

PSW

PlayStation World

issue 00
december 1999

an unofficial PlayStation magazine

REVIEW

Ready 2 Rumble

The Ultimate Ring Stinger!

REVIEW

Tomorrow Never Dies

Maximum Bondage!

win!

VIP TICKETS TO
EURO 2000 FINAL!
PLUS: 32" WIDESCREEN TV!

REVIEW

TOMB RAIDER

LARA: SHE SHOOTS! SHE SCORES!

CRACKED! CRASH TEAM RACING | FINAL FANTASY VIII | WIP3OUT | DRIVER | SOUL REAVER

FREE
36 PAGE SAMPLER



**"START THE DAY WITH AIR TROOPS,
AND 8 ESSENTIAL VITAMINS" - SARGE**



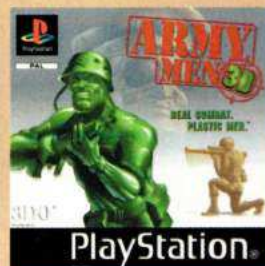
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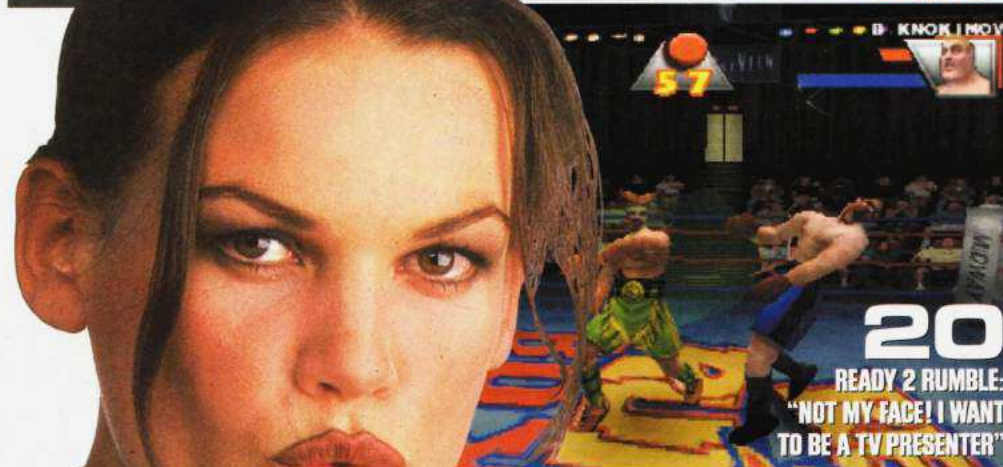
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get some colour on your cheeks.

40 hours continuous playtime. 18 hot titles. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.



SNK



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All the factoids, whispers, mutterings, splutterings and sheer tittle-tattle that your humble mind meat can cope with. *PSW* eviscerates the news lungs, so you don't have to.

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There's a storm a-coming. Yes, even as you read this, *PSW* Issue One is preparing to career into the new Thrillenium in a way you would not believe. We dare you not to be excited.

034 WIN TICKETS TO THE EURO 2000 FINAL

It's the footballing event to end them all – and we've got a pair of tickets for it! And what's more, we're going to give them to one lucky reader! Are we crazy? Only our psychiatrist knows for sure...

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The biggest game ever in the history of games. Part four. An edge of the seat thrill or bargain bin swill? Forget the hype – the only review you'll need is within these pages.

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"Contender ready!" Be gone all pretensions to realism, jump into this light-hearted ring and laugh as fellas beat each other dead. *Ready 2 Rumble Boxing's* in town...

022 TOMORROW NEVER DIES

"The name's..." Yeah, yeah, we know, but behind the debonair façade, does Bond manage to 'keep the British end up' on the PlayStation? Or is this interpretation a game too far?

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Hasty hirsute getting the better of you? Ban de Coot from snaffling a 'kart-el' of victories with *PSW's* definitive race guide. Find out all the tactics required to vanquish all challengers.

030 CRACKED

Stuck on *Mission Impossible*, *Final Fantasy VIII*, *Driver*, *Wip3out*, *Soul Reaver*? Then check out these hintlets and drag yourself from that gaming mire. Or ignore this and go insane. Your choice.

GLOBAL

PLAYSTATION NEWS FROM AROUND THE WORLD

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SCREENING

JOCKS AWAY!

Scottish rallying ace **Colin McRae** finds new Focus...

The battle for off-road supremacy is hotting up, with Codemasters revealing more details on the keenly-awaited *Colin McRae Rally 2*.

The most notable change for the sequel is the inclusion of the Scot supremo's brand new motor, his shiny 1999-2000 season Ford Focus, which benefits in-game from all-new reflective metalwork and better-than-ever lighting techniques.

Similarly the race stages have been spruced up with a far greater level of detail.

Vast amounts of photographic and video reference material have enabled the developer to give the rally stages a far more believable and realistic appearance than in the best-selling original.

"While the visual improvements are clear to see, the heart of the game is where we're doing the majority of the work," commented Guy Wilday, producer of *Colin McRae Rally* and its sequel. "We're taking everything that was raved about in the original and building

on it. We are engineering a wealth of new gameplay mechanics and race styles that we are incredibly excited about, but we're not releasing details for the present."

A host of new cars, rally stages and multiplayer options are expected, along with an all-new damage system which introduces more spectacular crashes, rolls and prangs.

Colin McRae Rally 2 is on course for release in March 2000. Expect big things.



SCORCHING! New techniques give the tracks in *McRae 2* even more realism.

EYE FOR DETAIL. McRae's new Ford motor is replicated with incredible detail.



MCRAE-ZY! More advanced physics make the driving experience even more 'real'.

LIGHTING UP. Genius coding gives the game lighting effects up there with the best.



SHOOT-OUT! Expect shooting action of the very hardest core in the new game.

NEWCOMER

New Crisis For 'Station

It's lightguns at ten paces as an all-new **Time Crisis** game prepares to blast onto the PlayStation

Namco has revealed that it is planning an all-new PlayStation shooting game based on the insanely popular *Time Crisis* arcade series, due to hit the shops in March next year.

The game has been titled *Time Crisis Alpha*, indicating that Namco is preparing an all-new slice of video gaming entertainment for us. However, the company has adopted slight name changes in the past – *Starblade Alpha*, being the most obvious example – with the game content remaining remarkably similar to the arcade original.

Firm detailage on the new *Time Crisis* has been difficult to track down. Some sources are suggesting an all-new game, others are indicating that the majority of the action is based on the *Time Crisis 2* arcade game.

Should the latter theory be true, we would be interested to see how Namco converts across the dual-screen two-player cooperation elements from the arcade game. Although, perhaps omitting this is what has brought about the name change.

To be honest, at the time of going to press, no-one seems to be entirely sure just what this *Alpha* business entails. But rest assured, we'll have the full story for *PSW* #1.

BANG!

No screenshots have been revealed of *Time Crisis Alpha*... stay tuned to *PSW* issue #1 for the first batch of images from the new game.



PROGRESSION

Goal Storm

Evolution not revolution as **ISS** returns to challenge FIFA



VITAL STATISTICS The most recent international team line-ups are included.



GOT THE MOVES The new ISS benefits from stunning new moves and animations.

As the title suggests, *ISS Pro Evolution* is a progression of the classic ISS series rather than a whole new game. As such, the fast and fluid gameplay, intuitive controls and realistic graphics that have become synonymous with the series remain, but now benefit from several important additions.

The size of the pitches, for example, has been increased significantly, allowing for an open style of play more representative of real life football. You can now opt to create your own characters from scratch, in terms of height, weight and hair colour, whilst the players themselves have gained a wealth of new moves, tricks and animations. Further improvements include a visual overhaul, with a greater level of detail ensuring the players, pitches and stadia have never looked better.

ISS Pro Evolution won't be available until February 2000, but having played it to bits, we're certain that the game is worth the wait. Oh, and we'll have the exclusive review in issue #1 of *PSW*.



BURN OUT! *Gran Turismo 2*... the biggest game of the millennium? You betcha...

DELAYED!

GRAN TURISMO 2 MISSES CHRISTMAS

Having stalled on the grid, the **biggest PlayStation game ever** is now set to spearhead the New Year game onslaught

Anyone expecting to find a fine new copy of *Gran Turismo 2* lurking under their Christmas tree come December 25 is in for a rude awakening. The game has been delayed until early February.

That's undoubtedly bad news for the marauding masses of Christmas buyers flooding into their local Electronics Boutique or Game, but actually good news for the *GT* fan eagerly awaiting the earth-shattering second instalment of the world's greatest driving game.

The reason behind the delay is really quite simple. Polyphony, *GT2*'s Japan-based developer, will not release the title until they are, to quote a Sony spokesman, "110% happy with the game."

What this all means is a better game for you, the PlayStation player, come early February when the game hits shelves nationwide. And here at *PSW* we're convinced that *Gran Turismo 2* will be the ultimate in vehicular entertainment for the small grey console we all know and love.

The game benefits from a grand total of 594 different cars, including an enhanced range of the multi-national performance cars seen in the original game, along with distinct rallying modes and a brilliant 70's US muscle car race (and yes, you can select the Dodge Charger, the car made famous as the General Lee in *The Dukes of Hazzard*.)

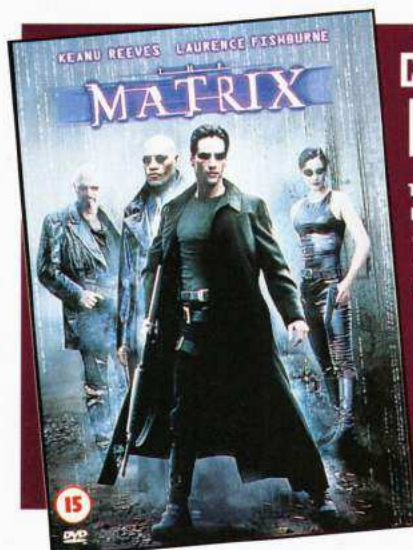
Gran Turismo 2 is exclusively reviewed in issue #1 of *PSW*. Join us.



RALLY HO! Off-roading in *Gran Turismo* looks like being a major highlight of the new game.



HOT HATCH The City Runners mode brings the likes of the Peugeot 206GT to *GT2*.



NEW ON DVD

Kung Fooey

The Matrix (cert 15) is perhaps the most visually astonishing piece of cinema in history. Lunatic, slow-mo, martial art bullet fests. A ballistic, deranged futurescape. And the most effective computer-generated lead ever in Neo. Sure, Neo's delivery is too bland to be human, due most notably to a complete absence of emotion, but the film itself still stands as an incredible achievement, advancing special effects to new levels.

This is cyber-fantasy at its most breathtaking. The post *Blade Runner* cinematics have been cranked up, and while the plot is strictly B-list, virtually every frame would work as a poster. And the jaw-dropping martial arts sequences can't fail to blow your mind.

The DVD is chocka with extras. You can watch the film (during which you can toggle to behind-the-scenes footage showing how the key effects sequences were created), check the full 'making of' documentary and peruse storyboards. Plus you can pop the disc in your PC to unlock even more goodies. For £19.99 it's a steal.

Actually it says here one Keanu Reeves plays Neo after all. Has one been erroneous?

SPREAD THE LUV

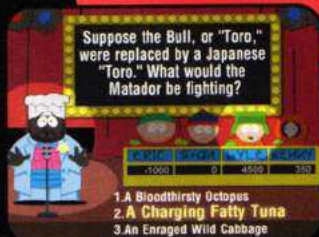
ALL YOUR FAVOURITE SOUTH PARK CHARACTERS
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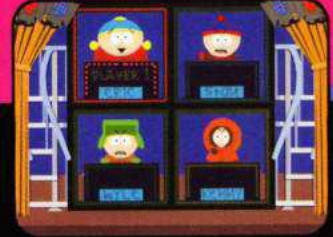
Chef serves up dozens of
yummy trivia questions!



A sweet party mix of South Park
mini-games!



Hundreds of tasty sound-bites!



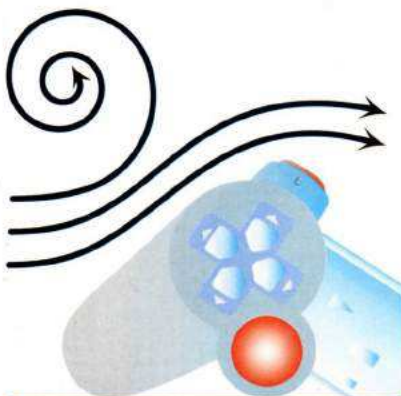
And all the multi-player
lovin' you can stand!



WARNING
This game is
recommended for mature
audience only. It contains
adult language and content.



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» Slipstream

Re-infiltrate

More news down the *PSW* spy network indicates that action-adventure sleeper *Syphon Filter* will be getting its very own high-profile PlayStation sequel next year. Information is sketchy, but the game is currently down on Sony's official release lists for April 2000. Hopefully the second in the series will feature even more phenomenal action than the original, while sharpening up the rather tangle-of-thorns plot. *PSW* expects big things.



Fantasy Brawling

Sony has confirmed that SquareSoft's fighting effort *Eigheiz* is set for release next February. The game features well-known characters from Platinum classic *Final Fantasy VII*, including Cloud and his nemesis Sephiroth. Expect cute Japanese characters with big swords decking it out in a variety of 3D arenas. Whether *Eigheiz* has the plumbing to take on the mighty *Tekken* series remains to be seen. Expect a review in *PSW* #2.

Final Final?

Early rumblings have already begun on *Final Fantasy IX*, the next in the adventure mega-series. Recent whispers suggest a departure from the sci-fi realism of *VII* and *VIII*, with the next game reverting instead to a fantasy setting. *Final Fantasy IX* is also rumoured NOT to be a PlayStation2-specific title, with Sony instead opting to line up the sure-fire blockbuster as a PlayStation title for Christmas 2000. Of course, with PlayStation2 able to run all current PS software, this means the maximum possible audience for the new *Final Fantasy* epic. The official line will be made public at SquareSoft's Millennium event in Tokyo, in January 2000.



HOT PANTS But will the digital Daisy have the same 'effect' in the new game?

SCREENING

DUKING IT OUT

Some day the mountain will get you but the law never will, as moonshine-propelled reckless driving from **The Dukes Of Hazzard** barnstorms into the new millennium.

Usually it's considered a public service, when confronted by someone prattling on about *Pipkins*, *Mary*, *Mungo & Midge* or *The Clangers*, to stab them in the face with a fork.

The Dukes Of Hazzard, on the other hand, elicits a different mood. Those crazy Dukes. Never meaning no harm. Bo, Luke, Roscoe, Boss Hogg and Daisy's denim chastity shorts. You've just gotta love 'em. And for this reason *Dukes Of Hazzard: Racing For Home* is, at least among irony-addled twenty-somethings, something of a hot prospect perhaps. *PSW* sincerely hopes so.

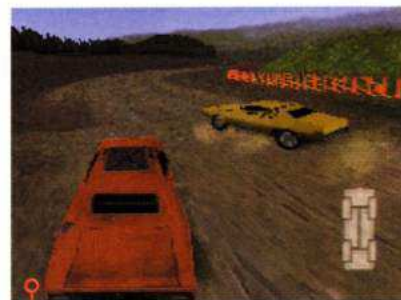
Getting behind the wheel of the General Lee, it is the player's task to compete a number of driving-based missions. Save Uncle Jesse from masked gunmen, deliver the mortgage payment on time and compete in the Hazzard County overland race, for example.

Featuring all the locations – remember the Boar's Nest? – from the show, three difficulty levels and numerous cars, the title will certainly kick-starts many gamers' nostalgia glands. But that's not all. Alterable camera angles, different terrains and shed-loads of Duke-style pick-ups indicate that *DOH* will be much more than just a novelty turn.

And any game that lets you challenge the notorious Double Zero – the only car ever to trounce the General Lee in a race – and let you 'fight the system like two modern day Robin Hoods' has got to be good.



DUKING IT OUT Re-enact classic *DOH* encounters in the spanky two-player mode.



DUST BUSTERS Bo 'n' Luke race an urgent shorts consignment back home to Daisy.

"This is nigh on perfect."
- Official PlayStation Magazine 9/10

"Driver-remember, accept no substitutes."
- Gamesmaster 95%

"An experience you won't want to miss out on at any cost"
- PlayStation Power July issue 96%

"So good it's criminal."
- PlayStation Plus 94%

DRIVER™

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TOMB RAIDER

The Last Revelation

LIKE A SEXY FATHER CHRISTMAS, LARA Croft always delivers a new game just in time for the festive shopping period. *The Last Revelation* is *Tomb Raider 4*, only without the '4' to emphasise that this is a new game that stands on its own and is aimed at Raiding amateurs, too. To help Lara virgins, the first section of the game sees a young Lara being taught her skills. Players control this proto-Lara right from the start, as she's guided through a training course by her mentor Professor Von Croy.

For new players it's a great easing-in, as the professor explains how to jump, grab onto things, climb and do all of Lara's booty-shaking moves, while watching and chatting away with her. For experienced Raiders it's a nice and easy start to the game and refresher course in using the controls.

Junior Croft provides plenty of 'in' references for the fans during the first levels (like putting on her Tardis-like backpack for the first time), while also setting up the whole *Tomb Raider* series with a clever rewriting of Lara's prehistory.

Suitably educated in her ways, the meat of the game now begins with Croft exploring the history-drenched sites of ancient Egypt. The plot itself is raided from the vaults of Egyptian mythology, with some nonsense about Lara accidentally releasing nasty ancient god Set – then spending the rest of the game putting things right.

Movie-like is the phrase that best describes *The Last Revelation*. Each section of the game >

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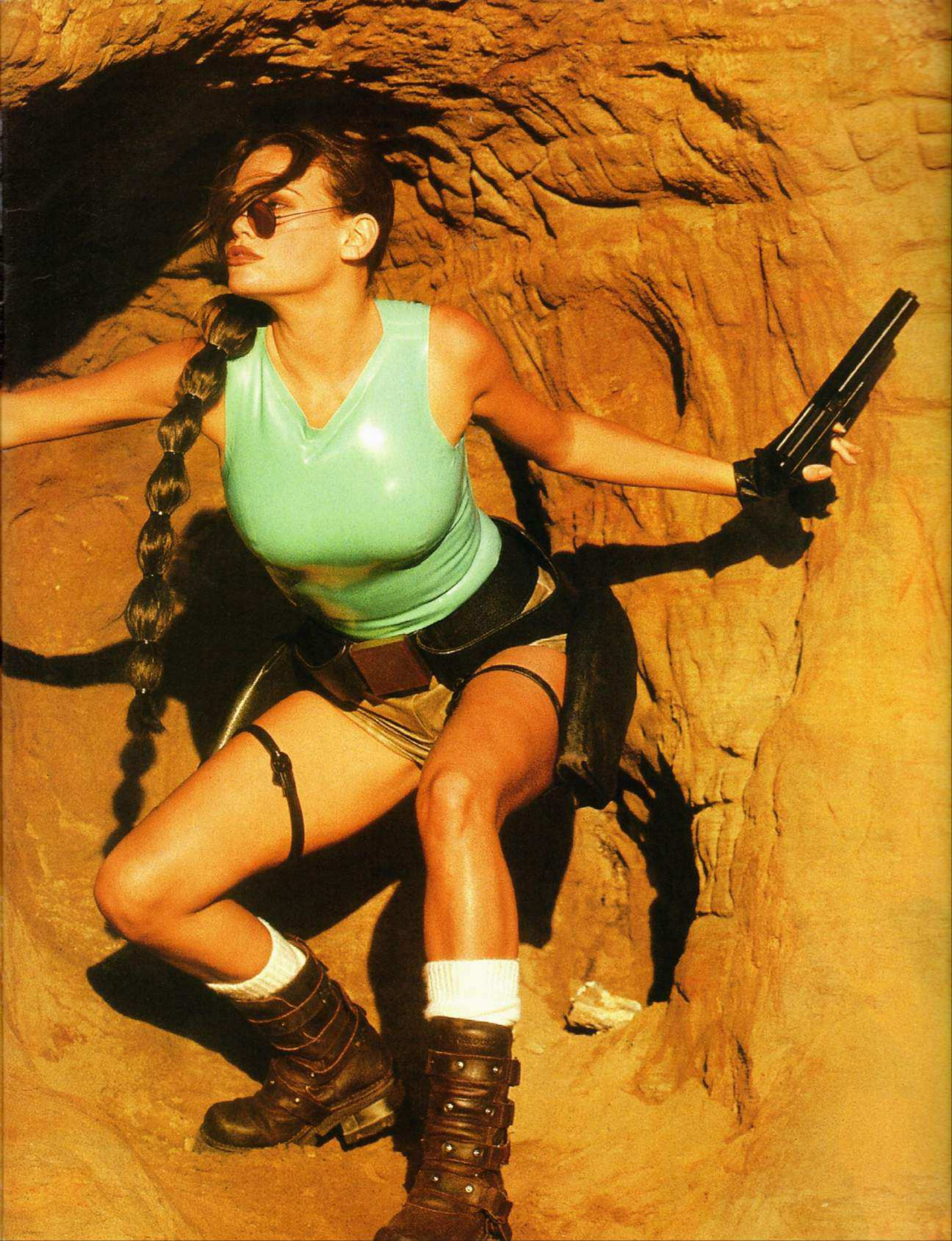
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»developer
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»age rating
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»compatibility
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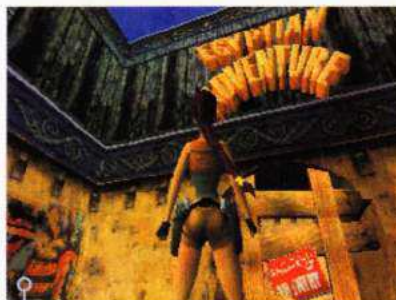
GAME GLANCE

1 player
set in egypt
clever enemies
better game camera
lara in pigtails
more movie clips than ever before
egyptologist helped to ensure accuracy
superb graphics

Video game it-girl Lara Croft takes her great pyramids to Egypt, for this final Tomb Raider adventure. Bigger and better, or just a Christmas cash-in?

by gary cutlack





THEME PORK No entry? Ha! Lara laughs in the face of pathetic 'no entry' signs.

is linked together, either by movies or cut-scenes using the regular game graphics. There's basically a lot more story-telling than before, with the twisty Egyptian plot going down more routes than the pert adventurer herself.

WALKING ON SUNSHINE

The move into Egypt was a masterstroke. An Egyptologist was brought in to make sure everything looked suitably Egypt-y and realistic, so it's bye-bye boring old non-descript caves, and hello gorgeous golden statues, glowing desert sunsets and hieroglyph-covered walls, with mummies, walking skeletons, crocodiles and assorted mythological beasts filling these lovely new levels. *The Last Revelation* really is a huge visual improvement over the earlier outings.

But it's the various enemies that make the biggest difference. Instead of being a simple hindrance, mindlessly staggering around in circles waiting to be killed, or just suffering the indignity of being completely ignored, the new artificial intelligence sees the much cleverer baddies actively hunting you down. You won't be discussing politics with them over a cup of



defining moment

tea and a Mr Kipling fruit slice, but they do shoot at you, follow you through entire levels and generally take much more thought to avoid/dispose of than before. It's a great enhancement, giving the game a much greater feeling of being alive and interactive rather



MUTTON The toughest puzzle in the game sees Lara needing to stop these living stone rams. They can't be shot, but can they be trapped? One thing's for certain - Lara suffers finding out.

CHING! These ninja types deflect bullets with their swords. Make them attack, then blast 'em.



I'll do anything to please

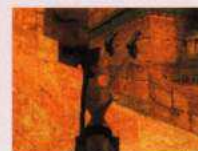
IT'S ACTION ALL THE WAY, PLUS THOSE IMPORTANT ASS SHOTS



She rides!
But you can walk through these parts if you're dull.



She burns!
It's quite disturbing the first time this happens.



She shoots!
Auto-targetting makes life easier. Maybe too easy.



She crawls!
Grab hold of the pigtails and ride her like a pony.



She steals!
Nicking her bag from a dead body? That's low.



She drives!
All that practise in mummy's Volvo pays off.



She shows it!
Come on, everybody wants a good look at the goods.



She plays!
16-year-old Lara stretches herself in the call of duty.



Rather than being populated by stupid enemies who blunder aimlessly to their deaths, *The Last Revelation's* intelligent baddies actively hunt Lara down. The first time you realise you're being tracked down, it's clear the stakes have been upped. Game on!

than populated by boring polygon zombies.

Lara herself has also seen many improvements. Obviously putting in many hours down at the gym doing squat-thrusts and sit-ups, Lara is now curvier and bendier than ever before. She also benefits from much better lighting – it's only on the rare excursions out of the dark pyramids and temples that you get to see just how much better this Croft v4.0 looks. Her skin is a lot better, with fewer obvious joins and a much more solid look, her ponytail whips all over the place as she moves and she's just generally more rounded and realistic. And adding to the presentational sheen, some lovely coloured lighting gives everything a realistic glow, with reddish tints coming from lamps, flickering green from the emergency flares used to lighten up dark areas and some fantastic fire effects coming from various fire-spouting enemies and obstacles.

GOOD NEWS FOR PERVS

The game camera that follows Lara's every lithe movement through the game has been greatly improved too. And it needed it – with all of the claustrophobic locations, underground chambers and Egyptian cubbyholes, there's no room for mistakes. The game camera now floats in a much smoother fashion and rarely gets lost, confused or stuck behind walls, and pervy gamers will be pleased to see the old trick of backing Lara into a corner and moving the camera to get a good look at her chest still works. Hours of fun there.

After the overly long levels of *Tomb Raider 3*, which saw endless journeys back and forth through rather dull locations, it's a relief that *TLR* has gone back to basics. Shorter levels with more enjoyable and easier puzzles may slightly upset the elite *Tomb Raider*, but for the Lara-loving masses the biggest revelation is that *TLR* is a much more playable affair thanks to this simplification.

Instead of a random selection of locations ripped out of the history books, the running Egyptian theme does a great job of keeping the old atmosphere going. It also makes the *Indiana Jones* rip-offs seem even more obvious than usual, but that's just being picky. Climbing up a wall, crawling through the gap at the top on >



LARA DOES CAIRO There are now more movie clips than ever before, with Lara looking awesome in these high-production-value clips.

FATAL attraction

GET AWAY FROM HER, YOU BITCH!



» **CROCS** Follow Lara across land and into water.
» **TACTIC** Climb – they can't. Or just run away.



» **MUMMIES** Shamble slowly, arms outstretched.
» **TACTIC** Pistols won't kill 'em. Run!



» **SHARKS** Make the water sections dangerous.
» **TACTIC** Climb out and shoot them from land.

IT'S A TRAP!

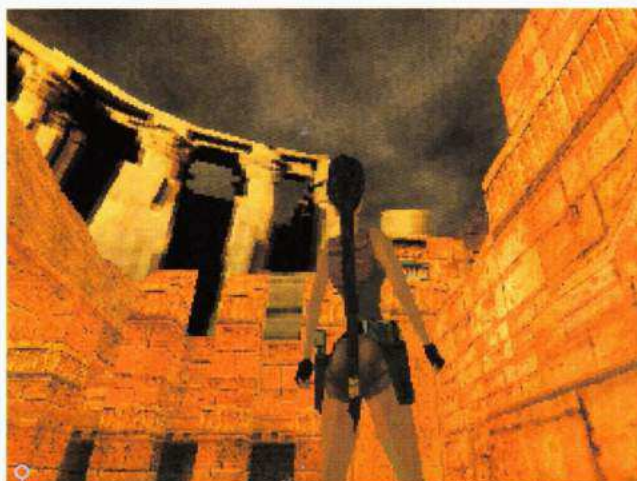
Never mind how, just admire the wonderful fire effects. Lara and the scenery get drenched in coloured lighting whenever there's fire around, giving the game a quality sheen.

hands and knees, then lowering yourself down the other side is a very satisfying experience, given an extra air of realism by the solid and believable Egyptian settings.

THE USUAL SUSPECTS

Playing the *Tomb Raider* games has always been a case of triumph over adversity – the control system just isn't good enough. Even the most experienced Lara player regularly runs into walls, falls off platforms and makes a mess of things simply because it's not possible to accurately control Lara all of the time. Her love of leaping forward at the slightest nudge of the controller still shows, although the Dual Shock pad helps things these days – analogue control is a boon, and makes it almost possible to keep Lara's gangly leaps under control.

But, as ever, simply getting Lara in place to press a single switch is an epic trial of patience. Oops, not close enough. Oops, now she's leaped past it. Oops, now she's leaped way behind it. Oops, now she's rolled sideways and fallen off the cliff to her death. Oh well, count to ten, breathe deeply and start the whole level again. But once you've learned to live with the temperamental controls, *TLR* offers one of the biggest gaming challenges there is, with more levels – albeit smaller and simpler – than ever before. But more levels also means more corners – negotiating Lara around some of



WELL BUILT

Both Lara and the scenery are much more impressive this year. Digger, more realistic, smoother, better colours – and that's just her ass.



LIGHT 'ER Touching any firey object sees the poor old girl become a human torch. And then die.

the smaller, more claustrophobic areas is still as frustrating an experience as ever.

SIZE MATTERS

But ever-present control niggles aside, when the sizeable challenge is coupled with the improved visuals, *TLR* is clearly the best *Tomb Raider* game produced so far. It's just a shame the big improvements didn't stretch to the control system, or this could have been the best instead of just one of the best games of the year.

So, *The Last Revelation*. While this is certainly the last *Tomb Raider* game to appear on PlayStation, the number of revelations in this fourth Lara episode is disappointingly low. Lara can climb poles and ropes, there are a couple of new weapons and vehicles to mess around with, and it's set in Egypt – that's about the size of the changes.

But it's not changes people want to see – Lara's a huge celebrity. Any game with her angular body in it will automatically be a smash regardless of quality. We should all be thankful that instead of taking the easy option of simply churning out any old tat with the *Tomb Raider* badge on it, *The Last Revelation* is a quality game that offers just about enough innovations to keep fans happy, while also being accessible enough for new players to enjoy a great deal too.

psw



NO TICKET? DIE! Lara rips through the train carriages, killing as she goes. Then it's up on the roof for more.

verdict

Tomb Raider: TLR

how it compares

TOMB RAIDER: TLR Pretty much more of the same Lara action but it is the best in the series. **8/10**

TOMB RAIDER 3 The previous game was the hardest by far – a firm test for the skilled gamer. **8/10**

DINO CRISIS Dinosaurs are almost as popular as Lara. *Dino Crisis* is a great action/suspense thriller. **8/10**

TOMORROW NEVER DIES A more arcade-style mixture, with a better control system. **8/10**

why? not!

- | | |
|--|--|
| <ul style="list-style-type: none"> ✓ Bigger than previous <i>Tomb Raiders</i> ✓ Superb between-level cut scenes and movies ✓ Gorgeous Egyptian settings – ace graphics! | <ul style="list-style-type: none"> ✗ Still pretty much the same game as <i>TR3</i> ✗ Controls are as awkward as ever ✗ Lara veterans may find it too easy |
|--|--|

the final word

GRAPHICS The Egyptian setting allows for some superb architecture, eerie colours and classic monsters. Beautiful in places.

SOUND Very quiet, with only Lara's grunts and moans occasionally breaking through the tedious music.

LIFESPAN The biggest Lara escapade yet, although it's quite a bit easier to get through than *Tomb Raider 3*.

OVERALL

Nothing new at all, just more high quality and enjoyable gameplay. And much more Lara, so you can't go wrong. The hordes of salivating *Tomb Raider* fans are well sorted.

6
6
8

8

HELP ME, INDY!

LARA CALLS DR JONES FOR CREATIVE ADVICE

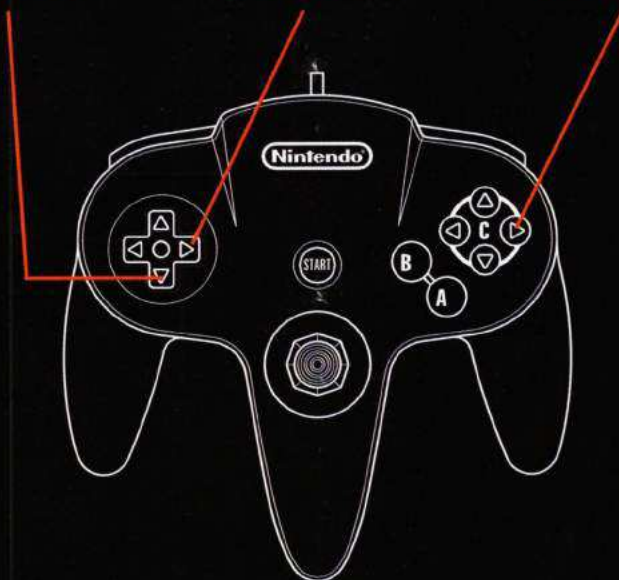


KIDS: Indiana Jones and the *Last Crusade* is clearly Lara's favourite movie. Film and game both start with a young main character...



AND ANOTHER THING: The bike and sidecar riding (Lara has no passenger!). See also: the train-top battle, the Nazi-esque stylings, etc.

DOWN RIGHT MEAN



The best wrestling game ever is
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...but there will be a World Wrestling Federation® game on PlayStation early 2000

WF RESTLEMANIA 2000

"You'd definitely be bonkers
to miss out on this"

90% GamesMaster

"One of the best
wrestling games yet"
"Highly Recommended"

90% N64 Magazine

"...is probably - no, definitely
the best wrestling game
ever to grace the N64"

93% 64 Magazine

"The best wrestling
game to hit the N64"

91%
OFFICIAL NINTENDO MAGAZINE

"It's time. It's finally
time for all those
other wrestling games
to step up and receive
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*Calls cost 75p per minute at all times. (Callers must have parental permission or the permission of the bill payer before dialing).

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2 snowboards
5 midi hi-fis
100 anime videos

Just complete the entry form by
answering the questions and completing
the tie breaker in no more than 12 words.

Then cut out the entry form and send it with
one proof of purchase (your receipt) for Jade
Cocoon or Killer Loop to Crave Entertainment
Competition, Crave Entertainment, Freepost
(SCE7219), Harrow, Middlesex, HA1 3BR
to reach us by February 29th 2000.

RULES:

The competition is open to UK residents except employees (and their families) of
Crave Entertainment, their agents and anyone connected professionally with the promotion.
No responsibility will be accepted for entries lost, delayed or damaged in the post
insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery.

The prizes of two snowboards will be awarded to the competitors who have answered the
two questions correctly and who have, in the opinion of the judges, finished the tie breaker
sentence in an apt and original way. In addition, there will be runner-up prizes of five stereos
and 100 videos. There is no cash alternative to any of the prizes. Only one prize per person.
The judges' decision is final and binding and no correspondence will be entered into.

Entries must be received by February 29th 2000.

All prize winners will be notified by post by April 11th 2000.

No entrant may win more than one prize.

Entry instructions form part of these rules.

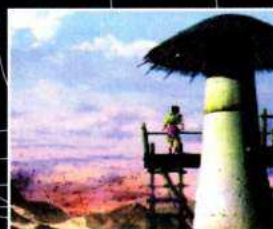
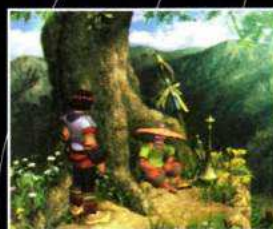
After April 11th 2000 the names and counties of winners, together with the names of
the judging panel, and the solutions and winning tie breaker, can be obtained from
Crave Entertainment, Freepost (SCE7219), Harrow, Middlesex, HA1 3BE on receipt of a
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Winners may be required to take part in any publicity accompanying or resulting from this
competition.

The promoters are Crave Entertainment Ltd. and their address is Studio 58, Canalot Studios,
222 Kensal Road, London W10 5BN.



PlayStation®

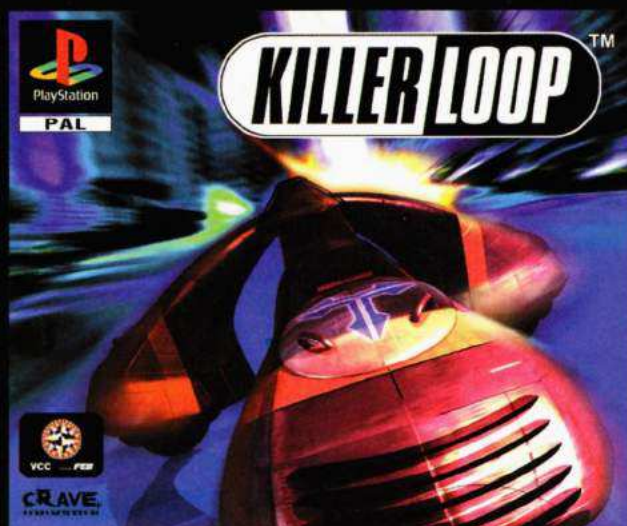


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the Cocoons to capture
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enemies, and train
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as you confront the
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CRAVE
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**KILLER
LOOP**

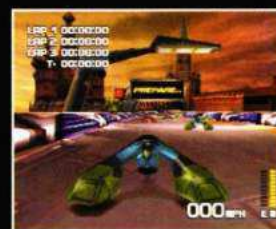
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1. In Jade Cocoon, what is your role? (tick one)

- a) Master of the arts ☐
- b) Master of the universe ☐
- c) Master of the Cocoons ☐

2. In Killer Loop, what does MK stand for?(tick one)

- a) Magic Karting ☐
- b) Magno-Kinetic ☐
- c) Mega King ☐

Tie breaker (complete in no more than 12 words in an apt and original way):
Jade Cocoon and Killer Loop keep me off the streets because...

Do not forget to include your proof of purchase.

Name: _____

Address: _____

Post code: _____

E-mail (if applicable): _____

Age: _____

Male: ☐ Female: ☐

We would like to keep you informed about Crave Entertainment products and services.
If you would prefer not to receive this information please tick this box. ☐

READY 2 RUMBLE

boxing

Midway's comedic boxing game packs one helluva punch

by lee nutter

THE NOBLE ART OF BOXING DOES NOT lend itself well to the PlayStation. A stringent code of conduct prevents the use of nunchukas, high-calibre firearms and kung fu kicks, making boxing games a far less attractive proposition than, say, *Tekken 3*. Until now.

Stepping into the ring for Midway — and truly the saviour of the boxing genre — is *Ready 2 Rumble Boxing*. Not only is it pleasingly devoid of pointless celebrity endorsements, but it's also such incredible fun to play that fight fans and pacifists alike will find it hard to resist its charms.

There are basically two modes of play on offer. The first is a basic Arcade mode, which pitches you straight into the ring against a succession of fighters in an effort to become Champion. The first few bouts are rather easy, with random button bashing ensuring a swift progression through the ranks. But by the fifth or sixth contest it couldn't be a more different story. A familiarity with the more advanced fighting techniques is required to remain in the game, with extra fighters offered up as a reward.



BOXING CLEVER You can't just wade in there with your fists flying. You've got to bide your time, pick your moment, catch them off guard, then floor 'em with a mean right hook.



RUMBLE!!! Collect all the letters in the word 'Rumble' to gain access to new combo attacks.

FACT FILE

»type
boxing
»out
NOW
»publisher
midway
»price
£39.99
»developer
midway
»age rating
11+
»compatibility
memory card, dual shock

GAME GLANCE

1-2 players
13 characters
4 hidden fighters
training options
championship mode
outrageous afro hair



BIG HITTER Fighters come in all shapes and sizes — there's even a sumo wrestler in there!

The mane event!

AFROS THROUGH THE AGES



Michael Jackson
Wacko Jacko was an early advocate of afro hair. He later ditched the look after it caught fire filming a Pepsi ad.

STYLE STATUS: Comb-ustion



Leo Sayer
A tragic attempt to emulate black culture through afro hair by the 80's crooner. Somebody call the fashion police.

STYLE STATUS: Dis-tressed



Samuel Jackson
Actor Samuel Jackson boasts a voluminous head of hair in the early 90's gangsta flick Pulp Fiction. It's a wig, though.

STYLE STATUS: Hair brained



Afro Thunder
This punch-drunk pugilist has an enormous comedic afro in the game *Ready 2 Rumble Boxing*.

STYLE STATUS: Hair-larious

AFRO THUNDER The first time you play *R2R* it's likely you'll plump for Afro Thunder – the skinny little fella with the huge head of hair. He's nimble on his feet, has a decent array of punches and some good combination attacks.



shoulder buttons on the joypad – your fighter bursts into 'Rumble mode', giving you access to a brief period of hyperactivity and new combination attacks to unleash on an unwitting opponent. Not strictly realistic, but it's still a neat addition.

What really sets *Ready 2 Rumble Boxing* apart from other title contenders, though, is that it doesn't take itself too seriously. Developer Midway has attempted to inject an element of humour into the game, with pugilists taunting each other during fights, boxers swaying drunkenly after several blows to the head and bruising gradually appearing on the fighters' faces during the bout. Your sides won't ache with laughter, but it certainly adds some light relief to the proceedings.

All these outstanding features make for a game that should find a place near the top of everyone's Christmas wish list. It's not the most complex or flashy of beat 'em ups, but you'll be playing it long after similar games have been relegated to dust-gathering status.

psw

PLAY YOUR MATES The only real way to enjoy *Ready 2 Rumble Boxing* is with a mate. Battering each other around the head with your fists is one of the finest experiences the PlayStation has to offer.



PUNCH DRUNK Land enough blows to your opponent and they sway about drunkenly for a while before finally hitting the canvas.

verdict

Ready 2 Rumble

how it compares

READY 2 RUMBLE A new standard in boxing games – in-depth yet necessarily fun to play **8/10**

VICTORY BOXING Lacks the visual punch and comedic gameplay of *R2R*. Not bad, though **6/10**

KNOCKOUT KINGS '99 Boasts real boxers like Lewis Holyfield, but it's not much fun to play **6/10**

VICTORY BOXING 2 Sluggish gameplay and lack of moves relegate this to bottom of the heap **5/10**

why? not!

- ✓ A boxing game that's actually fun to play!
- ✓ There are genuine laughs to enjoy
- ✓ Championship mode offers a huge challenge
- ✗ The absence of commentary is annoying
- ✗ Not as flashy as Kung-fu beat 'em ups
- ✗ Lack of realism may upset fight fans

the final word

GRAPHICS Colourful and lavishly detailed – right down to the realistic bruising that gradually appears on the boxers' faces!

SOUND First rate sound effects accompany the action, but where's the in-game commentary, eh?

LIFESPAN The Championship mode is huge and you'll be playing the two-player game for many months to come.

OVERALL

Eminently playable and genuinely humorous boxing game that's significantly different from other beat 'em ups to merit immediate purchase. Highly recommended.

8

TOMORROW NEVER DIES

Bond's latest gadget is a small grey box, capable of playing games. The disc goes in there, the graphics appear on a TV. Got it?

by gary cutlack

TOMORROW NEVER DIES IS BASED LOOSELY around the previous Bond movie, with added elements and scenes to make it even more 'Bondy.' Clips from the film join the levels together, with the game's Bond actually looking a great deal like Mr Brosnan himself. And despite being one step behind the films, *Tomorrow Never Dies* has all of the latest gaming fashion accessories. Namely the sniper rifle, which no video game assassin would be seen without this season. And thankfully for Meester Bond, it's one of the first weapons he finds in the game.

This allows for players to adopt either a stealthy approach, or a guns-blazing kamikaze style that would have M shaking her head with despair. Usually a mixture of the two styles is best – pick off the first few enemies with the sniper rifle, then go mental with the machine gun when your cover gets blown. The very first level features exactly that style of play. Bond targets a satellite dish for bombing by his moustachioed RAF chums, but it's at the far end of a huge snowy base. Rampaging through, guns-a-blazin', leads to a quick death. Picking off sentries with the sniper rifle before hoovering up the rest with the machine gun is the way to do it.

Level two is an almost entirely stealth affair. The Old School Tie Boys back in London need Bond to photograph the enemy's weaponry, which requires a sneaky approach and some covert camera usage. It also introduces players to some of the equipment James has to play

FACT FILE

»type

action

»out

november

»publisher

EA

»price

£39.99

»developer

black ops

»age rating

11+

»compatibility

memory card,
dual shock

GAME GLANCE

1 player

ten missiles

sniper rifle

play as Wai Lin

drive the BMW

based on the movie,
with new sequences

brilliant bond theme
and incidental music

lack of 'bed-time' with
Teri Hatcher



with. Explosive charges are set on a building to open it up and gain entry to its secrets – this sudden assault lets the troops inside know you've arrived, taking the atmosphere up from tense sneaking around, to violent, machine-gun-spraying attacking. Great stuff – these tactical manoeuvres really add loads of style to what could have been just a regular blaster.

THE GAME'S BOND

From then on, *TND* rips Bond history apart to present some fantastically inventive missions. Players escape on skis, parachute over cliffs, use cufflinks to effect escapes and even get slapped in the face by a woman. And the whole game is an extremely cinematic affair. The first two levels end with massive destruction and Bond escaping in a jet. Then the game pauses for some clips from the *TND* movie followed by a Bond-esque title sequence, featuring the usual dancing girlies and credits for the game developers!

The rest of the game is every bit as filmy. In the snowy levels you can see the breath of the guards filling the air, as you sneak around picking them off one by one with the sniper rifle, all to various versions of the classic James Bond music. It's extremely atmospheric. All that's missing is a string of gorgeous girls following you around,



MY FORTE This one-on-one fight takes place in the hotel, shortly before Bond rescues Paris. James then escapes through the hotel with Paris following. And yes, you can shoot her if you want.

sighing "Oh James!" and needing to be rescued every so often. And a man stroking a cat.

The variation in levels is good, but there is the odd miss along the way. Namely the driving section, which is very ropey, saved only by the appearance of veteran boffin Q handing over the car. Being able to beep the car's horn by pressing L2 is another plus. It's a normal horn.

The sound deserves a special "big up," doing a huge amount to add to the Bond vibe. Bond's footsteps clunk over metal steps and crunch through the snow, while enemies go



VIEW TO A KILL Storming into a room, guns blazing, gives *TND* a Bond-like feel – sneaking in is the safer approach.



OUT OF THE CLOSET Enemies are easy to kill – three shots take out the hardest.

That's what I call a sticky situation

THE FULL RANGE OF BOND-ESQUE MOMENTS ARE IN TOMORROW NEVER DIES...



Pulling The Ladies

Slapper! Bond meets Paris twice during *TND*. First she slaps him; then Bond proves his manliness by saving her.



Frisky Flying

Flyer! Bond hijacks this MiG to destroy the base and escape. Actual piloting is zero – the plane flies itself.



Cross Dressing?

Sexually Confused? No. Wai Lin, Bond's assertive female helper from *TND*, is a playable character in one level.



Suave Skiing

Cool! The skiing levels are included simply to link sections of the game together. Bond just uses fists to fight.



Dangerous Driving

Driver! Simple and failed attempt at variety. Bond's car-mounted guns don't do the lovely 7-series Beemer justice.

YEOH, WHAT'S UP?

BOND-BABE MICHELLE YEOH TALKS TO PSW

ON THE GAME...

"Well, I'm not a gamer. It's my first, actually. But, my fiancé got really good at it. The problem, for me, is finding time to play. After seeing this game, I realise you need to time to be really good. You really have to play to find all the hidden elements. You have to have patience, and plus you're getting shot at. I kept saying, 'Ah, look at me?' Plus, you always think, 'I should look better. My hair doesn't look right.'"

WAS IT FUN?

"Oh bloody hell, I hated to be shot at! When you're in the game, and you're going, 'Uh! Uh!' After playing once, I said, no, I can't play my level again until I'm really good at this. I just didn't like dying. You know, I'm going to practice with Pierce. Let him get shot and die!"

HAPPY WITH THE GAME?

"I wish there was more martial arts fighting. There should be legs flying and kicking, especially when you've seen the movie *Tomorrow Never Dies*. That was a signature. I was disappointed. It seems a shame that it's not there. Also, I wish two people could play with one person playing Bond and the other playing Wai Lin. That would be so much fun!"

MADDEST STUNT?

"The craziest was probably my very first stunt, when I didn't know any better. I was hanging off the first floor balcony by my legs. I go in through a pane of glass with my face, trying to grab two guys cutting at me with swords. That's probably my craziest one. The rest just took a lot of guts."

FAVOURITE BOND?

"Oh, that's a very unfair question. Pierce, most definitely. Can you think of a person who's more suited for that role right now? But Sean Connery is the original. If he wasn't so good, there wouldn't be such a popular Bond legacy today."



NO, I EXPECT YOU TO DIE!

For all the talk of stealthy play, it's often better – and more fun – to simply storm the place and go loopy with the machine gun. Fiddling with the zoom on the sniper rifle can give the enemy time to kill you...



AAAGH! MY SUIT! James takes four or five shots before going to the great casino in the sky. After a couple of hits he holds his damaged arm and looks for sympathy. Keep going James, think of the Queen.

through a huge range of death screams as Bond gives them some British lead in the name of justice. The guns sound great too, with owners of the Dual Shock pad in for a special treat – it recoils with each shot. The rest of the pad gets a good workout as well, with all eight buttons needed to shoot, select weapons, duck, use special gadgets and move around.

Complaints? To keep it running smoothly, the game tends to hide the distance in darkness, leaving the ends of big rooms and open areas invisible.

Its ten missions are a bit short, the graphics fall apart in one or two places and there are no tanks full of piranhas or sharks anywhere to be seen. But on the whole, *Tomorrow Never Dies* is a fun, inventive and enjoyable James Bond simulator.

PSW

BOND GIRL You only see the back of her head in the game. It's probably for the best.



verdict

Tomorrow Never Dies

how it compares

RESIDENT EVIL 2 Substitute zombies for Russian spies and you're almost there. **9/10**

SILENT HILL Similar mixture of stealth and action, Silent Hill has a creepier, horror feel. **9/10**

TOMB RAIDER: TLR New Lara is good, albeit more Indiana Jones than Bond. **8/10**

TOMORROW NEVER DIES Not an all-time great, but fun and polished. **8/10**

why?

- ✓ Very easy to control and play
- ✓ Incredibly atmospheric sound and music
- ✓ Believable range of Bond locations

not!

- ✗ Agent difficulty is too easy. 007 too hard
- ✗ The driving level is rather poor
- ✗ Dark and murky graphics in places

the final word

GRAPHICS Glitchy and a bit too dark in places, but the massive variation and detail makes amends. Bond looks like Bond.

SOUND Great mixes of the Bond theme, along with loads of realistic effects and atmospheric death and killing noises.

LIFESPAN The ten levels won't take too long to complete, and when they are completed 007 difficulty is ridiculously hard.

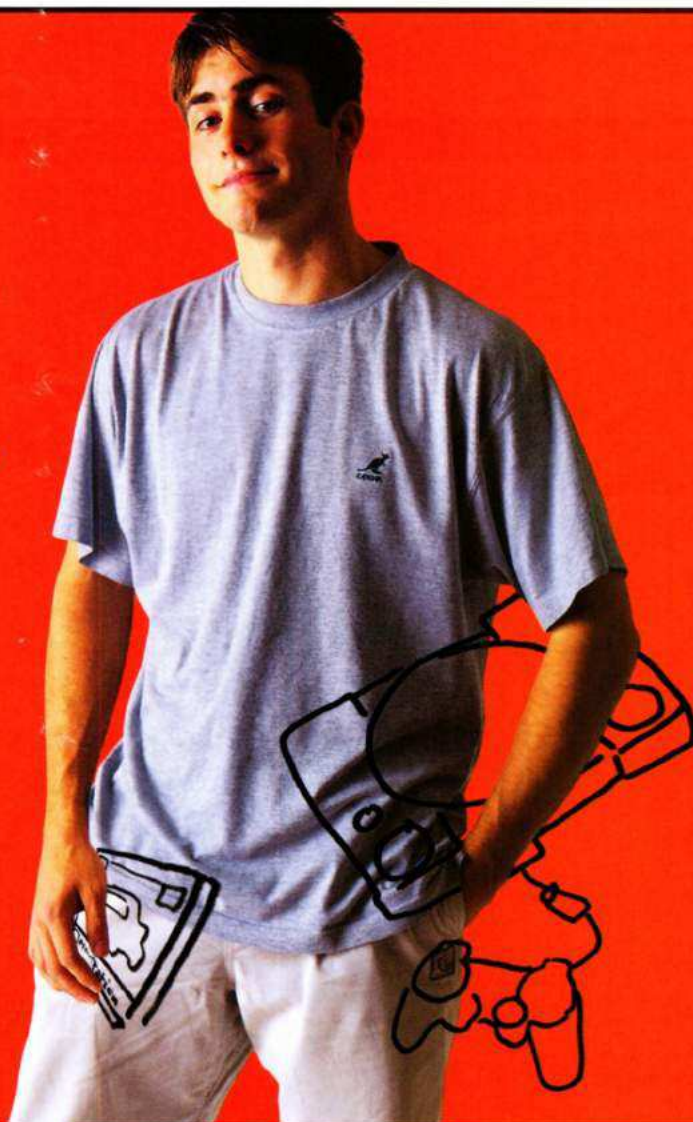
OVERALL

Great fun to play, with the nice mixture of Bond references, stealthy missions and blazing gun action making for a very atmospheric and enjoyable Bond game.

8
9
7
8



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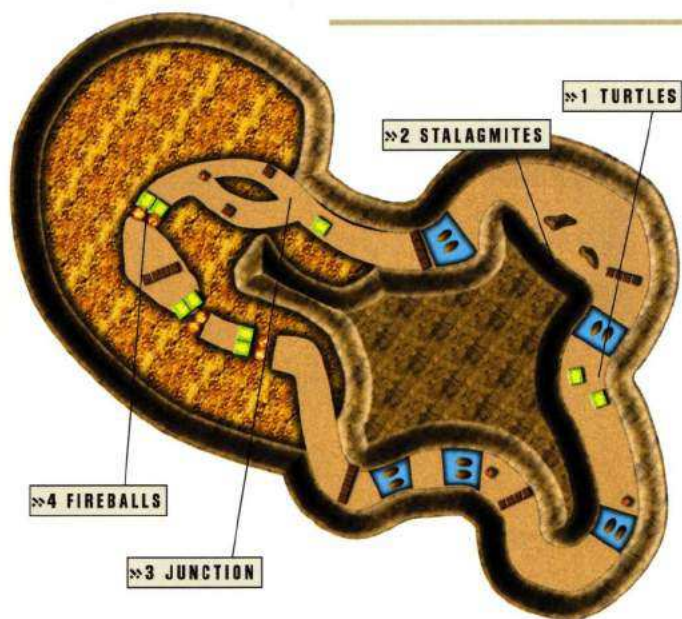


Crash Team RACING

Getting thrashed by your mates? Win every time with our complete guides to the best multi-player courses!

by robert cruse and michael dyer





mystery CAVES

»1 TURTLES

The turtles in the water are well worth aiming for. If you hit them whilst their heads are up they throw you forwards giving you a good lead. These are especially good if you jump onto them. Notice that they raise their heads alternately so time your approach appropriately to get a good headway.

»2 STALAGMITES

If you are going fast enough when you reach this point you can cut across the gravel between the stalagmites to cut off the long corner. To avoid being slowed down you want to make sure you're bouncing all the way.

»3 JUNCTION

The junction before the lava makes little difference. Each route simply provides a different approach to the booster ramps. Just decide which way you prefer and stick with it.

»4 FIREBALLS

When facing the fireballs, you should notice that they come in pairs and launch into the air alternately. If you aim for the one in the air you'll find that by the time you get to it the other fireball will be thrown up beside you and you'll be safe. Leaving Boxes and Potions all over these ramps is always appreciated by the people following close behind.

dragon MINES

»1 WATER CAVE

When navigating the water cave you can save a lot of time by going through the shallows. It doesn't slow you down significantly and cuts off the large corner. But don't get too greedy as there's deep water further to the left.

»2 MINE CART

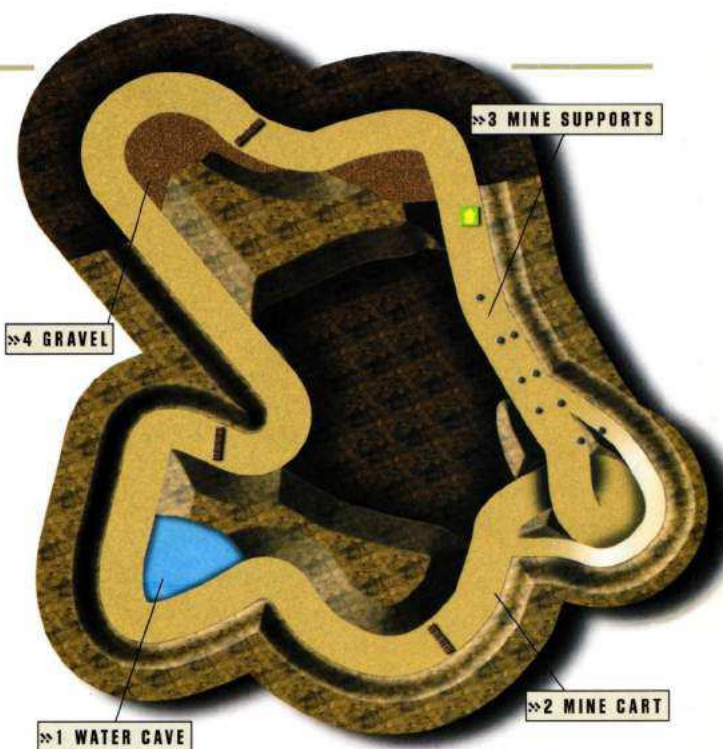
The mine cart rails can be followed if you have an Ooga-Booga Mask or Turbo Boost pick-up. Take the tight corner into the opening (the triple turbo boost helps here), then follow close on the heels of the mine cart. Be careful not to be slowed down by the sleepers if you are using the Turbo Boost – the Ooga-Booga Mask prevents this and also protects you from the mine cart if you're too slow.

»3 MINE SUPPORTS

Watch out for those pillars when you meet the rails for the second time. Don't try to weave between them – they cause you to come to a rather sudden stop if you hit them, but they're good for side-swiping and shunting your opponents into. Obviously, you should watch out for the mine cart itself as well unless you want to be flattened.

»4 GRAVEL

Crossing the gravel at the end can save you time so long as you bounce your way across it to avoid being slowed down too much. Make sure you're going fast enough to begin with though, because you won't be accelerating whilst you're in the air. If you have the Ooga-Booga Mask it can prevent the gravel from slowing you down, as well as giving you that little bit of extra speed. It's an essential tip for success in this arena.



CRASH AND BURN Basic mastery of the controls is the first requisite when playing *Crash Team Racing*.

WEAPON TIPS

Get the most out of 'em...



» All projectile weapons (Bombs, Missiles or Bubbles) can be used to destroy deployed Boxes or Potions. They're also handy for collecting pick-ups remotely. An essential strategy then.

» All weapons take three Wumpa Fruit from you, except the Clock and Potions which will take just one.

» Deploy Boxes and Potions at points where the track is very narrow or hide them behind the pick-up boxes, that is anywhere that your opponents have to – or want to – be.

» Missiles can be avoided once locked on by deploying Boxes, Potions or Bombs at the critical moment before it hits you. They can also be avoided by careful use of scenery if you can do it, like dodging behind walls.

» Most weapons are more effective when you reach a full load of ten Wumpa Fruit.

cortex CASTLE

»1 JUNCTION

Choosing your route is the first task in the first room. Left is generally faster but going right provides an extra box of all-important Wumpa Fruit. However, there's plenty of Wumpa Fruit on this course so you should probably stick with the much simpler left-hand route.

»2 BATTLEMENTS

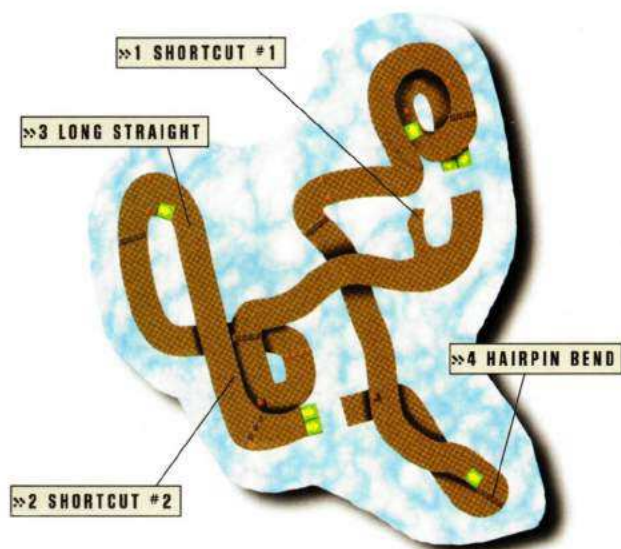
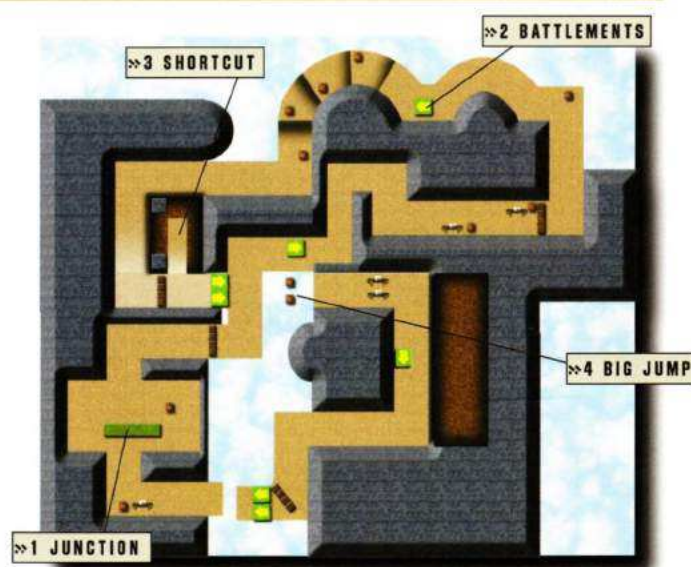
It is well worth using the booster on the battlements before coming down the steps. It saves a lot of time as you can take most of the drop with one leap. Otherwise all that landing and taking-off slows you down. Again you miss out on some Wumpa Fruit but there are plenty of those about.

»3 SHORTCUT

There is an alternate route just after you leave the battlements; it's immediately to the left as you enter the blue room. You need to be moving fast and it requires a turbo jump as you leave the slope, aiming to the left. This is very tricky and doesn't save a lot of time so you may want to give it a miss.

»4 BIG JUMP

The final big jump requires a turbo jump to reach the Wumpa Fruit. Also, if you happen to notice your opponents heading for this jump it is a good chance to use the Clock pick-up. You can also leave Boxes in the air behind the pick-ups if you want to make friends and influence people.



hot air SKYWAY

»1 SHORTCUT #1

The first jump provides an excellent shortcut to save you some time. A really fast turn of speed is essential so make sure you hit the first booster and then triple turbo boost around the turn and head towards the right-hand corner of the ramp. This should turbo jump you towards the right of the main landing point.

»2 SHORTCUT #2

There is a second shortcut where the two tracks run next to each other at the figure of eight. After the first straight stretch, when entering the first loop going down hill, you can stop, turn around and race up the slope, jumping at the last moment to clear the barrier.

This puts you facing the wrong way on the very long straight. Turn around and you're off!

»3 LONG STRAIGHT

The long straight is great for a turbo boost, especially if you hit the booster before you start down it. It is also good for taking down the opposition with one of your nasty weapons as they have no place to hide.

»4 HAIRPIN BEND

Powerslide and triple turbo boost into the hairpin bend at the bottom of the course. If you get it just right you won't be slowed down by hitting the wall and you'll get a chance to hit the booster on the inside of the bend.

tiger TEMPLE

»1 GRASS

The grass is far too rough to traverse quickly and should you go for this route you miss the chance to top up on your Wumpa Fruit. It's much simpler to stay on the road unless you have the Ooga-Booga Mask – and a full supply of fruit, of course.

»2 RAMPS

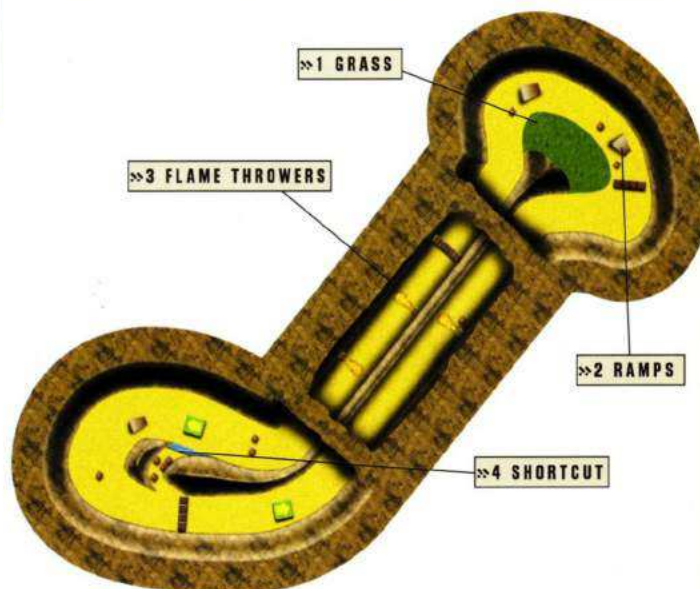
There are Wumpa Fruit lying on the ground near the first ramp so stay off it. The second ramp gives you access to some aerial Wumpa Fruit if you haven't got enough already. All the ramps give you a bit more distance if you perform the turbo jump at the top.

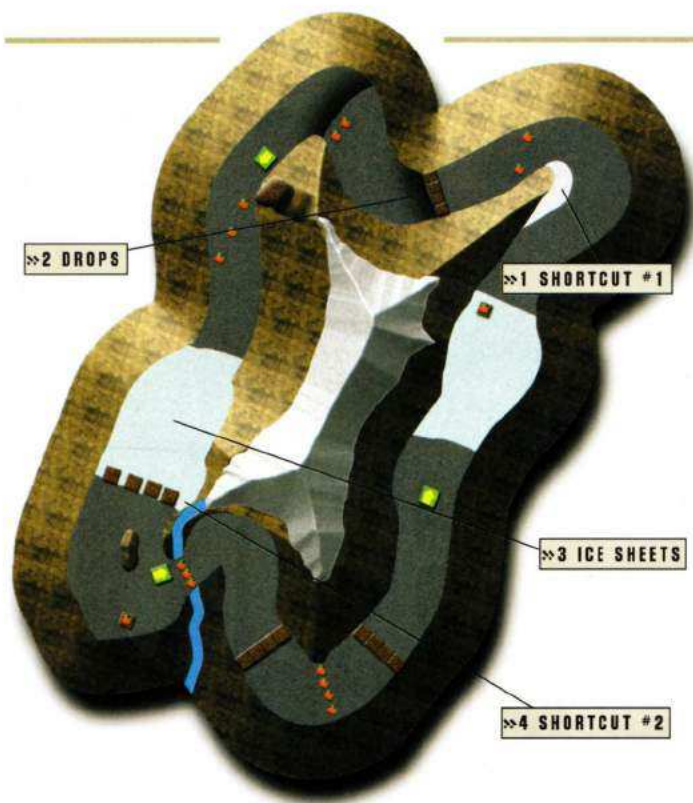
»3 FLAME THROWERS

Watch out for the flame-throwers in the temple, as they are tricky to spot unless they're flaring at the time. There are two in the first tunnel, one left and then one right, and a third on the return journey to your right. If you hit one you will get cooked, but if you side-swipe your opponents into them then they should be turned into a comedic shade of charcoal grey. Excellent.

»4 SHORTCUT

There is a secret tunnel at the far end of the course that can only be opened with the Bomb. If you have one, throw it towards the giant mask above the side of the road on the left as you emerge from the first length of the tunnel.





blizzard BLUFF

»1 SHORTCUT #1

The first corner provides you with an opportunity to sneak between the rocks on the left, thus cutting off the corner. If you hit the slope as you approach it and perform a turbo jump you can travel through most of it in the air, which saves you from being slowed down by the snow. Some of the other corners can also be cut off by sneaking across the snow. Be sure to keep bouncing to avoid slowing down.

»2 DROPS

There are two drops just around the first corner, right near the start. These are best taken extremely quickly with a turbo jump. Stay tight to the corner, remembering to turn in mid-air so that you're facing the right direction when you land. Leaving boxes or potions around the base of these cliffs causes your opponents a lot of trouble. This is also a good place to use the dreaded Clock – wait until your

opponent is approaching the jump and then knock him sideways.

»3 ICE SHEETS

Steering is difficult on the ice so make sure you're pointing in the right direction when you start. If you do get into trouble then turn by jumping and twisting whilst in the air. The ice patches are also good places for deploying Boxes and Potions as they're hard to dodge and difficult to recover from when skidding.

»4 SHORTCUT #2

After the first ice patch there is an opening in the rocks on the left. If you are going fast enough (you require the turbo boost pick-up or the Ooga-Booga Mask) and aim well it is possible to clear the river without taking the corner and the bridge. You miss some Wumpa Fruit and a booster but it is a lot quicker. However, this is very tricky to pull off so you may find it safer to stick on the road. The choice is yours.

sewer SPEEDWAY

»1 JUNCTION

At the junction the right hand path is much quicker, but only provided you manage to make the jump halfway along it. This requires a turbo jump or you'll end up splatting against the far wall. Fail the jump and you end up with a lot of space to make up. The left hand path is much more straight-forward but is also much longer and more time consuming. Assess how a good a driver you really are and make your choice.

»2 SEWER

In the sewer itself try to stay in the middle of the gutter as it gives you a lot more freedom of movement and no disadvantage. You can also use the curve of the walls to allow you to take corners faster.

»3 SHORTCUT

In the main sewer section there is a shortcut on the right, high in the wall. To get up there, approach it almost directly and use the curve of the sewer to get the lift necessary. The shortcut it is easy to navigate and contains many handy boosters and pick-ups. You also emerge at great speed having evaded one of the rolling barrels. If you can't manage the jump yourself it is always nice to leave a Box or Potion in the way so that no one else can either.

»4 ARCHWAYS

After the jump there's a section of piping which leads to two archways side-by-side. It is very important to avoid the central post. Decide in advance which side you are going to take.



SHORTCUTS Study the maps closely – using the shortcuts are the key to success.



LAYING TRAPS Get your paws on a nice weapon and just wait for the chance to deploy it...

guardian force locations

FINAL FANTASY VIII



- » **QUETZALCOTL & SHIVA** From Squall's computer on his desk.
- » **IFRIT** Defeat him in the Fire Cavern.
- » **SIREN** Draw from the boss at the top of the Dollet Communications Tower.
- » **BROTHERS** Defeat them in the Tomb of the Unknown King.
- » **DIABLOS** Use the Magic Lamp that Cid gives you.
- » **CARBUNCLE** Draw from Iguions in Edeas Palace, before the parade.
- » **LEVIATHAN** Draw from NORG in Balamb Garden.
- » **PANDEMONA** Draw from Fujin in Balamb Town.
- » **CERBERUS** Defeat him in Galbadia Garden.
- » **ALEXANDER** Draw from Edea during the big fight at the end on Disc 2.
- » **DOOMTRAIN** After getting six remedies, six iron pipes, six marlboro tentacles and one Solomon's ring. Use the ring to get this Guardian Force.
- » **BAHAMUT** Defeat him at the Galbadia Underground Research Facility.
- » **CACTUAR** Fly to Cactuar Island in the south-east section of the world and run into the giant Cactus that you see going up and down.
- » **TONBERRY** Go to the Centra Ruins (after receiving Odin, see below) and fight 20 Tonberrys. The king Tonberry will then appear.
- » **EDEN** Draw from Ultima Weapon in Galbadia Underground Research Facility.
- » **CHOCOBO** Catch a Chocobo, then use Item Gysahl Greens during Battle.
- » **PHOENIX** Use Item Phoenix Pinion during battle.
- » **ODIN** Defeat him in Centra Ruins.
- » **GILGAMESH** At the end of Disc 3, Seifer will kill Odin. Gilgamesh will take his place.

DRIVER



The following cheats need to be entered quickly on the Main Menu. You will hear a sound to confirm they have been entered correctly and you can then access the relevant cheat on the Cheat Menu screen.

» **No damage**
To cruise the streets with an invincible car, press: L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

» **No cops**
For an arrest free ride, enter: L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.

» **Mini cars**
For a novel twist on the gameplay, enter: R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.

» **Rear wheel drive**
Try this true test of getaway driving by entering: R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

» **Cars on stilts**
For some sky-high suspension, enter: R2, L2, R1, R2, L2, L1, R2, R2, L2, L1, R2, R1.

» **Crime spree down under**
To flip the screen upside-down, enter: R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.



hi-octane cheating

WIP3OUT

When you start the game, go to the Options screen and select 'Game Setup'. Once you are in here, highlight 'Default Names' and enter the following codes to access a variety of cheats:

- | | | | |
|-------------------|----------------------------|-------------------|----------------------------------|
| » DEPUTY | Infinite weapons | » CANER | Unlock all four prototype tracks |
| » LINK | Link mode | » THEHAIR | Unlock all challengers |
| » MOONFACE | Unlimited thrust | » AVINIT | Unlock all teams |
| » GEORDIE | Unlimited field and thrust | » WIZZPIG | Unlock all tracks |
| » BUNTY | Unlock all tournaments | » BEBEDEE | Blue turbos to white |
| » JAZZNAZ | Unlock Phantom class | » NOWHEELS | Collisions |

get the powers!

SOUL REAVER



the soul reaver

An ancient and powerful weapon, the Soul Reaper is a unique and useful weapon and you don't have to wait until a quarter of the way through the game to get it. It will enable you to slice n' dice your enemies and shift solid objects eventually. Hit the Start button to pause the game, hold R1 or L1 and then press: Down, Triangle, L2, Right, Right, Down, Down, Left, Triangle, Down, Right.

wall climbing ability

This can give you access to areas which previously would have been out of reach. To learn it all you have to do is hit the Start button to pause the game, hold R1 or L1 and then press: Triangle, Down, L2, Right, Up, Down.

pass through barrier ability

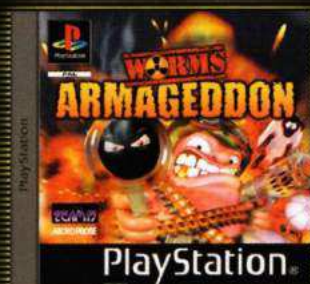
It sounds obscure, but it will allow you to drift through solid gates in the spectral realm which were not previously passable. To activate it, hit the Start button to pause the game, hold R1 or L1 and then press: Down, Circle, Circle, Left, Right, Triangle, Up.

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TERMS & CONDITIONS: All correct entries will be entered into a prize draw and the winners selected after the closing date. The first prize winner must hold a valid passport and be free to travel in the first week of July. Also, if the first prize winner is under 18 they will be required to travel with a parent or guardian. The editors' decision is final. No correspondence will be entered into and all winners will be notified by post. This competition is not open to employees of Computer Media or Sony. Only one entry accepted per household. No cash alternative will be offered. Submission of entry will be taken as acceptance of the rules.

Forget a new pair of socks or a packet of bath salts, this is the sort of Christmas prezzy you want – a pair of VIP tickets to the EURO 2000 final! Oh yes. Just imagine it: being flown first class to Rotterdam in Holland, put up in a top hotel (all expenses paid, natch) and then taking the best seats in the stadium (probably) for what is sure to be the footballing event of the millennium. Not only that, but there's a pair of Sony MR-Z55 minidisc players included in the prize too – so you'll have something to listen to on the 'plane.

And the second prize ain't too shabby, either. It's a top of the range Sony 32" Wega widescreen telly so you can watch the action from the comfort of your own domicile. Okay, so it's not quite the same as being there but thanks to the Wega's awesome picture quality and pin-sharp sound it's pretty damn close.

So who's responsible for this extreme example of festive generosity? Why, none other than those lovely guys n' gals at Sony. Bless 'em, they're just so excited about their top new footy game, **THIS IS FOOTBALL**. And you can't blame them. Developed in close association with the Federation of International Professional Football Unions, **THIS IS FOOTBALL** offers the armchair football fan unparalleled realism combined with supreme playability.

THIS IS FOOTBALL gives you the chance to take control of any one of over 230 teams and guide it to victory in over 20 tournaments. The superb controls allow you to pull off a massive range of moves with ease. And thanks to the game's jaw-droppingly smooth graphics you'll feel as if you're right there in the stadium.

The Sony squad think it's all over for other footy games – and they could well be right.

HOW TO ENTER

To be in with a chance of winning one of these spanky prizes, just answer the following so-simple-it's-painful questions:

1. WHO WON EURO '96?

A - Germany B - England C - Switzerland

2. IN THE PLAY-OFFS, WHO DID ENGLAND 'BEAT' TO QUALIFY FOR THE EURO 2000 FINALS?

A - Holland B - Croatia C - Scotland

3. WHAT IS THE NAME OF SONY'S BRILLIANT NEW FOOTY GAME?

A - THIS IS FOOTBALL B - FOOTY-TASTIC! C - FOOTBALL, ISN'T IT?

Put your answers on a postcard, with your name, address and daytime telephone number, to: **THIS IS FOOTBALL** Competition, PSW, Computer Media, 2 Gayton Road, Harrow-on-the-Hill, Middlesex HA1 2XU. All entries must reach us by January 31, 2000.

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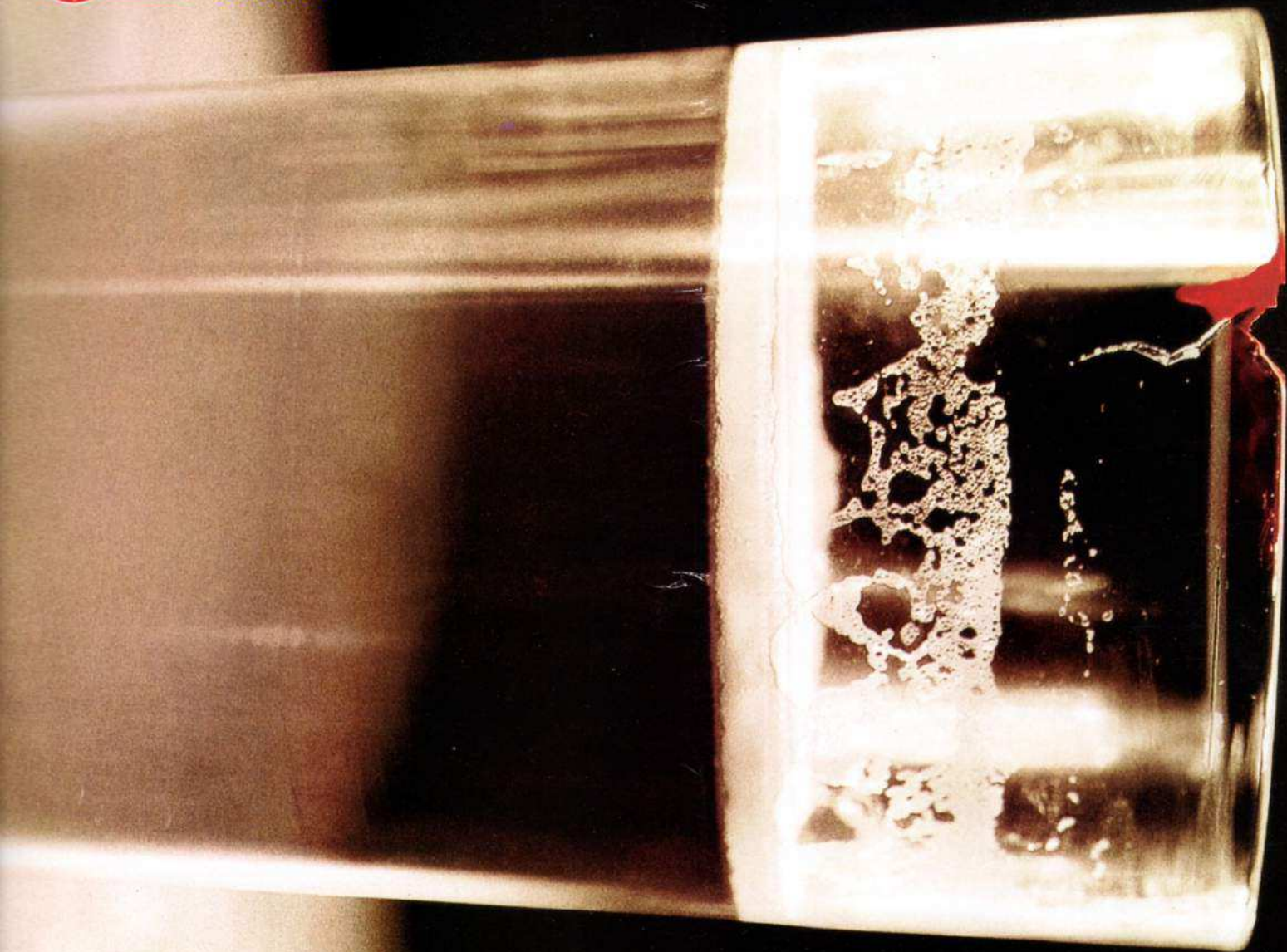
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