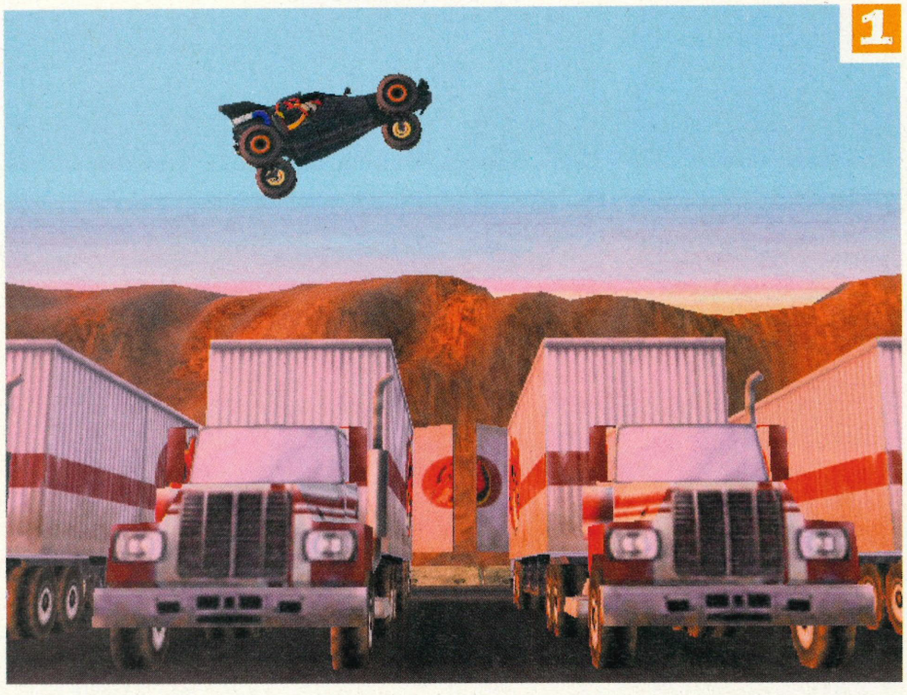
HOW MUCH ARE WE LOOKING FORWARD TO IT?

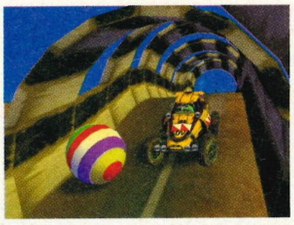
We're shining our boots in anticipation for the best footy game.

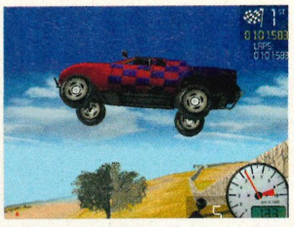
THE SALES PITCH – WHY THEY THINK YOU SHOULD BUY IT!

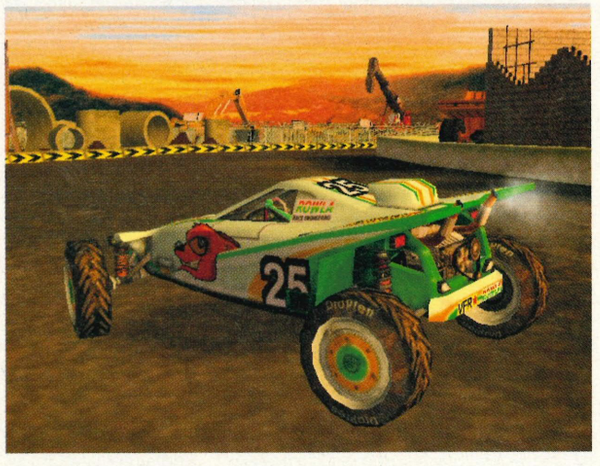
The best footy game on your new next generation machine. You won't want anything else.

PUBLISHER | RAGE
DEVELOPER | RAGE
WEB | WWW.RAGE.CO.UK
RELEASE | OCTOBER

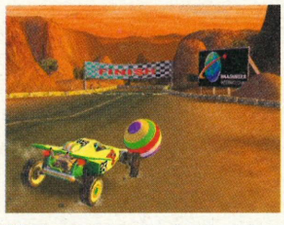








WILD WILD RACING



1 The truck jumping 'skill' games which you need to complete before driving each vehicle.

2 Occasionally, the cars do spend some time on the track, not that you'd notice from the shots here.

Rage's new buggy boy enters the office and we put it through its paces! When we first saw *Wild Wild Racing*, we were amazed that a UK developer had announced it at such short notice promising that it would be ready for the PlayStation2's UK launch on 26 October. We've played an almost finished version and it's seems to be quite polished and a decent game to boot.

Billed as a fun racer with realistic buggy handling, the title plays much like a traditional *Rollcage* title albeit with some impressive stunt situations including car-leaping, monster trucking and a variety of *F-Zero*-style slopes to climb.

As well as the main game we uncovered a number of trick tasks which need to be completed before you can take each vehicle to the main tracks in the game. These include pushing a beach ball around a course within a set time limit and climbing a roller coaster only to descend and clear as many cars as possible by jumping a missing section of track.

It's clear that the buggies handling is quite tricky as the majority of them have less weight than a normal car and travel faster. Rage have been hard at work, putting the final touches to the skills-based racer in time for the UK launch and, surprisingly, a Japanese debut just before. This means that come launch day, *GT2000* and *RV* will be accompanied by this homegrown barrel of fun. *Midnight Club* and *Wipeout Fusion* are less certain to make launch, however. For the younger gamer, or those that are simply tired of track racing, *Wild Wild Racing* could well be your first purchase on PS2...



FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

It's a fun new racer and it's a new PS2 game. We want it now!

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

You've got your PlayStation2 and *GT2000* and need some more fun and, er, money?

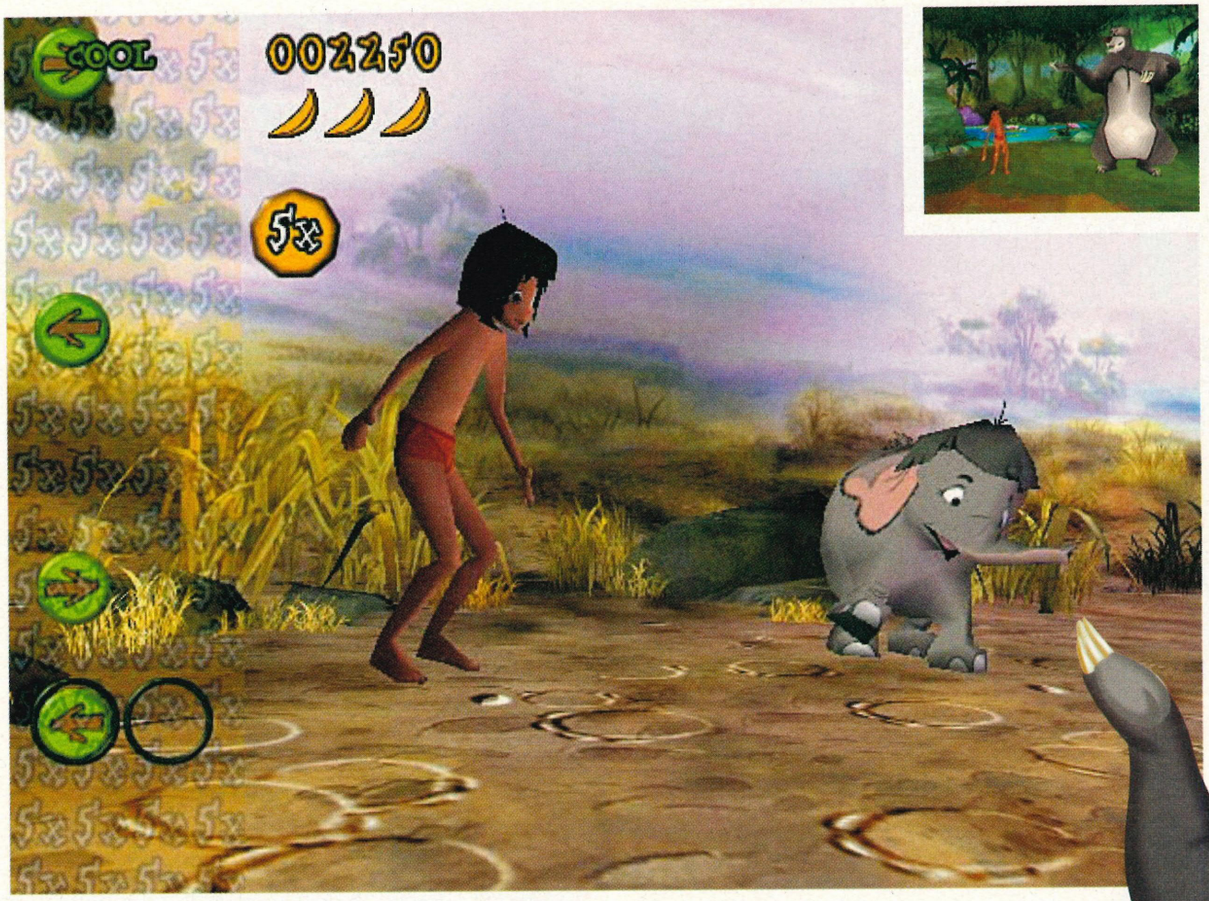
UPDATE



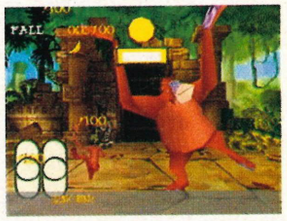




PUBLISHER | SONY
DEVELOPER | UBISOFT
WEB | WWW.UBISOFT.COM
RELEASE | NOVEMBER







1 I wanna be like Ian Brown, Brown, Brown. Don't wanna go to jail, jail, jail.

2 It's not all monkey business, y'know, you can get taught by an elephant! Swing yo pants!

WALT DISNEY'S THE JUNGLE BOOK GROOVE PARTY

Forget about your worries and your strife, I mean the bare necessities, that's why a bear can rest at ease with just the bare necessities of life…

Oh, that and a copy of *Groove Party*, of course. Why? Well… following the story of the classic 1967 merchandise deal/animated feature film, *Groove Party* gives you the chance to dance like a bear eating a prickly pear or learn the words to your fave *Jungle Book* song. Developed by Ubisoft and including an option to shake your booty on one of their own 'revolutionary' dance mats, *Groove Party* is set to be the ultimate in Disney-based family fun. And why on earth wouldn't it be? This little puppy's got all your favourite Jungle Book songs in there to dance, sing or whisk eggs to. Let's face it. It can't fail.

You play Mowgli and you've got a mission. We're not quite sure what this 'mission' is, but you can bet it involves traipsing through the jungle with Bagheera while dancing and singing in sumptuous 3D. There are nine environments taken directly from the movie and you even get the chance to dance as the 'King of the Swingers', King Louis, or the big bad bear, Baloo. You've bought the video, you've worn the T-shirt and you've scoffed the sweet icing off the birthday cake. Now get ready for the ultimate in *Jungle Book* tie-ins.

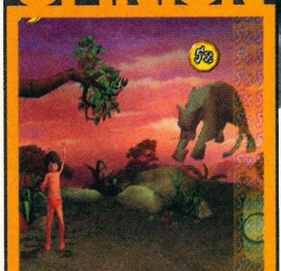


1



2

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

Given the opportunity to dance like a monkey on purpose will make a nice change from doing it naturally. We can't wait.

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

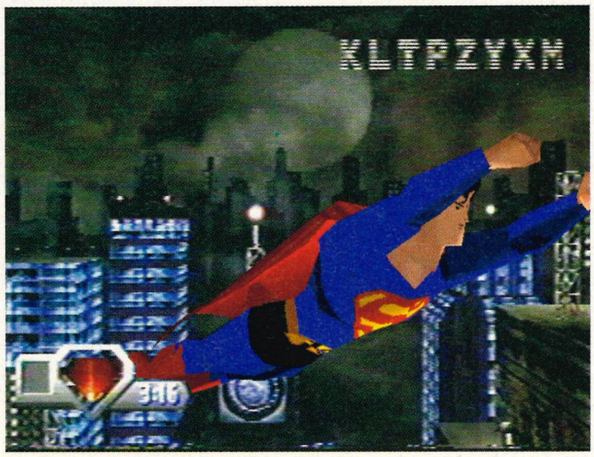
It's a licensed game so you can avoid all that japanese *Parappa* malarkey and just get into the groove.

PUBLISHER | VIRGIN
DEVELOPER | VIRGIN
WEB | WWW.VIE.COM
RELEASE | SEPTEMBER

IT'S FLYING!

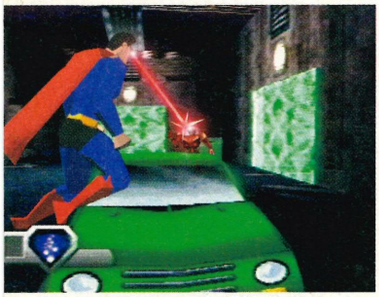








SUPERMAN



1 Superman in all his 'leotard-wearing, pants-on-the-outside' glory!

2 Here our stronger-than-steel hero picks up a car as easily as Kendall picks up women.

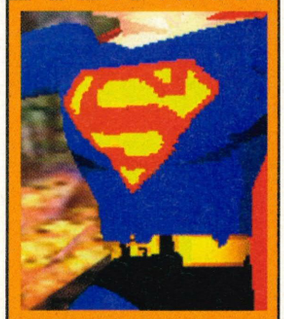
Is it a bird? Is it a plane? No it's a clichéd opening line! Whilst the Nineties' movie superhero of choice was Tim Burton's dark visioned Batman, at the top of the tree in our day was Christopher Reeve's soaring birdman with the big S on his chest. Now you can get the chance to shamelessly pull on some lycra pants and fly like an eagle whilst saving the world!

Superman, they were quick to point out, is not the hideous N64 version which scarred some gaming journalists for life, oh no, this is an all new adventure. It is aimed squarely at the younger gamer with simply designed levels that make it obvious where you are meant to go, and relinquish the need for long periods of aimless wandering around.

Seemingly impenetrable doors can be frozen using your ice breath and then smashed into smithereens giving you access to hidden areas. Your strength also comes in handy for picking up huge objects and lobbing them at anything that moves.

The graphics look highly impressive and who can resist playing as the Man of Steel? Did we mention it is not the N64 version? We did. Good.

FIRST OPINION



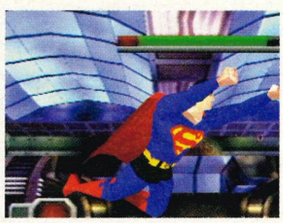
HOW MUCH ARE WE LOOKING FORWARD TO IT?

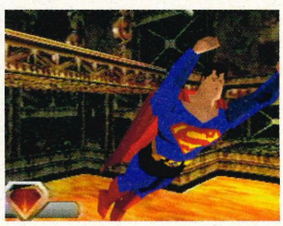
The first three Superman movies are great. Please don't destroy their legacy...

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

Five words...THIS IS NOT THE N64 GAME. Hang on, that's six. Damn.





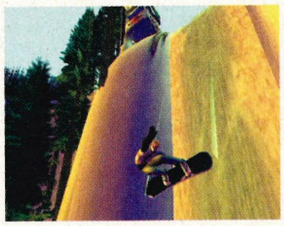


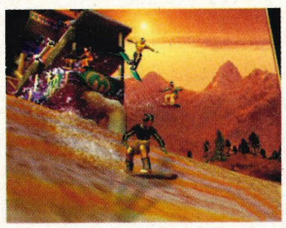


GAUNTLET™ LEGENDS © 1998 Atari Games Corporation. All rights reserved. Midway® and MIDWAY THE CIRCLE DESIGN are trademarks of Midway Games Inc.

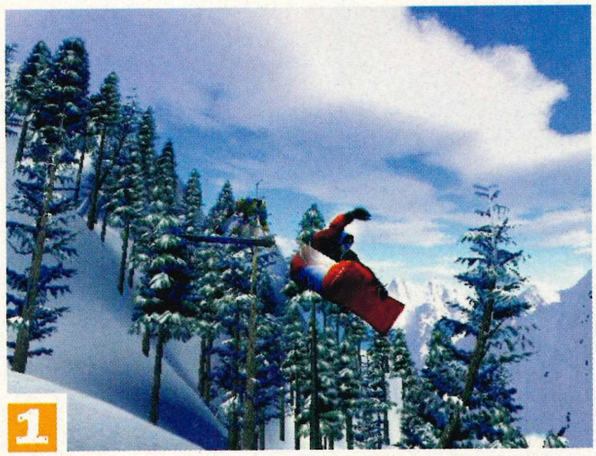
PUBLISHER | ELECTRONIC ARTS WEB | WWW.EA.COM
DEVELOPER | ELECTRONIC ARTS RELEASE | NOVEMBER











1



2

FIRST PLAY





SNOWBOARD SUPERCROSS

1 The replay shots are stunning, and improving each time we see a new version.

2 It may be us but that snowboard is just too big and isn't that bloke from Echo And The Bunnymen?

FIRST OPINION

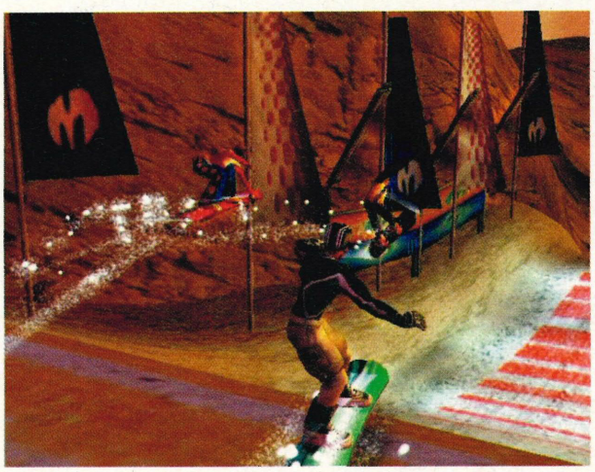


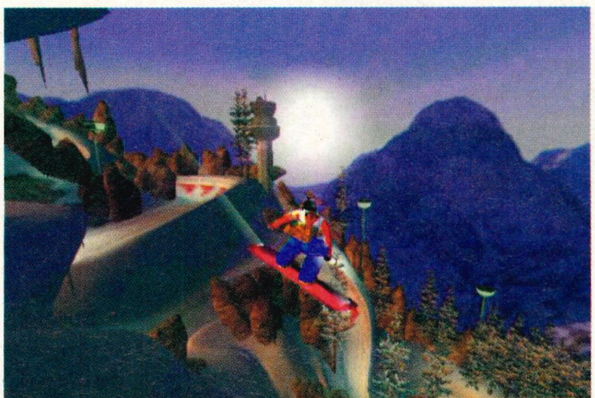
HOW MUCH ARE WE LOOKING FORWARD TO IT?

This could be the best snowboarder on the PS2. Er, as it's the only snowboarder on the PS2.

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

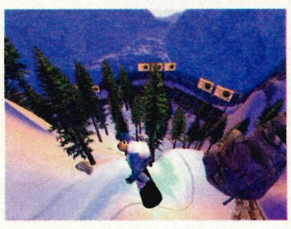
Cool Boarders is old hat and there isn't a PS2 version yet so get you next gen show thrills here.





Comin' down to give you the powder. Falling down a mountain with a piece of plywood tied to your legs, what larks eh? And just imagine how tricky that little number would be if your were up against seven other similarly attired radical types. That's the sport of Boardercross and it's taking the world by storm (or at least the parts of the world covered in snow and populated by young rich punks with a thirst for Pepsi Max).

Snowboard Supercross wants to take you there. It wants to show you what a PS2 can do and it wants to do on the day the next generation machine is launched. We've seen EA's forthcoming wonder and it's looking like it's going to cause an avalanche and no mistake. The feel of zipping down a snow covered motocross track at speeds which would make Superman go back in time has never been captured with so much energy. And then there are the tricks, Sweet Jesus - the tricks! Imagine *Cool Boarders 4* after it's been greased down with a full of lard and you're still not going to come close to the slickness of this little beauty.





PUBLISHER | EA JAPAN WEB | WWW.EA.COM
DEVELOPER | ELECTRONIC ARTS RELEASE | OCTOBER 2000

FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

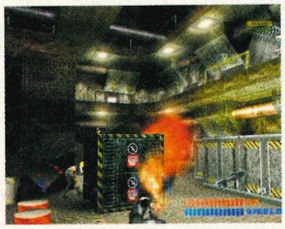
Duke Nukem with some buddies? OK, we're interested.

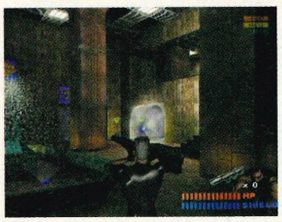
*As in they are fully clothed

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

***X-Squad* will be the first ever squad-based action shooter for the next generation console. Ooh!**

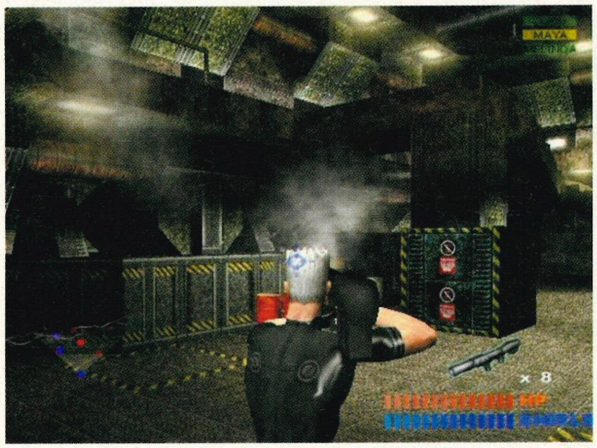


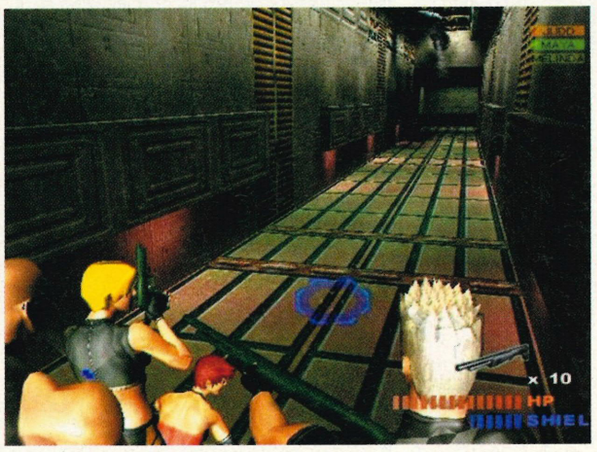




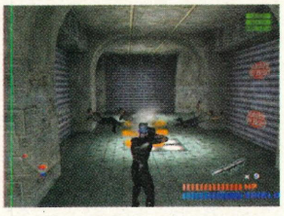
1 Another reader fails to break in to our games basement, when will they ever learn.



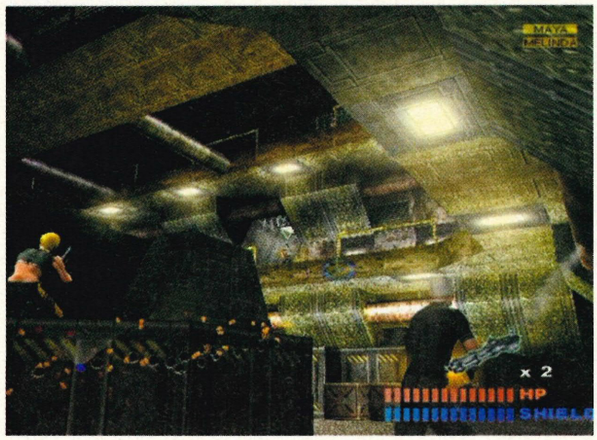








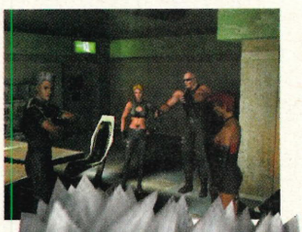
X SQUAD



Getting it together to whip some futuristic butt. Fans of the *X-Com* series won't know what to expect with this one since it has absolutely nothing at all to do with Microprose's turn-based strategy-'em-ups whatsoever. Great, now we've cleared up that confusion let's get down business.

X-Squad is set in a grim and (surprise!) violent future where you play Ash, the leader of a hand-picked posse of four special operatives who are on a mission to rescue a group of kidnapped scientists. Rather than go for the *X-Com*-style turn-based combat, *X-Squad* has opted for a new 'buddy system' that allows you to command while you conquer with general orders such as attack, cover or get naked* being given in real-time. These hardened dogs and bitches of war aren't just dumb pawns who'll gleefully walk into certain death either. Each salty member has a mind and skill of their own, so you'll not only have to get used to their attitude, you'll need to learn how to deal with their tempers.

Don't worry about your team going crazy with guns though, *X-Squad* features a wide range of small and ineffective weapons which would have difficulty penetrating a banana skin, let alone body armour. Yeah, right. Expect the usual over-the-top hardware that will help you terminate all the opposition with extreme prejudice. Just make sure everyone knows what they're supposed to be shooting at and things should be hunky dory.





PUBLISHER | EIDOS WEB | WWW.EIDOS.COM
DEVELOPER | EUTECHNYX RELEASE | NOVEMBER











F1 WORLD GRAND PRIX 2000



FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

Another F1 Game. Yes! Now we have enough for the ceremony of Diabolos – the great one will rise again.

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

Features the official FOA license of the Formula One FIA World Driver's Championship. Oooh!

Once more into the pits dear friends. Eutechnyx, the brains behind such racing delights as *Total Drivin'* and *Max Power Racing*, have another wheel-based drama up their sleeves in the form of *F1 World Grand Prix 2000*. The F1 game – published buy Eidos Interactive – will feature the official FOA license of the Formula One World Drivers' Championship, and if that isn't enough to get you wet just wait till you hear that it promises to bring you all the official team cars and drivers of the event as well.

Still not moist? There's more y'know. It's also going to have souped-up artificial intelligence, car physics of the most realistic kind, and car damage. Hell yes, by now you should be soggier than a Glaswegian beer mat. Oh, and just to tip you F1 fans over the edge, there will also be a Grand Prix mode which offers over 30 different tuning options and 20 customisable reality perimeters. More you say? Six words for you Formula One fans: 'Arcade options with 'coin-op' inspired commentary'. Yep, there she blows!



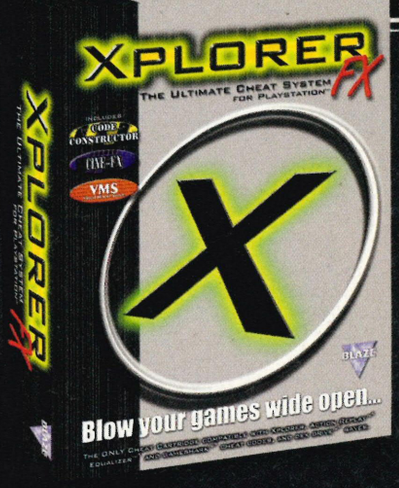
1 All tracks, all the drivers, all the fumes! Can the world cope? Find out next month. Can't wait? Okay, the world copes.

2 Warning! There's a kink coming up and it's not Ray Davies. Everybody, "Waterloo sunsets mine!"

XPLORER FX™

THE ULTIMATE CHEAT SYSTEM FOR USE WITH PLAYSTATION®







After 12 months in the Number 1 position, the Xplorer™ now moves to the next dimension with Xplorer™ FX for PlayStation™.

With more advanced features than any other cheat cartridge available, the Xplorer™ FX is the latest version of the best selling cheat cartridge in the UK.

Its a Cheat Cartridge, Multimedia Player and 8MB Memory Card* -all in one cartridge!

At only £29.99, Xplorer™ FX is the best value Cheat Cartridge on the market.

PlayStation Power Stunna! 95%

CINE-FX

NEW CINE FX GETS THE MOST OUT OF YOUR GAMES. UNIQUE VIDEO PREVIEW LETS YOU VIEW GAME MOVIES PLUS FIND HIDDEN IN-GAME GRAPHICS. SFX AUDIO PLAYER PLAYS IN-GAME EFFECTS AND INCLUDES A FULL CD MUSIC PLAYER INTERFACE.

VMS
VIRTUAL MEMORY SYSTEM

ADVANCED DATA COMPRESSION TECHNIQUES ALLOWS UP TO 8X1MB MEMORY CARDS TO BE STORED IN XPLORER'S MEMORY. STORES UP TO 120 GAME SAVES!

CODE CONSTRUCTOR

PRE-LOADED WITH OVER 2000 CHEATS FOR THE LATEST AND GREATEST GAMES, OR WHY NOT CREATE YOUR OWN? INFINITE LIVES, EXTRA CHARACTERS, WEAPONS AND MUCH MORE. EASY TO USE CODE CONSTRUCTOR LETS YOU ACTIVATE CODES MID-GAME AND GET STRAIGHT BACK TO THE ACTION!

Still the UK's No.1!!

THE ONLY CHEAT CARTRIDGE COMPATIBLE WITH XPLORER, ACTION REPLAY™* EQUALIZER™* AND GAMESHARK™* CHEAT CODES, AND DEX DRIVE™* SAVES.

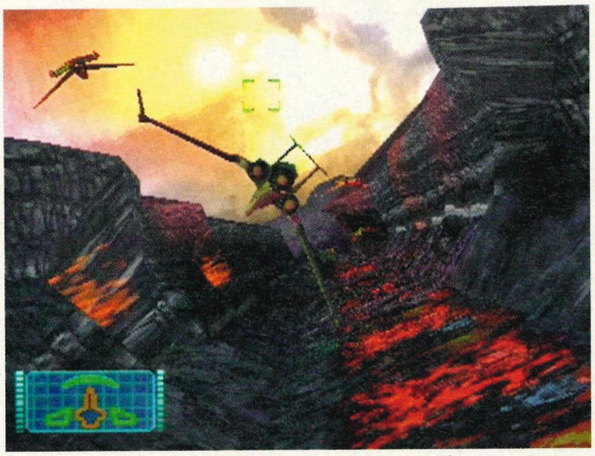
*upto 8Mb of saves

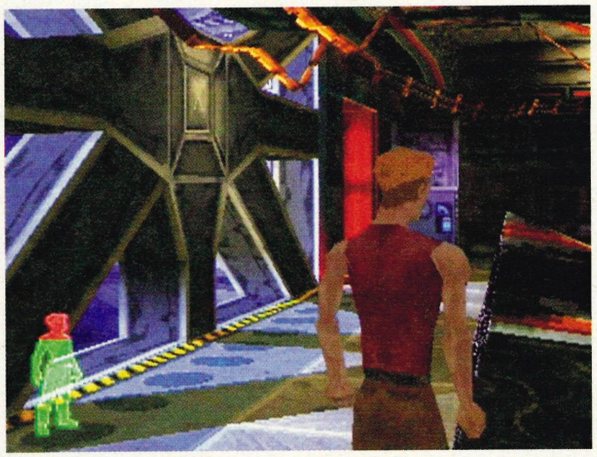
Fire International Ltd, Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster, DN2 5TB.
Telephone: 01302 321905 Fax: 01302 322061 Email: mailorder@fire-international.ltd.uk

BLAZE VIDEO GAME ACCESSORIES

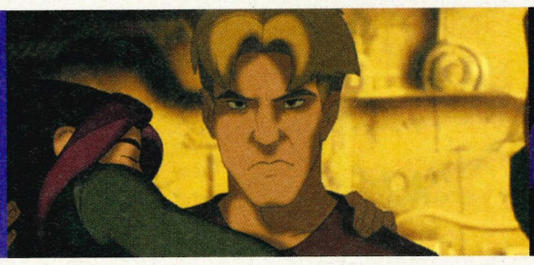














1 Don't spend too long looking at the impressive scenery as the action is getting frantic! Luckily you can lock on to the enemy. FIRE!

2 How is such a small weedy man supposed to kill a guard of this size? Try picking up a big piece of metal and smacking him with it.







Blitz's game takes scenes directly from the motion picture and then adds more scenarios within them!





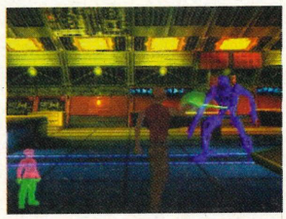


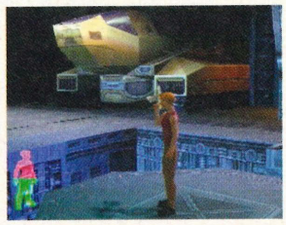
PUBLISHER | FOX INTERACTIVE WEB | WWW.EA.COM
DEVELOPER | BLITZ RELEASE | OCTOBER

FIRST PLAY







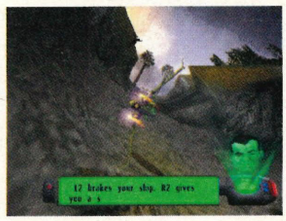




TITAN AE

3 Cale's father has hidden the map for the Titan in a gold ring which displays the map on his hand.

4 The flying scenes are far more intense requiring some seriously accurate aviation skills.





It's you versus the aliens to control the future! Having trundled up to the Twentieth Century Fox HQ in London, we were treated to a screening of the movie *Titan AE*, followed by a huge demonstration of the game as well as the chance to get our grubby little mitts on playable code.

Don Bluth's movie is an impressive animated tale which mixes traditional animation (as seen in past Bluth glories such as *The Land Before Time* and *An American Tail*) with innovative computer generated effects.

The action takes place in space following the destruction of the Earth. The race is on to find the Titan, a huge spaceship which holds the key to the future of the human species. Feisty youngster Cale, voiced by Matt Damon, is the key to finding the Titan and soon finds himself up against a sinister enemy race determined to get to the Titan first.

Blitz Games' version for the PlayStation takes scenes directly from the motion picture and also features levels based on other adventures set in the same universe. The game is a mix of two distinct genres, a third-person adventure section which borrows heavily from the *Tomb Raider* series and a flying section where the emphasis is far more on 'straight ahead' action.

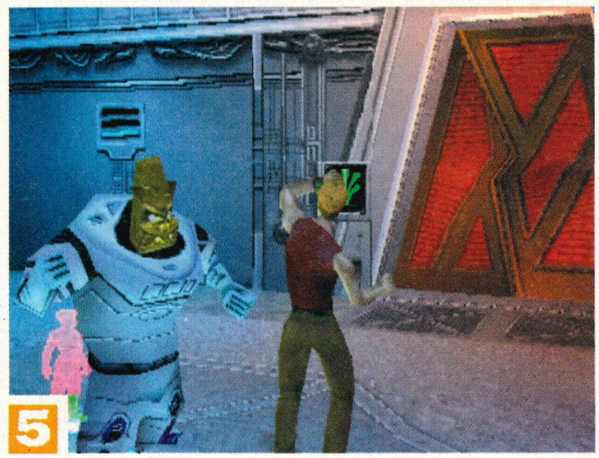
At the beginning of the game you can choose to take the role of Cale or film heroine Akima. If you choose to control the female character then you will be more agile but also slightly more fragile. There are plenty of crates lying around and smashing them will reveal your first weapon. With further exploration you will be rewarded with more impressive firearms.

The flying sections take skill too, one level taken from the most impressive scene in the movie sees you flying through hydrogen balloons and one touch can turn you into a human kebab. On another flying section you must decide whether to go in with all guns blasting, which will alert more enemies, or attempt to sneak through undetected.

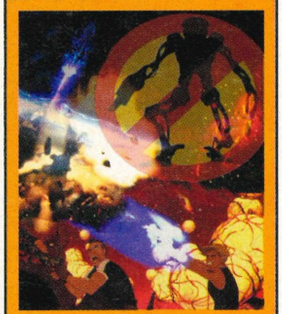
Titan AE should appeal to adventure fans as well of those who loved the movie. And er, Matt Damon. Calm down lads...



5 Cale will have to use all his strength and fighting skill to defeat this behemoth. Hand-to-hand combat is common in the early stages.



FIRST OPINION



HOW MUCH ARE WE LOOKING FORWARD TO IT?

The chance to control Matt Damon? Sounds good to us!

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

You've seen the movie and played with the figures, now step into the shoes of your hero and save mankind! Oh, go on

TELEPHONE HOTLINE **0870 606 0423**

SUBSCRIBE AND SAVE £££££s!



ONLY £30 FOR 13 ISSUES OF PS PRO AT £2.31 PER MAG INCLUDING FREE DELIVERY!



FREE! MEMORY CARD & GAME CASE WITH EVERY SUBSCRIPTION!

PS PRO

Bargain Prices!

ANNUAL SUBSCRIPTION TO PS PRO
13 ISSUES & PRO MEMORY CARD/CASE

UK	Europe	World
£30	£46	£68

Paragon Publishing Ltd

Subscribing couldn't be easier
Complete the form and post it to us at:

GALLEON LTD, FREEPOST SEA6332, PO BOX 296, SITTINGBOURNE, ME9 8BF

Or call the Subscription Hotline: 0870 606 0423

Fax the order form on: 01795 414 600

E-mail: pspro@galleon.co.uk

Please quote reference number PSP0052 when telephoning or emailing your order.

Subscription Form

Subscription to start from issue number ....

Name Signature

Address

Postcode Tel

CREDIT CARD (ACCESS/VISA/MASTERCARD/SWITCH) CHEQUE POSTAL ORDER

EXPIRY DATE CARD ISSUE NO (Switch/Delta only)

CARD NUMBER

Please make cheques payable to Paragon Publishing Ltd

- 13 ISSUES OF PS PRO DELIVERED RIGHT TO YOUR DOOR
- EACH MONTH THE MOST ENTERTAINING IN-DEPTH PS1 & PS2 GAME REVIEWS
- THE HOTTEST NEWS FROM JAPAN, THE US AND THE UK!
- FREE MEMORY CARD AND GAME CASE!

ALL THIS FOR A MERE £30 (UK PRICE) WHAT ARE YOU WAITING FOR?

N E W

HOW TO CHEAT AND WIN ON ALL FORMATS WITH

CLOSET GAMER

1,000s of cheats & walk throughs for PlayStation, Nintendo 64, Dreamcast, PC, Gameboy, Sega Saturn, Mac, Amiga, SNES, PlayStation 2, Colour Gameboy and Megadrive.

CALL THE CLOSET GAMER CHEATS LINE

Under 16 - Call

0906-411-0212

Over 16 - Call

0906-411-0213

OR GO TO OUR WEBSITE:

http://www.closetgamer.co.uk















Here are some of the games on-line

- Sega Rally 2
- Kingpin
- Cool Boarders
- Revolt
- Toca 2
- GTA 1969
- Mechwarrior
- James Bond 007
- Shadow Tower
- Fifa RTWC
- AOE 2
- Streetfighter series
- Virtua Fighter 3tb
- Resident Evil 1,2
- Broodwars
- Aerowings
- Expendable
- Trickstyle
- Sensible Soccer 2000
- South Park
- KKND
- NHL '99
- Tyrian
- Unreal Tournament
- Incoming
- Battlezone
- Heretic 1+2
- GoldenEye
- Tomb Raider1,2,3
- Fifa 2000
- NFL 2000
- Urban Chaos
- Love & Destroy
- Carmegeddon 2
- Enemy Lines
- GTA London
- Croc
- Ready 2 Rumble
- Hidden & Dangerous
- Armada
- Worms Armegeddon
- House of the dead 2
- Sega Rally
- G-Force
- Novastorm
- Nuclear Strike
- Turok 2
- 11th Hour
- Baldur's Gate
- Half Life
- Dark Forces
- Starcraft
- Quake 2
- Mortal Kombat
- Gungage
- Lego Racers
- Final Fantasy 8
- C+C tiberian sun
- Diddykong Racing
- Goldeneye
- Tekken Series
- Homeworld
- Kingpin
- Giga Wing
- Soul Calibur
- Toy Commander
- Screamer Rally 2
- G-police
- NHL '97
- Populous
- Unreal
- 5th Element
- Marvel Vs Capcom
- Sonic Adventure
- Heavy Gear
- GTA
- F1 World GP
- Final Fantasy VII
- Pokemon Card
- Alundra 2
- Dark Forces
- Braveheart
- The sim series
- Blood 2 the chosen
- NFS Series
- Outcast
- Colin Mcrae Rally
- Get Bass
- Speed Devils
- LBA 2
- Screamer
- Gene Wars
- NHL '98
- Populous TB
- 3D Lemmings
- 7th Guest

Also 1,000s of walkthroughs available - including the games listed below. Go to the Website or use our Fax Back service on

0906-270-1415

- Champ Manager 2
- Descent 3
- Thief
- Dark Forces 2
- Sin
- Silent Hill
- Resident Evil DC
- Robotron X
- Wipe out 2097
- Space Quest 2
- Gemfire
- Battlezone 2
- Discworld 2
- Myth
- Resident Evil 2
- Wizadry 7
- Alpha Centuri
- Earthworm Jim 3D
- Darksun
- Virtua Fighter Series
- Colonization
- Zork III
- Die Hard Trilogy
- EA Sports Cricket
- Extreme G2
- Legacy of Kain
- Nocturne
- Tomb Raider 3
- Ridge Racer 4
- Urban Chaos
- Earthworm Jim 2
- Cool World
- Command&Conquer 2
- The Dig
- MDK
- Myth 2 Soulblighter
- Rogue Squadron
- Ishar 3
- Alundra
- Evolution
- Dark Seed
- Yoshi's Story
- Cutthroats
- Descent 2
- Get Medieval
- Cool Boarders
- Soul Reaver
- Parasite Eve
- Unreal
- Settlers 3
- James Bond
- Super Gokuden
- Sonic & Knuckles
- Might & Magic 8
- Diablo
- Men in Black
- Red Alert
- Worms
- Immortal
- Full Throttle
- Overseer
- Quake
- Caesar III
- Cyberia
- Deathtrap Dungeon
- Flight Unlimited 2
- Pokemon Stadium
- Soul Edge
- Alundra 2
- Theme Hospital
- House of the Dead
- Shadow Tower
- Messiah
- Mission Impossible
- Metal gear Solid
- Discworld
- Metal Slug
- Resident Evil
- Worms 2
- Alien Vs Predator
- Future Wars
- Outcast
- Quake 2
- Civilization
- Zelda

See the Website

http://www.closetgamer.co.uk

for • Bargain Games • Network Games • Links • Demos • Patches • Competitions • Chat • News • Trade Games

PICK UP THE PHONE FOR A CHANCE TO WIN £1,000s OF PRIZES

WIN A SEGA DREAMCAST Just dial 0906-4-11-02-20



If you achieve the highest score by the end of the competition you win a fabulous Sega Dreamcast.



INSTANT WIN PRIZES

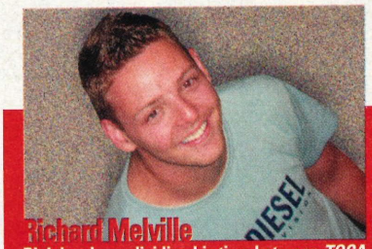
Answer the question and then break today's code to win some fantastic prizes



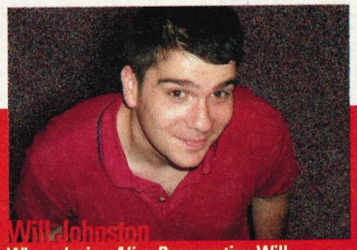
Win £150 of Gameboy & PlayStation games ..0906-4-11-02-15
Win a Sony PlayStation 0906-4-11-02-16
Win a N64 Colour 0906-4-11-02-17
Win a Silver Combi TV & Video.....0906-4-11-02-18
Win a Mini Disc Player 0906-4-11-02-19



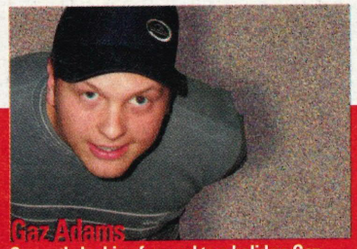
Please ask permission from the person who pays the bill before calling. Maximum calls cost for under 16 line is £3, and maximum duration is 6 minutes. On the Over 16's line there is a maximum call cost of 50p per min. Competitions have a maximum cost of £3. Fax Back services charged at £1 per min. The Sega Dreamcast competition involves answering 10 statements worth 1 to 10 points. The person(s) who has the highest score on 30th Sept. 2000 wins the prize(s). The Instant Win competitions involve answering a question, after which you have to break a 5 digit code which changes daily - you are told if you are higher or lower than the answer, if you do not get it correct. If you would like written details, rules, or winners details write with a stamped addressed envelope to TAP Ltd, Kinetic Centre, WD8 4PL. Tel.. 0370-7-421-703.



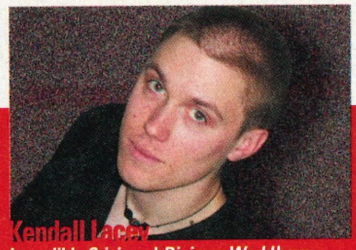
Richard Melville
Rich has been dividing his time between *TOCA WTC* and *Alien Resurrection* this month. *ISS 2000* has also taken a chunk out of his day, although he knows nothing about football! [And I don't care who knows it! – Ed]



Will Johnston
When playing *Alien Resurrection*, Will admitted to being 'really scared' and said he found it more frightening than *Resident Evil* with a pair of headphones. We found Will in massive ear wear looked scarier though.



Gaz Adams
Currently looking forward to a holiday, Gaz has found time to give *TOCA WTC* a good thrashing this month, becoming addicted to the Codemasters classic. He's even vowed to play it more when he goes on holiday…



Kendall Lacey
Incredible Crisis and *Digimon World* have been Kendall's most played. When we suggested that he looked like a rather gruesome Digimon monster – he didn't speak to us for days.

PS PRO
SCORING SYSTEM MADE EASY

80% & ABOVE
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 perhaps not in the long term.

31% – 59%
So you fancy a game that doesn't set the world on fire do you? Well you've come to the right place. You'll get a few hours fun and a lighter pocket. That's about all.

0% – 30%
By the time a game has reached these gloomy depths it has no shame left to feel or dignity to take away. Not even worth spit.



HOLD DOWN X BUTTON TO START!

REVIEWS

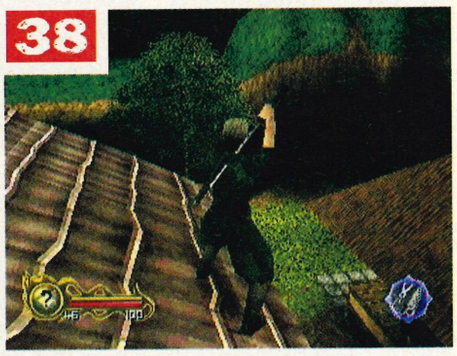
A sizzling selection of games from the month of August brought to you by the best looking team ever! Mmm.



PS PRO GOLD



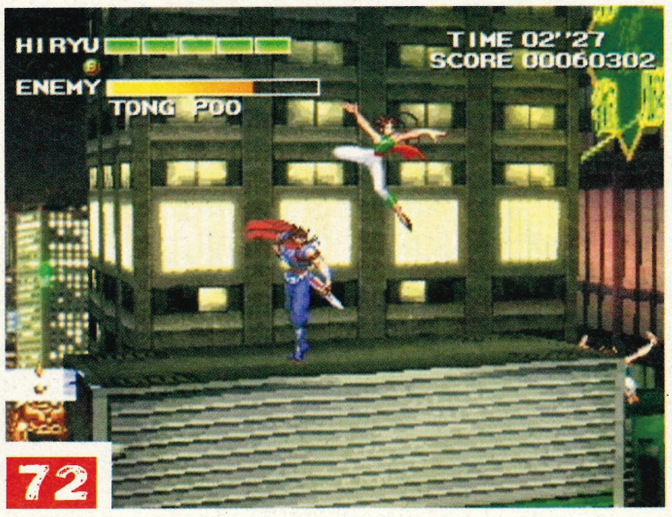
42



38



46



72

ISSUE 52 GAMES

38 **Tenchu 2**
Stealth, intelligence, bloodshed!

42 **Alien Resurrection**
Burn baby burn! The *Quake* beater arrives!

46 **Digimon World**
Does PlayStation have a *Pokémon* equal?

50 **Wacky Races**
Cacky races more like!

52 **Snow X**
There's no business like snow business

54 **Team Buddies**
Shooting, swearing and, er, not a lot else

56 **Sydney 2000**
Button-bashing fun in the sun

59 **Bedrock Bowling**
The Flintstones hit the alley

60 **Medal Of Honor**
Class killing action – now under £20!

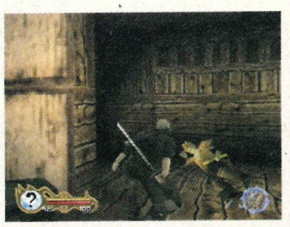
62 **Dew Prism Final Front**
Strange name, interesting game?

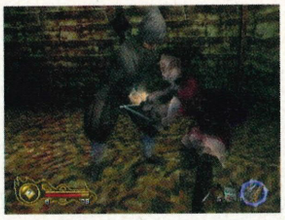
65 **Action Bass**
Budget fishing thrills. Don't get too excited

66 **Rayman 2**
Platform thrills with the yellow hero

68 **Incredible Crisis**
Totally original and crazy fun!

72 **Strider 2**
Back to the old skool Capcom platformer









Tenchu 2

Why you sneaky little son of a bitch...

Way back before Solid Snake had convinced the world that he was the stealthiest mother in the gaming world came a game that revolutionised the way we deal out death. *Tenchu* wasn't about introducing yourself to your victim before you pushed a blade into their chest. There was no honour to be found in a fair fight. *Tenchu* was all about stalking your prey, waiting until their back's turned and then slitting their throats.

Points were awarded, not for the number of kills, but for the quality of their execution. It was brilliant, but it had problems. If you engaged an enemy in a full frontal assault you were forced to fight using one of the most awkward scrapping systems imaginable. Dash in with your sword flailing around your head and you risked totally missing your opponent and ending up behind them facing the wrong way. By the time you rotated around, they would have stuck you with a sharp stick and there was nothing you could do about it. With no auto-facing button to help you out, you just had to try your best to avoid a scrap and keep to the ninja way of hiding in shadows.

Here comes *Tenchu 2* and the first thing fans will want to know is whether Activision have cleaned up this messy system. Well to get this out of the way as soon as possible, they haven't. Oh well, what's new?









Ginger ninja

Tenchu 2 is set in a time just after the first game's two heroes graduate from ninja collage. An evil ninja clan has set out to destroy all the local lords so they can rule the land with their own nefarious plans – and it's up to Ayame, Rikimaru, and newcomer, Tatsumaru, to sort them out.

It's not about introducing yourself to your victim before you push a blade in their chest

Where the original had a tight and very basic story, *Birth of the Assassins* gives you an epic tale of revenge as seen through the eyes of the three protagonists. Since mission goals depend on which character you play, you get to see the unfolding story in three different ways.

While one character is sent off to chase a warlord, another is off to rescue a princess and so on. During the game you will come across your mates as they pursue their individual tasks giving the whole

PUBLISHER | **ACTIVISION** RELEASE | **NOVEMBER**

DEVELOPER | **ACTIVISION** PRICE | **£34.99**

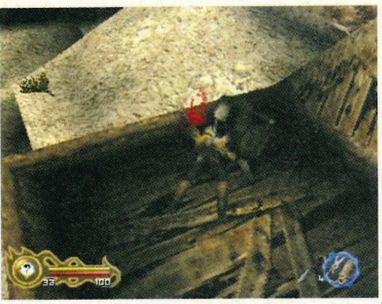
PLAYERS | **ONE**

PERIPHERALS



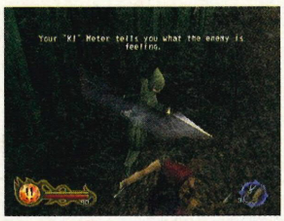
ABOVE: Initiate a sneak attack and you're treated to a motion-blurred death scene.

BELOW: More blood than ever before. Oops, it's mine!



RIGHT: A smarter ninja would have killed this guy by sneak attack.





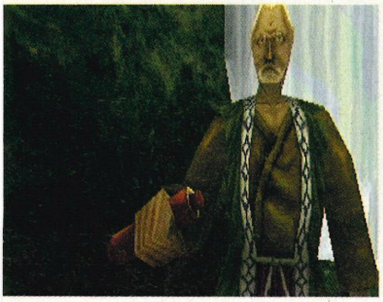




ABOVE: As in life, if you want to swim well you have to get your timing right.

RIGHT: Ooh, a dead man in the fog. Or is it the sea?

BELOW: Succeed in your ninja training and you are awarded a corn dog. Hey, a killer has got to eat!









narrative a tasty multiple perspective. This *Pulp Fiction*-led style of story telling means that *Tenchu 2* is much bigger than its predecessor, having, as it does, an impressive 29 missions in total. But, of course, size isn't everything, so it's a good job that not only do you get a larger portion of game for your money, you get more to do with it.

Once you have killed an enemy, you can now grab them by the scruff of the neck and pull them behind a rock. This isn't to enable you to fulfil some sick *Silence of the Lambs*-style fantasy where you arrange dead bodies into some poetic formation, it's so patrolling guards don't notice that their team-mate of 15 years has had his intestines sliced in two. And, to add insult to injury, you can now search the fresh corpse for extra items such as throwing knives and health packs.

But it's not just the way you desecrate the dead that has changed. You can now take a swim and hide from your victim with the help of a reed snorkel. Initially, this seems more like a cosmetic touch than any real innovation. That's until you make a splash and draw the attention of a guard, your warning meter goes to full alert and suddenly the shadows don't seem so safe because these smarter martial artists will run after you without so much as a thought. Get yourself to a hiding place fast and wait until, as in the original and *Metal Gear Solid*, the opposition totally forget about you.

Quite why one of the original's defining gimmicks has been reworked isn't really apparent

Nice additions, but it's the removals that cause *Tenchu 2* its greatest drawback. One of the main aspects used to be the rather special grappling hook. By targeting a roof or branch, you could launch a rope and quickly pull yourself up. It looked more like a trick Spider-man would pull, but worked brilliantly because you could scale a wall in seconds from pretty much any angle.

In a strange move, the developers seem to have seen this nifty system as being far too intuitive. Your hook's range is now greatly reduced and you can only use it effectively if you throw a line while looking at a wall face on. Hit it at even the slightest of angles and you'll fall to the ground like a sack of spuds. Quite why the one of the defining gimmicks of the original has been reworked in this manner isn't really apparent. When you find yourself scaling a mountain only to fall a hundred feet because you misjudged the aspect of a cliff face, it can be downright frustrating.







PUBLISHER | ACTIVISION RELEASE | NOVEMBER
DEVELOPER | ACTIVISION PRICE | £34.99
PLAYERS | ONE
PERIPHERALS

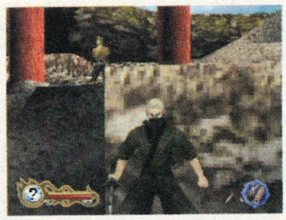


















LEFT: Wait for him to turn around, drop down and slice his spleen!

Changing Rooms

One of the most impressive new additions to the *Tenchu* legend has to be the new mission editor. These customising utilities can be a mixed blessing – they are either too basic or too damned tricky to be any use. *Tenchu 2*'s works like a dream. It's just a matter of defining what sort of mission you want and then painting it with object blocks and enemies. At any time you can jump into your ninja suit and test it, find what needs adding or removing, and get back to the building process. Without sweating your way through a tough learning curve, you'll be making the sort of game you want, no bother.

Despite all its new features and reworked visuals, *Tenchu 2* feels and plays almost exactly the same as the original. Now, that is no bad thing in itself but it would have been nice to have seen the combat tightened up and features like the grappling hook left well alone.

Tenchu 2 is still an intriguing play. Hiding in the shadows and striking unwitting sentries is as fun as ever, while the new multi-layered narrative adds enough depth to make you fight through some incredibly tough levels. With the simple addition of an auto-face feature and a cleverer camera angle, we would be talking about a game justifiable of a score well into the low nineties. As it is, *Tenchu 2* just stands as a fine game which could have been one of the finest.

Will Johnston

PS PRO FINAL VERDICT

A good game that could have been great if someone had paid attention to the close combat controls. *Tenchu* fans will find themselves back in familiar territory within seconds of play and they'll get fun, but not innovation.

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

89%



The level editor is brilliant. Just select what object block you want and plant them on the screen. Simple.



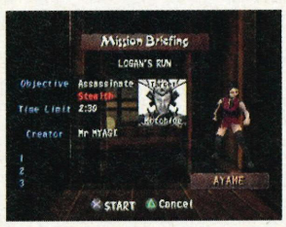
You can now check it out with the 3D rotating view. Okay, it's a simple design. What do you expect, a Christopher Wren?



Now lets try and kill someone. Whoops, this is a stealth assasination mission and the target has seen me too easily.



Better think about a re-design eh? Better add some places to hide. Better make it quick. Guards you must add, hmm yes!



All done! Save it to a memory card and see if your mates can do it. Remember, do or do not. There is no try.

"I ASKED FOR A MISSION, AND FOR MY SINS THEY GAVE ME ONE"



PUBLISHER | **ELECTRONIC ARTS** RELEASE | **SEPTEMBER**
DEVELOPER | **ARGONAUT** PRICE | **£29.99**
PLAYERS | **ONE**
PERIPHERALS

Alien Resurrection









ABOVE: One minute darkness will turn into something else. But human or alien? Wait and see...

LEFT: Soldiers can be just as deadly as the acid-spitting folk.

Fear is a good thing. When you're scared your body produces adrenalin, which, in turn, gives you that extra bit of energy you need to fight or run away. It's a perfectly reasonable human response. When faced with the headlights of an oncoming train, or the lunge of a sabretooth tiger, having this sudden explosion of energy is the difference between life and gory death.

Now, that's all well and good but when you find yourself shaking like milk because you made the mistake of playing *Alien Resurrection* on your own in the dark and with the sound turned up to eleven, such responses become worrying.

Following the plot of the Jean-Pierre Jeunet film of the same name, *Alien Resurrection* puts you behind the eye sockets of Ellen Ripley and a group of space pirates as they try to cheat death at the hands of acid-blooded aliens. Unfortunately, the film was a waste of celluloid.

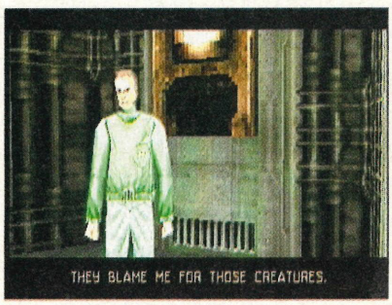
Get away from her!

All the fear and dread created in the original *Alien* had been completely ignored. *Resurrection's* action pieces seemed like comic book scraps when compared with the explosive engagements of James Cameron's *Aliens*. To be fair though, by the time *Alien 3* hit the cinemas the series was on the rocks anyway. *Alien Resurrection* never really stood a chance. So, what could anyone expect of the game? Well, the rule was that no matter how good a videogame translation is, it can never match the complexity of viewer involvement found in the original film. When you've got a movie as dire as *Alien Resurrection* the law dictates that any consequent game should follow its master and be a complete dog.

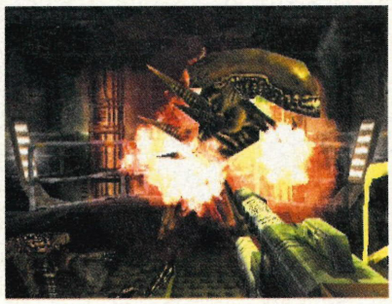
But what's this? A game that's scarier and more involving than the film? Someone better do some explaining – and fast!

Chaos theory

Early on in *Alien Resurrection's* development it was set to be a third-person shock-a-thon. Think *Syphon Filter* meets *Resident*









In later levels of the game you come across that old friend of the *Alien* movies, the facehugger. These little critters jump out of their eggs and zip towards you at such a speed that a slow-firing pistol is not going to save you. When they leap on your face you'll black out only to recover a short while later. A lucky escape? No such chance, you have about one and a half minutes before your chest explodes and you die, as always, screaming.

But all is not lost, if you can find a special anti-parasite medikit in time, you can locate the unwanted guest and terminate them. Frantically searching for this useful item with a time limit and aliens around any corner, now that is scary.

SORRY, IT MUST BE SOMETHING I ATE!

When it comes to killing aliens, it takes a lot more than harsh language. Their acid blood means that you have to be careful how you attack them and at what distance. Luckily *Alien Resurrection* gives you a wide range of weapons for all occasions. Use them wisely, wrong gun at wrong time equals acid baths away!

PISTOL



AMMO	INFINITE
DAMAGE	LOW
COOLNESS	VERY LOW

A slow rate of fire means that the pistol is only of any real use against humans. If you're up against an alien, aim from a distance or they'll have your veins in their teeth before you can fire off enough shots to down them.

SHOTGUN



AMMO	4 SHOTS IN CHAMBER
DAMAGE	HIGH AT CLOSE RANGE
COOLNESS	"EAT THIS!"

Fires a burst of shots that spread out over a distance as its damage potential decreases. Consequently, the shotgun is great for 'close encounters', as long as getting drenched in acid isn't a problem.

PULSE RIFLE



AMMO	60 SHOTS PER CLIP
DAMAGE	HIGH
COOLNESS	"LETS ROCK!"

A high rate of fire insures that aliens are shredded with a minimum of acid splash while the recoil of each shot pushes them further away. A great weapon for pinning aliens against walls and then gutting 'em.

BURNER



AMMO	1 PER CELL
DAMAGE	HIGH
COOLNESS	DUMB, YET EFFECTIVE

A short range electrical discharge weapon that can kill a human or knock an alien out. Because it causes zero acid splash, the Burner is an excellent close quarter little toy.

TOOLED UP!



ELLEN RIPLEY

Ripley is now a clone of her former self and shares a percentage of DNA with the aliens. This mixture of human and blood-crazed alien has brought with it some benefits. If she gets shot, she will spill acidic blood. If she shoots an alien at close range she does not have to worry about their blood doing her any damage.

Since she has died already and now shares a certain affinity with the aliens, Ripley feels fairly distanced from the plight of the others, seeing them as pathetic squabblers who can live or die for all she cares. All Ripley wants is to survive and destroy her other clones.

CALL

Call is, like Bishop in *Aliens*, a synthetic human. She is on an almost religious crusade against the aliens and will stop their spread by any means possible. Since Call is synthetic, she can't be face-hugged, but she can be burned by alien blood.

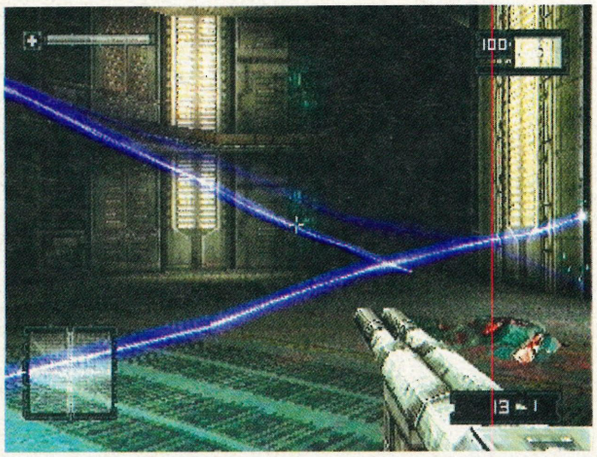
DISTEPHANO

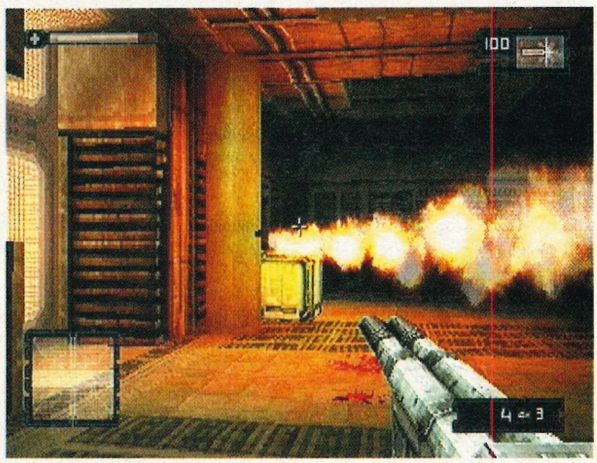
A tough marine who has no commitment to the group whatsoever. All DiStephano wants to do is to get off the USS Auriga alive and go find some Arcturan poontang. Preferably female.

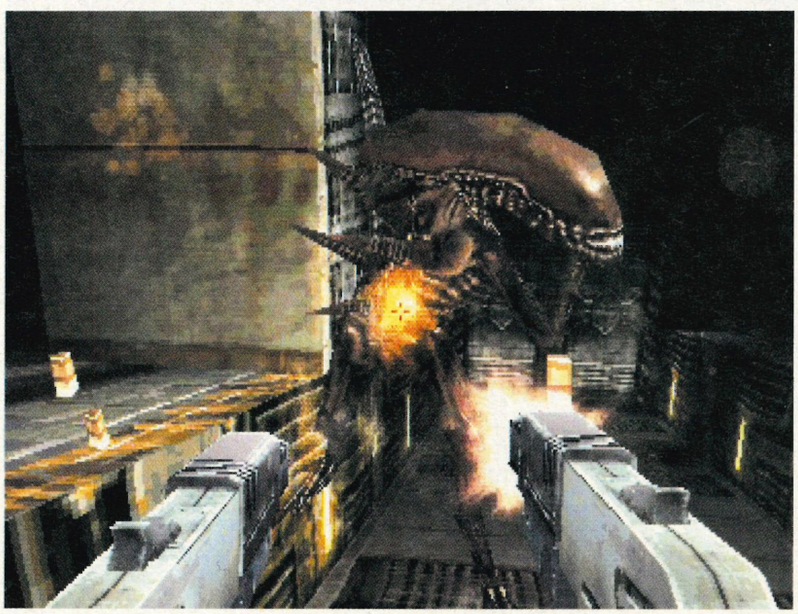
CHRISTIE

A member of the pirate crew who's faithful to his team mates and a crack shot to boot. He's so faithful to his buddies that when he finds his wheelchair-bound mate Vreiss, he straps him to his back. It's not all one-sided though, Vreiss has a big gun and can happily cover Christie's back.

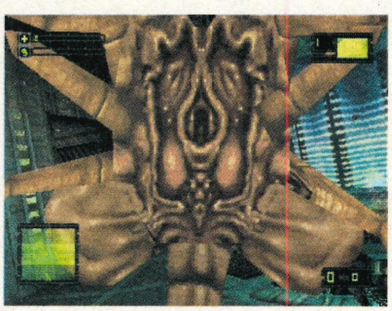
LET'S GET THE HELL OUTTA HERE!





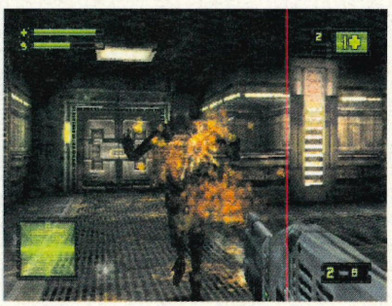


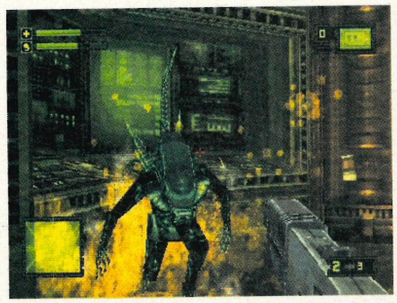
Evil and you'll get the general idea. You see your character with a nice, clear view of the world around them. There would be a comfy safe zone surrounding you where any approaching alien could be seen with enough time to spare to bring a gun to bare. But no, that just wasn't good enough. The clever spods at Fox Interactive realised that no matter how hard they tried, this would just destroy any sense of shock they could throw at you.

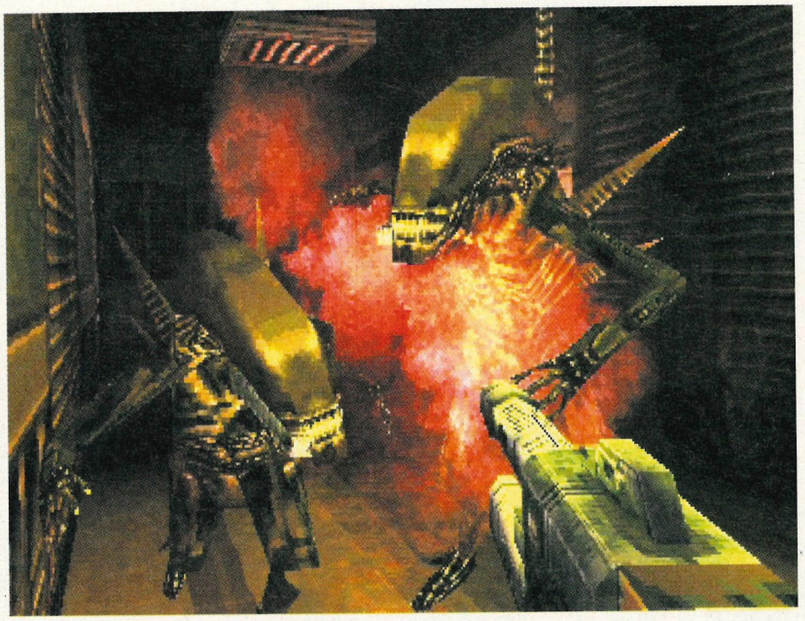
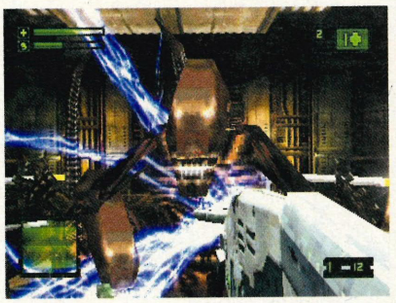












TOP: Situations like this seem almost suicidal and you'll wish you could detonate yourself but still survive, er, somehow.

ABOVE: The flame-thrower is a good choice for close-up combat. But it doesn't last for long!

You've got a pop gun and it's got a jaw that can **punch through a skull**...

An easily remedied problem, out goes third-person exploration, in comes first-person terror. But don't imagine that because *Resurrection* shares the same viewpoint as *Quake 2* it's in any way similar. It couldn't be further removed.

Starting off as Ripley, you find yourself without a weapon while the sounds of the ship's engines, scuttling aliens and the screams of the dying tell you that you are in a world of trouble. You've played these games before and you know the score. Find a basic gun, shoot some people and pick up their weapon. It should be as familiar as a day on the farm, and for a few rooms it is.

First encounter: Armed humans. These guys are slow, but they aren't stupid. If one sees you pop a cap in another they might sound an alarm or attack you. Not a real problem though, a shot to the head and they'll drop to the floor. Easy.

Then you enter a room and something black is nipping across the ceiling. It moves fast, drops down to the floor and bolts through a door, then the screaming starts. Follow the creature and you'll find yourself in a room of ripped up soldiers. You haven't even fought an alien yet and already you know they are fast, agile and have no regard for human life. Up goes the tension.

You start to sneak around rooms, using your flashlight as much as possible. This is not good. This is definitely bad. You don't have a motion tracker and those things can be hiding anywhere. Carefully, you search every room looking for keys, clues and most importantly, automatic weapons. The sound of a tail whipping the air and it's time to rock. An alien is charging right for you – you've got a popgun and it has got a jaw that can punch through a skull.

If you keep your calm though, you can get in the five shots needed to kill your attacker. Panic though, and you're dead. Death is something that you should get used to when playing *Alien Resurrection* because it's something you will be doing a lot of. Most games let you die as a matter of course. In fact it can happen so often that it has no real meaning. *Alien Resurrection* does what few games have done, it gives you a sense of mortality.

If you feel that your virtual life is worth something, then you've got something to fear losing... and in this game death is never far away. You'll never have ammo to spare, every shot has to count and save points are painfully far apart. Everything in *Resurrection* is designed to shock you and it is done so perfectly that it makes cheating pointless. It's a very tough game, but to simplify it would be to detract from what it is all about. *Resident Evil* may have been the first word in survival horror, but *Alien Resurrection* is definitely the last.

© Will Johnston



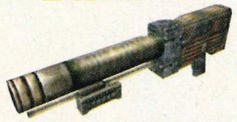

FLAME-THROWER



AMMO	**80**
DAMAGE	**MEDIUM BURNING**
COOLNESS	**"GOT A LIGHT MATE?"**

A multiple-target weapon that is used to sweep rooms with napalm, causing the aliens to retreat. When set alight, targets receive damage until the flames subside or they die.

GRENADE LAUNCHER



AMMO	**2 PER LOAD**
DAMAGE	**HIGH**
COOLNESS	**"FIRE IN THE HOLE!"**

Extremely dangerous to use at close range, but can be used to bounce rounds off walls and round corners. Waiting for a round to explode can cause nail-biting.

ROCKET LAUNCHER



AMMO	**1 PER LOAD**
DAMAGE	**OH, JUST A BIT**
COOLNESS	**GET ONE**

Extremely stupid to use this at close range. It fires a rocket in a straight line which detonates on impact with any solid object.

LASER RIFLE



AMMO	**1 PER CELL**
DAMAGE	**HIGH**
INTRODUCED	**DUMB, YET EFFECTIVE**

The Laser is a high-energy weapon that eats up power like there's no tomorrow. The beam is constant while the trigger is held down and won't stop till it hits a solid wall. Consequently, the laser can shoot through multiple enemies. Cool.

PS PRO FINAL VERDICT

It's harder than nails, but ultimately rewarding. Get passed the constant death and you'll find a game with an atmosphere and sense of dread that are second-to-none. The finest movie tie-in yet and well worth your money.

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

94%



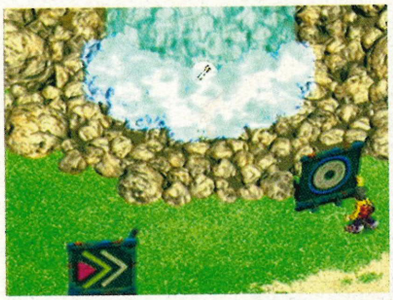
Digimon World



















ABOVE: Get three similar symbols to receive a massive bonus.

LEFT: Your Digimon is hungry and if you keep pushing him, his morale is going to plummet.

BELOW: Giving your Digimon regular hugs will make him happy.



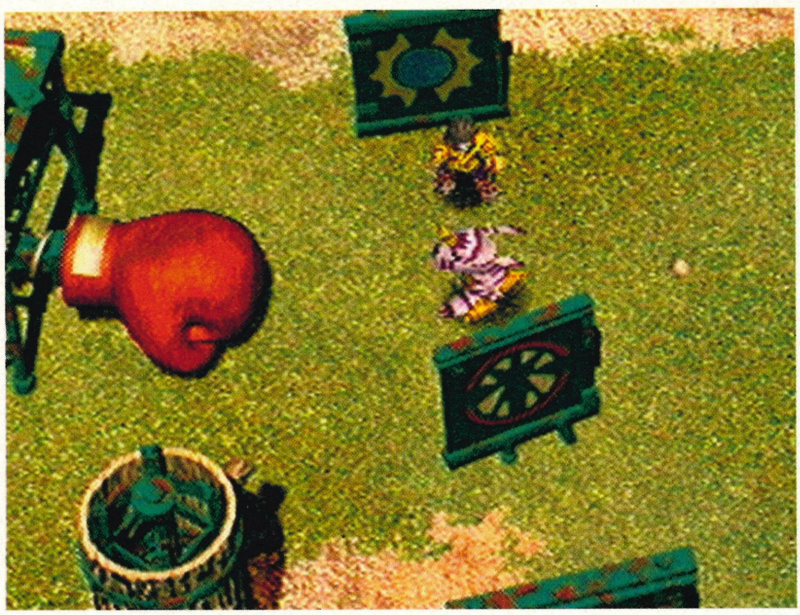
Time to rejoice monster lovers as Bandai invite us into their brave new world...

Every few years, a new fad appears which whips the kids up into a frenzy so manic that the mere mention of it causes them to foam at the mouth like rabid alsatians. Remember the madness surrounding the Teenage Mutant Ninja Turtles? Mighty Morphin' Power Rangers? Transformers? Yeah, thought so.

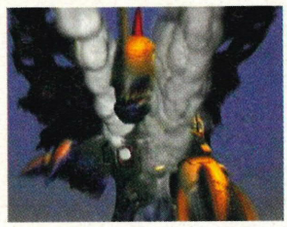
A few years back, Bandai gave birth to their new creation, Tamagotchi. This allowed you to hatch your own unique creature and then nurture it until it grew and transformed into a more impressive beast (I remember mine was orange and lasted longer than any of my friends' creatures). This was a lot of fun but of course kids also like being destructive. Imagine if you could build your monster up and then beat the hell out of your mates' pet... Digimon was born!

Naturally this fad was itself superseeded by a certain little yellow fella named Pikachu and suddenly Pokémon were everywhere and Nintendo were top o' the (Xmas) tree. Digimon meanwhile was reborn, bigger and cooler than ever, with a toy range and card game which fought for supremacy in the playground. Now *Digimon World* has come to PlayStation and finally Sony owners have their own monster fantasy adventure to eat away at their spare time.

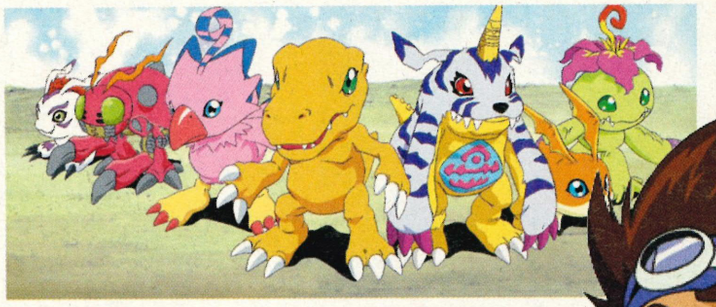
At the start of the game is an impressive animation which sets up the story. Our feisty hero (you can give him any name you want... Ash, for example) is sucked

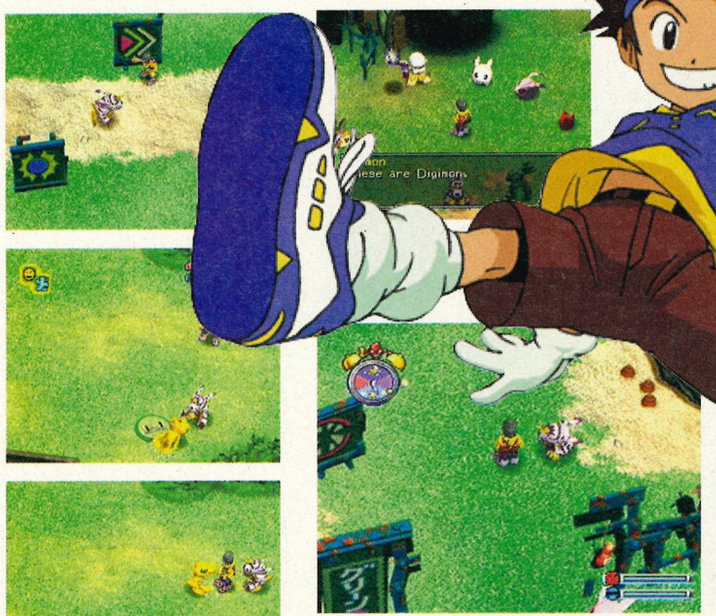
























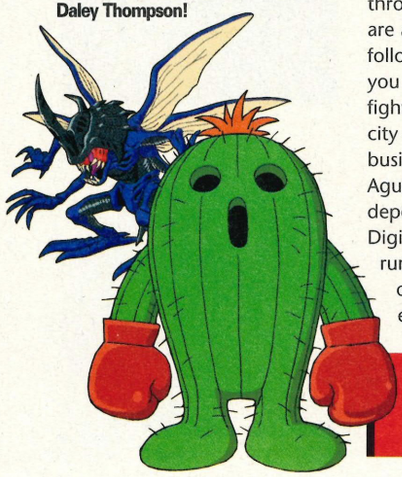


Who could resist Pound Puppies? (Mine is called Winston) We also dig Beanie Babies, Furby and Simon!

SOME FADS WE HAVE LOVED...

ABOVE: These ModokiBetamons are quite common and come up with some odd comments.

SECOND ABOVE: Train your Digimon hard by making him run around the track – he's the monster Daley Thompson!



into a Digimon device and wakes up in another world... Digimon World. Here he finds himself in a deserted city which was once home to the Digimon, a race of bizarre monsters who are now scattered throughout the land. When you arrive you are assigned your own creature who follows you and fights any other creatures you encounter. If you are victorious in your fights then the loser may go back to the city and may even set up their own business there. (One of the first monsters, Agumon, opens a shop where you can deposit your items – Capitalism hits Digimon World!) Others will simply make a run for it, often dropping important objects such as health restorers. With each victory, your creature will gain valuable experience points, making him stronger in his next bout. If you gain enough of these your monster will evolve.

Around the world

An area of the world that you will have to visit often is the training centre. Here your Digimon can increase all of his different stats by completing various exercises. These range from being punched by an enormous boxing glove to toughen them up, to a spell in the classroom to boost their intellect. The most amusing of these to watch early in the game is the boulder moving task. Watching your tiny little guy move a huge rock is damn funny. Also, in this training ground there is a bonus slot machine game where lining up three similar symbols can boost a number of stats simultaneously. The more conscientious player will remain in the training area for some time as the longer you are here, the more prepared you will be for the ensuing battles. You should find you can evolve your basic Digimon before you have even fought a single battle, simply by completing all of the tasks.

Your success does not just depend on these statistics though, there are a number

The more conscientious player will remain in the training area for some time...







PS PRO FINAL VERDICT

With a huge playing area and a multitude of manic monsters, this should keep players busy for some time. Chuck out your hula hoops, Rubik's Cube and yo-yos and hop aboard the Digimon bandwagon.

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

86%





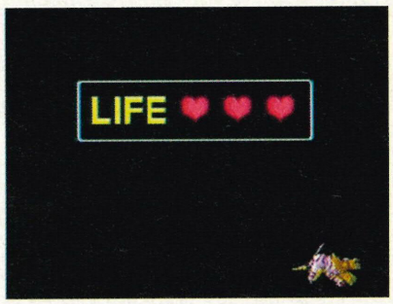




ABOVE: After defeat you are brought back to the base. More training needed...

RIGHT: Some friendly Digimon will give you advice and tips.

BELOW: Following your loss, your Digimon looks to be dead but don't worry, he has some stored up energy left...













of other factors to be wary of in *Digimon World*. In the corner of the screen is a huge alarm clock which you ignore at your peril. Some Digimon like to come out during the day and sleep at night whereas some can only be found in the dark. In addition, your own monster will need to get regular rest to ensure it does not suffer fatigue. Sure, you can keep it awake and constantly force it into battle but sooner or later his defences will plummet.

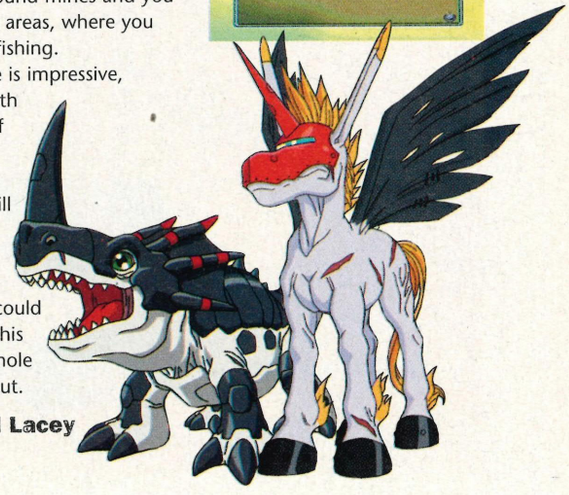
Digimon can also be feisty little fellows who must be kept under control. Occasionally, they will refuse to eat or take medicine and so you must discipline them. Conversely, you can also praise them after a victory to boost their morale. One of the most amusing moments is when your monster needs to go to toilet. First a little bubble appears above his head and you must find one of the restrooms dotted around the forest. Do this and your Digimon is happy. Fail and he will eventually stop and start shivering before depositing his waste on the floor. Nice.

Much of the pleasure of Digimon World is discovering different types of monster. Also when your monster is finally beaten, he gives birth to a new creature and so all types of bizarre things are under your control, personal favourites being a big pile of green slime with eyes and a huge yellow blob whose head flipped open when he fell asleep. It's because of this variety, that the game does not become monotonous and every game is unique.

There are a huge number of environments to explore, ranging from dark forests to underground mines and you can also discover beach areas, where you have the chance to go fishing.

Graphically the game is impressive, having as it does, smooth animation and plenty of bright colours. Players who lapped up the Pokémon adventures will take to this instantly and those who have never had the pleasure of Pikachu and friends could do worse than buying this to discover what the whole monster craze is all about.

©Kendall Lacey







Asleep at the wheel and low on gas!

Take any cartoon character you can get your licensing fingers on, spunk out some cash and get them moving round a track. It doesn't matter if you've got a pair of chipmunks racing around Disneyworld, or a bandicoot breaking the traffic laws on a tropical island, as long as you've got a 'toon sitting in some form of vehicle.

Enter *Wacky Races* where your characters are as renown for the car they drive as they are for the clothes they wear. It couldn't be better, could it? You've got all the gadgets from the cartoon, all the humour and all of that 'wacky' fun. Now all you need is a decent game engine to wrap it all together and you've got the ultimate cute racer.

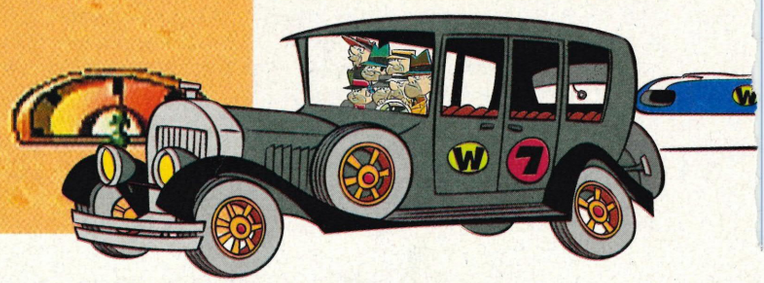
But what's this? Someone seems to have thought that the simple translation from television show to game would be, well, simple. So simple in fact, that it could be programmed by blind monkeys.

BELOW: If only it played half as good as it looks, eh readers? Well it doesn't see. No, not at all.



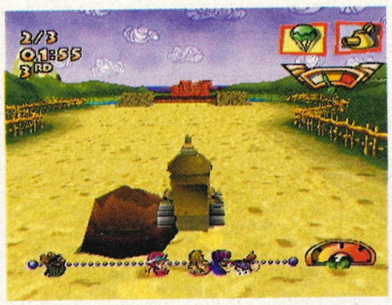


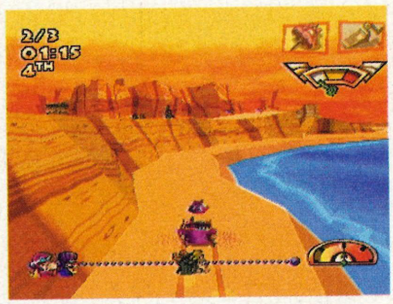




PUBLISHER | INFOGRAMES RELEASE | SEPTEMBER
DEVELOPER | APPALOOSA PRICE | £29.99
PLAYERS | TWO
PERIPHERALS











Wacky Races



RIGHT: Who would of thought that there was a cartoon racer that made Disney's effort look good? Not us.

Consequently you get an introduction FMV showing Dick Dastardly plotting a nefarious scheme to win the race which involves, and get this, overtaking everyone on the outside lane. And then he crashes into the finishing post, oh hilarious. With the taste of this little scene still warm in your mouth you're thrown into the game where, true to the original source TV show, visual detail is kept to a minimum. Great, simple 'toon landscapes and mean, fast frame update! Actually, no. Latest office estimates place the frame-rate at around 15 frames per second. Now that's the same speed as a Super Eight home movie camera, the same camera used to film John F Kennedy getting his head blown off in 1963. Coincidence? Must be...

Code monkey!

Wacky Races has been designed so that you've got plenty of shortcuts and plenty of places to get lost. Fall off a cliff and you're in the desert looking for a way back to the road. If you are lucky you'll get told that you're going the wrong way – a hint which comes in handy when your facing the subtlety of a cliff face. It's just a case of exploration until you find that bland piece of landscape linking you back into the race. But once you've worked out the lay of the land this little nuance isn't really a problem.

A game that has more anaesthetic qualities than morphine!

Okay, you've lost time and have been overtaken by the Anthill mob and the Gruesome Twosome, but who cares. By picking up some wacky weaponry and remembering that everyone seems happy to take the long way around the track, you'll catch up. You could say that this is a good way of keeping the player in amongst other characters and that, hey, at least there's always something to do.

You've got your Acme-style weapons and you've got commentary describing how the race is going. But something is wrong, severely wrong. You just keep getting repeatedly hit by a lump of (what must be!) mud, kicked by a boot on a spring, or you get burned by a dragon's fireball with no warning. Using the reverse camera button, driving blind and avoid incoming attacks doesn't work either. You just have to accept that at any time you could be bashed, squashed or fried, and all the while the controls make you feel you're trying to revive a corpse rather than race a car/house/tank/boulder.

Add this lethargic approach to racing with the painfully slow screen update and you've got something quite special. A game that manages to send you to sleep, then snap you awake. Sometimes you feel like you're being hypnotised. Most of the time you just don't feel anything at all.

If you're looking for a game that has more anaesthetic qualities than morphine, *Wacky Races* is the one. If you want a game that's fun, fast and 'wacky' then you're best off looking elsewhere.

Will Johnston

PS PRO FINAL VERDICT

Like a five-year old's painting of their favourite cartoon character, there is nothing in *Wacky Races* to really love or hate. It's just a very naive piece of code that fails to invoke any feeling except pity.

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

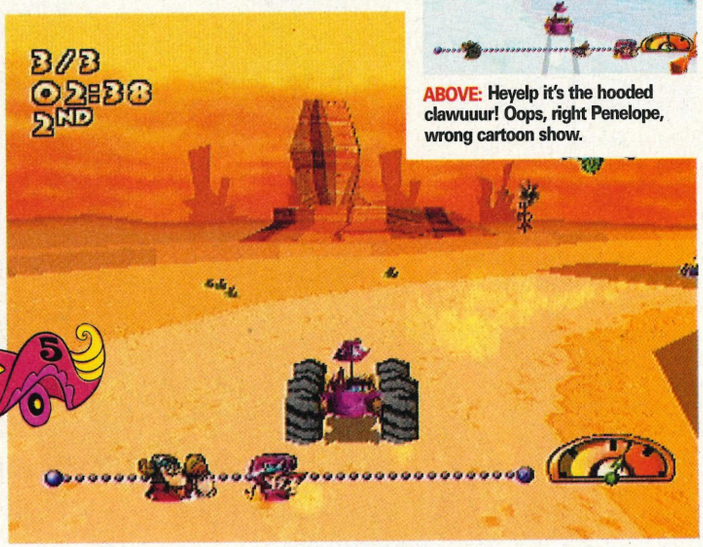
50%





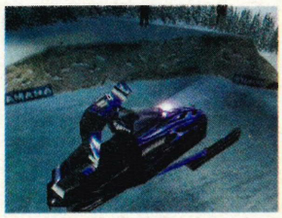


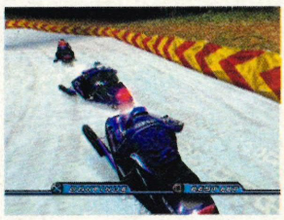




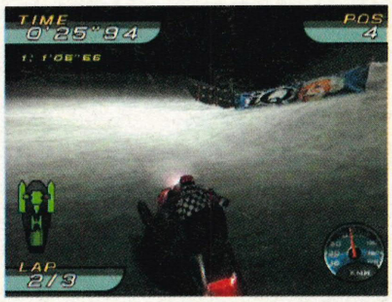
ABOVE: Heyelp it's the hooded clawuuur! Oops, right Penelope, wrong cartoon show.















Sno-Cross

Racing Championship

Hit the snow in a bid to become upwardly mobile

This is only the second attempt to bring the sport of snowmobile racing to the PlayStation, with EA's enjoyable *Sled Storm* being the first. Unfortunately, it's clear to see why the genre has been mostly left to its own devices, with this fairly tepid release playing much like a poor man's version of *Ridge Racer* – albeit on snow.

Basically, you're charged with the task of taking a high spec snowmobile and then powering round a series of chilly locales, including Calgary, Kiruna, Aspen and even the run used in the Nagano Winter Olympics. Various play modes are on offer including Single Race, Time Trial and Championship options. Naturally, the latter mode is the most substantial and sees riders progressing through 500cc, 600cc and finally 700cc classes of competition. In addition to this an easy-to-use Track Editor has been included which allows players to design their own torturous courses. It goes without saying that this bolsters the game's longevity significantly.

In terms of gameplay the title is fairly enjoyable and blends straight-out racing with the obligatory stunt options. Thus, whilst competing against your three competitors, players are free to pull off some (rather underwhelming) tricks, such as the unfortunately named 'seat spank'.

Pulling off these tricks boosts your point quota. Once amassed these points can be used to pay for repairs to your vehicle, which frequently takes a battering while it's pushed through the unforgiving twists, turns and jumps that make up each snow-laden stage.

The seven tracks you race on are well detailed (pop-up is kept to a bare minimum) and include variable weather conditions and night-time stages. Frame-rate is also impressive and even with several competitors on screen at once the impressively fast update is rarely compromised. Indeed, the game offers up an enjoyable slice of racing action with stages being tightly contested from the off. The inclusion of perilous shortcuts is also

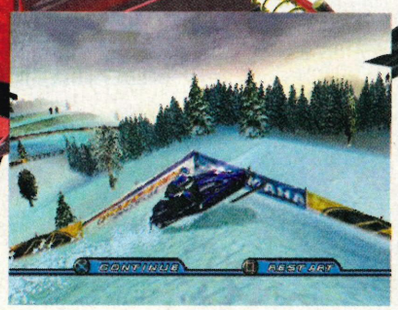


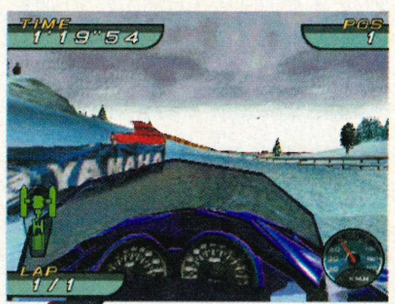


ABOVE: The game includes a variety of race perspectives including a heady mixture of external and internal views.

BELOW: The two-player mode is competent, but lacks the finesse of *Sled Storm*'s four-player shenanigans. D'oh.



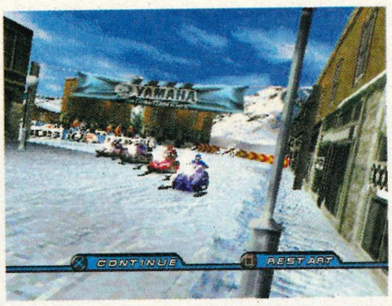






PUBLISHER | CRAVE ENTERTAINMENT RELEASE | AUGUST
DEVELOPER | UNIQUE DEVELOPMENT PRICE | £29.99
PLAYERS | TWO
PERIPHERALS





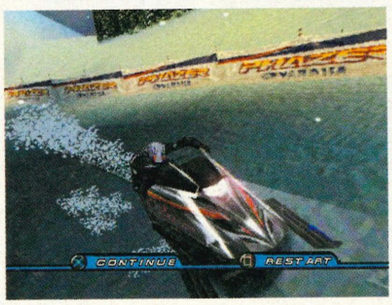


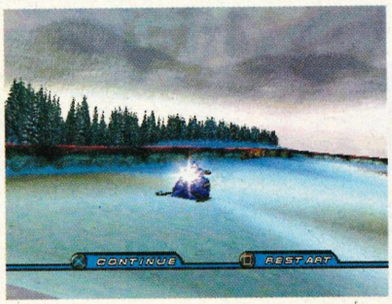
PS PRO FINAL VERDICT

A reasonable stab at conveying the ups and downs of snowmobile racing. EA's *Sled Storm* remains the superior product though, which sadly means this game can only be recommended if seen in a bargain bucket for less than £15.

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

69%







laudable and allows competitors to shave vital seconds off their lap times. Unfortunately, the over-sensitive controls prove to be problematic and never quite manage to convey the feeling that you're in control of a snow-based vehicle.

The bitter consequence of this is that you end up feeling like you're playing a washed out driving game with the snowmobile vehicles and icy settings being tacked on as an afterthought.

Snow change there

Track design is reasonable throughout, although the frequent inclusion of unforgiving 90° turns can often prove to be annoying. A notable deficit in the jumps department also singles the game out as being inferior to EA's *Sled Storm*.



This is brings us to the game's biggest stumbling block. Being only one of two snowmobile games on the market, comparisons with its year-old rival are almost inevitable, and, unfortunately, *Sno-Cross* compares unfavourably in almost every key department. As mentioned previously, the visuals in this latest offering are impressive for the most part, but crucially, they lack the solidity of those featured in *Sled Storm*. The result is that your environments fail to convey any true feelings of immersion. Likewise the tracks seem less imaginative and lack the flair of those featured in EA's offering. The biggest letdown though is the omission of a four-player mode. *Sled Storm*'s multiplayer mode provided some hugely memorable competitive action and by comparison the two-player mode on display here seems somewhat lacking.

Ultimately, *Sno-Cross* represents a missed opportunity. Whilst there's much to enjoy here the fact that the game's only rival has been on release for almost a year (and can now be found in bargain buckets) ensures that this will only appeal to die-hard snowmobile fans, of which there can only be few on these here shores.

Simon Cann

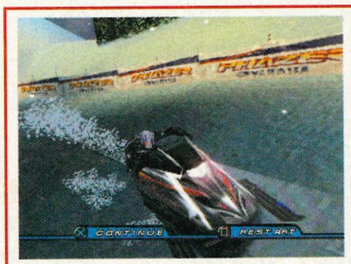
BELOW: Track detail is impressive throughout, with the various locales featuring some impressive landmarks and buildings.

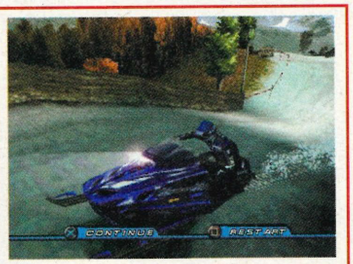


The biggest letdown here is the omission of a four-player mode...









In addition to the more traditional modes, *Sno-Cross* also includes an enjoyable Hill Climbing option. Here you must attempt to power your vehicle up a near vertical piece of mountain. This option only becomes available after success in the main game, which is just as well as it requires complete mastery of your vehicle.

KING OF THE HILL











ABOVE: The boxes can be placed at your base to generate weapons and extra buddies.

BELOW: Vehicles such as bikes and tanks are available but are cumbersome to use.

Team Buddies

Don't cry little child, the bad game won't ever harm you again, we promise...





There was a time when video games were blamed for everything from schoolyard violence to teenage pregnancies. Find a crime, blame a game. Simple. The House of Commons spent many an hour in hot debate over what the actual effect of sitting down in a front room and escaping into a fantasy world has on the average youngster, and still they came up with no concrete conclusions.

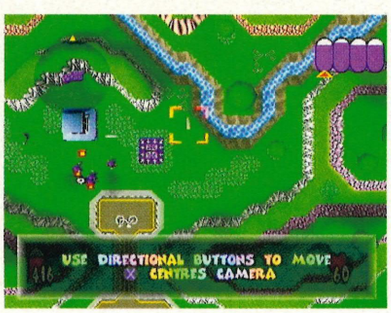
Well, a big slap on the back for *Team Buddies*; a game that finally gives us some answers. A game that unequivocally proves that exposure to certain forms of videogame entertainment can transform a mild-mannered salt-of-the-earth type into a drug-taking psychopath with Tourette's syndrome. So, let's look at the evidence placed before us.

The strange game that is *Team Buddies* features pill-shaped characters who like to hold illegal raves and break pretty much every section of the Criminal Justice Act. When they're not doing that, they're killing each other while swearing like sailors. Make no mistake, after ten minutes of playing this torn devil's scrotum of a game you'll be gagging to wash large amounts of pills down with a bottle of vodka while striking out at passers by with whatever weapon you can get your hands on. And Christ, will you be swearing. But hey, to rant on about the pure animalistic aggression that a game builds in a player does not constitute a review [Damn right! – Ed] so we'd better go back a bit and have a look at a game Hitler might have played once he was bored of the final solution.

Utter carp

In Buddy world everything was rinky-dink lovely. Then came a big UFO that dropped strange crates all over the place. Inquisitive little buggers that Buddies are, they opened those crates and do you know what they found? Yes children, they found guns and



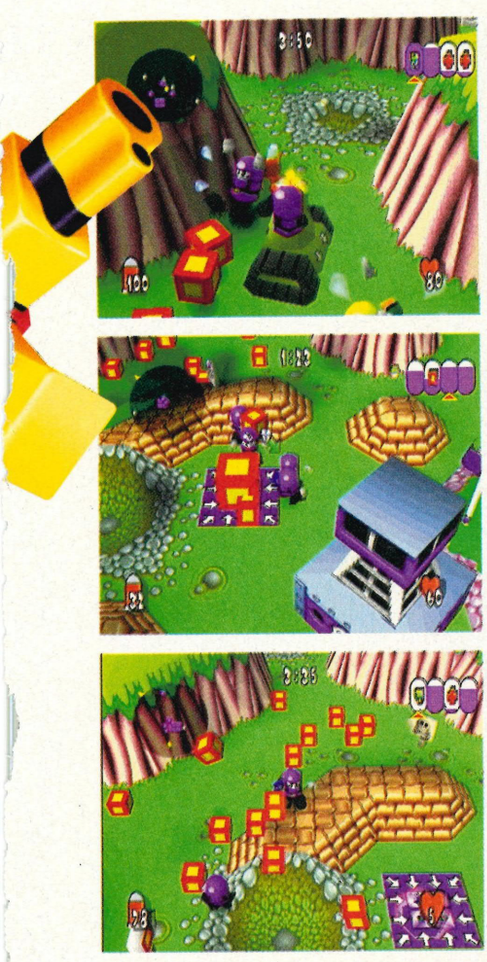


PUBLISHER | **SONY** RELEASE | **AUGUST**

DEVELOPER | **PSYGNOSIS CAMDEN** PRICE | **£29.99**

PLAYERS | **FOUR**

PERIPHERALS













We even played it in German and French to see if any humour could be found. We failed.

tanks and bombs and all manner of nasty things. Now, these guys had never seen such strange articles before, but when they discovered how much fun it was to shoot each other they sure as hell learned how to use them. And there you have it.

By collecting crates and placing them on a grid in various formations you can make anything, from a machine gun to another buddy. You can instruct your team what you want to build and then you can go pick a fight. Sounds kinda cool don't it? Well, does getting run over by your own tanks sound cool? Hearing cute little pills repeatedly swearing at each other sound cool? A game with dire artificial intelligence and controls that exist just to annoy you sound cool? Well does it? DOES IT!

Arggggghhhhh. Hate, anger, fear, loathing, [Snip. Enough! – Ed].

You'd not think it possible for one game to be so infuriating but stone us if someone has gone and managed it. *Team Buddies* is meant to be a multiplayer gaming experience that brings people together, is it? Get a copy of this and no one will look at you, let alone talk to you, and playing the multiplayer game with no friends is going to be pretty tough. Loser.

Finding redeeming qualities in such a game is like picking gnat turds out of pepper. We even tried to play it in German and French to see if any humour could be found by hearing the Buddies swear in another language. We failed.

Will Johnston

ABOVE: ***Bomberman* in a *GTA*-style viewpoint with roaming arenas much like *Command & Conquer*. It sounded so good.**

SECOND ABOVE: Just the shoes of the mexican jumping bean were left as he was cruelly obliterated by his er, buddies.

FIVE THINGS THAT ARE MORE PLEASANT THAN FIVE MINUTES OF TEAM BUDDIES

1) Watching the Naked Chef Sainbury's ad. Again.
2) No toilet paper in the McDonalds cubicle.
3) Loads of paper, but it's been used already by a fat curry eater and it's falling from the ceiling.
4) Playing *The Teletubbies* game for a day.
5) Trying to spend a day with lovable Will 'I've just given up smoking and have PMT' Johnston.

GLOVES OFF!

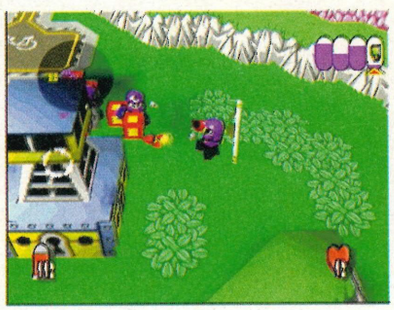
PS PRO FINAL VERDICT

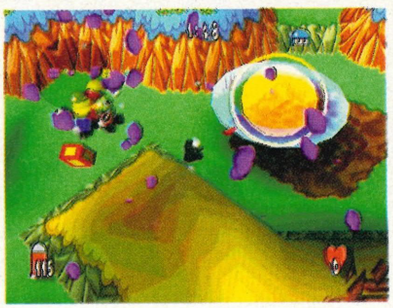
Team Buddies has no redeeming qualities and enough annoying features to test the calmness of the Dali Lama. You wouldn't believe that one game could have so many annoying qualities.

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

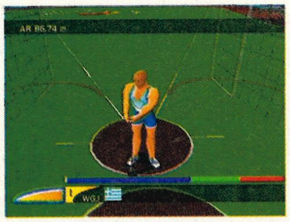
41%

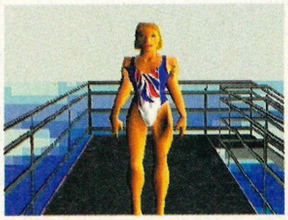




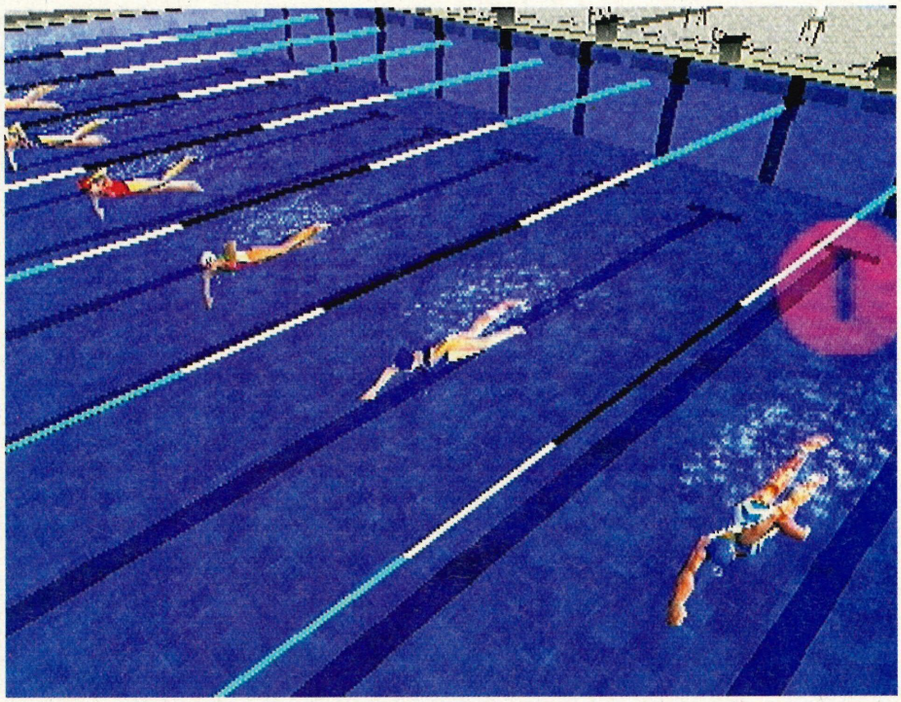












ABOVE: Right, last one to the line gets to appear in the sequel.

BELOW: If... I... can... just... get... through... this... oh bugger it, I'm of to the pub.

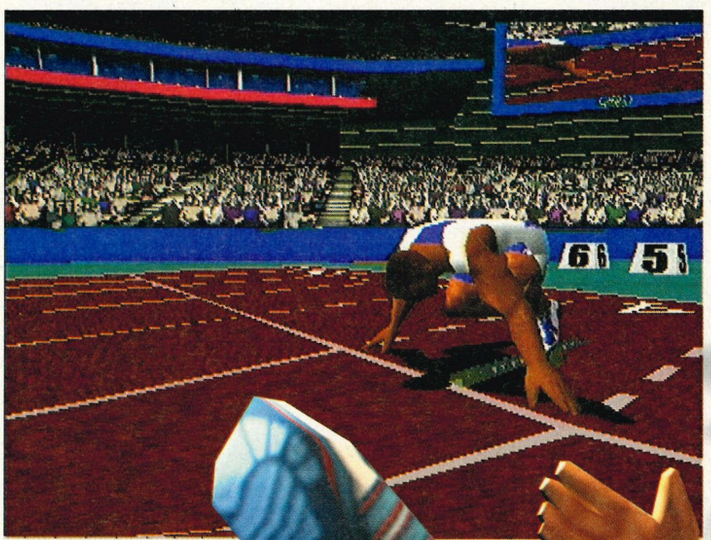


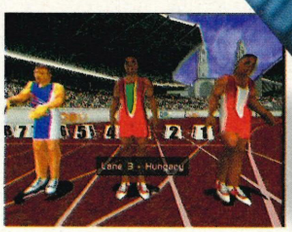
Sydney 2000

Is this how we celebrate 100 years of the modern Olympics?

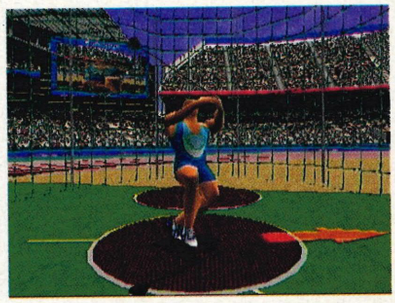
In 1894 a man by the name of Baron Pierre de Coubertin decided that it was time to revive the ancient Greek festival of sports known as the Olympic games. He theorised that by getting the world together for some sweaty fun, they'd get to know and understand each other, and not be so up for a bit of the old ultra violence. They'd be generally be more laid back. The first Olympics were, after much deliberation, held in Athens in 1900. Then followed a century of World Wars, potential nuclear armageddon and a number one album by Savage Garden.

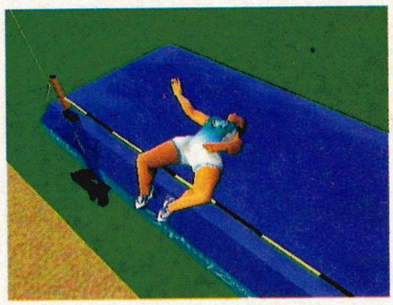
Oh well, the Olympics may not have managed to wrap the whole world in a bow of peace, love and fine sporting achievement but they have provided Eidos with source material for a game that, we are sure, would have made the long-dead Baron just shine with pride. Bare in mind that this was a man who lived in a time when they thought

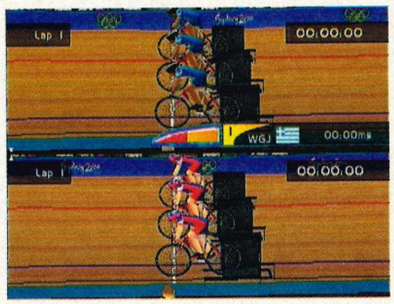




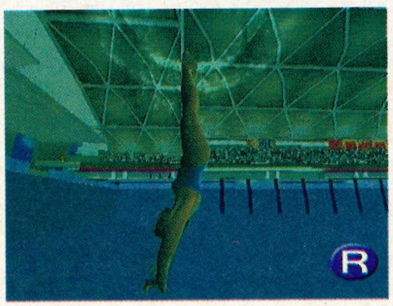
PUBLISHER | EIDOS INTERACTIVE
DEVELOPER | ATD
RELEASE | AUGUST
PRICE | £29.99
PLAYERS | EIGHT
PERIPHERALS

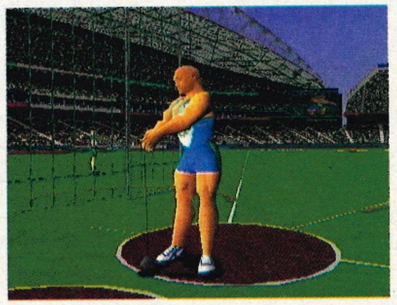


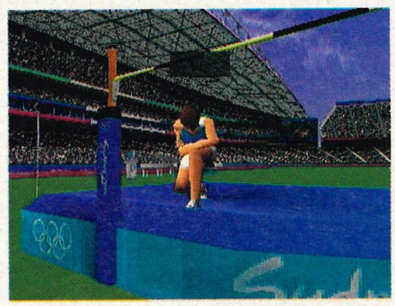




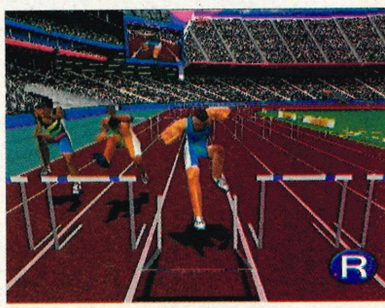


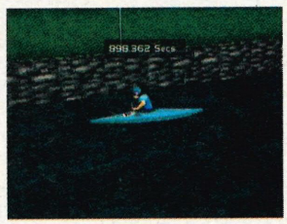




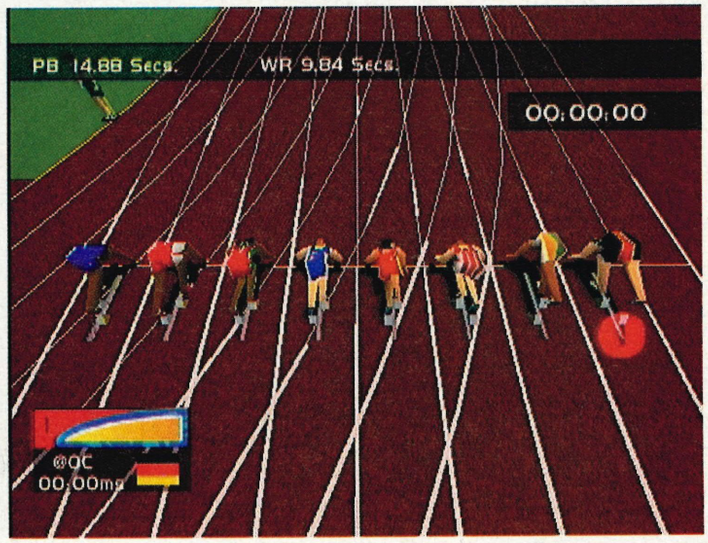








ABOVE: Please God, please don't make me go through the kayaking. I promise to be a good person.



that if you travelled faster than 15mph at worst your veins would explode and at best you'd become impotent.

Jessie Owen

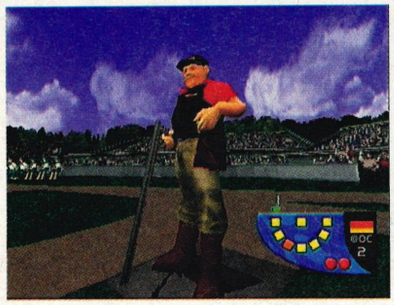
Sydney 2000 follows a long line of multiple event sports games that have been with us since 1983's *Track and Field* and not a great deal has changed since then. There are 12 events, each one requiring 'skill and stamina'. (For 'skill and stamina' read: Alternately pummelling two buttons and occasionally tapping a third.)

There's nothing wrong with this way of controlling the action. It's a great way to do things. It's fun. It's knackering. It's been done so much better by Konami's *International Track and Field*. The problem with Sydney is that somehow it's just not fun, and at times it's just downright, in yer face annoying. You'd think that with 17 years of development to analyse, they could've seen what worked, what didn't and kept the two well and truly apart. Nope, they decided to try and do a re-think without actually innovating anything.

All your classic events have the same standard button-bashing controls as ever, but they still manage to just miss the point a bit. While running the 100m Sprint, the perspective is as such that it's hard to compare your position with other runners. There you are, trying your best to get a repetitive strain injury and you can't even tell how well your doing.

With the graphics being of limited use, you might as well be watching an Eastenders omnibus while beating the living hell out of a joypad as actually be playing the game. The same goes for the Hammer Throw. Your stocky athlete picks up his ball on a wire and starts to spin as you build up momentum with the pad buttons. But you don't even really need to watch his style because there's a coloured bar at the bottom of the screen indicating the right time to throw. All the motion-capture

It's the kayaking that really makes Sydney 2000 stand out brilliantly from the rest



PUBLISHER | EIDOS INTERACTIVE
DEVELOPER | ATD
RELEASE | AUGUST
PRICE | £29.99
PLAYERS | EIGHT
PERIPHERALS

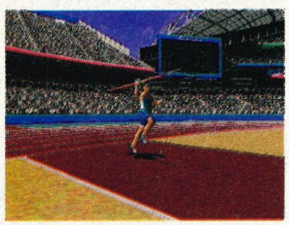
PS PRO FINAL VERDICT

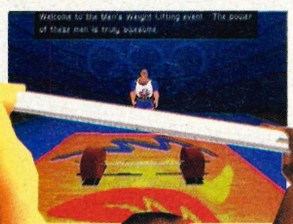
The one thing going for *Sydney 2000* is that it's got the official license. However, it really does puzzle us. How can making a button basher be so hard? Konami have been doing it for years... Oh right, they've had the practice.

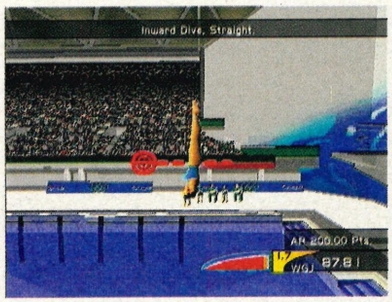
GRAPHICS ☆☆☆☆☆
SOUND ☆☆☆☆☆
GAMEPLAY ☆☆☆☆☆
LASTABILITY ☆☆☆☆☆

69%













seems to be wasted, and in the case of the diving event, totally under-used. Divers snap rather than flow into various positions as they plummet toward the pool whilst you press the corresponding buttons. For a sport which is essentially about poise and position, it's pretty ironic that it's the one event that looks least graceful.

All these sports have their little nuances that stop them from encroaching on Konami's astroturf, but it's the kayaking that makes *Sydney 2000* stand out from the crowd brilliantly. You just can't control your craft. Yes, you can go forwards, backwards and rotate left or right. But not like you'd think. Not like you'd want. Not like nature would allow. If you bomb down a river and stick a paddle in the water, you'd expect to slow down and rotate around an axis. Nope, doesn't happen. You just look like a minnow that's had its fins shaved off.

Event Horizon

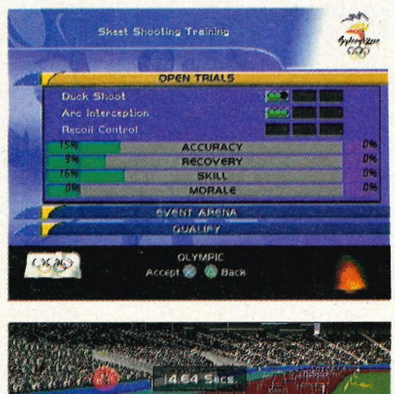
Sydney 2000 features an Olympic mode where you can train up your athlete by maintaining a fitness regime. Start training for skeet shooting and you've got to move a cross-hair over pop-up ducks and blast them, as well as practice intercepting moving targets. Now, imagine you've got a shotgun and you want to aim it at a target quickly. Swoosh, target aimed at right? You don't have to be Elliot Ness to find this fairly easy. *Sydney 2000* seems to think that you've got some muscle wasting disease and that stopping the barrel from careering off course is impossible. Pull the trigger and the recoil will send the sight aiming directly upward. The only way you can fix this problem is by training harder. What? Sorry, but no.

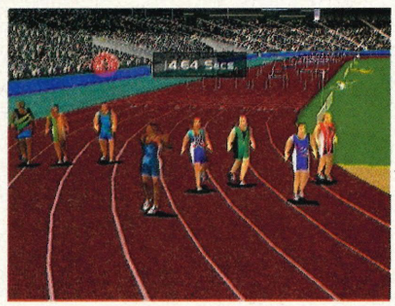
Going for Gold

The Olympic torch is currently being relayed around the world on its way to Australia. For the first time ever it will travel at a depth of three metres passed the great barrier reef and on 15 September it will light a flame, the games will start and Baron Pierre de Coubertin's dream will carry on into the 21st Century.

Now, you can join in the magic by working through *Sydney 2000*'s problems, or you can neglect a few events, pay 20 quid and buy *International Track and Field*. It would seem that more imagination was spent getting a flame to stay alight underwater than went into this game, and that just can't be right.

Will Johnston





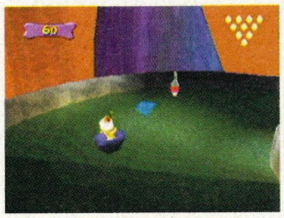


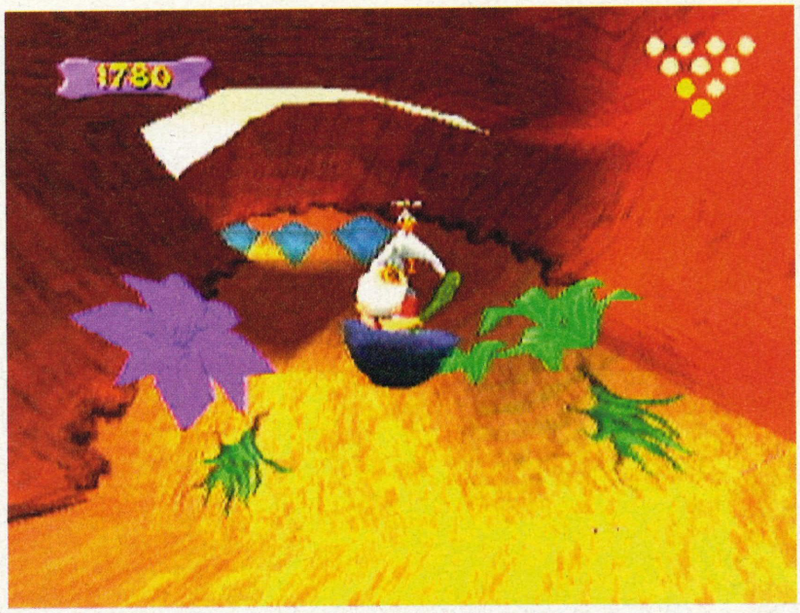
When training for the 100m Sprint you can, as tradition demands, work out on a tread mill. Now here comes the kick. To successful run on a treadmill you must work up a steady rhythm as you build up from a casual caressing of the buttons to full blown pad-punching. A nice idea and one that's trickier to pull off than it sounds. Perform well and your stats increase making actual track work easier. Now here's the kick. When you get to a race you can forget about rhythm and just go for your standard bashing. All the technique you've learned was for nothing. What is going on? Pain, no gain, and as for the actual game...

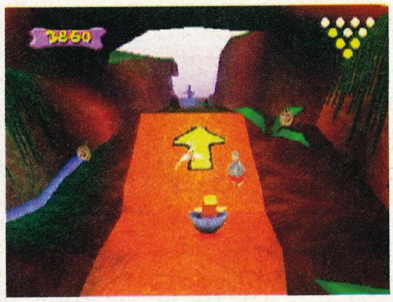
LET'S GET PHYSICAL!

PUBLISHER | UBISOFT RELEASE | OUT NOW
DEVELOPER | ADRENALINE PRICE | £19.99
PLAYERS | ONE PERIPHERALS








Bedrock Bowling

Yabba Dabba... what the hell is this supposed to be?

Having the rights to produce games based on the Flintstones – the first primetime animated family – should give you a licence to print money.

I mean, surely there are a million genres that these friendly faces can be shoe-horned into. Years (technically millions of 'em) before Homer Simpson was the king of the bowlers, Fred Flintstone and hapless sidekick Barney Rubble would be found rolling boulders down the lanes of the Bedrock alley and so this would be a logical, and not to mention authentic, use of the licence.

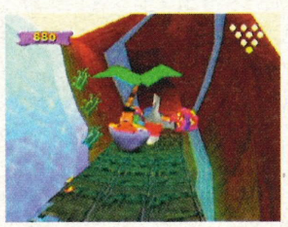
Bizarrely enough, *Bedrock Bowling* does not actually feature any bowling whatsoever. No, really, instead of throwing the balls, you ride in them, zooming down various courses, collecting crystals and knocking over the pins which are placed along your route. In order to get the chance to strike, you will also need to collect the three dodos, without these you can only compete on half of the course.

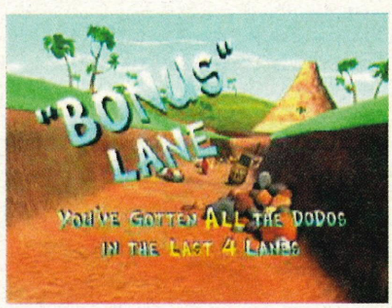
No matter what you score on one track, you will automatically get to play all of them until after ten circuits you receive your final score. This score ignores the rules of bowling, too. You get points for everything you pick up as well as the pins you knock down, so when you reach the end you have no real idea what your score means. You can save the scores to memory card. But really, who is going to be bothered to try and beat their previous achievement if there is no actual reward for doing so?

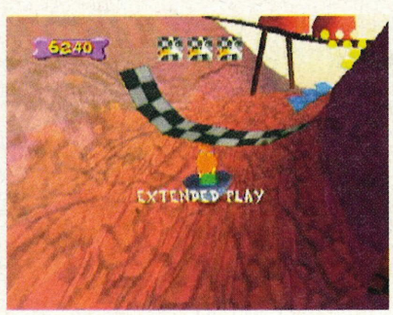
We were certain that something would happen if we achieved ten perfect strikes in a row and so battled our way through the game for hours until finally reaching our target. And what happened? Nada, zip, not a thing, just more points – well, whoop-dee-doo.

Whilst *Bedrock Bowling* is interesting for a while due to its originality and strange quirky charm, you will soon have seen everything it has to offer. It's fun to play as various characters (Fred, Barney, Pebbles, Bamm-Bamm and Dino are available) but the differences are only cosmetic. Overall, this is a wasted opportunity and let's hope they (Yabba Dabba) do better next time.§

Kendall Lacey











PS PRO FINAL VERDICT

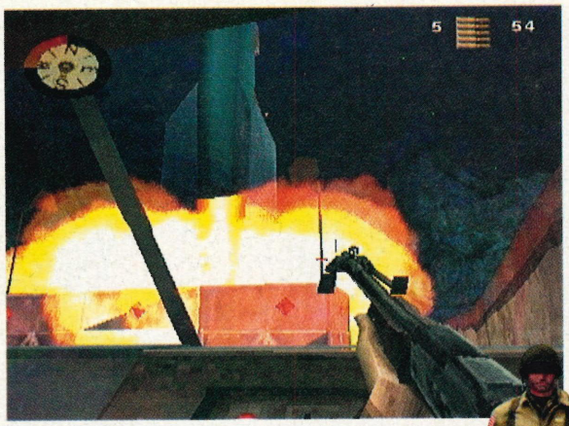
It's a Flintstones game that isn't really about The Flintstones and a bowling game that isn't really bowling. Which is quite strange. It's okay in the short term, but there's not really a lot to keep you interested.

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

66%

LEFT: Travelling through dinosaur bones? Pebbles may be mentally disturbed for life.

SECOND LEFT: Collect the three dodos to play the whole course and try for a strike.





ABOVE: **Background objects can be destroyed, with the ensuing explosion taking out any nearby enemies.**

RIGHT: **The quality of animation on the enemies is, er, quality.**





Medal of Honor

Who do you think you are kidding Mr Hitler?

PS PRO GOLD

Let's face it, wiping out an invading alien race may be fun for a while, but such antics pale in comparison to shooting the tin hat of a stony-faced, goose-stepping Nazi. Fortunately, somebody at DreamWorks tapped into this and the result is *Medal of Honor* – a first-person shoot-'em-up par excellence. Playing in a similar vain to Rare's sublime *GoldenEye* the game offers up seven perfectly balanced objective-based missions, each of which cleverly blend together stealth and all-out action elements.

You assume the role of Jimmy Patterson, a newly recruited member of the Office of Strategic Services. It's your task to complete a series of highly covert special operations, which, if accomplished successfully, will stop the steam-gathering Nazi war machine dead in its tracks.



Sour kraut

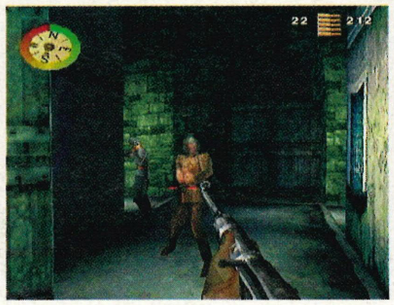
It's not just straight blasting though, for example later missions see you going undercover in the guise of a German Officer. Here dim-witted guards can be fooled by producing false papers, however, more senior ranking troops are not so easily deceived and must be taken out with a silenced pistol before they can sound the alert. The feeling of tension during your missions as you creep around beneath the Nazi's noses is palpable.

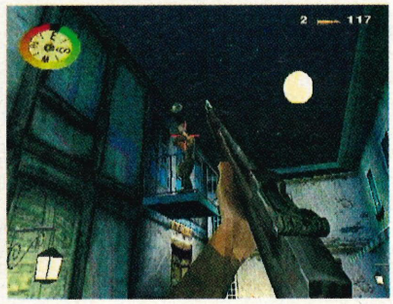
Weaponry on offer includes pistols, grenades, bazookas and of course the *de rigueur* sniper rifle. A localised hit system ensures that if an enemy is shot in the leg they'll limp around, shoot them again and they'll desperately try to crawl away whilst you line up the fatal shot. More impressive still is the way in which the enemies don't just charge mindlessly into the fray. For example troops will fire out from behind walls, thus keeping their profile to a minimum. Additionally, opponents will throw your own grenades back at you and then dive for cover.

In visual terms the game is a triumph. Whilst the settings are generally dark (many of your missions are night-based) the level of detail on display is excellent. A moody soundtrack and brilliant sound effects are the icing on the cake. Put simply, *Medal of Honor* is an intelligent, deeply atmospheric masterpiece, and at £20 it represents an essential purchase.

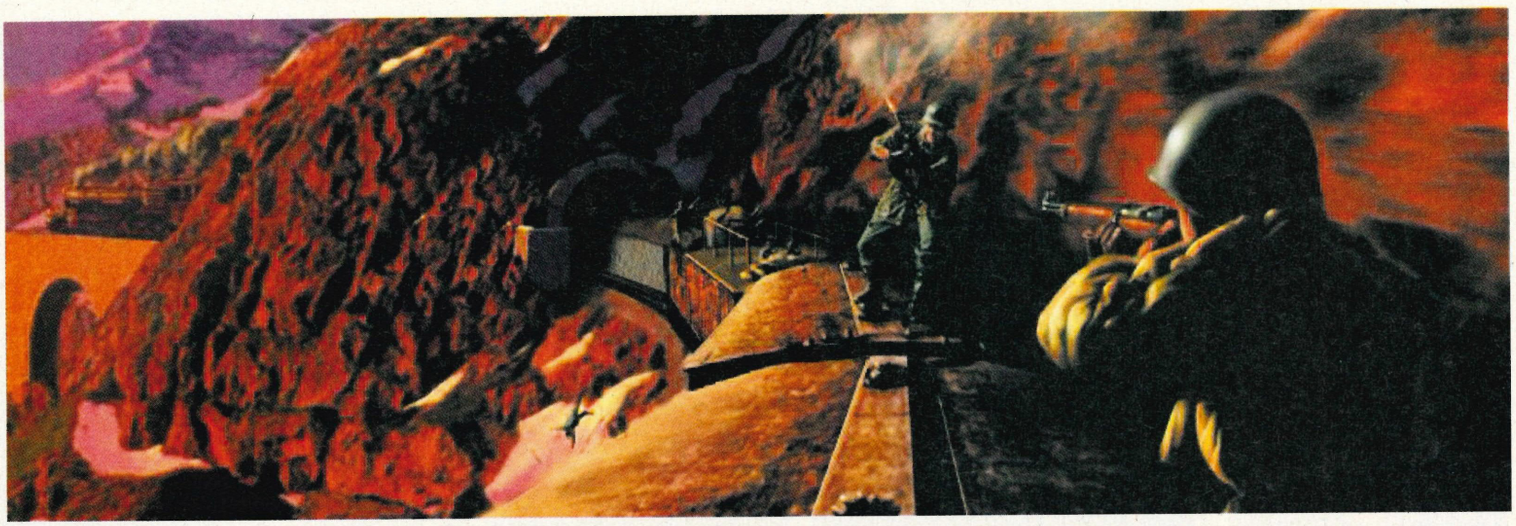
Simon Cann

The feeling of tension as you creep around beneath the Nazi's noses is palpable...

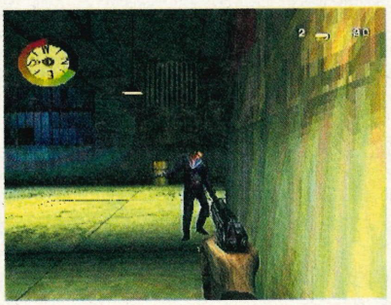


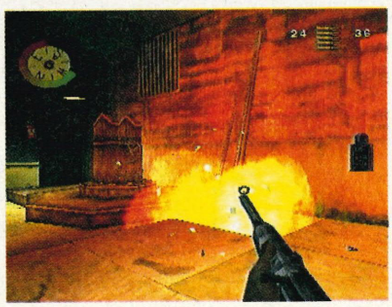


PUBLISHER | ELECTRONIC ARTS RELEASE | OUT NOW
DEVELOPER | DREAMWORKS INT. PRICE | £19.99 PLATINUM
PLAYERS | TWO PERIPHERALS

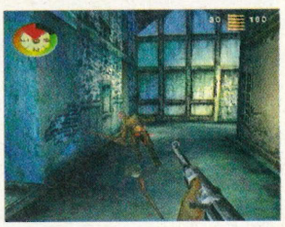








LEFT: The lighting effects during the game truly are second-to-none, and that ain't no foolin' bro.

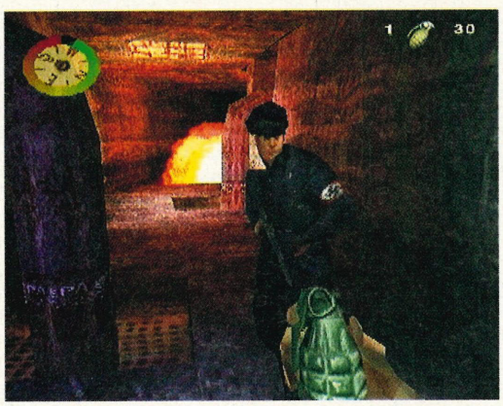


PS PRO FINAL VERDICT

A superb first-person shoot-'em-up that completely envelopes the player. The gameplay blends stealth and action into a stunningly atmospheric title that will mesmerise those who play it. The fact you get to kill Nazis is a bonus too.

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

94%





CHEATS!



"Don't make me bust you up!"

Go to the options screen and then select Password to enter each of these codes on the enigma machine – which will flash green to confirm correct entry. Each cheat effect (except Captain Dye mode) will appear on the Secret Codes screen and can be toggled on/off.
Note: These cheat effects will only work on levels that you've already completed.

MOSTMEDALS ___ Audie Murphy (invincibility)
BADCOPSHOW ___ Infinite Ammo
ICOSIDODEC ___ 4x Firing Rate
GOBLUE ___ Reflecting shots
TRACERON ___ Wireframe mode
SPRECHENA ___ American Movie mode (Germans speak English)
DENNIS MODE ___ 2Multiplayer Power-ups
CAPTAINDYE ___ Health doesn't revert to 100% at start of each stage; different path to acquiring secret commendations and multiplayer characters
BRADALARM ___ Different alarm sounds

SECRET PICTURES

Enter the following passwords to see some interesting photos and artwork.
COOLCHICK ___ Lynn Henson (lead game designer as a child)
AJRULES ___ Adrian Jones (Technical designer as a child)
DWIMOHTEAMS ___ Secret team gallery (press _ to advance)
DWIGALLERY ___ Secret staff photos gallery

MULTIPLAYER CHARACTERS

Enter the following passwords to unlock secret uniforms in multiplayer mode.
WOOFWOOF ___ Bismark dog
BIGFATMAN ___ Evil Colonel Muller
GUNTHER ___ Gunther
BEACHBALL ___ Noah
HERRZOMBIE ___ Otto
ROCKETMAN ___ Werner Von Braun
PAYBACK ___ William Shakespeare
FINESTHOUR ___ Winston Churchill
HOODUP ___ Wolfgang
SSPIELBERG ___ Velociraptor
INTHENAVY ___ Jens (German sailor)
TIREDJOHAN ___ Jonah
SCARYKARL ___ Karl (wearing gas mask)
COOLSHADES ___ Egon
IKEANDKEN ___ Rizal
ARTCRITIC ___ Ernst
WECANDOIT ___ Rosie
DASBOOTY ___ Jurgen
MANLYMAN ___ Manfred
EVILKURT ___ Kur

MISSION PASSWORDS

After entering these go to the war records and select Mission Log to find the relevant unlocked missions.
2: ZERSTOREN
3: BOOTSINKT
4: SENFGAS
5: SCHWERES
6: SICHERUNG
7: GESAMTHEIT

HISTORY & MAKING PASSWORDS

These unlock the history and making of features for the levels in the gallery option.
Mission 1: INVASION
Mission 2: BIGGRETA
Mission 3: DASBOOT
Mission 4: STUKA
Mission 5: KOMET
Mission 6 & 7: TWOSIXTWO
Mission 8: VICTORYDAY

MULTIPLAYER ARENA

Enter the password, then go to multiplayer mode and select Game Type and Theatre to find the new arena.

MACOOCOO ___ Game Werks.











ABOVE: The combat system is easy to use and allows for some calculated attacks.

RIGHT: The game works around a central structure with each mini quest being centred on the Corona..











Threads of fate

More fantastical japery from RPG masters Square...

Square's output is rarely short of superb and this year has seen some truly masterful releases from the Japanese softco. Indeed, *Vagrant Story*, *Parasite Eve 2* and of course the epic *Final Fantasy IX* have all pushed the ageing PlayStation technology in exciting new directions.

Whilst *Threads of Fate* (know as *Dewprism* in Japan) doesn't quite scale the giddy heights of its illustrious stablemates, it still manages to provide a polished and enjoyable mixture of fantastical RPG adventure and action elements.

This is essentially a game of two halves and players are offered the choice of controlling one of two distinctly different lead characters. Mint is a somewhat spoilt ex-Princess who seeks to exact revenge upon her sister – who has usurped her position as Heiress to the Royal throne. Rue on the other hand is a young shape-shifter who seeks his lost love and hopes to find out more about himself during his quest.

Unlike lesser releases your choice of character in the game has a significant effect on how the game unfolds. Mint is skilled in magic and sorcery, whilst Rue can uses his shape-shifting abilities to overcome the game's many puzzles and enemies. So, whilst both plots take place solely in the town of Corona (no sprawling world maps here) the two characters' adventures (for the most part) are fairly unique. Even in the sequences where the stories overlap, you'll find your courses of action differ greatly.



Fate the good fate

Gameplay mixes together *Golden Axe*-style combat and platforming action with classic RPG elements. Whilst the game's bright, colourful environments are constructed of polygons, a great deal of the action takes place along a 2D axis. In many ways the game resembles Konami's celebrated *Legend of Mystical Ninja* titles and features the aforementioned games cute look, bizarre humour and seamless blending of genre. One minute you'll be quizzing villagers and shop owners for clues, the next you'll be performing death-defying leaps over a surreal landscape of stars and swings (don't ask). In the wrong hands this type of thing can go horribly wrong, but the talented developers at Square have delivered a perfectly rounded game.

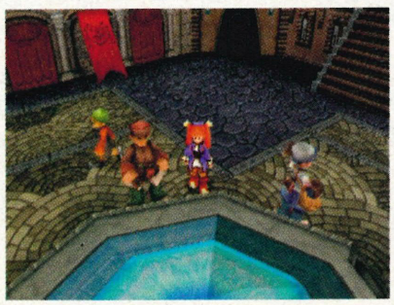






















An early scene involving a group of Gargoyles provides a good example of the diversity between the characters. If you're playing as Mint you simply have to defeat a set number of the beasts in order to bring down a magical flight of stairs. However, if you're playing as the shape-shifting Rue, you can simply metamorphose into the said Gargoyle and bring down the stairs by solving a simple puzzle (we won't spoil it for you).

Your choice of character has a significant effect on how the game unfolds...



Character building

Although the game's levels are all cleverly designed, the true stars of the show are the two hugely innovative central characters. Both share fundamental similarities in terms of attack moves. Mint wields a set of magical rings, whilst Rue wields an axe-like device. Beyond this though, the two characters have little in common.

Mint begins the game with a limited number of spells, but as progress is made she acquires new attacks including fire, wind and water. These must all be used thoughtfully. For example, a section in an Ewok-like village requires fans to be moved using Mint's wind spells. Rue's unique shape-shifting ability allows him to transform into any vanquished foe. As you can imagine, this uncanny ability opens up diverse gameplay moments which are thankfully exploited by the game's varied puzzles and enemies.

In terms of graphics, the game is much like the old-fashioned scenes in *Final Fantasy IX*, with most scenes featuring a vibrantly coloured set of buildings and characters. Everything looks solid (with very little glitching in evidence) and each location manages to look unique. Sound is also well implemented with some catchy but unobtrusive tunes accompanying the action. In all, *Threads of Fate* is a hugely enjoyable (if somewhat simplistic) piece of gaming, which in many respects harks back to the classic coin-ops of the late Eighties. Its cute appearance belies a game of great innovation and depth, qualities which, it might be added, are too often lacking in many contemporary releases.

Simon Cann







DIFFERENT STROKES!

PS PRO FINAL VERDICT

A great title that seamlessly blends together platform, fighting and RPG elements. Level design is inspired whilst the two distinctive lead characters ensure that the game will stand up to repeated play.

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

82%

LEFT ABOVE: Mint is a more upbeat character than Rue and her quest is generally a lighter hearted affair.

LEFT: The enemies you encounter are a varied bunch and each foe has their own unique attack pattern.

PSX @







Logic 3





FORCE FEEDBACK



SPECTRA VIDEO

logic3.com

SpectraVideo plc
(020) 8902 2211

PUBLISHER | TAKE TWO RELEASE | SEPTEMBER
DEVELOPER | SYSCOM PRICE | £9.99
PLAYERS | ONE PERIPHERALS



RIGHT: Watch the tension in that line! Almost got him... what a beauty! A super big bass.

LEFT: This fish appears to be completely oblivious to the fact that I'm trying to catch him.









Action Bass

Here's a game that's sure to get you hooked!

Oh, the joys of summer! Putting away that joypad and heading out into the great outdoors for a spot of fun on the water, catching yourself a large sea bass to go with your nice Chianti. Alternatively of course, you lazy lazy people can grab yourself a can of cheapo supermarket lager, vegitate in front of the goggle box and have a bash at Take Two's latest offering.

Action Bass is set in four distinct environments and your mission, naturally, is to catch the biggest fish possible. Of course, it is not just a case of tossing your hook and seeing what happens, you must first pick the right lure in order to entice your fishy prey.

The most amusing and entertaining thing about this game is the fish. In some fishing games as soon as the slippery fellas see your hook they'll come swimming along like idiots and take the bait. Not here. Often a fish will get really close to the lure, stare at it for a few seconds and swim off quickly in the other direction. It's almost as if the bass are laughing at you. In fact, they probably are.

Glug!

Basically, you can make *Action Bass* as simple or as involved as you want. The player looking for a quick burst of fun can opt for the Arcade mode – just grab a lure, hit the lake and chances are you'll manage to hook something. Those looking for a more involving challenge can enter the tournament where you are given a minimum weight to achieve. You will now really need to find the correct lure for the conditions and it is guaranteed to take quite a few games before you finally snare the prize fish and proceed to the next level. If you do well enough, you can unlock the secret fifth area and more lures – persistence brings its own rewards y'know.

Action Bass certainly pays homage to the excellent *Fisherman's Bait* but this is no bad thing as it means it keeps the arcade sheen of that game rather than going for tedious realism. You may feel that fishing games aren't your bag, but at under ten pounds, perhaps you should take the plunge...

©Kendall Lacey

BUDGET PRICE





PS PRO FINAL VERDICT

This is a decent arcade take on the fishing genre which undoubtedly owes a lot to the superior *Fisherman's Bait* series. Not the best fishing game floating about but for £9.99 it's still worth a look.

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

72%



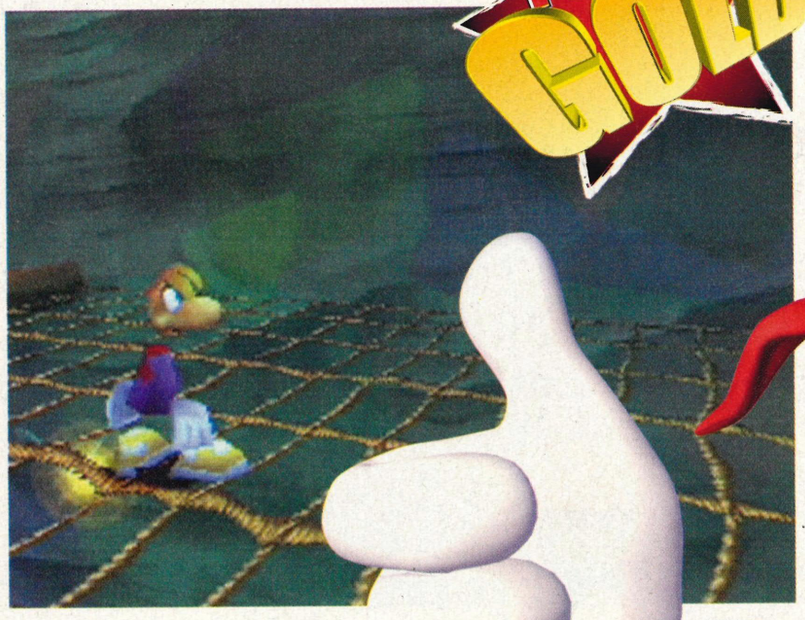


ABOVE: Those meat cleavers on chains are surprisingly dangerous... Don't believe me then!

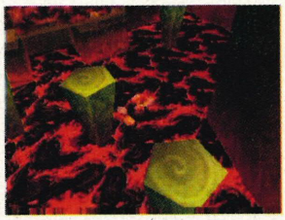
RIGHT: The Fairy shouts, "Oh, chase me! Big boy!," and runs off. The saucy thing.

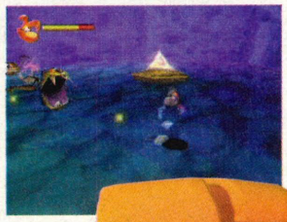






PS PRO GOLD





Rayman 2
The Great Escape

He's been away a long time – but he's never been far from our thoughts...

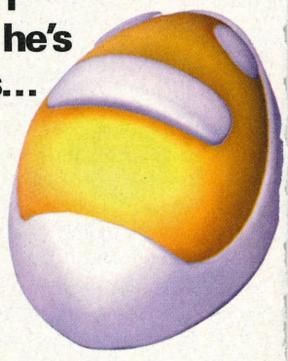
During his absence, Rayman has taken on a whole new form, and a new guise to match. Rayman has stepped through into the world of 3D polygonal games. So how did he fare?

This all-new adventure finds Rayman in a Space Pirates ship. Locked away in the deepest of their dungeons, Rayman lies helpless, sapped of his powers and unable to save his planet from the callous attacks of the pirates. Aw. Game over already? But no! The Fairy Ly finds a way to smuggle Rayman some magical strength and he sets off on a mission to save the world.

According to Ly, the pirates have 'exploded the heart of the world' (it may have lost something in translation from French), and scattered the 'lums' which helped hold it together. Rayman's mission (which he has already chosen to accept) is to recapture these lums and locate four masks which will help him to defeat Captain Razorbeard and his enormous pirates.

The Great Escape sees a big, fat, fully 3D Rayman wandering around a dreamily real and sugar candy-coated world full of good, evil and enormous robotic fiends who each have a craving to find out what colour Rayman's blood is. Rayman moves with a spring in his step and a swing in his movements that give weight and realism to his physique, making the existence of a limbless purple alien seem even more possible than that of a fat Italian plumber with a moustache.

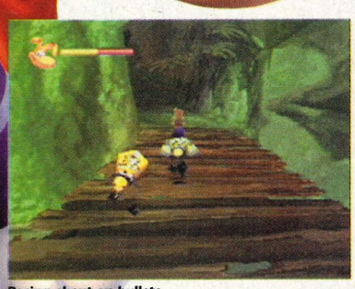
While he was waiting in the wings, Rayman has made the transition from ordinary platformer to extraordinary adventurer. The gorgeous graphics of the scenery and the imaginative gameplay and story line prove that the five-year wait since the last game was well worth it.



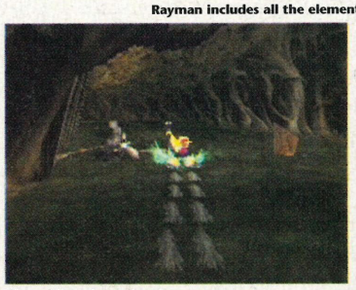
Airhead

When Rayman sets off, he has only a few of the skills he needs to save the world. But as he travels further through the lands that now kowtow to the Space Pirates, he gains new skills. He can glide, using his hair as a helicopter, and swing between the Purple Lums that litter the skyscape on a glowing luminous rope. He also learns the skills necessary to tame and ride the explosively dangerous shell-bombs, and help a huge blue whale escape from imprisonment.

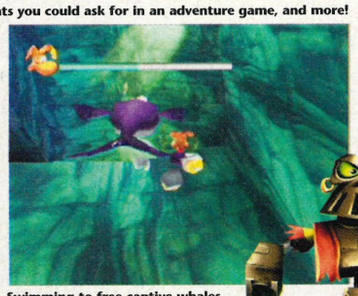
Rayman includes all the elements you could ask for in an adventure game, and more!



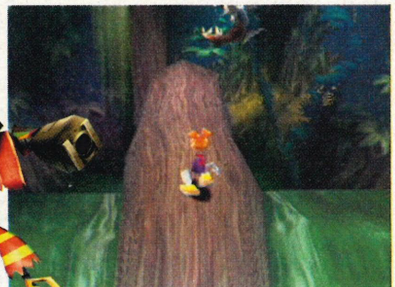
Racing about on bullets



Waterskiing through poisonous swamps

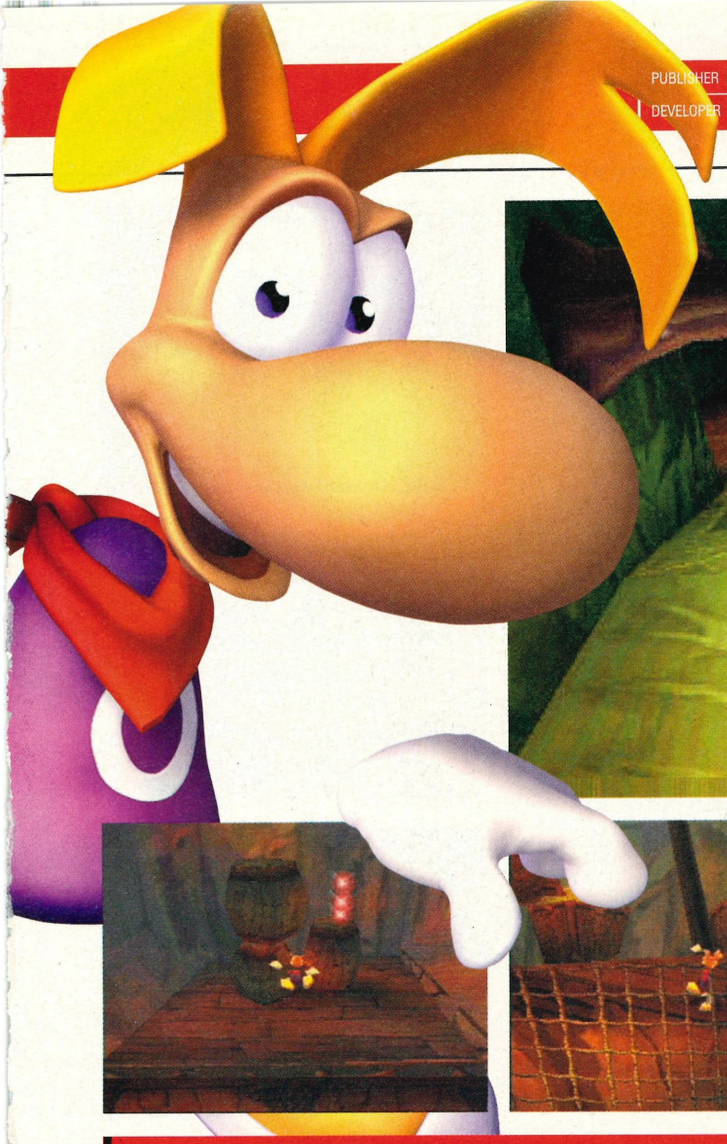


Swimming to free captive whales



ALL BASES COVERED!

PUBLISHER | UBISOFT
DEVELOPER | UBISOFT
RELEASE | OUT NOW
PRICE | £39.99
PLAYERS | ONE
PERIPHERALS





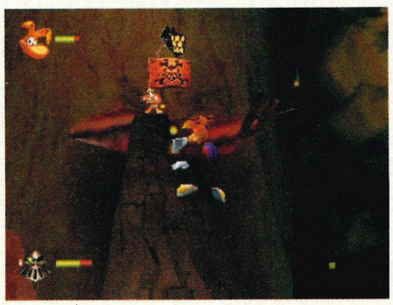
PS PRO FINAL VERDICT

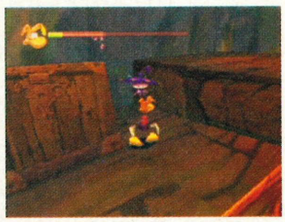
Rayman's comeback is like John Travolta's. After years in the wilderness, he ain't dancing no more, but he has put on some weight and got a hell of a lot cooler than before. Gives a hell of a foot massage too...

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

92%

BELOW: If you free these mini witches from the cages they're in, you'll get extra health, as well as an enormous feeling of satisfaction. Of course.









Rayman has made the transition from ordinary platformer to extraordinary adventurer!

Rayman's world is full of amazing friends and foes, spectacular, pop-up free environments and richly varied gameplay.

Not only does Rayman provide you with the wherewithal to claim that it is a 'workable little platformer,' it adds surprising and exciting mini-games to keep your attention. You will go from the obligatory lift-jumping to a fabulous water skiing section, from rope swinging, to snatching air bubbles from the mouths of piranhas. Rayman has always got something new up his sleeve to prevent your interest from dwindling.

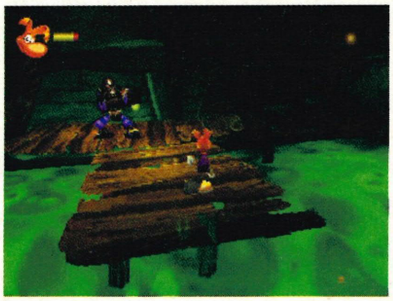
The sound effects, too, not only enhance the game, but are an essential element to the gameplay. You can hear every tic-tac of Rayman's shoes, the snores of sleeping pirates and every whispered 'help!' from captives. The sound is crucial as it not only warns you of dangers which you cannot yet see, but tells you that captives who need freeing are waiting, just out of sight. The music enhances the gaming experience too, not only by reacting to situations but by fitting the scene and helping to create the atmosphere.

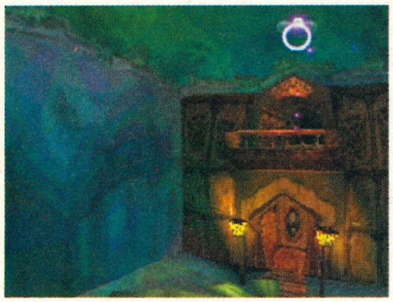
Rayman 2 shows us a newer, bolder Rayman, inhabiting a beautifully rendered world and embarking on a great big adventure. Ubisoft have managed to create a game which has enough variety to captivate every kind of gaming adventurer, being neither too complex, nor too simple, and jammed full of startling variety and enchanting colour. Rayman's back and he's better than ever.

© Nerys Coward



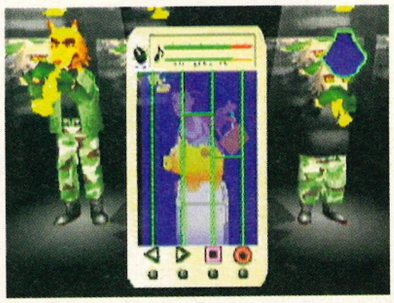
ABOVE: Is it just me? Or do you think there's something kinda spooky about that tree?



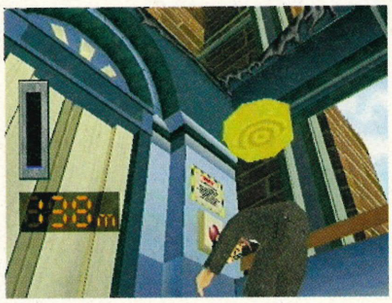








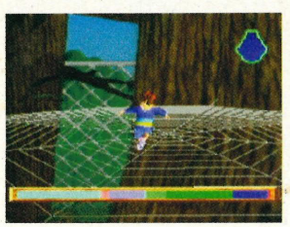












Incredible Crisis

Poor old Taneo. He is your usual overworked Japanese businessman who wants nothing more than to get home on time to celebrate dear old Grandma's birthday. Alas, my friends, fate can be very cruel and soon our hero finds himself in all kinds of crazy predicaments.

Incredible Crisis follows Taneo through all his trials and tribulations and then focuses on all the other members of the family, who are also having serious trouble. This strong story drives the action along at a fair old pace and it is guaranteed that having played only a few of the multitude of games on offer, you will be laughing like a hyena on acid, wondering what insanity will come next. Although some of the games may seem slightly familiar, taking their cue from everything from T*rack And Field* to the *Beatmania* phenomenon, others take the game in completely fresh and innovative directions.



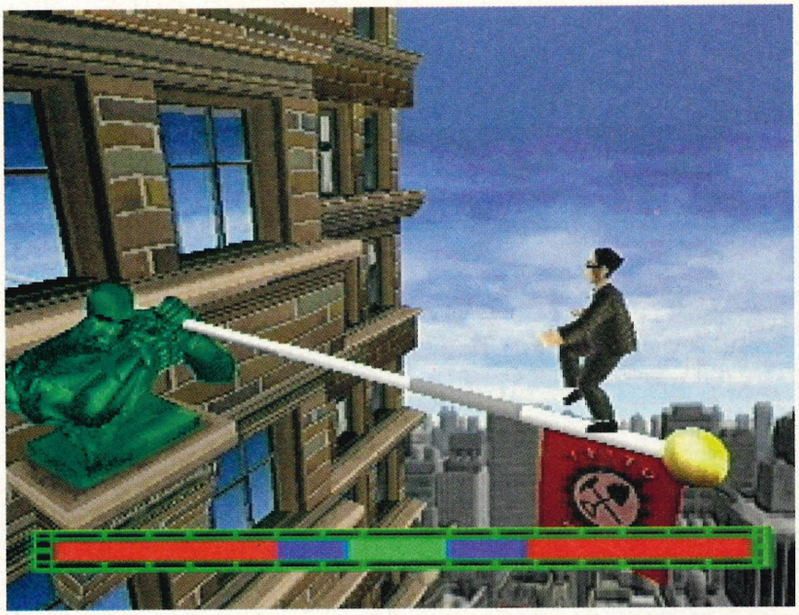


Panic! Panic!

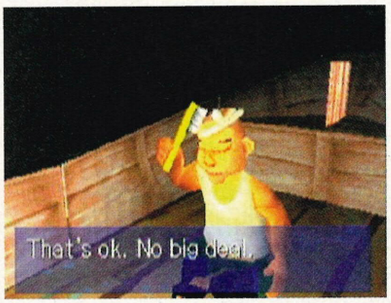
When we first meet Taneo, he is having a normal day working in the office. His initial task is to get some exercise and along with his co-workers, he is soon grooving, as you press the correct buttons in time with the music. Do it correctly and he is a happy bunny, but mistakes will cause your stress meter to increase. This takes the form of a head which gradually becomes more and more red until finally the pressure is too much and it explodes.

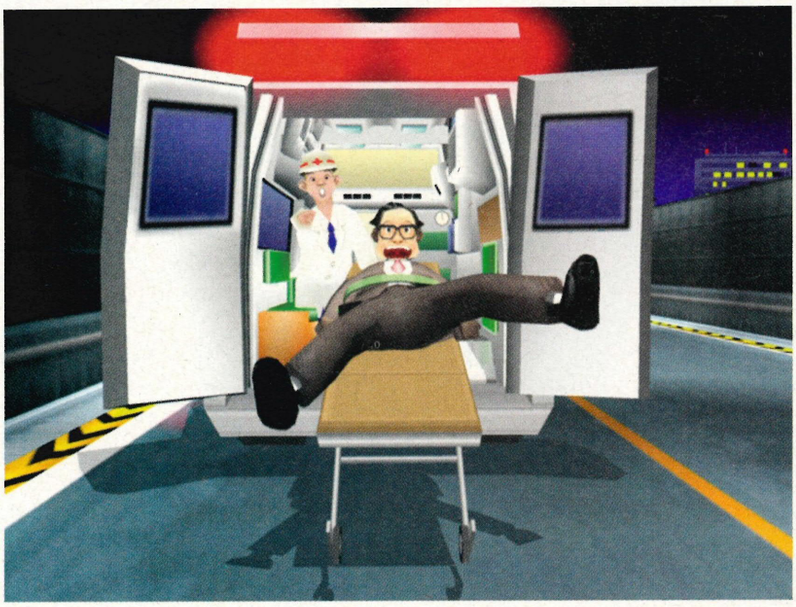
Once Taneo has finished jiving, he looks relaxed and happy, not realising that he is about to be chased through the building, Indiana Jones-style, by a large ball intent on crushing him. During this game you are required to use rhythmic button-bashing to succeed as well as watching out for obstacles along the way.

The beauty of this game is that every time you think it can't get any more way-out, it surprises you with more weirdness. Take, for example, an office favourite – the massage level. Here, Taneo and an office temptress take a ride on a ferris wheel and he has to give her a back massage. She directs you to the appropriate pressure spots and responds with groaning noises













Many of the levels through the game are based on films, everything from newer blockbusters such as *Independence Day* to Seventies classics *Saturday Night Fever* and *Dog Day Afternoon*.

What a good opportunity then to print this pic of cinematic gangster god Al Pacino and king of dance, John Travolta!

HOMAGE!



ABOVE: Taneo is giving a foxy lady a massage, the saucy gent. Just don't tell his wife.

LEFT: How many games can claim to have a shopping level? Check the price of eyeliner, would you?



BELOW: Who has the strength and courage to fight against a huge pink bear? Kendall, the world needs you! [No it bloody doesn't! – Ed]



which would suggest she is more than happy with his technique... (cough). This may sound like Taneo has finally got something to smile about, but the vicious minx is actually part of a crime organisation and when she leaves the ferris wheel, Taneo finds himself left with a ticking timebomb. Soon he is flying through the air, propelled by a huge fireball. It's both ridiculous and hilarious.

Once you have completed Taneo's adventure (I won't spoil the conclusion of his tale but it is very funny), you take control of his wife [oo-er, etc – Ed] and these games are the toughest in the whole game, requiring accurate timing and speedy arithmetic skills. The hardest level is a take off of *Raiders Of The Lost Ark*, where you have to replace a golden pig with a bag of shopping of the same weight. It's like a surreal version of *Countdown* and takes great skill to complete. Her screens are not all so cerebral though, there are also flying levels where you have to blow up a large furry teddy bear. I'm not making this stuff up you know. [Hmm – Ed]

I don't really want to give away any more of the plot as part of the fun is the element of surprise as things get more hectic and insane. Once you have completed the entire game, you can play any level as a separate mini-game and receive a rating ensuring the game still has appeal even when mastered.

Incredible Crisis is an excellent and original adventure. It's like starring in a classic Eighties Chevy Chase movie – only better.

Kendall Lacey

You will be laughing like a hyena on acid, wondering what insanity will come next!

PS PRO FINAL VERDICT

Once you get embroiled in Taneo's crazy life, you won't stop playing until the final credits roll. It's funny, it's original and it's addictive. Go get it!

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

92%

P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?

P2 is the only magazine you need. The first issue hits the shelves on 27 September and guarantees...

- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD REVIEW
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust
- Sony's stylish new console deserves a quality magazine – accept no substitute

PlayStation2 – the facts



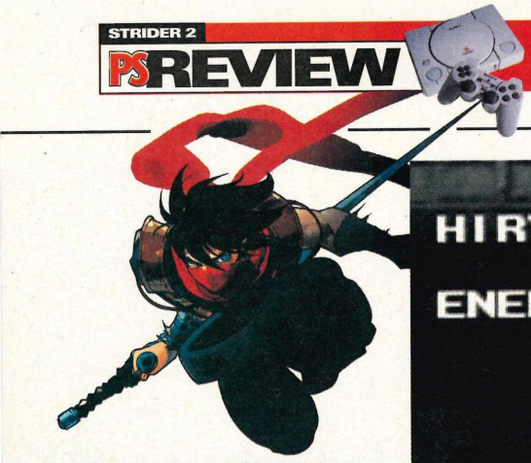
The magazine



ON SALE

27 SEPTEMBER 2000

available from all good newsagents







ABOVE: A mammoth feels Hiryu's wrath after sitting in front of him at the theatre.











Strider 2

Capcom finally get their asses in gear and blow the dust off the old bones of their arcade classic.

You can view *Strider 2* in many different ways. You might see it as a revivalist classic. 11 years ago *Strider* was a wow in the arcades with its rapid sword-swiping action, intensely detailed backgrounds and graphics. The lovely thing is that this classic piece of craftsmanship is included with *Strider 2*. To gamers who lived through its first outing, that alone could make it an essential purchase.

You might see *Strider 2* as the re-invention of that masterpiece. Look closely and focus your mind. The packaging of the new *Strider* game right next to the old version gives us a clue; because apart from some very superficial changes, this game is exactly the same as the first one. The upgrades can be counted on the hand of a two-fingered man: 1) Strider can now do a double jump, allowing him to stay in the air slightly longer than before, 2) The backgrounds and players are a little more detailed, with a few more colours, a bit more action, and (wow!) the odd 'corner' – giving what is essentially a 2D game a 3D feel.





But like Confucius say, "For the Ninja to re-invent; like Madonna, he must change from within", not just put on a wig, sew on a few sequins and expect us all to call him 'the artist formerly known as…' The gameplay is one coat of lipstick away from being identical, and the finer detailing on a few of the monsters and environments won't hide Strider's arthritic old bones – especially when he is the least detailed thing on the screen.

You could even look at *Strider 2* as a prime example of a fast-moving 2D side-scroller. The gameplay is addictive, but its simplistic nature belies the fact that this has changed very little from a game that was made for a generation of gamers before *Tomb Raider*, *Resident Evil* or *Grand Turismo*.



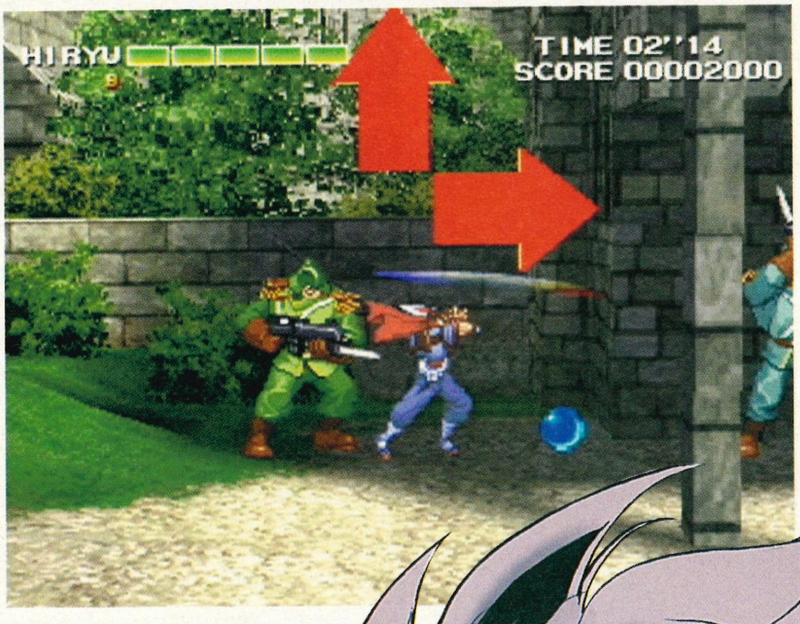


Strider came from a time long before the concept of a home gym was even considered. But something of him lives on... in this man. Peter Andre is the unfortunate result of a coupling that should never have happened. One which occurred between animated action hero Hiryu Strider and a small Pekinese dog from West London. He is a mutant, capable of bench pressing 840lbs, and should not be approached.

THE MISSING LINK









ABOVE: This is a platformy sort of bit – but running upwards. Good thing Strider sticks to walls.



ABOVE: Hiryu, the ungrateful swine, first hitches a rid in the helicopter, and then smashes it to shards.

ABOVE: Which way, man? Make your mind up quick! There's a very impatient man with a gun standing behind you!



These people were impressed by how small calculators were and spent a great deal of time trying to perfect the ultimate 'flick-over' hair style with the help of a litre of hairspray. Times have changed.

Strider splits

Each level contains tiny sections that are split by loading screens, which gives the game an arcadey, but very broken up feel. Strider can jump, climb, slide or slash his way through the different environments that he covers. A futuristic cityscape, a windy airship and a medieval castle all feature. But the hack, hack, hack of the sword, the ease with which you can defeat the bosses, and the flick-book movement of Strider himself reveals that the game has been outplayed by many of the more recent upstarts. You can actually finish *Strider* with minimum effort. All you need to do is keep hitting the slash button, or, failing that, hitting start when you die for access to your unlimited continues.

You could see *Strider* as an arcade slasher, with a nostalgic bent and an old star to play homage to. *Strider 2* is an unforgiving slice of hero worship pie which has been created, essentially, for retro fans – people who want to recall the youths they spent shoving ten pence coins into arcade machines on the rainy seafront at Bognor. But retro fans beware, this is a fast-firing, rapid action, brightly coloured arcade adventure that makes a lot of noise, but is lacking in any real depth. Even with both games to get through, *Strider 1* and *2* won't keep you occupied for long.

From what ever perspective you choose to view it from, *Strider* is back to reclaim old fans who will inevitably herald his return as the 'Second Coming'. However, gamers who haven't been around long enough to recall the days when calculators were as big as pencil cases aren't going to be able to work out what all the fuss is about.

© Nerys Coward



The gameplay is one coat of lipstick away from being identical to the first!

PS PRO FINAL VERDICT

Capcom's revival of *Strider* wasn't all bad, at least we know that he's still around and has, at least, the potential to star in a good game. This one is purely for the *Strider* faithful.

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

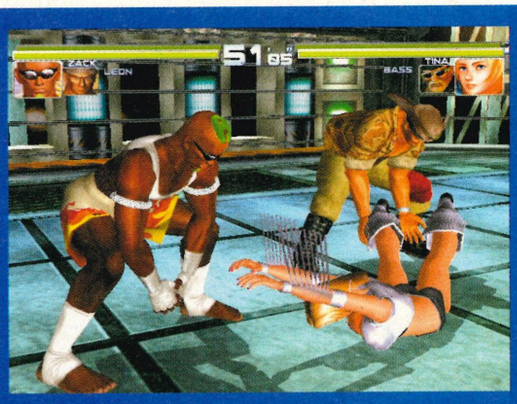
69%

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 souls!

GAME OF THE MONTH

DEAD OR ALIVE 2

When *Tekken Tag Tounament* was beaten by this plucky new contender on the PS2, jaws dropped. Namco had done nothing wrong but it was clear Temco had a lot more to offer gamers with *Dead or Alive 2* and its inventive moves, tag features and arenas which are multi- layered and give a great feeling of depth. It looks superb and if anyone tells you *Tekken Tag* plays better, they're lying through their teeth!



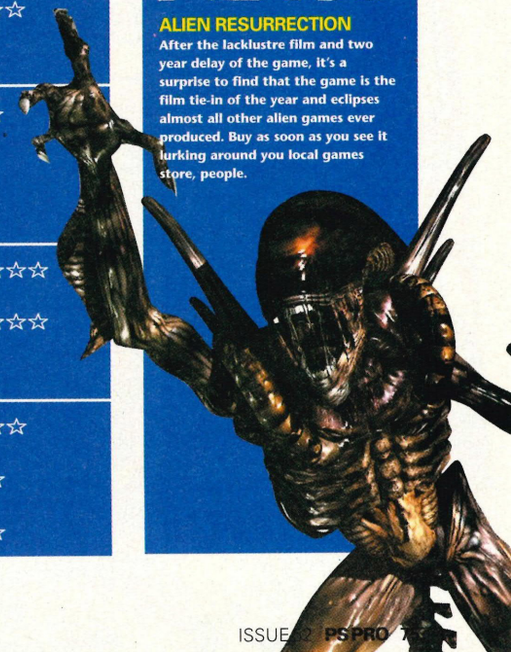
	RICHARD MELVILLE	WILL JOHNSTON	KENDALL LACEY
TENCHU 2	A good solid sequel. Worth the money without a doubt	Reviewed it	It takes more than flashes of blood to keep my interest. They love it, I don't
	☆☆☆☆		☆☆
DIGIMON WORLD	Doesn't have the drug-like addiction of Pokémon, but fun all the same	If I wanted to clean up digital turds, I'd work on an N64 mag	Reviewed it!
	☆☆☆	☆☆	
ALIEN RESURRECTION	Gets my vote as the best game this issue	Reviewed it!	Aliens, guns and plenty of atmosphere.
	☆☆☆☆☆		☆☆☆☆
SNOW SUPERCROSS	The best (of two) skidoo game out there. good Editor mode	Proves that there is, indeed, no business like snow business	Decent snow fun with smart track builder
	☆☆☆	☆☆☆	☆☆☆
TEAM BUDDIES	*Bomberman* gone bad. Looks great but plays like a dog	Reviewed it!	Oh, how funny. Swear at me again, my sides are aching. Pathetic
	☆☆		☆
SYDNEY 2000	Strategy based alternative to *Track & Field 2*. Dodgy in parts though	Reviewed it!	It's playable but can't match the classic *Track & Field*
	☆☆☆		☆☆☆
MOH PLATINUM	Bargain. Beats full price *Quake 2* and *Exhumed*!	The best game of last year at a cut price – ace!	Interesting AND fun to play. What more could you ask?
	☆☆☆☆☆		☆☆☆☆☆
THREADS OF FATE (DEW PRISM)	For RPG die-hards and those sick of *Final Fantasy*	An interesting haul through the minds of the deranged Japanese	Decent enough adventure action from our Square friends
	☆☆☆	☆☆☆	☆☆☆
RAYMAN 2	Bouncy platformer that just about beats *Crash* but not *Spyro*	A brilliant game that gets tough, but never fails to charm	The yellow fellow doesn't mellow. Great atmosphere and a fair challenge
	☆☆☆	☆☆☆☆	☆☆☆☆



2ND PLACE

ALIEN RESURRECTION

After the lacklustre film and two year delay of the game, it's a surprise to find that the game is the film tie-in of the year and eclipses almost all other alien games ever produced. Buy as soon as you see it lurking around you local games store, people.



ACTION BASS	*Fisherman's Bait* is the best, but for a tenner, fish fans will fall in love	☆☆☆
	An 'action' fishing game is it? Hey, for a tenner you can't go wrong	☆☆☆
	Reviewed it!	
BEDROCK BOWLING	It could've been real bowling and it might have been good	☆☆
	All the fun of rolling a marble down a gutter	☆
	Reviewed it!	
INCREDIBLE CRISIS	Great fun and essential for everyone who has regular parties	☆☆☆☆
	A fantastic and novel piece of insanity. Why are there not more games like this?	☆☆☆☆
	Reviewed it!	
STRIDER 2	The return of the Capcom great and a sequel in the same pack. Retro gamers only	☆☆☆
	Would be worth it for the original *Strider* if the price wasn't so damned high	☆☆
	Old skool icon, or burnt out has-been? The latter, I fear	☆☆



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

Alternatively: Email: RICHM@PARAGON.CO.UK
Fax: 01202 299955
Web site: www.totalgames.net



With our beloved editor sunning himself on some far away beach, Kendall has been given the task of reading and responding to your lovely mail. Whilst this month's letter mountain was impressive, we want more! Send us multiple missives on any topic you desire. Will you be buying a PlayStation2? What games are eating away at your free time at the moment? What are you most looking forward to? Tell us now! NOW I said!

So, with no further ado, Kendall is settled down with a Diet Coke and a copy of the first album by The Clash. Shall we begin?

(Don't forget that the writer of the Star Letter gets a stack of funky prizes, so get your pens out and write!)



Lights! Camera! Action!

Dear **PS PRO**,

Why the hell is there going to be a *Tomb Raider* movie? Everyone knows that it will be rubbish and bear little if any resemblance to the games which have spawned it. Do you not remember the *Super Mario Bros* film? Tripe! *Street Fighter*? Not even foxy Kylie could save it. *Mortal Kombat*? Oh please, don't make me puke. Every time Hollywood tries to make a movie based on videogame characters they screw it up, and similarly every time gamesmakers try and produce an 'interactive movie' it turns out to be a tedious load of tripe. Stop the madness. Keep the worlds of cinema and gaming independent of one another.

Andre Matlock, Plymouth

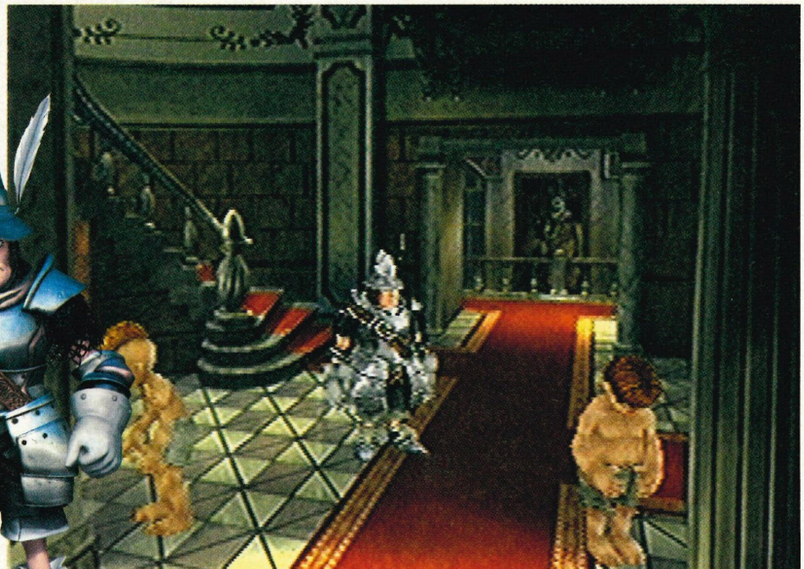
KENDALL SAYS... **Calm down, Andre. Whilst you are right that a lot of games don't translate well to the silver screen, does it really matter? No one is putting a gun to your head and forcing you to watch these movies. I have to disagree about the Mario movie, that was a damn fine flick. Whilst Tomb Raider isn't exactly filling me with excitement, it does feature Angelina Jolie, which is reason alone to be excited...**



Fantasy Becomes Reality

Dear **PS PRO**,

I remember when *Final Fantasy VII* came out and I spent weeks doing nothing but sitting in my room getting totally immersed in the fantasy world. I loved it. Because of this, as soon as *Final Fantasy VIII* was released, I rushed out to buy it hoping for the same sort of thrills. Alas, I was gutted to discover that the whole style of the game was



STAR LETTER!

Hail To The Driver!

Dear **PS PRO**,
My favourite game of all time has to be *Driver*. It is so much fun to play and it also offers a challenge which means you will return to it time and time again. The graphics match up to the action and all of my friends who have tried it agree it is a great game. When I saw that a sequel is being produced I was very excited, so imagine my joy when I read in your mag that it is to be released at £24.99! I think that the company releasing this game should be applauded as it is obviously going to be a big hit and they could have charged full price for it. I wish more companies would do this instead of being greedy. I'll be first in the queue to buy *Driver 2* and I know a lot of others who will be tempted by the low price selling point. We get cheaper games, the companies get more hits and therefore more money. Everyone's a winner!
Rachel Williams, Devon





KENDALL SAYS... Yes we all agree that *Driver* is an all-time classic and now that it is out there for under 20 notes there is no excuse for anyone not to own this piece of gaming heaven. The sequel is shaping up to be even better and you can be sure that we'll keep you up to date on its progress. Also, with its bargain price you'll have plenty of change left for your fave mag, PS PRO!

different and there were too many long and monotonous cut-scenes which ruined the atmosphere and the whole experience was really dull. Now I hear that *Final Fantasy IX* is on the way and I am not sure what to do. Should I go out and get it straight away or is it going to let me down again?
Gina Mason, Birmingham

KENDALL SAYS... Gina, if you liked *Final Fantasy VII* then chances are that you will also enjoy the next instalment as it is a return to the style and look of part VII. I have to say that I enjoyed *Final Fantasy VIII* but after a quick poll of reprobates I found around the office, the consensus seems to be that your view is correct. However, Will is currently engrossed in *Final Fantasy IX* and considering getting a tattoo of the hero etched on his face.

Biology Lessons

Dear **PS PRO**,
I have heard a lot about a type of game available in Japan called 'Hentai'. My friend says these games feature a lot of naked girls but I don' t know if he is lying or not. Do these games really exist and can I get any that work on my English machine?
William Evans, Stockport

KENDALL SAYS... Your dirty little buddy is telling the truth. Japanese businessmen like nothing better after a hard day at the office than kicking back with a cold beer and playing a game which involves chatting up young schoolgirls and persuading them to part with their clothes. Alas, these games are unavailable in Britain. Quite right too, we'd never get Richard to do any work!

Go Get Digimon!

Dear **PS PRO**,
I have had my PlayStation for a couple of years and still believe that it is the best console on the market. I can't wait for the PlayStation2, and games like *Ridge Racer V* and *Dead Or Alive 2* look like being the best ever. The only thing that disappoints me is the fact that I can't get any Pokémon games for my machine whereas my friend has an N64 and keeps going on about *Pokémon Stadium* being the best thing ever. Are there any games coming out for my PlayStation that will be like the *Pokémon* games or am I going to have to buy a Nintendo machine?
Eddie Grayson, Brighton

KENDALL SAYS... Eddie, my boy, it is your lucky day. There is no need to despair at the lack of Pokémon action, check out our review of *Digimon World* on page 42 of this very issue. It is a damn fine game that should shut your loud mouth friends up once and for all. If it doesn't then just slap them. Repeatedly.

You Love Us

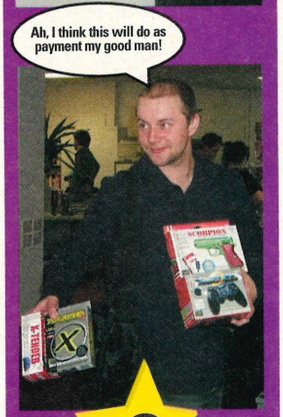
Dear **PS PRO**,
Your magazine is my favourite PlayStation read. I used to get another one but it was a bit rubbish and not as funny as yours. I trust your reviewers as I read that *Hogs Of War* and *In Cold Blood* were good games so I asked for them for my birthday and they were both brilliant. Can I get a signed pic of you guys as you are the best!
Bob Dickens, Redruth

KENDALL SAYS... Cheers Bob mate, glad we can brighten up your life. Since receiving your letter, Gaz demands to be called 'The Master' and myself and Will insist on the red carpet treatment every time we enter the office. The Editor's head has grown so big that he can't get in the door and we have to get our orders via a series of pulleys and megaphones. If you want to brighten our day send us more messages of virtual love...









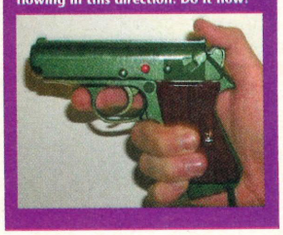
THE STAR LETTER PRIZES!

BLAZE

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

- BLAZE RECORD BAG
- XPLORER CHEAT CARTRIDGE
- VIPER PAD
- EXTENSION CABLE
- SCORPION LIGHTGUN

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





GLOVER

My five-year-old loves to play *Glover* and he seems quite good at it too. Unfortunately, he spends more time on it than he does with me. Now here's my problem: my wife has been threatening me with divorce ever since she cleaned out my car and found that dog collar, and I'm beginning to think that If I don't at least appear to be acting as a good father, the courts will not give me custody and cut down my visitation rights. If you can give me some cheats for *Glover*, I think I'll be able to show them that I can get on with my boy as well as the next man.
Larrs Peterson, Glamorgan

It's not my job to give you advice on such a sensitive issue. I'm about as far from a marriage councillor as you'll ever meet but what the hell, here are your cheats...

ENABLE CHEATS
Press Start to pause gameplay, then press R1(3), L1(2), L2, L1, L2.

UNLIMITED HEALTH
Press Start to pause gameplay, then press L2(2), R2, L2(3), R1, L1.

CALL BALL
Press Start to pause gameplay, then press R1, L1(2), R1, L2, L1, R2, R1.

DISABLE ACTIVE CHEATS
Press Start to pause gameplay, then press L2(8).

UNLIMITED LIVES
Press Start to pause gameplay, then press R1(5), L2, R2, L2.

CHECKPOINT SELECT
Press Start to pause gameplay, then press R2(2), L2, L1, R1(2), R2, L1.









Miss B Tips & Tricks







Nightmare Creatures 2

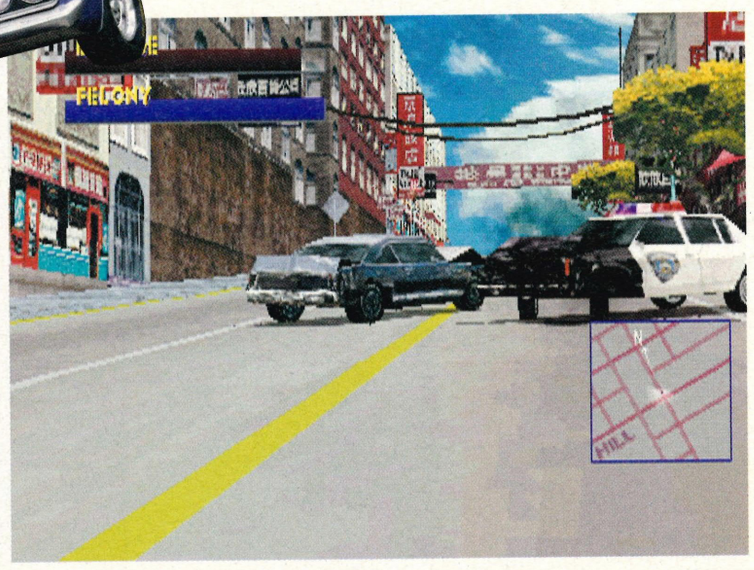


Is there anything I can do to this game to make it better than it already is? What I mean is that it isn't exactly a beauty and it needs some form of help, hopefully with the use of some codes or what have you. This is the first time I've written in to a PlayStation magazine, so please forgive me if I haven't asked the question right or correctly. Oh, and what I'm after is some help for *Nightmare Creatures 2* by the way.
Dean Murphy, Shackleford

You're in a muddle aren't you Dean. I know what your talking about, even if it did take a while for you to get round to the nitty gritty. Never mind babes, next time you write in just be sure you mention what game you want a cheat for as soon as you can. I'm a busy girl you know!

Move through walls:
Hold R2 + L1 + ● + ■ and then just press Select at the main menu.

Unlimited lives:
Press Start to pause the game, then hold R2 + L1 + ● + ■ then press Select. Select the "Cheats" option to access unlimited lives.



Driver

You think you're pretty sexy eh? You're nothing but a sell out to us real women. We are the ones who have to deal with the damage you and your sort do to the cause every stinking day. We are the ones who get called, "Sparrow chest" or, "bee stings." We are the ones you punch in the face every time you strut around whatever scummy town you live in. Why don't you just cover yourself up with a bit of sack cloth and go sit in a corner because the real women are coming and we want some cheats for *Driver.* Cow!
Bennie de Ouster, Stockbridge

Do you want some ketchup for those chips on your shoulder? It sounds to me that you are an insecure little brat with the problems. How I live my life is nothing to do with you so take your *Driver* cheats and sod off you bee stung little sparrow.

Cheat mode:
Enter one of the following cheats at the main menu. A sound will confirm correct code entry. The corresponding code will now be unlocked on the cheats screen.

Invincible
Quickly press L2(2), R2(2), L2, R2, L2, L1, R2, R1, L2, L1(2).

No police
Quickly press L1, L2, R1(4), L2(2), R1(2), L1(2), R2.

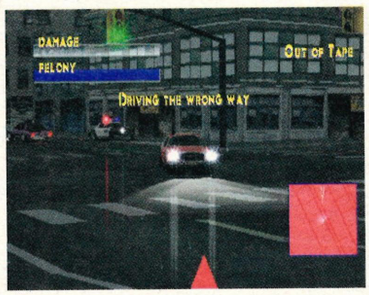
Rear wheel steering
Quick press R1(3), R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Mini cars
Quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2(3).

Stilts
Quickly press R2, L2, R1, R2, L2, L1, R2(2), L2(2), L1, R2, R1 to unlock an option that will allow for a higher suspension.

Upside-down screen
Quickly press R2(2), R1, L2, L1, R2, L2, L1, R2(2), L2, R2, L1 to unlock the 'Antipodean' option on the cheats screen.

View credits
Quickly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.





Walt Disney World Magic Racing Tour

Look, I am a man and you are very much a woman. This much we know. Judging by your dress and demeanour I would wager that you are quite a physical woman with certain needs and desires. I am the answer to those needs. I am the answer to all those deep desires. Let's forget about our differences and just give it a go. I'm not a funny man, but I promise to put a grin on your face. I am not a healer, but I know how to make your body feel like it has been washed by a thousand scrubbers. What can I say? Birds do it, bees do it and even educated flees do it. Lets do it and lets do it like rabid beasts of lust on the floor right now!
Keen Mean Sean

Ian, will you please get the message that I am not interested. If you've been writing these dirty little notes during office hours I will have you up before The Man as part of an official complaint. I'm not kidding Ian, you're really beginning to scare me. I can see you right now and I know what your doing with that jacket over your trousers. Get lost you filth obsessed little worm. Here are some cheats for *Walt Disney Magic Racing Tour.* And Ian, here are two words for you – Pepper Spray.

Play as Jiminy Cricket
Collect all the parts of the Firework Machine.

Play as Ned Shredbetter
Successfully complete the Trophy Challenge.

Play as X.U.D. 71
Collect all eight fairies on each of the following tracks: Tomorrowland Speedway, Space Mountain, Blizzard Beach, Dinosaur, Pirates of the Caribbean, Jungle Cruise, Splash Mountain, Haunted Mansion, and Big Thunder Mountain Railroad.

Mountain track
Win all nine first place pennants.

Spin out
Hold R1 and press Left or Right. Your car will go in a circle and the back tires will smoke. The smoke will turn green, then pink, and back to green. After the smoke has changed three times the car will spin out of control.

CHEATS UNLIMITED
THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE
CHEATS & TIPS FOR OVER 3000 GAMES
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



A
Abe's Odd. & Exod.
Ace Combat 2 & 3
Alundra 1 & 2
B
Broken Sword 1 & 2
Battle Tanx
C
C & C Series
Chase The Express
Colin McRae 1 & 2
Constructor
Crash Bandicoot 1-3
CTR
D
D
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Driver
Dune
F
FAP Lgue Man 2000
Fear Effect
Felony 11-79
FIFA Series
Final Fantasy 7 & 8
G
Gekido
Gran Turismo 1 & 2
Grind Session
GTA 1,2 & London
H
Hogs Of War
I
Int.Track'n'Field 1 & 2
ISS Pro Evolution
J
Jackie Chan
L
Lego Racers
LMA Manager
Lunar Silver Star St.
M
Martian Gothic
Medal Of Honor
Metal Gear Solid
Mission Impossible
Muppet Racemania
P
Porsche Unleashed
Premier Man'99
R
Rainbow Six
Rayman
Res. Evil 1,2 & 3
Res. Evil Survivor
Ridge Racer Series
Ronaldo V-Football
S
Shadowman
Silent Bomber
Silent Hill
Soul Reaver
South Park
South Park Rally
Spec Ops
Spyro 1 & 2
SW Phant Menace
SW Jedi Pow. Batts.
Syphon Filter 1 & 2
T
Tekken 1, 2 & 3
Tenchu
Theme Park
Theme Park World
Tomb Raider 1-4
Tom. Never Dies
Tony Hawk's 1 & 2
Toy Story 2
U
Urban Chaos
V
Vagrant Story
W
WCW Mayhem
Wu Tang
WWF Attitude
WWF Smackdown
WWF War Zone
X
X - Files

The above list is just a selection of what's on offer
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP
DC - GBC - N64 - PC - PSX - PSX2 - SATURN
INTERNATIONAL ACCESS: +44 (0)700 5900 020
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER 09066 098 157
MOBILE PHONE ACCESS: 0700 5900 615
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY 09066 098 058
Calls to the above numbers cost 60p per minute
Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our
Customer Service: 08700 885 656
Check out our new website at www.cheatsunlimited.com

BRIAN LARA'S CRICKET

I desperately need your help. I bought *Brian Lara's Cricket* approximately two months ago after a recommendation from a friend. In these two months I have never beaten a computer team, not even Scotland who are the crappest team on it. I told my friend of the problem and he tells me he has also never beaten a computer team even with the SUPERMAN password. The worst time was when I played Ireland and my score was 135 after the 10 overs. On my turn to bowl Ireland were forty-four for six after five overs. At the end of the ten overs they were 139 for seven which I thought was a bit rigged, especially as they needed twenty-six runs from the last over to win and got them. I am at my wit's end please help. Thanx.

Peter Jones

P.S Is there any chance of a signed photo of you babe?

Looks like you could show Dean a few things about writing a detailed letter eh Peter? "Dear Bea' I'm stuck on Brian Lara and I need cheats", would have done. Since you obviously know the cheats anyway, it's hard for me to tell you what to do. Here are the cheats but I doubt they'll do you a fig of good.

Enter these codes on the password screen

SUPER BATSMAN
SUPERMAN

UNBREAKABLE STUMPS
SOLIDOAK

ALWAYS WIN GAME
GETBRIBE

HELMET VIEW
CHRISREA.

WORLD XI MODE
PENSIONS

PLAY WITH A BEACH BALL
BIGBALLS

BIG HANDS
BIGHANDS

BIG HEADS
BIGHEADS

SLIPPERY BALL
On the password screen enter DROPBALL

ALL CLASSIC GAMES
NOWAYEAS as a password.

BEACH MODE
SUNSHINE

MATCH CLASSIC MODE PASSWORDS
Press ↓, X to activate the password option.

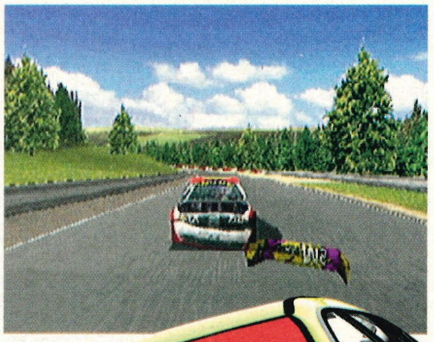
LEVEL	PASSWORD
2	OVERTIME
3	SAUSAGES
4	DILLBERT
5	BATKINGS
6	PANCAKES
7	FRIEDEGG
8	PLACEBO1
9	CLUELESS
10	PORRIDGE



TOCA World Touring Cars

I have pale skin and mousey hair that is normal to greasy. My eyes are greeny grey and I have a sleek face with a small nose. What make-up would you advise and what colours should I dress in to get the best out of myself. If you're wondering about my name, it comes from Dad's first words when he witnessed my birth.

Whiskey Smith, email



Since I hardly ever wear make-up out of the office, I wouldn't know what to tell you Whiskey. If you want to get the lads to notice I suggest getting into car mechanics. One sight of your body trapped in a pair of torn off shorts and trying to burst through a tight Hard Rock Cafe T-shirt will get them eating out your hands. Don't think eyeliner, think a dash of grease down the cheek. Trust me on this one, please. Maybe some help with *TOCA World Touring Cars* will give you some ideas.

Plymouth Prowler
Collect 50

Celica GT4
Collect 75

Dodge Viper
Collect 105

Lotus 34CR
Collect 140

Mitsubishi GTO
Collect 180

AC Superblower
Collect 225

Subaru Impreza WRX
Collect 275

Mazda RX7
Collect 335

AC Aceca
Collect 400

TVR Cerbera Speed 12
Collect 470

Bently Hunaucieres
Collect 545





CARTRIDGE CODES

BLAZE XPLORER



ALUNDRA 2

SLES-02600

INFINITE HEALTH
85AF2229D1B4
MAX HEALTH
85AF2227DC04
LOTS OF GOLD
55AF221B2ED1
3300ED001B00

COLIN MCRAE RALLY 2.0

SLES-02605

NTSC VIDEO MODE
85AD7037CECD
Y-FIX
85AB4A6FCECD
RALLY MODE: INFINITE SETUP/ REPAIR TIME
75AF342D7A52
05AF342BCECD
TIMER STOPPED/ ALWAYS FIRST
75AFB537CED1
05AFB537CECD
HAVE 136 POINTS (CHAMPIONSHIP WON)
35AEC45DCE55
ARCADE MODE: HAVE 20 POINTS (CHAMPIONSHIP WON)
35AEC5E1CEE1
CPU CARS MAKE NO POINTS
B5AEBED3CECD
35AEC5E5CECD
99 LAPS SELECTABLE
95B3F78DCE5E
35B3F78DCE30
ALWAYS FIRST (DISPLAY)
75AFAF1170EF
35AFAF11CEED
75B747816E10
35B74781CE0D
TIMER STOPPED (ALTERNATE)
75AFB5339E70
B5ADBED1CECD
15AFB533CECD
ALL UNLOCKED
85AD97A3CDCC
MENU TIMER STOPPED
05AD7A4FCECD
05AD7A53CECD
05AD7A57CECD
NO BODY – ON (PRESS SELECT + L1)
75AE4055C9CB
35B17986CE01
NO BODY – OFF (PRESS SELECT + L2)
75AE4055CCCB
35B17986CED9
FLYING – ON (PRESS SELECT + R1)
75AE4055C5CB
35B1342ACE01
FLYING – OFF (PRESS SELECT + R2)
75AE4055CBCB
35B1342ACED9
MAX GRIP
75AE4055CDC8
85B1FC69F8CD
75AE4055CDCA
85B1FC695E6F
Note: Press R3 to activate; L3 to deactivate.
HYPER (RALLY) (NOTE 1)
75AE4055CCCC
85B17A2DF2CF
75AE4055CCCC
85B17A2BCECF
HYPER (ARCADE TIME TRIAL) (NOTE 1)
75AE4055CCCC
85B17A2DF2CF
75AE4055CCCC
85B17A2BCED0
HYPER (ARCADE 5 PLAYERS) (NOTE 1)
75AE4055CCCC
85B17A2DF2CF
75AE4055CCCC
85B17A2BCED5
DRIVE THRU WALLS (PRESS SELECT)
75AE4055CDCB
85B2A2E9F8CD
75AE4055CDCB
85B2A2E1F8CD
Note 1: Press L2 to activate code; repeat after reloads.

DESTRUCTION DERBY RAW

SCES-02060

5,000 CRASH POINTS (PRESS L2 + R2)
75B3C9BBCACC
85B69A93E155
5,000 RACE POINTS (PRESS L2 + R2)
75B3C9BBCACC
85B69A91E155
INDESTRUCTIBLE
05AB4F83CECD
05AB59FBCECD
START WITH LOTS OF MONEY
75AF262FD3A9
85AF262F1CDD
MONEY DOESN'T DECREASE
05ACF067CECD
05AC0083CECD

DINO CRISIS

SLES-02207

JOKER (RC)
700B5D7A XXXX
AUTO ACTIVATION
F5AA5FB74ED8
XPLORER CHECK
05B244C7CECD
Note: You need to activate this code to enable the game to load with the Xplorer plugged in.
NTSC VIDEO MODE
85B381CBCECD
Y-FIX
85B2D2E7CECD
SHIFT SCREEN UP (PRESS SELECT + ←)
35B2D2DFCECD
75B41B49CD4B
85B2D2E7CDC5
SHIFT SCREEN DOWN (PRESS SELECT + →)
95A936D17AD5
55A936CF2E05
34FB3457235D
E0F61CF6265D
918591B02355
C9F7FD08F95E
34F934EC245E
70F7A5E3335D
34FF347A2455
34FF55FF1C7E
34FF345A245D
371F15B2F915
55B2CF932ED1
52FF30F31B15
SLOW MOTION ON (PRESS SELECT + L1)
75B41B49C9CB
35B140FFCECD
SLOW MOTION OFF (PRESS SELECT + L2)
75B41B49CCCB
35B140FFCECE
HYPER MODE ON (NOTE 2) (PRESS L2 + o)
75B41B49CC4C
35B1370BCECD
Note: Whole game runs at double speed. This code overrides the Slow Motion code. Don't use it in menus with interlaced graphics.
HYPER MODE OFF (PRESS L2 + k)
75B41B49CCAC
35B1370BCED2
AMMO INCREASES
35AF6C13CEF0
INFINITE HEALTH
55B458EB2ECF
57ED11ED1B00
ALL WEAPONS (REGINA)
55B5D81F2ECF
3300ED001B00
ALL OBJECTS (REGINA)
B5ADBED1CECD
15B5D825CDCC
INFINITE OBJECTS & AMMO
85AF6C1DCECD
WALK THROUGH WALLS
85B1C709CECD
85B1C72DCECD
TIME FROZEN (WIPEOUT MISSIONS)
75AD405D7A10
85AD405D0ACD
WIPEOUT MISSIONS UNLOCKED (PRESS SELECT + R2 AT MAIN MENU)
75B41B49CBCB
85B53EB9D2D0
EXTRA COSTUMES UNLOCKED
35B5DF6BCEDC
75B53EB9CED0
85B53EB9D3D0
Note: Save and start new game.
RAPID FIRE
75B45711CFCF
85B45711CFCE
35B45917CED0
TIME INCREASES (WIPEOUT MISSIONS) (HOLD L1)
85AD4053910D
85AD4055DAD4
85C8CBCFCED8
85C8CBD10AD6
85C8CBD3E68D
85C8CBD553F6
85C8CBD9F2CD
85C8CBDBCED1
85C8CBDDFFF6
85C8CBDFCECF
85C8CBE1DFED
85C8CBE5F2CD
85C8CBE7CED7
85C8CBE9F230
85C8CBEBCED5
85C8CBEDD1AD
INFINITE EQUIPMENT (REGINA):
SLOT 1
35B5DB44CECC
SLOT 2
35B5DB48CECC
SLOT 3
35B5DB4CCECC
SLOT 4
35B5DB50CECC
SLOT 5
35B5DB54CECC
SLOT 6
35B5DB58CECC
SLOT 7
35B5DB5CCECC
SLOT 8
35B5DB60CECC
SLOT 9
35B5DB64CECC
SLOT 10
35B5DB68CECC

DISNEY MAGICAL RACING TOUR

SLES-02733

NTSC VIDEO MODE
85B079CFCECD
Y-FIX
85AF4173CECD
START ON LAST LAP/ALWAYS FIRST (NOTE 1) (PRESS SELECT + ←)
75B08FB7CD4B
35B1A107CECF
INSTANT WIN (NOTE 1) (PRESS SELECT + →)
75B08FB7CDAB
35B1A107CED0
ALL LUCKY FAIRIES
85B0B907CED5
HAVE 30 COINS (PRESS SELECT + ↑)
75B08FB7CDBB
85B0B9FFCEEB
ALWAYS HAVE 8 CUPS
85B0B903CED5
UNLOCK ALL LEVELS
85B0BB23ED8C
105% / UNLOCK EVERYTHING
B5B6BEEFCECD
15B0BB27D1D0
B5B6BEEFCECD
15B0BB29D6CD
Note 1: Activate codes before race starts.

DRAGON VALOR

SCES-02564

NTSC VIDEO MODE
85B0DD17CECD
Y-FIX
85AFF2FFCECD
INFINITE HP
55B1669D2ED1
349BEE9B7F00
INFINITE MP
05AB5ADFCECD
MAX STR
85B166A5D1B4
MAX DEF
85B166A7D1B4
MAX VAL
75B3EEBFCECE
85B3EEBFF5DC
MAGIC CODES:
Note: You're better off using these only with magic you have already obtained.
HEALING AT 3 (PRESS L1 PAD 2)
75B47EE5CEC8
35B3EFF5CED0
DEFENCE AT 3 (PRESS L2 PAD 2)
75B47EE5CECB
35B3EFF6CED0
FIRE AT 3 (PRESS R1 PAD 2)
75B47EE5CEC4
35B3EFF7CED0
ICE AT 3

CARTRIDGE CODES

BLAZE XPLORER



(PRESS R2 PAD 2)
75B47EE5CECA
35B3EFF8CED0
THUNDER AT 3
(PRESS ▲ PAD 2)
75B47EE5CEBC
35B3EFF9CED0
MINE AT 3
(PRESS ● PAD 2)
75B47EE5CEAC
35B3EFFACED0
CLOAK AT 3
(PRESS × PAD 2)
75B47EE5CE8C
35B3EFFBCED0
WHIRL AT 3
(PRESS ■ PAD 2)
75B47EE5CE4C
35B3EFFCCED0

EVO'S SPACE ADVENTURE

SLES-01871

NTSC VIDEO MODE
75AB7D2D5A0F
35AB7D2DCE0D
75B446A95A0F
35B446A9CE0D
Y-FIX
75AB5003CEDD
85AB5003CECD
75B4CC77CEDD
85B4CC77CECD
ADVANCED SCREEN POSITIONING
75AB218BCECF
35AB218BCECD
75AB21C3CEDD
35AB21C3CE4C
75AB22FBCDBE
85AB22FBCDB9
75AB2233CEDD
35AB2233CE4C
MUSIC OFF
35AABE46CECD
HUD OFF
(PRESS L1 + L2)
75B71CADC8CC
35B7121FCECD
HUD ON
(PRESS L1 + R2)
75B71CADC7CC
35B7121FCED4
INF HEALTH DOG
75AC77CBCF19
05AC77CBCECD
INF HEALTH CHIP
75AA9217CDCC
85AA9217CECD
MOONJUMP LEVEL 1
(PRESS L3 + _)
75B71CAD8DCA
85B77201CED7

GALERIANS (PAL)

INFINITE HP
85C4B6F3CE95
NO AP
85C3AE73CECD
INFINITE RED
85C3AE83CE95
INFINITE GREEN
85C3AE7FCE95
INFINITE D-FELON (NOTE 1)
85C3AE87CE95
SKIP LEVEL ALWAYS AT 3
85C3AE9BCECD
NO TIMER (NOTE 2)
85C3B3F3CECD
Note 1 : Must obtain D-Felon first to make work
Note 2 : This code changes pad control layout to... Select = Map, Start = Inventory, ■ = Action, × = Run.

HOGS OF WAR

SLES-01041

XPLORER CHECK
05ABD637CECD
You'll need to activate this code to enable the game to load with the Xplorer plugged in.
NTSC VIDEO MODE
85AB6947CECD
Y-FIX
85AA727BCECD
SUDDEN DEATH
75AB87F1C8CC
55B3DE2B2ED1
34FFEECB1E00
75AB87F1C3CC
05B3DE2BCECD
Press L1 + L2 when own team battles; press R1 + R2 when enemy team battles.
MORE TIME
(PRESS L1 + R1)
75AB87F1C1CC
85AB4F4FDDCD
LESS TIME
(PRESS L2 + R2)
75AB87F1CACC
85AB4F4FCDCD
Note: The battling team instantly changes.
INFINITE AMMO & ITEMS
05B3FF13CECD
MAX PROMOTION POINTS
85AB739DD1B4
RANK MODIFIER:
1. PIG
35AB73BC XXXX
2. PIG
35AB74FC XXXX
3. PIG
35AB743C XXXX
4. PIG
35AB747C XXXX
5. PIG
35AB74BC XXXX
Replace XXXX with one of the following...
CECD = Warhog
CECE = Rifleman
CECF = Gunner
CED0 = Pyromaniac
CED1 = Battlehog
CED2 = Pioneer
CED3 = Engineer
CED4 = Saboteur
CED5 = Scout
CED6 = Sharp Shooter
CED7 = Spy
CED8 = Medic
CED9 = Doctor In Field
CEDA = Surgeon
CEDB = Hero
CEDC = Grenadier

IN COLD BLOOD

SCES-02149

NTSC VIDEO MODE
85C64237CECD
Y-FIX
85B09AE7CECD
INFINITE AMMO MP
05ABCD1BCECD
INFINITE ROUNDS
05ABCD4BCECD
9 ROUNDS
(PRESS L1 + L2)
75C610FDC8CC
35C2493FCED6
INFINITE MEDICINE
05ABCD83CECD
9 MEDICINE
(PRESS R1 + R2)
75C610FDC3CC
35C24943CED6
INFINITE HEALTH
05AD4EAFCECD

ISS PRO EVOLUTION (PAL)

EUROPEAN ALL-STARS
D0075ABAFFFE
3OOBF3550035
WORLD ALL-STARS
D0075ABAFFFE
300BF3350036
CLASSIC EUROPEAN ALL-STARS
D0075ABAFFFE
300BF3350037
CLASSIC WORLD ALL-STARS
D0075ABAFFFE
300BF3350038

MEDIEVIL 2

SCES-02544

XPLORER CHECK (V1/V2)
05B38B4BCECD
You'll need to activate this code to enable the game to load with the Xplorer plugged in.
JOKER (RC)
700F62C6 XXXX
NTSC VIDEO MODE (V3/V4 ONLY)
85C6F683CECD
Y-FIX (V3/V4 ONLY)
85B3E117CECD
INFINITE LIFEBAR (NOTE 1)
85B8CF8FCFF9
INFINITE LIFEBAR II (NOTE 1)
55ADDB2F2ED1
35D324E71D13
MUSIC OFF
35B8C0EFCECD
CHALICE OF SOULS AT 100%
(PRESS L1 + L2)
75B82095C8CC
35B7B9EBCEF5
INFINITE AMMO
05AE1EABCECD
BROADSWORD 99%
85B8CFC3DDCC
MAGICAL SWORD 99%
85B8CFC7CECD
WALKING STICK
85B8CFCBCECD
PISTOL
85B8D0CFEDCC
HAMMER
85B8D0D3CECD
CROSSBOW
85B8D0D7EDCC
FLAMING CROSSBOW
85B8D0DBEDCC
AXE
85B8D0DFCECD
GATLING GUN
85B8D0E3EDCC
GOOD LIGHTNING
85B8D0E7CECD
LIGHTNING 99%
85B8D0EBDDCC
BLUNDERBUSS
85B8D0F3EDCC
BOMBS
85B8D0F7EDCC
DRUMSTICKS
85B8D0FBEDCC
TORCH
85B8D0FFCECD
COPPER SHIELD
85B8D003EDCC
SILVER SHIELD
85B8D007EDCC
GOLDEN SHIELD
85B8D00BEDCC
INFINITE MONEY (NOTE 1)
85B8D0174DCC
MONEY DOESN'T DECREASE (NOTE 1)
05AE7CB3CECD
HAVE ALL WEAPONS & ITEMS
75B82095CDCB
B5BDBED3CECD
15B8CFBF4DCC
Note 1: Use only one of these two codes.

MOHO

SLES-02830

XPLORER CHECK
05B44617CECD
05B4461BCECD
You'll need to activate this code to enable the game to load with the Xplorer plugged in.
NTSC VIDEO MODE
35AA1471CEED
MUSIC OFF
35C828EBCECD
STEREO
35C828F3CECE
INF HEALTH ON
(PRESS SELECT + R1)
75B9EDB1C5CB
35ABC400CECD
INF HEALTH OFF
(PRESS SELECT + R2)
75B9EDB1CBCB
35ABC400CEDD
PHANTOM MODE ON
(PRESS SELECT + L1)
75B9EDB1C9CB
35AE3922CE01
PHANTOM MODE OFF
(PRESS SELECT + L2)
75B9EDB1CCCB
35AE3922CED9
FREEZE STOPWATCH ON
(PRESS SELECT + ⬆)
75B9EDB1CDBB
35ACFDC3CECD
Note: Freeze stopwatch only if displayed on screen.
FREEZE STOPWATCH OFF
(PRESS SELECT + ⬇)
75B9EDB1CD8B
35ACFDC3CECE

NHL ROCK THE RINK

SLES-02794

NTSC VIDEO MODE
85B13597CECD
Y-FIX
85AEC2E7CECD
1 GOAL = 5 GOALS
35AAD473CED2
RED PLAYER CODES: NEEDS ONE GOAL TO WIN
75B2BEE3CECD
35B2BEE3CED1
NEVER WINS
75B2BEE3CECE
35B2BEE3CECD
BONUS IS ALWAYS AT MAX
85B2BE0FD1B5
SHOTS AT 99
35B2BEE7CE30
ONE-TIMERS AT 99
35B2BEEBCE30TS









X-Men
Mutant Academy

I'm a big X-men fan and I've already seen the film. It rocks, big time. I've got *Mutant Academy* and... it's okay. I mean, any game that lets me play as Wolverine can't be bad. Can I have some cheats for it though. That would be top! Cheers honey pie!
Logan Summers

Seen the film eh? Me too, but I won't tell you the strings I had to pull to do it. I was pretty good, I have to say. Loved those suits!

Cheat mode:
Hold Select, Up, L2, R1, L1, R2 at the main menu or character selection menu. A sound will confirm correct code entry. Everything will now be unlocked in Cerebo mode and Boss characters will be playable.

Lock Movies, Bosses, and Survival Pictures 1 and 2:
Hold Select + Start at the main menu or character selection menu. The game will return to the main. Everything except Academy mode rewards will be locked again in Cerebo mode.

Hidden characters
Toad
Complete arcade mode as any character.

Mystique
Complete arcade mode twice as any character.

Sabretooth
Complete arcade mode three times as any character.

Magneto
Complete arcade mode four times as any character.

Movie costume
Press Square at the character selection screen to choose that character's costume.

Third costumes
Graduate the Academy with any character getting straight A's. Then, press Circle at the character selection screen.

Stuff in Cerebo mode
Behind the scenes pictures
Complete the game with all characters in their movie costumes.

Character movie pictures
Win twenty rounds as any character in their movie costume in survival mode.

Character comic pictures
Win ten rounds as any character in their default costume in survival.

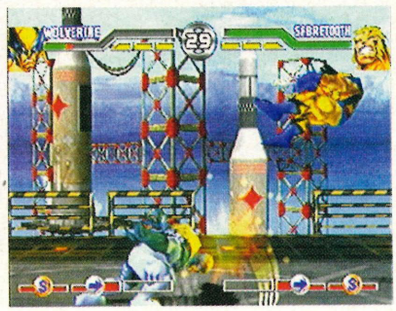
Historical comic
Successfully complete the game with all characters in their default costumes.

Character opening FMV sequence
Successfully complete the game as any character in arcade mode.

Character ending FMV sequence
Graduate the Academy with any character of your choice.

Movie pictures
Win 20 rounds as Gambit in Survival mode.









STREET SK8ER 2

Just a quick note to say I'll be late out again tonight so you might as well start dinner without me. I'll pop round the late night chemist and get you your stuff. Be back about half eleven to twelve and don't forget to record *Burnside* for me!
Mike
P.S Love you babes!

Hey Sarah, don't let those kids get to you. I was a fat girl when I was your age too and trust me, when you reach the right age the weight will fall off in all the right places believe me! Here's all the help you'll need for *Street Sk8ter 2* but if I were you I'd get down the gym rather than spend hours inside playing games. Nature can do wonders, but sometimes, and especially in your case, it could do with some extra help.

ALTERNATE OUTFITS
Hold L1, L2, R1, or R2 while choosing a character at the selection screen.

ALL CHARACTERS
Press ← (2), ● (2), L2, ■, →, R2 at the main menu.

ALL TRACKS
Press ←, →, ←, k, ●(2), R1, ■ at the main menu.

ALL BOARDS
Press ●(2), ■, ●, ■(2), ●, R1 at the main menu.

MAXIMUM TRICK LEVEL
Press L1, ■, ←(2), R2, ←, R1, ← at the main menu.

VIEW MOVIES OPTION
Press R2(2), L1, L2, L1, R1(3) at the main menu.

SOUNDTRACK
Play track two of the game disc in an audio CD player to hear music from the game.

Completing the normal championship middle and high difficulty modes
The only way to complete the middle and high difficulty of the normal championship is to select the automatic style for tricks.

FASTER ACCELERATION
Press Select during gameplay to accelerate that much faster.

THE UK'S BEST-SELLING PLAYSTATION SOLUTIONS MAG

100% PlayStation 0% fair

www.totalgames.net
£3.99 US$9.95 BF 320
ISSUE51

PowerStation

PlayStation A-Z Of Tips & Cheats

EXCLUSIVE

TOCA World Touring Cars

Incredible new cheats including nitro, invincible car, mirror mode & more!

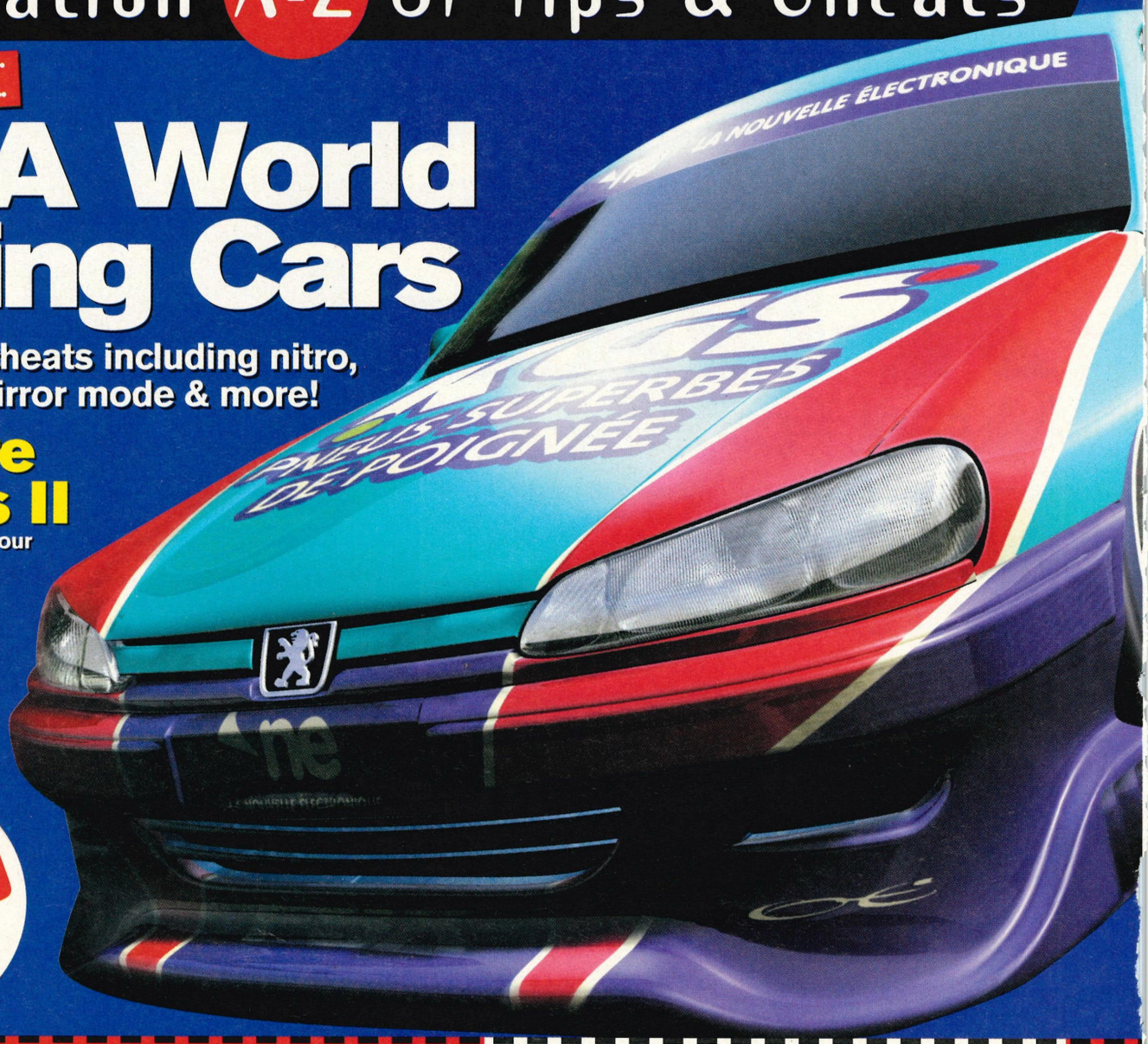
Nightmare Creatures II

Be the first to finish it with our ultimate walk-thru solution

Vagrant Story

Complete the final chapter and learn the second-play secrets

WIN OVER £1300 OF TOP PRIZES!



PLEASE RESERVE ME A COPY OF

100% PlayStation 0% fair PowerStation

Distributed to your wholesaler by Seymour (ISSN 1362-5047)

HAND THIS FORM TO YOUR NEWSAGENT TO MAKE SURE YOU DON'T MISS OUT ON THE **UK'S NUMBER ONE** PLAYSTATION TIPS MAGAZINE

Name

Address

Postcode

gameplay

THE GATEWAY TO GAMES

The strangest superheroes of all star in their first ever 3D game! Join Professor X as he trains you to utilise the full extent of your mutant abilities, through his X-Men Academy. Once you are a member of the X-Men test your fighting prowess against a variety of powerful mutant opponents. Can you survive Cyclops' optic blast, Wolverines berserker rage, or the magnetic might of Magneto? 10 characters to choose from, each with their own powers, and full 3D arenas to battle in.

ON SALE NOW! CALL 0845 20 10 444 FOR OUR BEST PRICE!













All Trademarks & Copyrights Acknowledged.

● Free First Class Delivery within the UK ● Full 10 day no quibble returns policy

SALES HOTLINE
0845 20 10 444

WEB SITE
www.gameplay.com

TV TV
Interactive

WAP PHONE
http://mobile.gameplay.com

PLEASE QUOTE THIS REFERENCE WHEN ORDERING PS7(52)

gameplay

THE GATEWAY TO GAMES

SALES HOTLINE 0845 20 10 444

OPEN MON-FRI 9AM-10PM, SAT & SUN 10AM-10PM

CALLS TO THIS NUMBER CHARGED AT LOCAL RATE

See us on Interactive TV Open.... ntl: Telewest ACTIVE DIGITAL and shop, buy, play.



CALL NOW ! AND ASK FOR YOUR **FREE CATALOGUE**

Check our latest prices instantly at www.gameplay.com

YELL.COM WINNER SITE OF THE YEAR
YELL UK WEB AWARDS 2000

SALE OFFER!

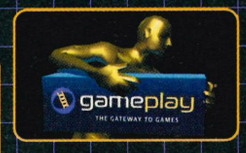
Deduct £1 extra from each game if you buy 3 or more!

Many of these offers are limited stock so please hurry !





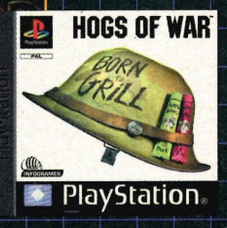




FREE 48HR DELIVERY TO MOST AREAS IN THE UK
SUBJECT TO STOCK & SECURITY CHECKS





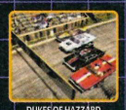


WAP Phone: http://mobile.gameplay.com

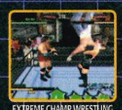
WAP Details: www.gameplay.com/mobile

UK PLAYSTATION GAMES


BEATMANIA


DUKES OF HAZZARD


DRAGON VALOR


EXTREME CHAMP WRESTLING

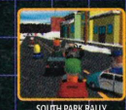

VANDAL HEARTS 2


VAGRANT STORY


METAL GEAR SOLID


SPEEDBALL 2100


SYPHON FILTER


SOUTH PARK RALLY

40 Winks £24.99	Demolition Racer £26.99	International Track & Field 2 ..... £26.99
Ace Combat 3 ..... £26.99	Destruction Derby £14.99	Jade Cocoon £26.99
Action Man £24.99	Deus Ex £26.99	Jimmy White's Cueball £19.99
Actua Golf 3 ..... £17.99	Die Hard Trilogy £14.99	Jo Jo's Bizarre Adventure £23.99
Actua Soccer 3 ..... £9.99	Die Hard Trilogy 2 ..... £26.99	Jonah Lomu Rugby £20.99
Alien Trilogy £14.99	Die Hard & Scorpion Gun £26.99	Jurassic Park: Warpath £26.99
Anna Kournokova's Tennis £24.99	Dino Crisis £24.99	Kensei Sacred Fist £17.99
Ape Escape £12.99	Discworld Noir £19.99	Knockout Kings 2000 ..... £26.99
Apocalypse £15.99	Doom £14.99	Legacy of Kain Soul Reaver £26.99
Armorines £29.99	Dragon Valor £20.99	Legend of Kartia £26.99
Army Men Air Attack £26.99	Driver £21.99	Legend of Legaia £20.99
Asteroids £18.99	Duke Nukem Time To Kill £14.99	Le Mans 24 Hour Race £24.99
Atari Arcade Party Pack £23.99	Dukes of Hazzard £25.99	LMA Manager £26.99
Atari Greatest Hits 2 ..... £17.99	Dune 2000 ..... £26.99	Lost World Jurassic Park £14.99
Barbie Race & Ride £24.99	Eagle 1 Harrier Attack £26.99	Marvel Super Heroes V Capcom £26.99
Barbie Super Sports £15.99	ECW Hardcore Revenge £29.99	Marvel Super Heroes V Streetfighter £22.99
Beatmania European Edition £46.99	EPGA Golf £24.99	Mary King's Riding Star £26.99
Bishi Bashi Special £24.99	Engheiz £28.99	Medal of Honour £26.99
Bomberman £28.99	Euro 2000 ..... £26.99	Medievil £17.99
Brian Lara Cricket £15.99	Everybody's Golf 2 ..... £19.99	Medievil 2 ..... £19.99
Bugs Bunny Lost In Time £24.99	Evil Zone £26.99	Men In Black £17.99
Bug's Life (Disney) £14.99	Extreme Championship Wrestling £26.99	Metal Gear Solid (15+) £14.99
Burning Road £9.99	F1 2000 (EA Sports) £25.99	M.G.S. Special Missions Data Disk £15.99
Bust A Move 2 ..... £14.99	F1 2000 & Ferrari Wheel £48.99	Metal Gear Solid Double Pack £24.99
Bust A Move 4 ..... £25.99	F1 Racing Championship £15.99	Mickey's Wild Adventure £14.99
Caesar's Palace 2000 ..... £26.99	FA Premier League Manager 2000 ..... £16.99	Micro Machines 3 ..... £14.99
Capcom Generations £22.99	FA Soccer Manager £14.99	Micro Maniacs £26.99
Carmageddon £19.99	Fear Effect £26.99	Millennium Soldier - Expendable £26.99
Castrol Honda Superbikes £24.99	FIFA Soccer 2000 ..... £26.99	Missile Command £20.99
Championship Bass £28.99	Fighting Force 2 ..... £24.99	Mission Impossible £24.99
Chessmaster 2 ..... £26.99	Final Fantasy 7 ..... £14.99	Mobil One Rally Championship £26.99
Chocobo Racing £24.99	Final Fantasy 8 ..... £26.99	Monaco Grand Prix Racing £17.99
Civilisation 2 ..... £24.99	Final Fantasy 8 Limited edition Box set including exclusive white memory card, postcard, stickers & T-shirt £32.99	Monkey Hero £14.99
Colin McRae Rally £14.99	Fisherman's Bait £24.99	Monopoly £18.99
Colin McRae Rally 2 ..... £26.99	Formula 1 '97 ..... £14.99	Mortal Kombat 4 ..... £19.99
Colony Wars £12.99	Formula 1 '98 ..... £21.99	Mortal Kombat Trilogy £14.99
Colony Wars Red Sun £15.99	Formula 1 '99 ..... £24.99	Motorhead £14.99
Colony Wars Vengeance £16.99	Ghost In The Shell £22.99	Moto Racer £14.99
Command & Conquer £14.99	Grandia £24.99	Moto Racer 2 ..... £24.99
Command & Conquer RED ALERT £12.99	Gran Turismo £14.99	Mulan Story £24.99
Command & Conquer Retaliation £16.99	Gran Turismo 2 ..... £26.99	Muppet Race Mania £15.99
C&C Retaliation + Mouse & Mat £25.99	Gran Turismo 2 & Ferrari Wheel £54.99	Music £17.99
Constructor £14.99	Grand Theft Auto (18+) £14.99	Music 2000 ..... £26.99
Cool Boarders 2 ..... £14.99	Grand Theft London Disk £14.99	NASCAR 2000 ..... £26.99
Cool Boarders 3 ..... £26.99	GTA & GTA London Pack £26.99	NBA Basketball 2000 ..... £24.99
Cool Boarders 4 ..... £26.99	Grand Theft Auto 2 (18+) £19.99	NBA Live 2000 ..... £26.99
Crash Bandicoot £14.99	Guardians Crusade £24.99	NBA Showtime on NBC £26.99
Crash Bandicoot 2 ..... £14.99	Hercules £14.99	Need for Speed 4 ..... £26.99
Crash Bandicoot 3 ..... £14.99	Hogs of War £26.99	Need for Speed: Porsche 2000 ..... £28.99
Crash Team Racing £24.99	In Cold Blood £27.99	NFL Blitz 2000 ..... £26.99
Cricket 2000 ..... £28.99	Int'l S'star Soccer Pro '98 ..... £21.99	NFL Madden 2000 ..... £26.99
Croc £14.99	Iss Pro Evolution £26.99	NHL Championship 2000 ..... £24.99
Croc 2 ..... £26.99	International Track & Field £14.99	NHL Hockey '99 ..... £14.99
Cyber Tiger £26.99		NHL Hockey 2000 ..... £26.99
Deathtrap Dungeon £19.99		Nightmare Creatures 2 ..... £26.99

No Fear Downhill Racing £23.99	Streetfighter Alpha 3 ..... £22.99	
Oddworld: Abe's Exodus £14.99	Street Skater 2 ..... £28.99	
Oddworld: Abe's Oddysee £14.99	Superbikes 2000 ..... £26.99	
Omega Boost £17.99	Supercross 2000 ..... £26.99	
Pitfall 3D £14.99	Syphon Filter £24.99	
Point Blank 3: Ghoul Panic £24.99	Syphon Filter 2 ..... £24.99	
Pong £14.99	T'ai Fu £24.99	
Populous - The Beginning £12.99	Tarzan £24.99	
Premier Manager '99 ..... £17.99	Tekken 2 ..... £14.99	
Premier Manager 2000 ..... £26.99	Tekken 3 ..... £14.99	
Prince Naseem Boxing £26.99	Tenchu £14.99	
Pro Pinball Fantastic Journey £24.99	Tetris Plus £20.99	
Quake 2 ..... £24.99	Theme Hospital £12.99	
Radical Bikers £18.99	Theme Park £12.99	
Railroad Tycoon 2 ..... £26.99	Theme Park World £26.99	
Rainbow 6 ..... £24.99	The Next Tetris £26.99	
Rayman £14.99	Tiger Woods Golf '99 ..... £14.99	
RC Stuntcopter £18.99	Tiger Woods PGA Tour 2000 ..... £26.99	
Ready to Rumble £17.99	Time Crisis £14.99	
Reel Fishing £26.99	Time Crisis & Scorpion & Adaptor £26.99	
Renegade Racers £24.99	TOCA Touring Cars 2 ..... £19.99	
Resident Evil £14.99	Tombi 2 ..... £20.99	
Resident Evil 2 ..... £14.99	Tomb Raider £14.99	
Resident Evil 3 ..... £26.99	Tomb Raider 2 ..... £14.99	
Re-Volt £26.99	Tomb Raider 3 ..... £14.99	
Ridge Racer Revolution £14.99	Tomb Raider 4 ..... £14.99	
Ridge Racer 4 ..... £12.99	Tomorrow Never Dies £26.99	
Ridge Racer 4 & Joggon Pad £39.99	Tony Hawk's Skateboarding £24.99	
Rival Schools £24.99	Toy Story 2 ..... £26.99	
Road Rash £14.99	Trick N Snowboard £24.99	
Road Rash 3D £15.99	Triple Play Baseball 2000 ..... £17.99	
Road Rash Jail Break £26.99	UEFA Champions League 2000 ..... £26.99	
Roadsters £26.99	Urban Chaos £26.99	
Rugrats £24.99	Vagrant Story £24.99	
Saga Frontier 2 ..... £26.99	Vandal Hearts 2 ..... £27.99	
Sensible Soccer Club Edition £9.99	Vigilante 8 ..... £14.99	
Shadow Madness £26.99	Vigilante 8: Second Offence £26.99	
Shadowman £26.99	V Rally £14.99	
Silent Hill £26.99	V Rally 2 Platinum £18.99	
Smurfs £24.99	VR Baseball 2000 ..... £24.99	
Soul Blade £14.99	War of the Worlds £26.99	
South Park £26.99	Warzone 2100 ..... £26.99	
South Park Rally £26.99	WCW Mayhem £26.99	
Soviet Strike £14.99	Wipeout 2097 ..... £14.99	
Spec Ops: Stealth Patrol £26.99	Wip3out (Wipeout 3) £12.99	
Speedball 2100 ..... £26.99	World Championship Snooker £24.99	
Speed Freaks £12.99	World Cup '98 ..... £18.99	
Speed Freaks & Wipeout 3 ..... £27.99	Worms £14.99	
Sports Car GT £16.99	Worms Armageddon £24.99	
Spyro the Dragon £14.99	Worms Pinball £24.99	
Spyro the Dragon 2 ..... £24.99	Wu Tang Taste the Pain £26.99	
Star Ixiom £14.99	WWF Attitude £26.99	
Star Ocean 2 ..... £19.99	WWF Smackdown £26.99	
Star Wars Jedi Power Battles £26.99	Xena: Warrior Princess £14.99	
Star Wars Phantom Menace £24.99	X Files the Game £26.99	

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!



PlayStation Cheat Line 09066 098050
Nearly 750 games available!
Calls cost 60p per minute, maximum call cost £3.
Please ask permission before calling!

www.gameplay.com

● Full 10 day no quibble returns policy

see our website for details

Gameplay only supplies official UK products. All products guaranteed by Gameplay and Sony CEE or their respective manufacturers. Gameplay is Britain's largest mail order supplier of Playstation games. All rights reserved. All trademarks recognised.

SALES HOTLINE 0845 20 10 444

www.gameplay.com

JOYPADS



SONY JOYPAD
Still the highest quality spare joypad on the market £9.99



SONY DUAL SHOCK ANALOGUE JOYPAD
Featuring dual analogue sticks with improved grip pads, enhanced ergonomics for greater comfort and a 2 level rumble feature £18.99 or £17.99 with a game Grey, green, blue, clear or black.

CHALLENGER DUAL SHOCK
Replica Dual Shock pad with auto-fire & slow motion. Grey, blue, yellow or red £11.99 or £10.99 with a game





SAITEK MEGAPAD
8 adjustable buttons with Turbo-fire, Auto-fire & Slow Motion. Microswitched D-Pad. Our favourite pad! £7.99



COMPETITION PRO DUAL SHOCK PAD
Replica Dual Shock pad with auto-fire & slow motion. Sturdy build & very smooth. £9.99

ASCII ARCADE STICK
Arcade style stick with 360 degree movement and microswitch technology. Most effective with fighting games. £19.99



BLAZE PRO SHOCK ARCADE JOYSTICK
Turbo-fire, slow motion and dual shock rumble features. Available in iMAC colours £22.99





NEGCON JOYPAD
Pad twists in the middle to give the sensation of a steering wheel £35.99

DOMINATOR STICK
Digital and analogue modes, Hat Switch, Auto-Fire and Slow Motion, 8 Fire buttons, LCD Display £18.99



Joypad extender cable £3.99

FERRARI WHEEL & PEDALS
Our Price £24.99



DUAL SHOCK rumble, strong clamp & suckers, gear shift paddles.

SPEAKER SYSTEMS

The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers, This is easily done - please ring for advice on cables and our full speaker range.



SCREENBEAT MAXIM 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control,Power Supply. £27.99

SCREENBEAT SOUND STATION
300W PMPO, 3-way Sub-woofer system for PSX, Dreamcast, PC, Mac, Walkman, & MP3. Volume & bass control, power supply. iMac blue or purple. £39.99





POWERPLAY PLUS 5 SPEAKER
4 mountable satellites and a wood encased sub-woofer providethe best all round performance for your PSX. Very powerful! £64.99

TOP DRIVE 2 WHEEL & PEDALS
Our Price £34.99



DUAL SHOCK rumble, programmable, LED display, gear shift buttons.

TOP DRIVE REACTOR
"Active feedback" controller for the PSX which converts dual shock games into active feedback using the latest jogging technology. £22.99



LOGIC 3 SPACE STATION
No more sprawling, mess on the floor of your living room or bedroom! The Space Station neatly holds your console and joypads and makes a stylish piece of furniture. 2 stop drawer allows instant access. Comes with a FREE 8 rack game CD holder. Only £16.99



TOP GEAR/TOP DRIVE STEERING WHEEL
Steering Wheel & foot pedals. Gear shift levers on the steering wheel. Works on N64 and PSX £22.99



TOP DRIVE PLUS WHEEL
Our Price £42.99



Same features as the Top Drive wheel and pedals but also with a DUAL SHOCK rumble feature! Works only on PSX and N64.

BLAZE PLAYSTATION CARRY CASE



Very strong toughened plastic briefcase-style carry case. Moulded interior holds your console, 3 joypads, plus games and cables £17.99

LOGIC 3 UNIVERSAL CONSOLE CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof. £15.99



OTHER ACCESSORIES



DISK STATION
Stylish storage for your PSX games! Contains 2 CD racks, each holding 8 games. £9.99



BLAZE FALCON LASER
Unique laser targeting system gives superb accuracy. Recoil, auto-fire and reload, special weapon button and guncon compatible. £23.99



FIRE SCORPION "WALTHER PPK" HANDGUN.
Auto-fire, recoil, includes Guncon adaptor. Very lightweight. £12.99



NAMCO GUNCON
The most accurate light gun available £27.99

HINT BOOKS

A-Z of PSX Secrets & Solutions	
Vols 1-5	each £10.99
Alundra Unauthorised Game Secrets	£12.99
Big Playstation Book 1999 edition	£11.99
Breath of Fire 3 Official Guide	£12.99
Crash Bandicoot 2 Strategy Guide	£11.99
Crash Bandicoot 3 Strategy Guide	£10.99
Croc 2 Strategy Guide	£10.99
Final Fantasy 8 Official Guide	£14.99
Metal Gear Solid Guide Book	£10.99
MK4 Official Fighters Kompanion	£11.99
Oddworld Abe's Odyssee/Abe's Exodus Official Strategy Guides	each £10.99
Rainbow 6 Official Strategy Guide	£9.99
Resident Evil 2 Unauthorised Guide	£11.99
Shadowman Official Guide	£10.99
Silent Hill Official Guide	£10.99
Soul Reaver Official Secrets	£11.99
Tekken 3 Official Strategy Guide	£10.99
Tenchu Official Guide	£11.99
Tomb Raider 1 & 2 Fun Book	£10.99
Tomb Raider 3 Official Guide Book	£10.99
Tomb Raider 4 Official Guide Book	£9.99
Tomorrow Never Dies Strategy Guide	£9.99
WWF Attitude Official Guide	£10.99

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Red, Green, Blue, Black, Clear, Green or Yellow. Works with every game.1MB £3.99 2MB £5.99





SONY MOUSE
Ideal for games which use a cursor. Comes with official mouse mat £21.99 Replica Mouse £9.99



PREDATOR 2 LIGHT GUN
Auto-Fire, Auto-Reload, Auto-speed selection. Foot pedal and Super-scope. Gold or Silver. £23.99 or £22.99 with a game.

SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) £18.99
MAD KATZ MULTI-TAP £15.99





120 SLOT MEMORY CARD
8 times bigger than the official Sony memory card for only an extra £2!! (Does not work with games that use data compression (e.g. Gran Turismo, Premier Manager £11.99

BLAZE 4MB MEMORY CARD
4 times bigger than the Sony memory card. Works with every game except Premier Manager. £8.99





OFFICIAL SONY 1MB MEMORY CARD
Save up to 15 high scores, lap times and game positions. Available in grey, red and clear. £8.99



REPLACEMENT RF LEAD
Also comes with an adaptor to connect your psx to a hi-fi and a guncon compatible gun £9.99

RGB SCART CABLE WITH AUDIO TAP
Improves sound and picture quality. £4.99 or £3.99 with a game. Also comes with an adaptor to connect your PSX to a Hi-Fi



PROF. ACTION REPLAY
contains loads of built-in cheats for all PSX games. You can add more cheats as new games are released or invent your own! Includes 24MB memory card. £23.99



Nugen Assassin Gun	£24.99
Interactor Rumble Vest	£14.99
Blaze 8MB Uncompressed Memory Card	£16.99
Datel Virtual Memory Card 2000	£27.99
Datel Equalizer	£16.99
Link-up Cable	£4.99
S-VHS Cable	£5.99
Hi-Fi & Guncon Adaptor	£4.99
Xplorer X-Link PC connector	£9.99

FIRE XPLORER FX CHEAT CARTRIDGE
Contains 1,000s of built-in cheats for all PSX games. you can add more cheats (for freel) as new games are released £20.99. Xplorer Pro also allows you to create your own cheats! £32.99



- **ORDER WITH CONFIDENCE** from one of the largest games suppliers in the country. Over 350,000 customers so far !
- **1ST CLASS DELIVERY FREE OF CHARGE** to UK mainland. We provide the fastest delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock). Please allow 8 days for cheque clearance or add £1 for express clearance.
- **1000'S OF TITLES.** We also stock games and accessories for N64 & other consoles and PC CD.
- Order by **CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH** (please send cash in a registered envelope for your own protection). Sorry, no COD.
- Other companies may take your money immediately but with Gameplay you will be safe knowing that **YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!**

PLEASE RING TO CONFIRM AVAILABILITY BEFORE ORDERING AS SOME SPECIAL OFFERS ARE LIMITED STOCK & SOME GAMES MAY NOT HAVE BEEN RELEASED AT TIME OF PUBLICATION

gameplay
THE GATEWAY TO GAMES

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE,
CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:.....HAVE YOU ORDERED BEFORE? YES/ NO

ADDRESS:.....

.....

POSTCODE:.....SIGNATURE:.....

TEL:.....FAX:.....

Thank you for your order!

Item description	Price
	£
	£
	£
	£
	£
Optional express cheque clearance*. If you are paying by cheque but do not want to wait for it to clear please add £1.00 here for express clearance	£
P&P: Postage is FREE for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item.Overseas postage - £2.50 per software item.	£
TOTAL	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

PS7(52)

*Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

Sent to press 3/8/2000

PLEASE QUOTE THIS REFERENCE WHEN ORDERING PS7(52)

Get your hands on a Ferrari !

Belt-up and get to grips with this winning offer from gameplay. We've bundled a choice of Playstation's bets racing games with the classy Official Ferrari Steering Wheel, so you can experience the thrill of a Ferrari at gameplay prices.



colin|mcrae|rally|2.0

£26.99



Gran Turismo 2

£25.99



F1 2000

£25.99



Mobil 1 Rally Championship

£25.99

We stock a full range of wheels and pedals, to give you the complete driving experience.

Official Ferrari Wheel

£24.99





All Trademarks and Copyrights Acknowledged.

● Free First Class Delivery within the UK ● Full 10 day no quibble returns policy

SALES HOTLINE 0845 20 10 444

WEB SITE www.gameplay.com

TV TV Interactive

WAP PHONE http://mobile.gameplay.com

PLEASE QUOTE THIS REFERENCE WHEN ORDERING PS7(52)

SOME VINTAGE PRO

PS PRO has been around for over four years, so take a look at these antiquated little beauties!



ISSUE 29
SOLD OUT



ISSUE 30
SOLD OUT



ISSUE 31
SOLD OUT



ISSUE 32
SOLD OUT



ISSUE 33
SOLD OUT



ISSUE 34
SOLD OUT



ISSUE 35
SOLD OUT



ISSUE 36
SOLD OUT



ISSUE 37
SOLD OUT



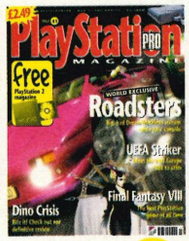
ISSUE 38
In Stock



ISSUE 39
SOLD OUT

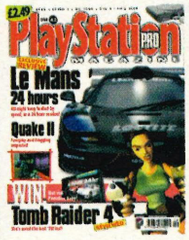


ISSUE 40
SOLD OUT



ISSUE 41
In Stock

FREE PS2 MAG!



ISSUE 42
In Stock



ISSUE 43
In Stock

FREE TIPS A-Z BOOK!



ISSUE 44
SOLD OUT



ISSUE 45
In Stock

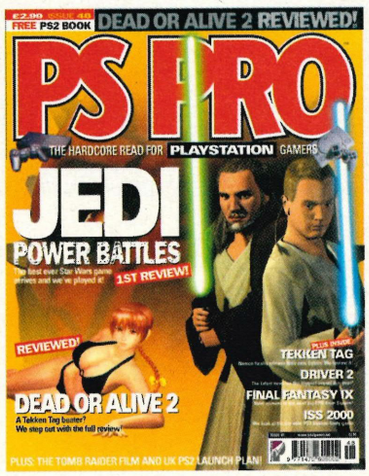
FREE CHOCCIE BAR!



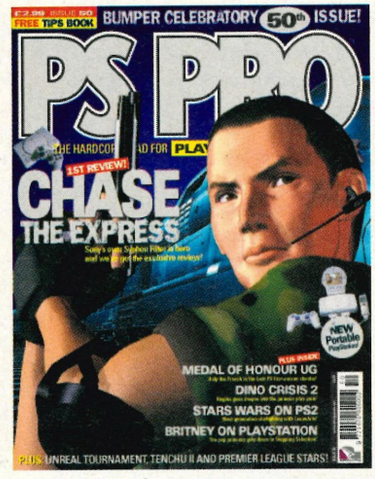
ISSUE 46
In Stock



ISSUE 47
In Stock









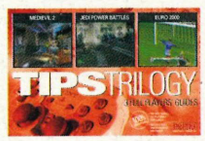
ISSUE 48
The definitive PlayStation2 68-page guide book comes free with this issue of PS PRO and we review *Tekken Tag Tournament* and *Dead or Alive 2* in a fight to the death. Who will win? You're just gonna have to have a look and see.



ISSUE 49
A full lowdown on the PlayStation2's biggest launch game in the states, *Munch's Oddysee* and a full report from the E3 games expo in LA including *MGS2*. A 68-page *Colin McRae 2.0* guide completes the star package!



ISSUE 50!
First shots of *Dino Crisis 2*, a *Driver 2* interview and the PS2 *Star Wars* games covered. Our special 50th issue comes with a 144-page book including guides for *Jedi Power Battles*, *MediEvil 2* and *Euro 2000*.



ISSUE 51
The first review of *Final Fantasy IX* is given to you by PS PRO. We interview *MGS 2* creator Hideo Kojima and give you new screens of the Konami stunner. There's also the first part of our huge *In Cold Blood* solution. Codemasters' classic *TOCA WTC* is given a the review treatment followed by the UK *Parasite Eve 2*, *Grind Session* and Namco's *Mr Driller*!

Please tick this box if you do not wish to receive promotional material from other companies

To secure your classic moments of vintage PRO simply complete the form and post it with the correct payment to:

BACK ISSUES DEPT
PARAGON
PUBLISHING LTD
FREEPOST BH1 255
BOURNEMOUTH
BH1 2ZZ

Back Issues Form

Which issue numbers would you like? _____ (£3.99 per magazine, inc P&P)

Name _____ Signature _____

Address _____

Postcode _____ Tel _____

CREDIT CARD (ACCESS / VISA / MASTERCARD / SWITCH) CHEQUE ☐ POSTAL ORDER ☐

EXPIRY DATE _____ CARD ISSUE NO (Switch/Delta only) _____

CARD NUMBER _____

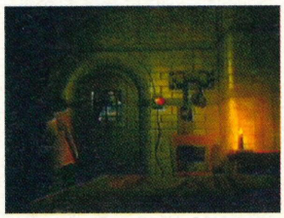
Please make cheques payable to Paragon Publishing Ltd

In Cold Blood

PART 2

Mission 02
Pentagrad HQ







ABOVE: After Alex presses the cell button to call the guard, sneak up behind him and punch his lights out.

L2-1 BASEMENT

Head around the walkway and the robot will start patrolling. Climb down the ladder and head left over the bridge. Go right over the second bridge and up the steps, through the next screen. Hide behind the crates to avoid being seen by the robot. When it moves off, follow it. Once in the next room, carefully sneak right (to avoid the bottom-right robot spotting you) and place the EMP Mine into the blue recharge point. Sneak left to hide in the gap between the crates and wall. When the patrolling robot returns, it'll be zapped by the mine. Now shoot at the static robot to draw its attention, then duck again – it'll move and be zapped also. Heh heh.

Retrieve the EMP Mine, then press ✕ to exit via the left door. Head up to the next part of the corridor. Open the grille on the door nearest the camera to find Alexandra in her cell. Talk to her about Tolstov, then Lukyan and Nagarov. Ask for any other info, then about the VFF. Walk up to the next screen and try the door – it's locked. Return to Alex and ask her about the Door Security Controls. She'll agree to press the emergency button. Exit right to hide in the previous corridor. Once the guard walks past, sneak up on him and punch his lights out. Head up screen to the now open door and go through. Enter the right doorway and collect the Sewer Key. Return through the doorway. The other door requires a Pass Card, so head up the stairs.

L2-3 FIRST FLOOR

Having disabled the guns, you can move about in this level fairly freely. However, if you try and get past the guards, they will stop you.

Enter the top door and ignore the accountant there. Enter the top door to see a ladder sticking down from the ceiling. Use the Sewer Key on the ladder to pull it down, then climb up it. Exit through the door. Head right over the helipad and enter the double doors. Examine the grille on the floor to see a scene with Nagarov, Lukyan, and Chi. A guard announces that there's an intruder in the complex, so you'll have to be more careful from now on – the guards will shoot you on sight.

Go back the way you came: through the double doors, the top-left door, and down the ladder. Go through the door and the accountant will point a gun at you. Ignore him (he hasn't got the bottle to use it) and exit through the left door to find that the guard has gone. Enter the other door there and shoot the officer. Proceed through the other door, to the office where you spied on the conversation. Head left to change the view, then plant the Surveillance Bug on the computer server – something's wrong with the protocols.

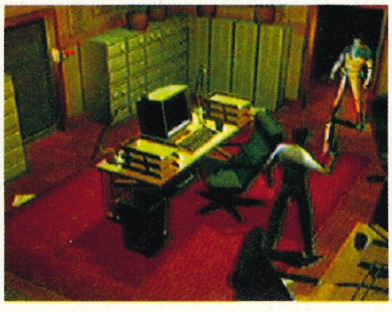
Enter the door next to the server to reach a small corridor. Enter the left of the other two doors to reach the systems room. Talk to the programmer and he'll download the protocols onto your Remora. Return to the server and upload the I/O Protocols onto it to fix the bug. Head down the screen and exit through the door. Exit through the other door, to return to the landing.

Head down the screen and enter the left door. Go through the other door and head down the screen to find another server. Access it and try to take out the Data Cell – you'll need something to prise it out. Return to the landing and save your game. Head downstairs to the ground floor, where three officers will attack: shoot them as quickly as possible. Enter the bottom-right door and walk right, then talk to the big bloke. Go left again and examine the drawers to the left of the door to find a Hard Drive Removal Tool.

Return upstairs to the first floor and to the computer with the Data Cell. Use the Hard Drive Removal Tool to get it. Now simply exit through the door you entered and you'll automatically exit the level.









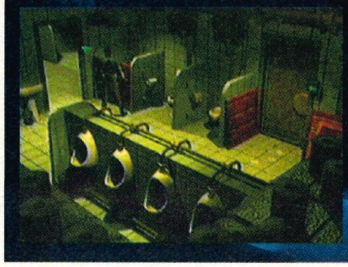
L2-2 Ground Floor

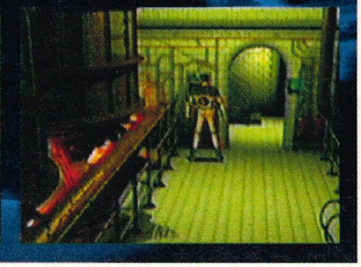
The ground floor must be played carefully. If you get your gun out and try to kill the officers, an alarm will be sounded which effectively prevents you from completing the mission.

Walk through the top doorway to find yourself in the building's main lobby. You'll automatically talk to the officer there. Whatever you do, don't walk under that arch – it'll detect your gun and sound the alarm. Head up either staircase at the back: an alert will sound, so quickly head back down. You'll need to find the controls to disable the automatic guns. Talk to the officer again about the Security Guns. He'll tell you to find the duty officer. Enter the bottom-left door and ask the officer about the Duty Officer and Security Guns. Exit through the top-left door and ask the officer the same things, and for any other info.

Enter the left door to find the toilets. Ask the Duty Officer (in the closed cubicle) about the Security Guns: he's put his pass card in his locker and the controls are in the power room. Exit left, then right, to the duty office, then exit left to the briefing room. Read the roster on the right noticeboard to find out the duty officer's name. Return to the duty office and access the computer. Select 'any other info', then say 'Yes' to hack into it. Look up info on the Duty Officer to discover the security number of his locker (8760351). Exit right to the shower room. Head up to the top-left to find the lockers: open one to collect the Duty Officer's ID Card.

Now return downstairs and use the ID Card on the locked door to open it. Enter and access the control panel to the left of the door. Select Security Guns, then Disconnect/Reconnect to disable the guns. Return upstairs to the ground floor, then up the lobby stairs (past the disabled guns) to the first floor.





Mission 03

Raid on the land train







L3-1 CAR 5

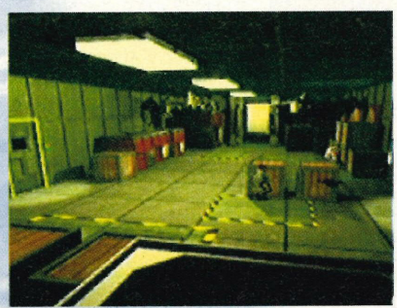
After the cut-scene, wait for Cord to throw off his snow jacket. Go over to the door and use the Limpet Mine on it, then quickly walk around the corner to avoid the resulting explosion. Walk through the opened door, into the engine room. Head around the L-shaped walkway until the view changes. See those flashing red lights on the left? That's the fire sensor. Make sure that Cord is looking up at it, then use your Pocket Lighter on it and wait for the female technician to arrive. After talking to her, either shoot her or quickly take the lift – otherwise she'll go and fetch a guard.

Immediately after taking the lift up, draw your gun and shoot the two guards. Head over to the left door and instead of opening it, use your Remora scanner (press ■) to detect a robot in the corridor. Don't worry – just go through the door and the robot will move off. Run up the screen until the view changes, then go through the (automatically opening) top door. Quickly use the EMP Mine on the blue recharge point, then exit left before the robot arrives from the other door. You'll then see it get zapped. Go back and get your EMP Mine, then return left to the corridor and enter the left door.

In the Comms room, access the computer on the left and check System Details, to discover that the communication centre can be upgraded to a secondary bridge. Return to the room with the zapped robot and enter the top door. Save your game.

Now you need to shoot a succession of guards. Shoot the first guard until dead, then take cover behind the crates by the door. Holding L1 + R1, jump right to take shots at the guards before jumping left behind the crates again. Repeat this technique until they're all dead. Head up the corridor to the dead guards and enter the (hard-to-see) door on the left. Access the gun controls (at top) to find info on the security systems.

Return to the corridor and sneak through the top door. Save your game. Sneak right and quickly shoot the guard dead – before he can raise the alarm. Search the dead guard's body for a Medikit and Ammo Clip. Enter the bottom-right door and talk to the prisoner about the VFF. Ask him about Sick Prisoner, to get his name. Then ask him about The Bomb. When you stop talking, a timer will appear on screen: you have 25 minutes to reach the bomb!



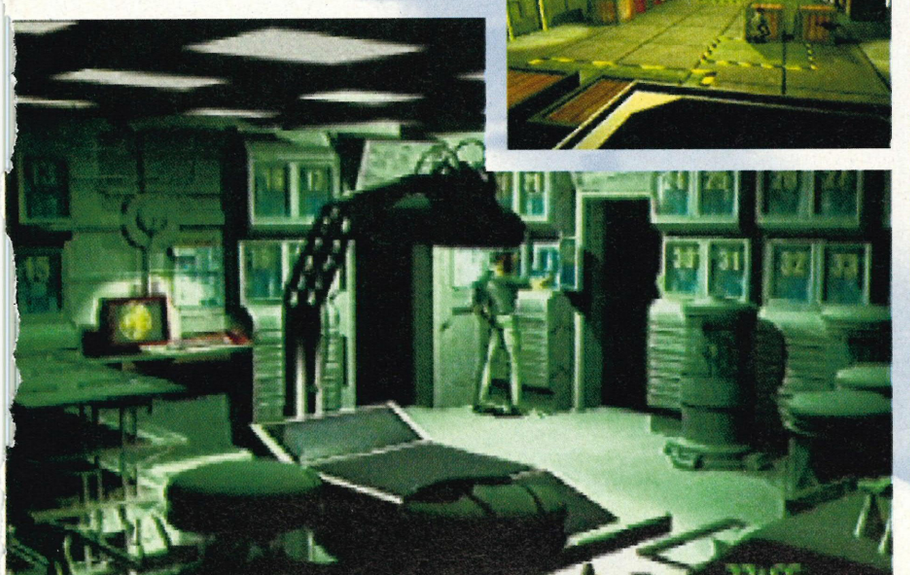
Using our guide, you'll have no problem reaching the bomb in time. First, head through the right door and access the computer. Search for the medical records of the sick prisoner (you did remember to ask his name, didn't you?) to discover his possessions are in locker 23. Return to the main computer menu and select Terminal Operations and then Locker 23, to open it. Exit the computer and head over to the lockers on the right – press ✕ and Cord will open the right one to retrieve the Bomb Reset Probe.

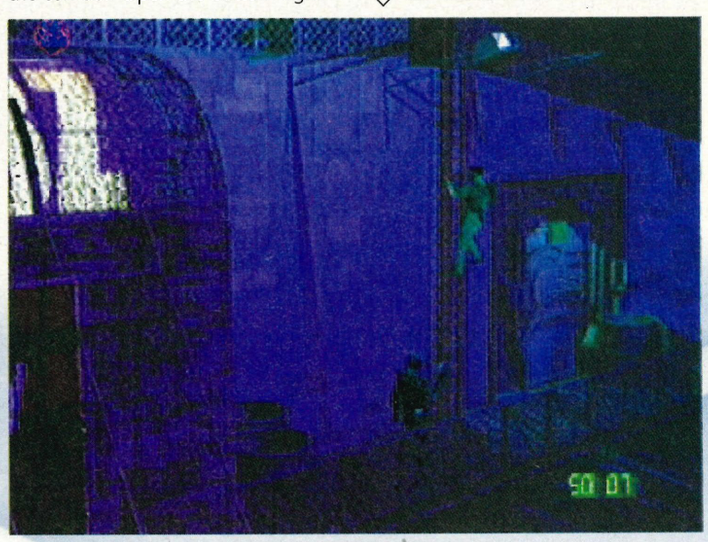
Exit through the right door, then take the top door into the corridor. If you need ammo, you can enter the right door and shoot the two guards (safely) in the firing range. Then head up the corridor and through the top door, back to the zapped robot. Enter the right door to reach Car 4.

L3-3 CAR 3

Exit right to a corridor with a ladder – don't pull it down yet though, or the guards will be on you like a ton of bricks. Save your game. Head up the screen to open the top-right door. Enter and quickly shoot all four guards. Exit and head down the corridor. Open the bottom-right





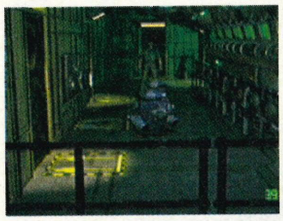


FACTS

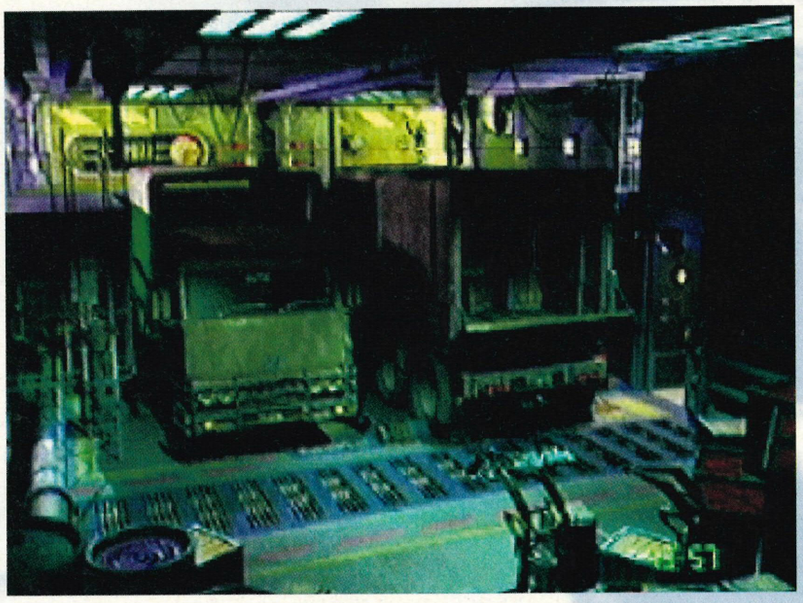
In keeping with the 'game of gentlemen' image that the intelligence services like to portray, Russian spy Konon Molody exported top secret UK documents in antique books. You see, his 'cover' was that he ran a second-hand bookshop business in Central London.

The CIA tried to assassinate Cuban revolutionary Fidel Castro by planting explosives in his cigars!

Comedian Mark Thomas was outraged to find out that (according to David Shayler) MI6 kept a record of his 'Trotskyist' activities. After all, if Thomas is a threat to national security, what does that make 'funny-men' such as Jim Davidson?









ABOVE: Quickly shoot the guard, then threaten the technician to get some answers quickly.

FACTS

Three top-ranking US generals have died in suspicious circumstances during Clinton's administration. Conspiracy theorists have claimed that these deaths were not in fact suicides but summary executions. Not the exploding cigars again?!

In a bid to understand the effects of undiagnosed syphilis, American doctors working for the US Public Health Service injected hundreds of Alabama citizens with the virus. The victims were not told that they were participating in an experiment, with the result that many children, wives, and girlfriends were also infected... allegedly anyway!

door but don't enter. Head back up the corridor to change the view, then back down and crouch to shoot the two guards. Now back up, pull down the ladder and climb it.

Head around the L-shaped walkway and down the other ladder. Now, head left and press the button to open the door. Exit to corridor, then through the top door. Crouch to avoid being seen by the patrolling guard. When he turns round, sneak up behind him and punch him. Search his body for a Medikit and Ammo Clip. Head up the screen, then go through the left door. Take the lift down to the vehicle bay.

Crouch behind the panel by the door and wait for the guard to come near and turn round, then sneak up and punch him. Climb up the ladder, waiting till the guard walks right before reaching the top. Shoot him, then head right to the next screen and up the ladder to the showers. Walk near to the door (but not close enough to open it) and use the Remora scanner to spot a patrolling robot. Wait for it to go left past the door, then enter and use the EMP Mine on the blue recharge point. Exit through the bottom-left door. Soon after, you'll see the robot get zapped. However, leave the EMP Mine in place for now.

Use the Remora IR Link on the locked right door. Select Door Security Controls to open it. A robot is coming from the bottom, so immediately run back through the top door, then back to the shower room. The EMP Mine will zap the second robot – now retrieve it. Return through the bottom-left door and go right thru the now unlocked security door. Go thru the next two, into Car 2.

L3-4 CAR 2

Enter the right door, into a corridor. Take the left door, ready to shoot the guard in the room – but not the technician. Threaten the technician and he'll tell you how to get to Car 1 via a missile tube. Exit to corridor and head through the right door. Head left to the missile control bay. Talking to the technicians is a waste of time but you'll have a laugh at their lovers' tiff. Access the right computer and select Information Details, then open the hatch.

Exit to the corridor and return through the left door to the room with the dead guard. Take the lift down to the missile storage bay. Head over to the right and access the computer to open the hatch. Access it again and select Maintenance Platform – note that you can't deploy it without a maintenance order. Return left and take the lift back up. Threaten the technician again and he'll give you the code for the maintenance order. (Threaten him again and he'll tell you about the robot.)

Exit to corridor and right to missile control room. Access computer and select Hacked Code, then issue the maintenance order. Return via corridor to lift and take it down to the missile storage bay. Access the computer and deploy the Maintenance Platform. Step on and take it to the roof.

Head up the screen and along the walkway to the ladder. Climb down it and

L3-2 CAR 4

You'll find that the next door is barred with laser beams. So return left to Car 5 and back to the comms room (left from the zapped robot room, then through the door). Access the computer and select Terminal Operations, then Security Laser System, to turn off the lasers. Return to Car 4 and enter the door.

Face the left door and use the Remora scanner to detect a robot patrolling the room. Wait until it starts moving left from the door, then enter the room. Sneak right to hide behind the two crates. Wait until the robot goes round and is facing away again, then sneak right and use the EMP Mine on the blue recharge point. Hide behind the crates again and wait for the robot to be zapped. Retrieve your EMP Mine and head up the screen to the lift. Take it down to the cargo bay.

Kill the guard (you can sneak up behind him and punch him) but NOT the technician. Hold R1 and press × to threaten the technician and he'll tell you about the crate of coils. Access the computer and search records for reactor coils, to discover they're in crate 66. Head up-left to change the view, then press the button to call the lift. Save your game.

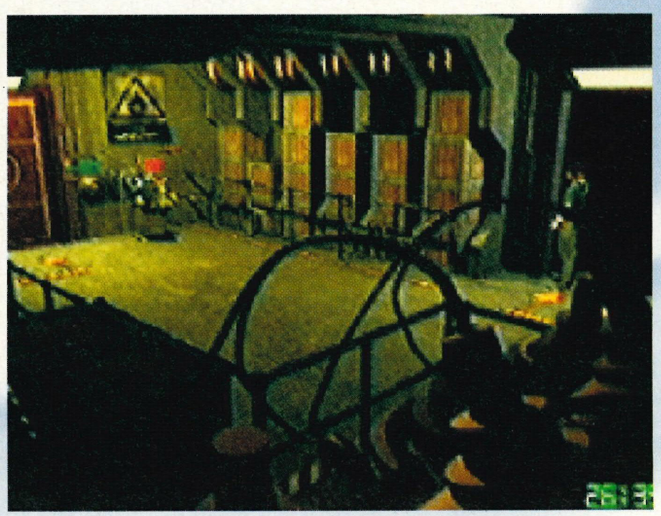
Now take the lift up to the starboard cargo bay and quickly shoot all the guards. Use the Bomb Reset Probe on crate 66 (in the foreground) in order to reset the timer to 60 minutes.

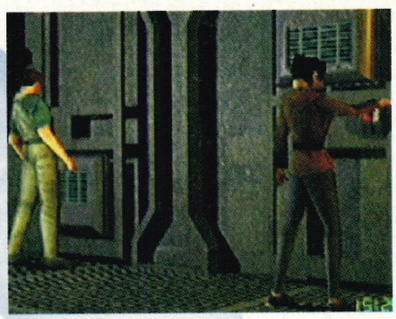
Walk up-right to change the view. Enter the left door and sneak up behind the guard. Knock the guard unconscious. Climb up the ladder to the roof. Approach the corner and an AA gun will start targeting you – you'll have to disarm it somehow. Go back down the ladder and head back to Car 5. Just before you leave Car 4, access the computer panel by the door that was originally sealed by lasers. Disconnect communications with the rest of the land train.

Return to the comms room and access the computer. Select the Bridge option, then Auto cannon, to activate the gun controls. Now head back there (exit, enter door, top door, up, left door). Access the gun controls and select AA Gun, to destroy the gun on Car 4. Return to Car 4 and go up the ladder to the roof. You can now head round the corner and up the screen. When the view changes head down to the left and climb down the ladder.

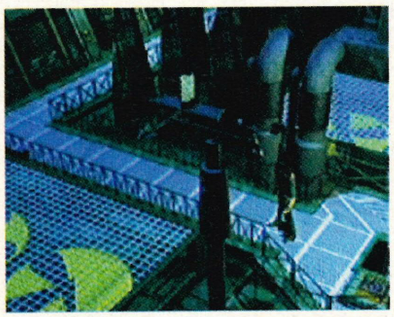
Watch out, there's a guard at the bottom of the ladder. Climb down just above his head, then slide down when he turns away. Punch or shoot him before he can get you. Enter the right door to the next screen and quickly shoot the guard. Search his body for a Medikit and Ammo Clip. Go through the left door and crouch until the guard arrives, then shoot him in the back. Exit right, then enter the next door to Car 3.

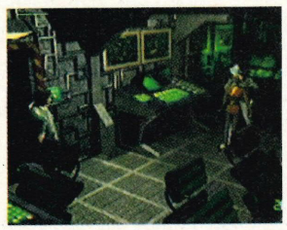








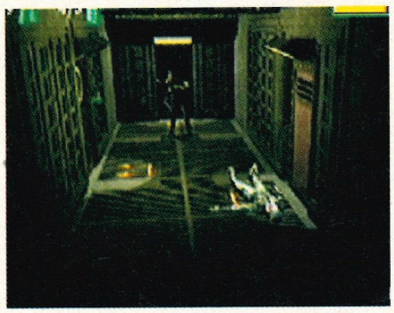


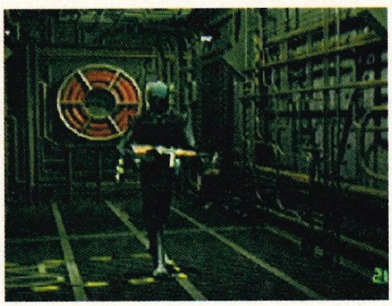


enter the door, ready to shoot a guard. Go through the left door and jump out to shoot another guard. Go up to his body and use the Remora IR Link on the right door. Head up and through the next door to see the robot guarding a recharge point. Jump out and shoot at it to get its attention, then exit. Run back round through the rooms to the ladder and climb it – yes, the robot will follow up it after you! Go up the walkway and down the roof, left past the maintenance platform. Go down the ladder and enter the door to the room with the recharge point: place the EMP Mine in it and exit right.

Wait for the robot to get zapped, then return to the room and retrieve the EMP Mine. Access the red security panel to the right of it. Hack into it to unlock the security door. Exit right and open the right door. Go through the next door to Car 1.

TO BE CONCLUDED...





L3-5 CAR 1

Open the right door and go through, ready to shoot a guard. Exit through the top door. Instead of entering the opposite door, head up the corridor. Quickly walk up behind the guard and punch him. Save your game. Head down the corridor to the far end and enter the door nearest the camera. A guard is holding Chi hostage – wait till she throws him off and moves away before you draw your gun and shoot him. You'll then have a long chat (cripes, there's a flippin' timer ticking down here, mate).

Exit and head back up the corridor to the fire hose, then right up the original corridor. Enter the door on the left (the one you ignored earlier). Be ready to shoot the guard who arrives from the right. Head down to the next screen and enter the right door, ready to shoot the guard. Open the wall safe at the top to find two Uncoupling Keys. Exit and head back up the corridor to enter the top door. Enter the right door, then the next right door, to the first Car 1 room.

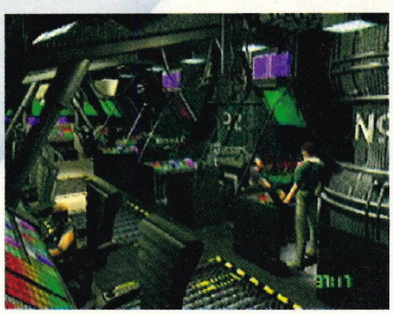
Approach the top wall to change the view, then give Chi one of the Uncoupling Keys. Insert yours into either slot and Chi will put hers in the other, separating the car from the rest of the train, which self-destructs – she didn't say that was gonna happen!

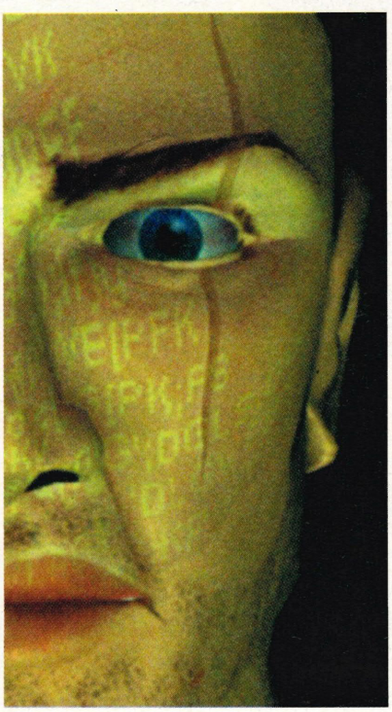
There's no timer now, so no hurry. Head back to the corridor and up it. Head down to the end of the next corridor and enter the door to the room where Chi was held hostage. Access the computer and unlock Cell door 4. Return to the corridor and go up to change the view. Enter the top door (with flashing lock). Examine the ladder to find that the hatch is closed. Return to the computer and open it. Head around the walkway and down the ladder. Climb down it and save the game. Make sure your gun is fully loaded before entering the top door. Shoot all the guards in the bridge. Head through the gap in the railings on the right and down the steps. Talk to the driver to complete the mission.



BELOW: After fiddling with the computers above and below, you can deploy the maintenance platform.







FACTS

Top US spy Virginia Hall worked for the French Resistance during World War II. She was so successful in her efforts to topple the Vichy regime that the Nazis began an all-out hunt for her. Despite having a wooden leg, she managed to escape the pursuing Germans by fleeing over the Alps. Even more astonishingly, she then returned to France disguised as an elderly dairy worker to continue her brave work. Virginia, we salute you.

One of the most popular conspiracy theories is that top American conspiracy theorist Jim Reith, who died of 'complications' whilst undergoing a minor operation, was in fact killed by the US Government... Kind of ironic really, don't you think?

TRADE ENQUIRIES WELCOMED

DELTA VISA MasterCard SWITCH SOLO

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

www.projectk.com Email: info@projectk.com TEL: 0181 508 1328

For a free price list of imported games, accessories and merchandise send a Stamped Self Addresse Envelope

Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P £15 for INSURED COURIER on Hardware

PROJECT K

FAX: 0181 508 3845

PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

DREAMCAST IMPORTS

Import Dreamcast	£149.99
Universal Dreamcast	CALL
PSX to DC Joypad Adaptor	£19.99
Puru Puru Pak	£19.99
SVHS LEADS	£14.99
RGB Scart lead	£14.99
Virtual Memory System	£24.99
VGA Cable	£17.99
VGA Auto Switcher	£24.99



JAP Sega GT	CALL
JAP Code Veronica	CALL
JAP Dead or Alive 2	CALL
JAP Virtua Cop 2	CALL
JAP Crazy Taxi	£44.99
JAP Virtua Striker	CALL
JAP Virtual On	£45.99
JAP Marvel vs Capcom 2	MARCH
JAP Typing of the Dead	MARCH
JAP Shen Mue	CALL
JAP Space Channel 5	CALL
JAP Street Fighter 3	£44.99
JAP Virtua Fighter 3	£29.99
JAP Sega Rally 2	£37.99
JAP Air Force Delta	£34.99
JAP F1 Monaco GP	£24.99
JAP Giga Wings	£42.99
JAP Chu Chu Rocket	£39.99
JAP Psychic Force	£24.99
JAP Aero Dancing	£24.99
JAP House of the Dead 2	CALL
JAP King of Fighters	£29.99
JAP Soul Calibur	£45.99
JAP Giant Gram	£39.99
JAP Espion Agents	£39.99
JAP Maken X	CALL
JAP Star Gladiator 2	£44.99
JAP Climax Landers	£39.99
JAP Death Crimson	£39.99
USA Carrier	MARCH
USA Dead of Alive	£45.99
USA Tee Off	£41.99
USA Sonic	£39.99
USA TNN Hardcore Heat	£34.99
USA Hydro Thunder	CALL
USA NFL 2K	£42.99
USA NBA 2K	£42.99
USA Rainbow Six	£44.99
USA Evolution	£44.99
USA R.E. Code Veronica	MARCH

Use your PSX Dual Shock Joypad, Steering Wheel, or Dance Mat on your Dreamcast - Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC Joypad!!! RUMBLE function WORKS TOO



DREAMCAST JOYPAD ADAPTOR £19.99

VGA AUTO SWITCHER Plug both your PC & Dreamcast into your monitor at the same time



COMPATIBLE WITH ALL DREAMCAST CONSOLES



BEATMANIA POCKET 2



9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave

£29.99

PROJECTORS & DVD IMPORTS

100inch LCD Projector
All Region DVD Players from Region 1 Macrovision Disabler
BLACK BOX NTSC to PAL Convertor



www.projectk.com

Visit Project K Web page, latest NEWS for PSX, PS2, Dreamcast and Nintendo. All the latest updates on the next generation systems, consoles and the latest news and previews of the hottest stuff. ALL this at www.projectk.com UPDATED 3 TIMES a week. We have walkthrough and guides to Bio Hazard 3, FF8 and more. Also the latest bypass codes for Stealth Convertor. Take a look at the UKs premier import video game internet site. Whether your moving up to the 128 bit or waiting for the PS2, we have all the latest updates and scheduled releases on all formats that are waiting. Talking about *NOTE we are unable to give any tips on the telephone

PLAYSTATION IMPORTS



POCKETSTATION
Compatible with UK and USA games including FF8 and Ridge Ridge Racer 4

Dance Revolution Mat	£24.99
Guitar (for Guita Freaks)	£27.99
NTSC to PAL Booster	£15.99
MP3 Adaptor	£34.99
JAP Dragon Quest VII	CALL
JAP Chrono Cross	£54.99
JAP Strider 2	£49.99
JAP Bio Hazard Gun Survivor	CALL
JAP Legend of Dragoon	CALL
JAP Dragon Valor (Namco)	CALL
JAP Vagrant Story	CALL
JAP Silent Bomber	£35.99
JAP Dew Prism squaresoft	£39.99
JAP Assaults Suit Valken 2	£39.99
JAP Parasite Eve 2	CALL
JAP Guitar Freaks	CALL
JAP Everybody's Golf 2	£29.99
JAP DD Revolution Club Mix	£29.99
USA Saga Frontier 2	FEB
USA Bass Landing + Rod	£59.99
USA Grandia	£47.99
USA Thousand Arms	£45.99
USA Suikoden 2	£47.99
USA Vandal Hearts 2	CALL
USA Clock Tower 2	CALL
USA Jade Cacoon	£29.99
USA Soul of the Samurai	£39.99
USA Syphon Filter 2	March
USA Vanguard Bandits	CALL
USA Legend of Legaiaa	£44.99
USA Street Fighter Zero 3	£31.99
USA Resident Evil 2 Dual Shock	£39.99
USA Star Ocean	IN STOCK
USA Gallop Racer	CALL
USA Countdown Vampires	MARCH

PS 2 IMPORTS

RESERVE ONE £25



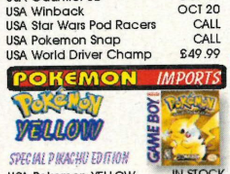
Japanese PlayStation 2 Available MARCH 2000



NINTENDO 64 IMPORTS

Hi Res Pak	£21.99
Universal Convertor	CALL
Dex Drive	CALL
USA WCW Mayhem	SEPT
USA Rainbow Six	NOV 17
USA Pokemon Snap	CALL
USA Gauntlet 3D	£49.99
USA Winback	OCT 20
USA Star Wars Pod Racers	CALL
USA Pokemon Snap	CALL
USA World Driver Champ	£49.99

POKEMON IMPORTS



USA Pokemon YELLOW	IN STOCK
Pokemon Pinball (inc rumble)	CALL
Pikachu Boxed Set Models	£12.99
Pokemon Racers	£12.99
Pikachu Talking Toy	£19.99



PIKACHU PLUSH TOY
25cm LARGE £19.99
40cm EXTRA LARGE £39.99



POKEBALL + 1 Pokemon
Charmander
Charmeleon
Bulbasaur
Squirtle
Worturtle
Venasaur
EACH £14.99

Pikachu Alarm Clock	£19.99
Remote Control Pikachu	£29.99
8 Pokemon Keychains	£11.99
20 Pokemon Mini Models SET 2	£19.99
23 Pokemon Mini Models SET 3	£21.99
12 Pokemon Mini Models SET 4	£13.99
Pikachu Rucksack	£17.99



BOOM POKEBALL PIKACHU CUDDLY

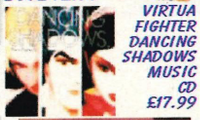
MERCHANDISE...MUSIC CD'S...POSTERS IMPORTS



South Park 10 Set Keychains £20



Pikachu Boxed Set £12.99



VIRTUA FIGHTER DANCING SHADOWS MUSIC CD £17.99



PAI, AKIRA AND LAU £6.99 KEYCHAIN MODELS



WOLF AND SARAH £5.99 KEYCHAIN MODELS



JEFFREY AND JACKIE KEYHAIN MODELS £5.99

FINAL FANTASY 8



FF8 Keychain Models EACH	£5.99
SQUALL SEIFER RINONA ZELL GUNBLADE	
Rinona Silphie Seifer Squall Zell	
Final Fantasy 8 12 cm Models	CALL
3inch Keychain Models	each £5.99
incudes FF8 Japanese Collector Card Squall Rinona Zelll Seifer	
20" x 14" Final Fantasy 8 Posters	CALL
Final Fantasy VIII Music CD	£15.99
FF8 4 CD Collectors Set with SeED Keychain and Collector Cards	CALL

FINAL FANTASY 7



FINAL FANTASY MODELS $6

3inch FFVIII Keychain Models ($6 EACH) Barrett Wallace Cait Sith Cid Tifa Lockheart Vincent Yuffie	
Final Fantasy VII Music CD'S EACH	£16
FFVII CD Set, Poster & Model	CALL
20" x 14" Final Fantasy 7 Posters	£6
Tobal 2 Models Set (Pack of 3)	£10
Xenogears Music CD	CALL
South Park 10 piece Keychains	£19.99
Star Wars set of 13 Models	£19.99
3inch Tekken 3 Models	£15
Fist of Northstar Models	£25
Rockman Models	£10
1:8 Scale Porcelain Models	£79
Mai Ryu Ken Chun Li Gouki Barrett	
Diddy Kong Keychain Models	£9
SNK Models (5 different Sets)EACH	£10
City Hunter Music CD	£16
Tekken 2 Music CD	£12
Soul Edge Music CD	£19
Dragon Ball Z Music CD	£16
Ghost in the Shell Music CD	£19
Laputa Music CD	£19
Ki Ki's Delivery Service Music CD	£19
My Neighbour Totoro Music CD	£19
Dragon Ball GT Video	CALL
Virtua Fighter Music CD	£17.99

MADEIRA GAMES

www.madeiragames.com

Playstation 2 * Playstation * PSone *
Dreamcast * N64 * Gameboy *
Neo Geo * Code Free DVD Players *
Gadgets * Toys

Tel:- 01485 570256 Mobile:- 0831 444041 Fax:- 01485 570501
P.O. Box 212, Heacham, King's Lynn, Norfolk, PE31 7TX

Interesting Devices Ltd

Free Gift with orders over £50. Choice of Playstation Memory card or Flashing Keyring. Just quote PROFREE

PSXAMP MP3 Adapter



MP3 & MPEG 3 are now the most searched for expressions on the internet. MP3 is a form of audio compression that can compress CD audio up to 10 times. Now you can store up to 12 hours of CD quality audio on to a single CD. To enable you to play back MP3 files you need special software on your PC or you need expensive dedicated hardware. If you own a Playstation the PSXAMP will allow you to play your MP3 CDs at a much cheaper price than other dedicated hardware. You can edit and save your own playlists to standard Playstation memory cards.

Game Enhancer

The Game Enhancer allows you to play your import games without the need for any console modification. Simply plugs into the back of the Playstation. With cheat code Functions.

1 - 4	£9.99
5 - 9	£8.49
10 - 19	£6.99
20 - 99	£5.99
100 +	£4.99

CopyALL 4.0



SCSI Interface allows you to control your SCSI drives without the need for a PC. 4 operation modes: Copy, Test, Safe-Copy & Scan.

Password Card

£4.99

Similar device to the Game Enhancer but can not be updated using the Smart Link.

Ramnet



Allows you to copy your PlayStation Memory card to another Memory card. It also allows you to copy your Game Saves to your PC and back Allowing the use of 1000s of Saves on the Internet. Supplied with software.

Playstation

Coloured Replacement Case	£12.99
Vibrating Vest	£24.99
MOD programmer, no PC	£59.99
Blank 12C508 1-19	£0.99
Blank 12C508 20 - 99	£0.89
Blank 12C508 100 - 499	£0.79
Action Replay Pro V3 (Datel)	£34.99
RGB G-con Scart Leads	£3.99
NTSC-PAL Colour Converter	£9.99
VCD adapter (No MOD chip needed)	£29.99
VCD adapter with cheat function	£34.99
15 Slot Memory cards	£2.99
120 Slot Memory cards	£6.99
Laser Unit (NEW not recon)	£29.99
Range of Light Guns from	£16.99
Controller Xtender Cable	£4.99
Cybershock Control Pad	£16.99
Smart Link, PS to Game Enh	£14.99
Novelty Keyring Dual Shock	£2.99
Novelty Keyring PS Console	£2.99



Dreamcast (Jap) + Stepdown	£169.00
NTSC-PAL colour converter	£34.99
RGB Scart Cable	£14.99
Most Dreamcast Games	£45.00
VMS Memory Card	£19.99
Spare Control Pad	£19.99
Arcade Stick	£44.99
Steering Wheel	£44.99
Total Control use your Playstation control pads on your Dream Cast	£19.99

Nintendo

Original N64 Controler	£19.99
N64 Game Backup Drive	£234.00
N64 Memory Cards from	£6.99
N64 Jolt Packs	£6.99
N64 Jolt Pack Vibrating Memory	£9.99
Gameboy Backup Drive	£59.99
Gameboy Backup Cartridge	£29.99
Novelty Keyrings	£2.99
N64 RF Unit	£9.99

DVD Players

Pioneer DV515 Auto Region	£349
Sony M35 plays gold VCD All Region	£369

Postage and Packaging = £2 small items £10 large items

Many more products on our Home Page. Some TO HOT to give details here. Check our Home Pages Listed below

Phone: 024 76339805 Fax: 024 76339804 Voice lines open 10am-4pm Mon-Fri

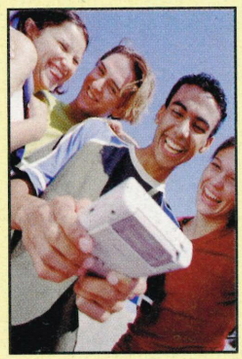
Interesting Devices
24 The Crescent
Keresley End
Coventry
CV7 8JT

http://interesting-devices.com
http://dvd-world.co.uk
http://psxamp.co.uk
http://z64.co.uk

SwapServe.com

Your local swap shop

SWAP OR SELL GAMES FOR FREE!!



THE EASY WAY TO SWAP OR SELL ANY OF YOUR STUFF ANYWHERE IN THE UK!!!

SWAP OR SELL GAMES LOCALLY WITH SOMEONE IN YOUR OWN TOWN OR SWAP NATIONALLY USING OUR CENTRAL SWAP SERVICE!!!

WWW.SWAPSERVE.COM

JOIN NOW... IT'S FREE & WE CAN EVEN ALERT YOU OF LOCAL SWAPS BY EMAIL. NEW MEMBERS CAN WIN A CD PLAYER OR £50 GAME VOUCHER IN OUR MONTHLY DRAW... AND ALSO GET A CHANCE TO...



...WIN A PLAYSTATION2!

the gamestore

Dreamcast, PlayStation, N64, Gameboy and PC CD Rom
New and Pre-Owned Games for Sale and Exchange
Consoles, Games and Accessories

Mail Order Now Available

83-85 Holme Lane, Hillsborough, Sheffield S6 4JP Tel: 0114 2345002
Open Mon - Sat 10am - 5.30pm - All Major Credit Cards Accepted



CHEAP CHAT!



Live 1-2-1 at only 35p/min!

NEW!

09050 350 684

"CALLERS MUST BE OVER 18!"

Po Box 1896 London WC1N 3XX. Calls cost 35p per min. Live calls recorded. Callers must be over 18!

CHAT USA



TALK LIVE 1-2-1 WITH CALIFORNIAN GIRLS!

09069 526 971

"CALLERS MUST BE OVER 18!"

Gul Box 5306 WC1N 3XX, 09069 Calls Cost 75p/min. Live calls recorded. Callers must be over 18!

BEAT THE COMPETITION



GUESS WHO

WIN a Playstation 2 plus 3 Games

call 0906 960 1893

call 0906 960 1894

combination portable text TELEVIDEO

WIN Buffy - Season 3 (EPISODES 12-22)

call 0906 960 1895

WIN a midi hi-fi with remote control

call 0906 960 1896

WIN a PC Computer with DVD

call 0906 960 1897

WIN a mobile phone no bills, no worries – just pay as you go!

call 0906 960 1898

CALL AND WIN

WIN a Laptop Computer

call 0906 960 1899

WIN WWF Video Series Volume IV selection

call 0906 960 1900

call 0906 960 1901

WIN a City Scooter

WIN WWF Collector Cards, T-Shirts & Posters

call 0906 960 1902

WIN a nintendo 64 plus 3 top games

call 0906 960 1903

call 0906 960 1904

WIN a dreamcast console

WIN a personal MP3 player download digital quality music direct from the net

call 0906 960 1905

WIN a Pocket TV

call 0906 960 1906

GUESS WHO

WIN 20 cds of your choice

call 0906 960 1907

WIN a mini disc player

call 0906 960 1911

WIN a mobile phone no bills, no worries – just pay as you go!

call 0906 960 1908

call 0906 960 1909

WIN a Box of Pokémon Trading cards and Watches

WIN a discman

call 0906 960 1910

CALLS CHARGED AT £1 PER MIN – MAXIMUM COST OF CALL £3. ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL. COMPETITION CLOSES ON 30th SEPT '00, AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS. **WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS** FOR RULES OR WINNERS NAMES SEND S.A.E. TO: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

HELPLINE 0870 740 1002
(HELPLINE calls charged at national rate)

To Advertise in
PS PRO
Call
Sarah Bolingbroke
on
01202
200254

LAZER MUSIC WORLD
PRICE BUSTER
LAZER MUSIC WORLD
At Unbelievable Prices
Free Next Day Delivery
IT'S YOU!
Or Apply To Lazer Music World
Freepost:
SEA 2233
PO Box 216
Ashford
Kent
TN24 8WF
Call Now For Your Entertainment Stockists
Tel: 01233 661355
What do points make? That's right prizes!
Lazer collection points guarantee you a fortune saved on everything that we stock!
So go ahead and order today.
Switch VISA

THE FUNNIEST WAY TO WIND UP A FRIEND!
CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...
MR. FURY
09067 360326
THE DETECTIVE
09067 360327
MR. STAMMER
09067 360328
...THEN WAIT FOR THE REACTION
IRATE DELIVERY DRIVER
09067 360329
MY DAUGHTER'S PREGNANT
09067 360330
Calls charged at £1 in at all times. Jokelines, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING

CONSOLE WIZARD
92A WAKEFIELD ROAD, BARNSLEY, S71-1NN
TEL/FAX: (01226) 240700
Mobile: (0771) 8166880
EMAIL: chris@consolewizard.co.uk
WWW.CONSOLEWIZARD.CO.UK
PLAYSTATION UPGRADE & REPAIR SPECIALISTS - DREAMCAST & GAMEBOY PRODUCTS STOCKED
UNIVERSAL PLAYSTATION (FREE 1 MEG MEMORY CARD) NOW ONLY £95.99 INCLUDES DELIVERY
1 MEG MEMORY CARD £3.99
2 MEG MEMORY CARD £5.99
8 MEG MEMORY CARD £8.99
POWER GUN + RELOAD PEDAL (NEW PRODUCT) £14.99
SCORPION GUN £12.99
AVENGER PRO + RELOAD PEDAL FULL KICKBACK £21.99
PSX EQUALIZER CDX (DATELS LATEST CHEAT CARTRIDGE - WORKS ON ALL PLAYSTATIONS) £13.99
G-CON SCART LEAD £4.49
PAL CONVERTER (FOR JAP/AMERICAN GAMES) PUTS THEM IN FULL COLOUR £9.99
STANDARD SONY PAD £4.99
DUAL SHOCKFORCE PAD + 1 MEG MEMORY CARD £12.99
INFA RED CYBERSHOCK PAD £17.99
UNOFFICIAL BLACK SONY DUALSOCK £12.99
RAVE STATION DANCE MAT £24.99
REPLACEMENT LASERS FOR SONY PLAYSTATION ALL MODELS AVAILABLE £29.99
SPECIAL OFFER
OFFICIAL GREY SONY DUAL SHOCK PADS, BRAND NEW 12 MONTHS WARRANTY ONLY
£9.99 Inc POSTAGE
ALL LATEST PLAYSTATION GAMES AVAILABLE AT JUST £25.99 INCLUDING POSTAGE
ALL OUR PRICES INCLUDE POSTAGE. THERE ARE NO EXTRAS TO ADD. CALLERS ARE WELCOME AT OUR SHOP ADDRESS AT THE TOP OF OUR ADVERT
MAKE ALL CHEQUES/POSTAL ORDERS PAYABLE TO: CONSOLE WIZARD

CHEATS UNLIMITED
THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE
CHEATS & TIPS FOR OVER 3000 GAMES
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
A
Abe's Odd. & Exod.
Ace Combat 2 & 3
Alundra 1 & 2
B
Broken Sword 1&2
Battle Tanx
C
C&C Series
Chase The Express
Colin McRae 1 & 2
Constructor
Crash Bandicoot 1-3
CTR
D
D
Die Hard Trilogy1&2
Dino Crisis
Discworld Noir
Driver
Dune
F
FAP Lgue Man 2000
Fear Effect
Felony 11-79
FIFA Series
Final Fantasy 7 & 8
G
Gekido
Gran Turismo 1 & 2
Grind Session
GTA 1,2 & London
H
Hogs Of War
I
Int.Track'n'Field 1&2
ISS Pro Evolution
J
Jackie Chan
L
Lego Racers
LMA Manager
Lunar Silver Star St.
M
Martian Gothic
Medal Of Honor
Metal Gear Solid
Mission Impossible
Muppet Racemania
P
Porsche Unleashed
Premier Man.'99
R
Rainbow Six
Rayman
Res. Evil 1,2 & 3
Res. Evil Survivor
Ridge Racer Series
Ronaldo V-Football
S
Shadowman
Silent Bomber
Silent Hill
Soul Reaver
South Park
South Park Rally
Spec Ops
Spyro 1 & 2
SW Phant Menace
SW Jedi Pow. Batts.
Syphon Filter 1&2
T
Tekken 1, 2 & 3
Tenchu
Theme Park
Theme Park World
Tomb Raider 1-4
Tom. Never Dies
Tony Hawk's 1 & 2
Toy Story 2
U
Urban Chaos
V
Vagrant Story
W
WCW Mayhem
Wu Tang
WWF Attitude
WWF Smackdown
WWF War Zone
X
X - Files
The above list is just a selection of what's on offer
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP
DC - GBC - N64 - PC - PSX - PS2 - SATURN
INTERNATIONAL ACCESS: +44 (0)700 5900 020
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 157
MOBILE PHONE ACCESS: 0700 5900 615
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 058
Calls to the above numbers cost 60p per minute
Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our
Customer Service: 08700 885 656
Grab a free magazine at www.cheatsunlimited.com

To Advertise in
PS PRO
Call
Emma Bedford on
01202 200223



BORED WITH THE SAME OLD HORROR?

△○×□ www.playstation.co.uk

PlayStation



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

TRY MEDIEVIL 2

TWISTED ADVENTURES IN HORROR

Developed and Published by Sony Computer Entertainment Europe. © 2000 Sony Computer Entertainment Europe. All Rights Reserved. " " and PlayStation are registered trademarks of Sony Computer Entertainment Inc.



PLAYSTATION2! ENTIRE KONAMI LINE-UP EXPOSED!

The best reviews & previews in our regular PS2 PLAYSTATION supplement



issue 66 www.totalgames.net

PLAY

プレイステーション

TM

The UK's Best Unoffici PLAY ne!

FIRST LOOK!

silent scope



The sharpshooting arcade game is on PlayStation2... and we've played it!

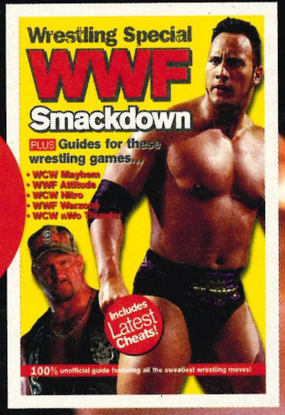


PlayStation2 & PS2 are registered trademarks of SCE

PLUS

Incredible Crisis
Chicken Run
Crisis Beat
Parasite Eve 2
FA Stars 2000
Strider 2
Sydney 2000
World Touring Cars
007 Racing
Titan AE
and more!

includes FREE BOOK! worth £9.99



out now



RESERVATION FORM

The UK's Best Unofficial PLAYSTATION *Magazine!*

Make sure you don't miss a single copy of PLAY MAGAZINE by reserving your copy every month at your local newsagent

NAME

ADDRESS

POSTCODE

PLEASE RESERVE ME A COPY OF PLAY MAGAZINE (ISSN: 1358-9474) PRICED £2.99 ON A REGULAR BASIS. PLAY IS PUBLISHED 14 TIMES A YEAR.

NEWSAGENT INFORMATION: PLAY MAGAZINE IS PUBLISHED BY PARAGON PUBLISHING LTD (TEL: (01202) 299900 FAX: (01202) 299955 HTTP://PARAGON.CO.UK AND IS AVAILABLE FROM YOUR LOCAL WHOLESALER. PLAY IS DISTRIBUTED BY SEYMOUR TEL: 01202 200232 AND IS FULLY SOR

PS2

The PlayStation2 gets the PRO treatment as we get down serious with Sony's new hard-core games machine...



A date that should revolutionise games playing as we know it is upon us. The 24 November will see the launch of Sony's next generation console, the PlayStation2 – and believe us when we say that the name is the only mundane thing about this little beauty. She's got enough power, enough games and enough future hardware add-ons to ignite thermo-nuclear war.

Back up the guff

Yes indeed, Sony did make the outlandish statement that their console held the power to control nuclear missiles, but closer inspection suggests that this statement is thankfully the only piece of PR gabbing that we should take with a pinch of salt.



The advanced technology certainly looks like living up to its initial expectations and will not only act as a medium for next generation gaming software, the machine will also be nestled comfortably in the safe bosom of backward compatibility. As the Input/Output processor is essentially the same as that found in the original PlayStation, all present and existing PlayStation software will be playable on the PS2 and can even be enhanced using the console's texture smoothing technique. The recent *Tony Hawk's Pro Skater 2* is a prime example of this virtual plastic surgery. When played on Sony's powerful new console the textures smooth out, loading times all but disappear, and the action gets faster. Backwards compatibility also guarantees the console a wealth of excellent software right from the off.

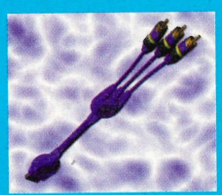
Gamers' delights

But hang on, let's not kid ourselves, the PS2's success will rest firmly on the shoulders of the quality and depth of its exclusive next generation software. At present the launch lineup stands at a somewhat speculative 50 titles and, even if half of these slip, there's still a mammoth 25 new games on offer representing the largest launch lineup ever.

These games come from some of the most respected publishers and developers in the business, and include: *Tekken Tag* and *Ridge Racer V*, *ISS Pro*, *Episode One: Starfighter*, *F1 2000*, *FIFA World Championship*, *Dead Or Alive 2: Hardcore*, *Street Fighter EX3*, *Silent Scope*, *Summoner*, *SSX Snowboarding*, *TimeSplitters* and *Abe's Oddysee*. These scorching titles will be backed by a further 150



Get Wired



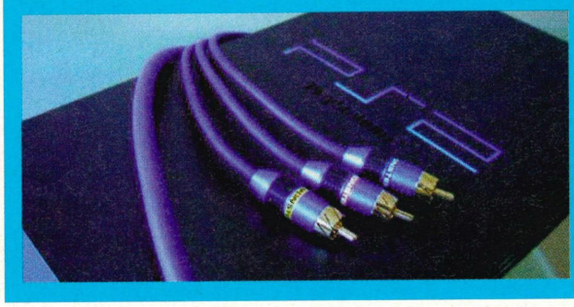
The PS2 is not only technically next gen, its peripherals are also embracing the high-end consumer culture with professional cabling add-ons...

A sign of things to come for the PlayStation2 was given some clarity with news that US cable manufacturer Monster Game, better known for their high-end home cinema cabling, announced a series of cables for the PS2.

The new cables will use the PS2's custom multi-purpose AV Out port supporting component video, S-Video and VGA. The cables come in three standards, S-Video, Component Video and AV.

It's clear that the S-Video lead will be the preferred option, but at $49.99 (£35) this could be a steep asking price. Yet, this will be the first time that a games console will be offered the professional features of high spec cabling, including progressive scan DVD playback and 16:9, full screen or 4:3 letterbox aspect ratios. Once connected via the optical output, players will also gain the full booming benefits of the PS2's Dolby Digital 5.1 and DTS sound qualities. And with only digital TVs being capable of running the higher 60 hertz option, Sony definitely sees the PS2 as a serious machine.

Despite its expensive price point the S-Video and Component Video cables will give impressive picture, sound, and colour quality to the tune that have never been seen in a home console before.

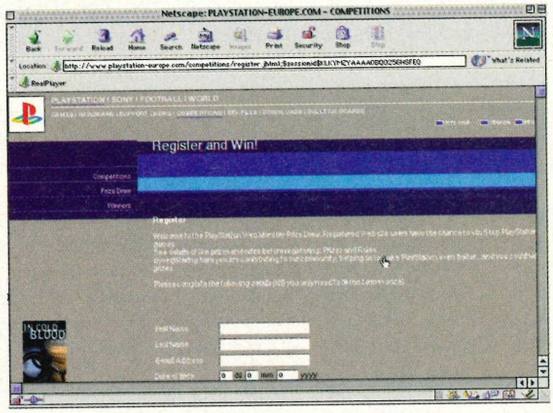


releases that include giants like *Metal Gear Solid 2* from Konami and a new adventure from the *Tomb Raider* creators, *Lost Eden*.

Once launched, the console and its new plethora of releases will stand as the most advanced software and hardware releases ever. The PS2 will offer stunning visuals – taking advantage of the its graphical capabilities – that will be able to handle 16 million polygons per second, towering over the Dreamcast's seemingly slender, yet respectable, three million. This eye-watering level of splendour can be achieved with all the visual effects turned on and the PlayStation2's special curved surface rendering effects appearing in full flow.

Also, the PS2 features an advanced version of the PlayStation's Graphics Synthesizer, a technique that pioneered the rendering of real-time 3D objects. The PS2's GS is capable of delivering movie quality 3D graphics in real-time via an NTSC or Pal television. Future games such as *Metal Gear Solid 2* are a testament to the image intensity of the system.

The GS quality is also the result of the PS2's unique memory bandwidth. Graphics systems such as the GS have a rendering capability based on the memory bandwidth between the pixel engine and the video memory. Instead of separating the two, the GS integrates them into a 48-gigabyte memory access bandwidth by combining the pixel logic and video memory on a single chip.



How? Where? And Who?

By now the chances are you know how to lay your clams on a PS2, but if you still don't have a clue then here some Pro advice...

If you have a ground-breaking console then you need a ground-breaking way to buy one. In a bid to stop the shop-bound slaughter that usually follows the release of a new console system, Sony has ushered in a new way of buying – a pre-order system that can be arranged over its Internet site, www.playstation-europe.com.

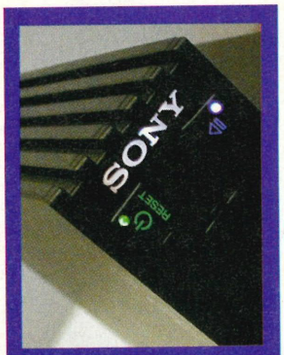
Direct sales via an e-commerce site will quell the stampede for the new machine and guarantee that everyone who orders a machine gets one on launch day, 24 November. There will also be the normal way to buy, from the local high street store, but pre-orders through both e-commerce and stores will deliver a hassle free launch day. Pre-orders commence on 7 September.



Facing the future

Strangely, for a hardware manufacturer, Sony are keen to play up the advances in gameplay that the PlayStation2's powerful 'emotion engine' CPU and Graphics Synthesizer can deliver. The visual excellence of the PS2 is being taken for granted with most of the attention being paid to innovative gameplay, detailed scripting and fully realised character designs.

To aid these advancements games will soon be able to take advantage of the Internet and cable networks, thus enabling them to download massive amounts of new data, from secret characters and race course add-ons, to new animation and graphics routines. These will all be stored on the planned Hard Disc Drive Unit (HDD) to be launched in the New Year. The size of the HDD memory capacity hasn't been confirmed, but this is planned



PS2 Tech Specs

CPU: 128 Bit 'Emotion Engine'

System Clock: 300 MHz

System Memory: 32 MB Direct Rambus

Memory Bus Bandwidth: 3.2 GB Per Second

Co-Processor: FPU (Floating Point Multiply Accumulator x 1, Floating Point Divider x 1)

Vector Units: VU0 and VU1 (Floating Point Multiply Accumulator x 9, Floating Point Divider x 1)

Floating Point Performance: 6.2 GFLOPS

3D CG Geometric Transformation: 66 Million Polygons Per Second

Compressed Image Decoder: MPEG2
Graphics: "Graphics Synthesizer"

Clock Frequency: 150MHz

DRAM Bus bandwidth: 48 GB Per Second

DRAM Bus width: 2560 bits

Pixel Configuration: RGB:Alpha:Z Buffer (24:8:32)

Maximum Polygon Rate: 75 Million Polygons Per Second

Sound: 'SPU2+CPU', Dolby Digital 5.1

Number of voices: ADPCM: 48 channel on SPU2 plus definable by software

Sampling Frequency: 44.1 KHz or 48 KHz (selectable)

Input/Output Processor
CPU Core: Current PlayStation CPU

Clock Frequency: 33.8 MHz or 37.5 MHz (selectable)

Sub Bus: 32 Bit

Interface Types: IEEE1394, Universal Serial Bus (USB)
Communication via PC-Card PCMCIA

Disc Media: DVD-ROM (CD-ROM compatible)



as the first wave of HDD add-ons that will evolve and grow as developers begin to exploit the device further. The PS2 and its HDD will go online through a broadband Ethernet connection to a digital cable network named the 'e-distribution system'. The new unit will plug into the PS2's rear PC card terminal interface and the use of broadband will enable large amounts of data to be downloaded quickly. Games will inevitably evolve and grow as the market dictates.

However, due to differing cable specifications in different regions this won't become available for some time. A stop-gap solution has appeared in Japan in the form of a 56k modem unit known as the Online Station (manufactured by Omron and Sun Denshi) linked via the PS2's USB port. Sony has already confirmed that *Star Trek Conquest Online*, *Final Fantasy X*, *Final Fantasy XI* will all take advantage of the new HDD's Internet access.

Games and movies

So confident are Sony in their next generation hardware and massive software support that these technological advances of the PS2 are treated only as small pieces of a much larger puzzle. A puzzle that, once complete, will stand alone as a fully comprehensive home entertainment system.

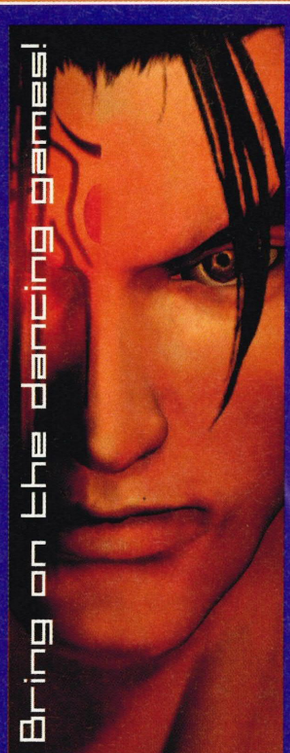
The newly skyrocketing format, Digital Versatile Disc (DVD), will provide the universal storage system for PS2. The machine will also play the latest region 2 DVD movies and have enough extra features (such as DTS) to fit into an existing home cinema mock-up. Combine this with a launch price point of £299 and you begin to see why the PS2 offers a tempting purchase for those looking to invest in the future of entertainment.

Concerns over poor image quality and sound performance have been quelled since the Japanese launch in March. With Dolby Digital 5.1 surround sound and full digital playback, the PS2 is as good as any medium range DVD player.

In fact there's little doubt that the PlayStation2 will be a success. Its emotion engine CPU, Graphics Synthesizer and massive software support guarantee a strong future even in the wake of Microsoft's mysterious X-Box. Take all these features and add the advantage of quality DVD playback and it really is difficult to find fault with the package. Bring it on...

Ian Dean

So you've ordered the thing, but what should you stuff in its tasty front loading slot first?











1. Tekken Tag

A little disappointing in so much as this is less a true sequel and more *Tekken 3* with added bits. The moves are all there, the music is pumping and the PS2 analogue controller does a blinder. But there's some magic missing that will get the purist heated.

The Tag system doesn't work as well as *Dead Or Alive* and graphics look blocky and jagged. Still, if you've never played *Tekken* before and you don't own *Dead Or Alive*, then *Tekken Tag* is a sound investment – that is until Namco bring us a proper sequel.





2. ISS Pro

Despite being out in Japan for some three months, the European *FIFA* game still has some way to go for launch. But never fear as Konami have a version of their ground-breaking *International Superstar Soccer* series.

This time the team that developed the impressive Nintendo 64 version are on the job and things look amazing. The pitches look beautiful and meticulously detailed, even going as far as showing individual blades of grass. But, as with previous *ISS* games, it's the gameplay that wins through. Everything a football game needs is in here and stoked to perfection. A must buy for all football lovers.





5. Ridge Racer V

If you've played any of the PlayStation's *Ridge Racer* games you know what to expect: solid controls, perfectly designed courses and breathtaking visuals. Yep, the originals were always ahead of the game and this is no exception.

With detail draining from every screen and speed to match the impressive car models, *Ridge Racer V* is breath-taking. And whilst it will undoubtedly look a little shabby when the mighty *Gran Turismo 2000* hits the streets, this is the racer to own on launch. They never play better than *Ridge Racer*.

















3. SSX Snowboarding

A recent play of EA's amazing snowboarding title proved the PS2 is capable of a lot. Firstly, that it has sucked a massive amount of creativity out of EA, and secondly, there isn't a license snagged onto the corporations newie über-game.

Not strictly a snowboarding title, *SSX* plays more akin to the whiplash bends and Gs of *Wipeout*. The graphics look amazing, bold, colourful and very, very fast. In fact this looks the most 'next gen' of any launch title yet tested. And what's more, it features the cool grooves of the Beastie Boys with Mixmaster Mike on production duties.

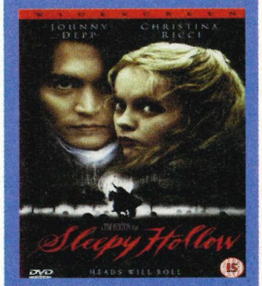
4. Dead Or Alive 2

If you love beat-'em-ups and have the will power to steer clear of the big names like *Tekken*, then this is the fighter to grapple with on launch.

Tecmo have beefed up the game for a European launch, now including more costumes and arenas than the Dreamcast version. And the PS2 incarnation runs at a standard 60 fps throughout, unlike the Dreamcast's casual drop to 50fps.

The gameplay is as good as ever, with multiple combos and powerful counter strikes flying with style. The danger zones work better than ever and falling through icebergs and crashing out of windows has never been more fun. A real must buy.

DVD REVIEW







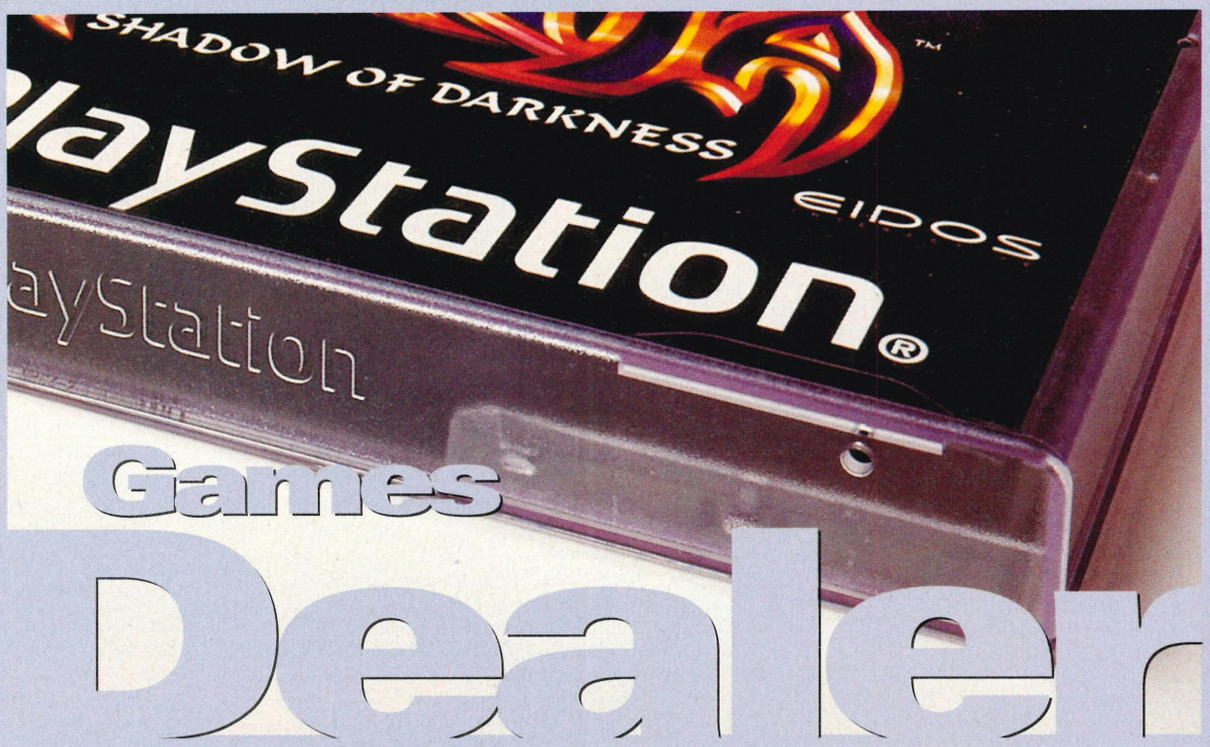




Title: **Sleepy Hollow**
Publisher: **20th Century Fox**
Release: **Out now**

Washington Irving's classic tale of timid school teacher Ichabod Crane versus the Headless Horseman gets the full-on Tim Burton treatment. What this means is the magical twisted world portrayed so vividly in his classic *The Nightmare Before Christmas* is translated into a real-life setting, with Burton regular Johnny Depp putting in another impressive performance. The rousing soundtrack is once again performed by Danny Elfman and this helps make *Sleepy Hollow* one of the most eerie and memorable experiences in recent movie history. Add to this the beautiful Christina Ricci and the always impressive Christopher Walken and you have an essential DVD release.





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%

DEFINITIVE 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 (P)
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 (P)
The Boxster races for all its worth in this slick sponsored racer.
Definitely worth your dosh • 83%

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

Rally Cross
A bouncy four-player rally game from Sony. Shoddy yet entertaining.
Try before you buy, sir • 79%

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

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

Ridge Racer Type 4
Namco reclaim the road, 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 (P)
A poor man's *WipEout* in every sense. A man so poor he only eats from bins.
No thanks, this is rubbish • 30%

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

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

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

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

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 (P)
A fantastic Touring Car simulation which is up there with the *V-Rally*.
Definitely worth your dosh • 85%

TOCA 2
Simulations don't get much better than this.
Definitely worth your dosh • 91%

Tokyo Highway Battle
A poor *Rage Racer*-style game. Build your car to improve your racing performance.
Hmm, this is average stuff • 56%

Tommi Makinen Rally
Famously poor, pretend rally game. Not worth a pound of your cash.
No thanks, this is rubbish • 1%

Total Drivin (P)
Earlier effort from the makers of the excellent *Max Power Racing*.
Definitely worth your dosh • 80%

Vigilante 8: 2nd Offense
Explosion packed sequel which is better in every way but unfortunately the two-player mode is a little disappointing.
Try before you buy, sir • 75%

V Rally (P)
Great rally sim. Over 40 tracks to race on and loads of cars and options.
Try before you buy, sir • 68%

V Rally 2
Featuring a dreamy four-player mode. The real shame is that the game struggles in the handling department
Definitely worth your dosh • 87%

WipEout (P)
The original videogame culture synergy. The speed, the tracks and the free-flowing NRG.
Definitely worth your dosh • 88%

Wip3out 2097 (P)
Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty.
Definitely worth your dosh • 92%

Wip3out
The finest future racer just got better. Multiplayer options and DR sketching.
Definitely worth your dosh • 94%

Wreckin' Crew
Dismal driving battle game that looks as bad as it plays.
Hmm, this is average stuff • 44%

360
A water-based *WipEout* wanna be that fails to deliver on all counts. A shoddy release that should be avoided.
No thanks, this is rubbish • 19%

Puzzle

3D Lemmings
An updated and special 3-D addition to the ongoing *Lemmings* saga. Still old hat though.
Hmm, this is average stuff • 57%

Blast Chamber
Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of weirdness.
Try before you buy, sir • 72%

Bust-A-Move 2
A good game 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%

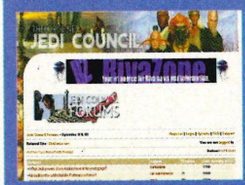
Lost Vikings 2
Control a posse of comedy Norsemen who are lost. An old idea, but one that's been well executed nevertheless.
Try before you buy, sir • 65%

Abe's Oddysee (P)
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%









USE THE FORCE

WWW.THEFORCE.NET

Naturally, the world of cyberspace is full of sites dedicated to the *Star Wars* universe. Some are just built on rumour whilst others just feature the movies that already exist. Our favourite of them all is theforce.net which has sections dedicated to each film. The area for Episode II is growing by the day and should be the first stop for anyone wanting to know the very latest scoops. Photos of the actors in costume are already there as well as info on what is being filmed where. They can even tell you what the weather is like on the set! Another brilliant section revolves around all the hidden delights in *The Phantom Menace*, of which there are plenty! From the family of ETs in the Senate to a droid with the Dolby logo on its back, you'll find enough here to keep you hooked. Start surfing now!

THE

Driving Us Crazy For Less Notes!

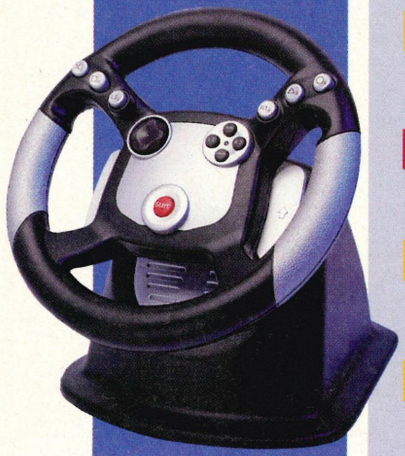
Joytech XT 10 Steering Wheel

Always wanted to be Colin McRae, but the nearest thing you have to a racing car is a small plastic truck you had when you were four years old? You want to get a wheel,buddy...

This new wheel from Joytech is incredibly sturdy and actually feels like a proper wheel, unlike many models on the market which just give the impression you are holding a blob of light and flimsy plastic!

The simple yet effective design means that you should soon find your way around the control system, with different buttons for all of the usual joypad controls. You can also screw your pad onto a table with the handy attachment included.

The foot pedals respond well and the whole package is certainly recommended especially at the very nice price of £29.99! Kendall has been using it to show his expertise at *TOCA WTC*, whilst Will just likes to put it on the table and pretend he is driving the school bus. Get yourself one now. (That's a wheel not a bus, right!)



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%

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-barrelled 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%

DEFINITIVE GUIDE

Beat-'em-up

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

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

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

Bio F.R.E.A.K.S
Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better 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
EA's 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: Mythologies
Take the worst part of the *Mortal Kombat* games and mix well with the shoddiest idea for an RPG.
No thanks, this is rubbish • 19%

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

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

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

Psychic Force
If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish 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%



Hey kids, let's all go wild!

Wild Things have released some impressive peripherals for the PlayStation and now they have teamed up with PS PRO to give you the chance to win yourself a swanky joypad whilst you peruse their site. In order to get your hands on one of five KB pads, simply go to the Web site and register, (this is totally free and gives you access to loads of info) quoting PS PRO, naturally.

Mo Solid Gold T.A.M return...

These Animal Men were the leaders of the ill-fated but damn exciting musical scene known as The New Wave Of New Wave. Sharp haircuts, skinny fit tracksuits and a healthy dose of attitude and glamour were mixed with spiky punky tunes and a dash of Manics-style sloganeering.

Now members of T.A.M have formed Mo Solid Gold with a funky new singer and a different musical groove. The fact that they recently supported James Brown should give you an indication of the sound. Discover them now and beat the rush, you won't regret it. Good to have you back, fellas.



From These Animal Men...



...To Mo Solid Gold

Queen Is Dead



The Making Of Alien Resurrection **Titan Books**
£8.99

The universe of *Alien* has always been huge, spanning far wider than the movies. This book will certainly find favour with the more obsessive fan as it delves incredibly deeply into the fourth movie of the franchise. What this means is that you get: exclusive interviews with the main stars (as well as the crew); a breakdown of the screenwriting process; and storyboards that run throughout the film's production. You want costume designs? no problem. A complete in-depth look at the special effects technology? It is all here. Some of the photography is stunning, as are some of the creature drawings, which can get quite freaky. Overall, the casual fan will enjoy the pictures of the creatures whilst the hardcore *Alien* junkies will pore over every word. Personally, any book with pics of Winona Ryder gets our vote.

King Adora

Every once in a while a band comes along that splits people straight down the middle. It will be impossible to *like* King Adora, you'll either love them or... you're a fool. Four glamourous men raiding the make-up section and writing glittering pop tunes. Recent single *Big Isn't Beautiful* tackled the subject of male anorexia and the forthcoming album promises to be one of the best debuts of the year. Either join the revolution now or get the hell out of the way.



Ace Combat 3
The rest fly right by. This is a sim worthy for *Top Gun* fans or, er, Biggles himself perhaps.
Definitely worth your dosh • 91%

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

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

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

Eagle 1: Harrier Attack
Visually stimulating but occasionally boring occupation for moustached ones only.
Try before you buy, sir • 70%

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

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

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

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

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

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

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%

DEFINITIVE GUIDE

Shadowman
Great ideas, great style, interesting puzzles. Unpolished yet alluring, like Geri Halliwell.
Try before you buy, sir • 70%

Silent Hill
Buy it and make sure you've got a years supply of incontinence pants.
Definitely worth your dosh • 94%

Soul Reaver
Lara meets Vlad The Impaler and has herself a right good time beating *Tomb Raider 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%

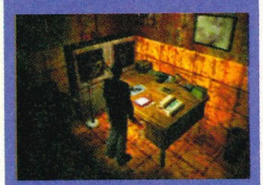
TOP 3 ADVENTURE GAMES



RESIDENT EVIL 2
A bargain under 20 notes • 95%



METAL GEAR SOLID
A genre defining blockbuster! • 95%



SILENT HILL
Now on Platinum, so get it! • 94%

Bring Your Friends...

The problem with the humble multi-tap is that the dour colour makes me depressed and the stupid shape and all-round clumpiness makes it embarrassing to bring out in public. Well, my friends, fear no more, for our compadres at Joytech have come up with this little beauty.

Available in a variety of colours and looking like Apple's iMac, only shrunk, this will no doubt add a touch of class to your PlayStation setup.

Whether it will actually make you any better during your early morning *International Track And Field* marathons is unconfirmed but at least your living room will look funky!



TOP 10 UK CHARTS

1. **Colin McRae 2.0** — Codemasters
2. **WWF Smackdown** — THQ
3. **World Champ Snooker** — Codemasters
4. **Vagrant Story** — Squaresoft
5. **Hogs of War** — Infogrames
6. **Crash Bandicoot 3** — Sony
7. **Jedi Power Battles** — LucasArts
8. **Medal Of Honour** — EA
9. **Dukes Of Hazzard** — Ubisoft
10. **Destruction Derby Raw** — Sony

He's still maintaining his lead and looking good in the process. Yes, Mr McRae has yet to give up pole position for another month running. Go on you wee beauty you!

Tempest X3

Three games in one. An ode to the psychedelic light jazz of the Atari spinny shooter.

Definitely worth your dosh • 80%

The Fifth Element

Big news at the box office but unfortunately, a rough game rushed out to make money.

Try before you buy, sir • 60%

Tigershark

Dull nautical non-event involving blasting all and sundry in the big, deep, blue sea.

Hmm, this is average stuff • 31%

Tiny Tank

An amusing baby tank affair which plays quite well and is, shock horror, slightly original.

Try before you buy, sir • 75%

Total Eclipse

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles.

Hmm, this is average stuff • 35%

Tunnel B1

Fast tunnel-based blaster that set the pace in the early days and now limps around pathetically at the back.

Hmm, this is average stuff • 57%

Twisted Metal

The original PlayStation road rage game was a jerky disappointment, despite its cool kill 'em all attitude.

Try before you buy, sir • 70%

Twisted Metal 2

A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid amount of brutal firepower.

Try before you buy, sir • 79%

Viewpoint

A visually attractive shoot-'em-up that is heavy on the old-skool shooting 'em right side.

Try before you buy, sir • 76%

Vigilante 8

An excellent blend of speed, bullets and no-holds-barred action. This is what road rage is all about.

Definitely worth your dosh • 84%

Viper

Good-looking shoot-'em-up, but one that also offers nothing original in terms of gameplay.

Try before you buy, sir • 68%

X2

Frantic techni music. Plays like *Tempest* to the tune of 2 Unlimited.

No thanks, this is rubbish • 19%

Xevious 3D/G+

Weird tilting version of the old Namco arcade shoot-'em-up.

Try before you buy, sir • 67%

Originals

Arcade Party Pack

Atari action with *Supersprint*, *Toobin'*, *Klax* and wahey, *720°*!

Definitely worth your dosh • 81%

Atari Arcade's Greatest Hits

A rather dreary compilation of old 'classics' with an added 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 (P)

Thrills and spills from start to finish in this varied three games in one movie caper thing.

Definitely worth your dosh • 83%

Extreme Pinball

Oh no it isn't. You'd have more fun playing one of those crappy, plastic, less-a-pound pinball games.

Hmm, this is average stuff • 47%

Fluid

Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.

Hmm, this is average stuff • 52%

Frogger

Dodge traffic with everybody's favourite slimy amphibian in this 3-D remake of the classic.

Hmm, this is average stuff • 43%

Live Wire

Another old game is re-hashed. Gameplay is repetitive, but the handbag house soundtrack does lift it a little bit.

Hmm, this is average stuff • 40%

Mr Domino

Oddball Japanese puzzle game that will have your ripping your hair out. Addictive though.

Hmm, this is average stuff • 58%

Music

Not a game but a music making tool. 1000s of samples to patch together and great fun too.

Definitely worth your dosh • 88%

Music 2000

Get samples from your Chemical Brothers CDs and add something special to the mix.

Definitely worth your dosh • 90%

Museum Vol 1

Namco's best foray in the time reversal process with *Pac Man* and co.

Definitely worth your dosh • 80%

Namco Museum Vol 2

Fewer classic and a lot of unheard of games unless you're boffins. Like us.

Try before you buy, sir • 61%

Namco Museum Vol 3

A collection of weird Japanese arcade games from the Eighties. Like obscure Seventies disco... 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 (P)

The most original game on the PlayStation that will make your mutha believe that rap music can be quite catchy.

Definitely worth your dosh • 85%

Poy Poy

Beaten by the imaginatively named *Poy Poy 2* as the top multi-tap game for a beer-fuelled night 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 (P)

Fun for alcopop boppers. Contains interviews, dances and song remixing. As fun as impregnating Sporty weekly.

Hmm, this is average stuff • 32%

Teletubbies

Useless both as entertainment and as an educational tool. Buy the vids.

No thanks, this is rubbish • 7%

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%

DEFINITIVE GUIDE

Sports

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%

2xtreme
Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports.

Try before you buy, sir ● 56%

Actua Golf (P)
The original golf game did the business, but looks very dated now.

Try before you buy, sir ● 61%

Actua Golf 2
There is nothing new here that would warrant an upgrade from the original. Leave it alone.

Hmm, this is average stuff ● 53%

Actua Golf 3
Gremlin's latest club-swinger is far superior in both graphics and game options 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 this is not as good as the NHL series.

Hmm, this is average stuff ● 54%

Actual Ice Hockey 2
Not as slick as *NHL '99*, but worth getting if you can get it cheaper than EA's effort.

Try before you buy, sir ● 62%

Actua Soccer (P)
£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 '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 (P)
Playable but ultra-short snowboarding game. Unfortunate really.

Definitely worth your dosh ● 80%

Cool Boarders 2 (P)
Improvement on the original, offering more tracks, stunts, and more adrenalin-fuelled gameplay 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 (P)
Old, although it was originally a pile of crap I spose. Mmmmmm

No thanks, this is rubbish ● 24%

FIFA '97 (P)
Looking obviously dated in comparison to FIFA 2000. Average at just about everything.

Try before you buy, sir ● 69%

FIFA RTWC '98
Contains all Premier League teams from around the world. But it's not *FIFA 2000*.

Definitely worth your dosh ● 80%

Goal Storm
This was one of the first football games available on the PlayStation. Nuff said.

No thanks, this is rubbish ● 8%

ISS Deluxe
A pretty bland SNES footy affair which could have been better. But wasn't.

Try before you buy, sir ● 65%

ISS Pro (P)
Decent £20 kickabout but it's been outdone by further instalments.

Try before you buy, sir ● 70%

ISS Pro '98
Vast improvement and perhaps the 'People's Choice' if it wasn't for *ISS:Evolution*.

Definitely worth your dosh ● 81%

ISS: Evolution
Canny intelligent culmination of the series. 'This', as they say, 'Is Football'.

Definitely worth your dosh ● 92%

Int. Track And Field (P)
The is still far and away one of the most playable and addictive games you can play. Sequel due.

Try before you buy, sir ● 75%

Jonah Lomu Rugby
Superb recreation of a tricky sport to convert. The best rugby game on any format though.

Try before you buy, sir ● 79%

Kick Off '97
Tries too hard to be something special. Ends up being as dull as they come.

Hmm, this is average stuff ● 54%

Kick Off World
Playable enough but overtaken and overshadowed by so many other football titles.

Hmm, this is average stuff ● 58%

Knockout Kings '99
Great atmosphere and great meaty sequences in this pugilistic treat.

Try before you buy, sir ● 74%

Libero Grande
You only control one player while the action happens around you. Not as bad as it sounds – quite playable.

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%

TOP 3 DRIVIN' GAMES



GRAN TURISMO 2
Definitely worth your dosh ● 97%



GRAN TURISMO
Definitely worth your dosh ● 95%



WIP3OUT
Definitely worth your dosh ● 94%

TOP 3 FIGHTIN' GAMES



TEKKEN 3
Definitely worth your dosh ● 96%



SOUL BLADE
Definitely worth your dosh ● 92%



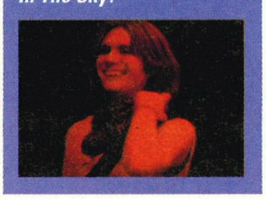
RIVAL SCHOOLS
Definitely worth your dosh ● 90%

STAYING BEAUTIFUL



Manic Street Preachers *Leaving the 20th Century* DVD

Playing the largest gig in Welsh history at a venue as yet untested is a risky move. Luckily the band in question were The Manic Street Preachers, who know more than most about triumph through adversity. Now the New Years Eve extravaganza is available on DVD, featuring the entire show (except for Nicky Wire's rant against a certain unscrupulous car company who have 'borrowed' Richey Edwards' lyrics to promote their product....) and some interesting extras. As well as interviews with the band, there is also an extensive photo gallery featuring exclusive shots taken on the night by long time collaborator Mitch Ikeda. Of course the main draw is the gig itself, which was an impressive spectacle. Not relying on merely the newer material, the band also aired classics such as *Stay Beautiful* and *Faster* as well as James Dean Bradfield's traditional sing-a-long version of *Can't Take My Eyes Off You*. Just think, how many bands could come out on the cusp of the new Millennium and perform a heartbreaking torchsong called *Small Black Flowers That Grow In The Sky*?



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%

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

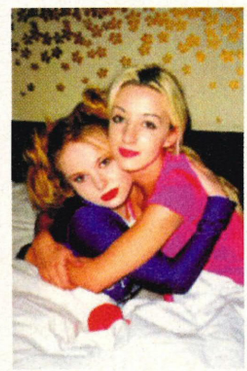
Another great PC game wings its way onto the PlayStation and rather good it is too.

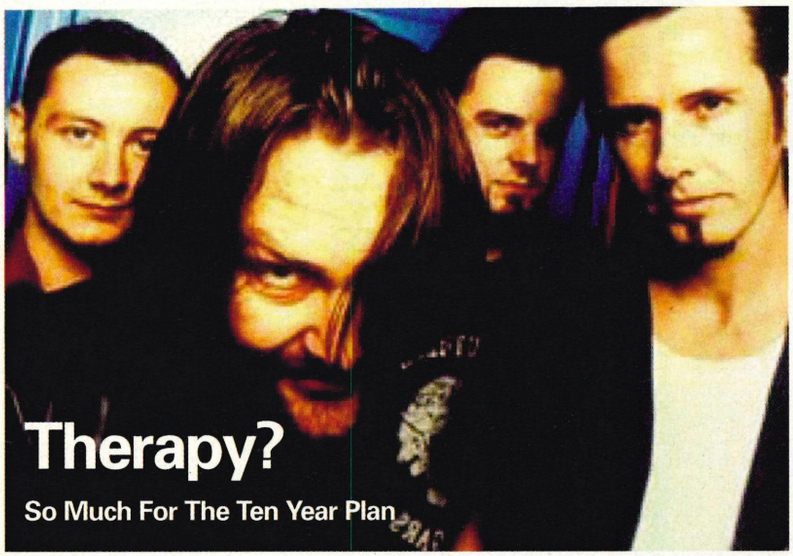
Try before you buy, sir • 78%

THE END

Music Reviews







Therapy?

So Much For The Ten Year Plan

Andy Cairns and his noisy mates have changed a great deal down the years. Whilst songs such as *Screamager* and *Nowhere* pushed them further into the mainstream thanks to bubblegum hooks and catchy riffs, earlier material was both dark and disturbing taking its cue from such luminaries as Big Black and Husker Du. Now highlights from their ten year history have been brought together on this retrospective collection.

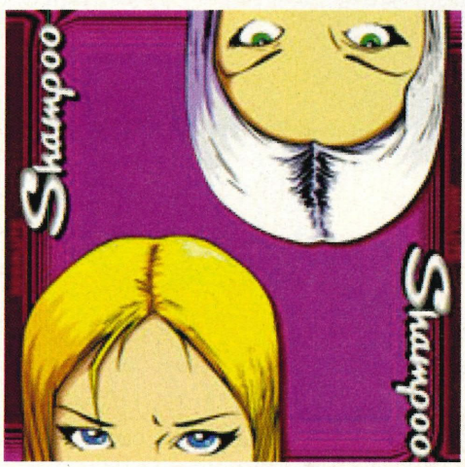
Because this isn't strictly a greatest hits collection, Therapy? have had the chance to delve far back with early classics *Meat Abstract* and *Potato Junkie* sitting next to newer tracks like *Six Mile Water*. For me, the high point of their career was the uncompromising and trailblazing *Nurse* which spawned the most unlikely hit single ever, *Teethgrinder*, which is the highlight here.

Overall, *So Much For The Ten Year Plan* tells the story of a band who spent the last decade constantly changing and evolving and the two new tracks suggest there's plenty of life in the old dog yet.

Rating : ☆☆☆☆

Shampoo

Absolute Shampoo



All hail the return of Jacqui and Carrie, the original pop princesses. On this album, Shampoo are re-united with Pete Wiggs and Bob Stanley of St Etienne to produce a record packed with irresistible hooks and catchy choruses. All fears that the girls would have changed fade away during opening track, *Shampoo's Closet* which is about... the contents of Shampoo's closet. When this is followed with a song called *Inspector Gadget* you know that the magic is still there.

If you hated them the first time round, nothing here is going to convert you but you get the feeling that THEY DON'T CARE. This is after all a band who went from selling Manics fanzines to shifting more records in Japan than The Beatles and creating the phrase Girl Power before it was hijacked by a troop of less talented ladies. Whilst nothing here is as abrasive as classic debut single *Bouffant Headbutt*, tracks such as *Sod The Neighbours* show that the girls still have defiant attitudes as well as sing-a-long choruses. Available only through their Web site, I suggest you surf over there right now and pick up a piece of perfect pop. (www.shampoo.org.uk)

Rating : ☆☆☆☆





Mansun

Little Kix

The current musical landscape is full of grey boring bands playing traditional guitar music which means nothing – hello Travis, bonjour Toploader. Where's the glitter? Where's the glamour? Is it too much to ask for our pop stars to actually be 'stars'?

At last Mansun have heard the call and returned to inject some intelligence into the current musical climate. Last album *Six* was an impressive collection, but was ultimately schizophrenic and cold. On *Little Kix*, Paul Draper and crew have taken the widescreen lush qualities of their debut *Attack Of The Grey Lantern* and made everything bigger. Choruses are more soaring, ballads are more epic, lyrics are more personal. The fact that the album was originally going to be called *The Trouble With Relationships* gives you a clue as to the subjects within. Here Draper has dropped the Vaudeville character creation that he has sometimes hid behind in the past to produce Mansun's most intimate work to date. From quiet opener *Butterfly (A New Beginning)* to the magnificent Broadway climax of *Goodbye*, Mansun are now so far above their contemporaries that vertigo must surely be setting in. Magnificent. An unblemished triumph.

Rating: ☆☆☆☆☆

NEXT MONTH

SPIDER-MAN
• WE REVIEW THE COOL COMIC ADAPTION AT LAST!



PLUS!
- SPEEDBALL 2100 REVIEWED
- TONY HAWK'S 2 REVIEWED!
- TIMESPLITTERS FIRST LOOK
- MORE UK PS2 NEWS
- THE NEW TOMB RAIDER!

OUT 28 SEPT RESERVE NOW!

PS PRO PLEASE MR NEWSAGENT, COULD YOU RESERVE A COPY OF PS PRO FOR ME AS I LOVE IT TO BITS

NEWSAGENT INFORMATION:
PS PRO MAGAZINE IS PUBLISHED BY PARAGON PUBLISHING LTD
(TEL: (01202) 299900
FAX: (01202) 299955
http://paragon.co.uk

PLEASE RESERVE ME A COPY OF PS PRO MAGAZINE (ISSN: 1470-6059) PRICED £2.99 ON A REGULAR BASIS.

NAME

ADDRESS

POSTCODE ✆

THE NEXT ISSUE OF PS PRO MAGAZINE IS ON SALE 28 SEPTEMBER!

PS PRO
THE HARDCORE READ FOR PLAYSTATION GAMERS

PARAGON PUBLISHING LTD
ST PETER'S ROAD
BOURNEMOUTH
DORSET
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
Sub Editor – Stuart Messham
Staff Writer – Kendall Lacey

Online Manager – Stuart Wynne
ssw@paragon.co.uk
Online News Editor – Sney Noorani
Online Editor – Gavin Cloggie

ADVERTISING OPERATIVES
Advertising Manager – Felicity Mead
Direct Line: 01202 200224
felicity@paragon.co.uk

Classified – Alan Walton
Direct Line: 01202 200226

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
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 Cleall
Circulation & Marketing Director – Kevin Petley
Editorial Director – Damian Butt
Art Director – Mark Kendrick
Finance Director – Stephen Boyd
Managing Director – Mark Simpson

Printed by: Polestar, Idle, Bradford
Distributed by: Seymour International

Copyright 2000 Paragon Publishing Ltd

ISSN: 1364-8950

Cover image supplied by SCEE

PS PRO is a completely independent publication and the names PlayStation, PlayStation2 and PocketStation are all copyright of SCEE Ltd. No material may be reproduced, in any form, without the prior consent of Paragon Publishing.

44,602
ABC AUDIT BUREAU OF CIRCULATIONS
PPA

One of the best Cheat Services in the UK....

CHEATS FOR FREE

....and It costs you NOTHING!!!

08707 430 834
Calls charged at normal National Rate

www.infomedia-services.co.uk
Your normal Internet charges apply.

FOR LOADS OF CHEATS FOR YOUR PLAYSTATION, N64, DREAMCAST, PS2, GAMEBOY AND PC

Win Wrestling Tickets!
Two top tickets for Sheffield Arena on the 2nd December 2000
09069 134251

Win Wrestling Games!
£100 of games of your choice
09069 134266

Win Wrestling Signed Pictures!
Includes The Rock, Kane & Lots More.
09069 134267

Win Wrestling T Shirts!
SIX top Wrestling T Shirts with The Rock, Stone Cold and Undertaker.
09069 134260

Win Wrestling Goodies!
Includes Videos, T Shirt, Toy Figures & lots more
09069 134268

Win SEGA Dreamcast!
09069 134264
Instant Win!

Win Pentium III Computer!
With DVD and Multimedia
09069 134262
Instant Win!

Win PlayStation 2
with Ridge Racer 5, Streetfigher EX3 and Memory Card.
09069 134250

Win Toshiba Laptop!
09069 134265
Instant Win!

Win Buffy the Vampire Slayer Goodies!
09069 134211

Win Friends Videos in a Suitcase!
A suitcase full of Series 1 to 4!
09069 134212

Win Mobile Phone!
"Pay as you Talk" Vodaphone conditions apply to mobile phone.Call charges not included.
09069 134252

Win £150 Games
09069 134261
Instant Win!

Win Combi TV & Video!
Watch your videos or play with your console whenever you want.
09069 134213

Win a box of Trading Cards!
36 Packs = 396 Cards Wow!
09069 134256

Win Pokémon Yellow Game!
with Gameboy
09069 134257

Win Red & Blue!
with Gameboy
09069 134258

Win Pokémon Goodies!
Includes Posters, Toy monsters, Books, & loads more!
09069 134254

Win These Simpson Videos!
Get your hands on a crazy collection of Simpson antics that will keep you laughing till the cows come home.
09069 134214

Win DVD Player!
09069 134215
Instant Win!

Win Mini Disc Player!
09069 134216

Win Nintendo 64
09069 134263
Instant Win!

Win Internet Phone!
"Pay as You Talk" Cellnet conditionsapply to mobile phone.Call charges not included.
09069 134217

Win a folding City Scooter!
Zip about on this stylish Scooter! Ideal for cruising and looking good!
09069 134269

Wrestling T-Shirt

Two packs of Pokemon Trading Cards

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 134255 Instant Win!

Sports Watch

Flash Camera with Motor Wind

Electronic Databank

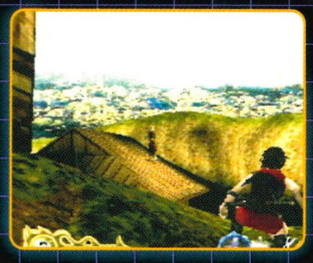
Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 30th November 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

gameplay

THE GATEWAY TO GAMES






PRE-ORDER NOW! CALL 0845 20 10 444 FOR OUR BEST PRICE!

The world's one and only ninja simulator is back! The original was delivering super sneaky stealth based gameplay well before Metal Gear Solid and now the sequel is here to provide bigger, better and more thrills. Just like last time you can take control of either a Mister or Little Miss ninja as you seek to defend Lord Ghoda from his trashy, trouble-making relatives but this time there's a third hidden character. In amongst all the super realistic ninja weapons and equipment there are 29 stealth-filled levels and even a mission editor to create your own levels and test the mettle of your friends. All in all, an excellent sequel to one of the PlayStation's very best.

TENCHU 2







All Trademarks and Copyrights Acknowledged.

● Free First Class Delivery within the UK ● Full 10 day no quibble returns policy

SALES HOTLINE



0845 20 10 444

WEB SITE



www.gameplay.com

TV TV



Interactive

WAP PHONE



http://mobile.gameplay.com

PLEASE QUOTE THIS REFERENCE WHEN ORDERING P

32433