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Tips-Poster**



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Issue 3
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VOTED TOP SOLUTIONS MAGAZINE BY READERS

FIRE UP YOUR PLAYSTATION

... AND BECOME RYU, THE DRAGON WARRIOR, AS YOU ARE HURLED INTO A VAST ADVENTURE, DRIVEN BY AN UNKNOWN POWER TO DISCOVER YOUR HISTORY. TAKE CONTROL OF YOUR POWERS AND RELEASE THE DRAGON WITHIN ...

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LES MISERABLES

Well, the great football fest turned into a French fiasco for our lads. Disappointed? I'm gutted. All those hours of study playing World Cup '98 and World League Soccer just slid down the pissoir like hot garlic butter. If only Glum Glenn had sorted out the team selection and tactics on screen the way I did. It was in the bag. Like the rest of you, I got in a mega plate of Gazzababs and tuned in for a round-the-clock goal glut. Folie! Exit England, goodbye glory, au revoir Vienna (or St Denis in this case) and on yer bike. So, it's back to the PlayStation and my unbeatable system where England actually win. It's the only consolation until the real thing comes along. Pass me the Pastis.

Andy Sharp,
Editor

Meet The (very distressed) Z Team



Andy Sharp:
"What can you say? One minute

England looked in control and the next minute it's backs against the wall. The Magnificent Ten were all medal winners in the pride department as far as I'm concerned, but prizes would have been better."



Jonathan Eves: "When Scotland went out I downed

three six-packs and when Batty missed that penalty and England went out I saw off four six-packs. Mind you, if England had beaten Argentina I'd have had a real drink. Or two. Ah well, only four years to go"



Brendan Watson: "I couldn't believe it - I

nearly fell into into my bowl of Hula Hoops. Even the cat went quiet. And when the whistle blew for kick off it all became too much. The national anthems just took it all out of me and there was no recovering"



Simon Cowley: "I cried like Gazza. What a

disaster. But they're still my heroes anyway. Except for that Beckham geezer. And Batty, Ince. That Le Saux was a bit sloppy. Seaman should have saved a couple. Let's face it. They were crap."



James Cannon: "Oh well, back to my trusty

PlayStation. At least I'll grind out a result. And no, I'm not going to Argentina for my holidays. Let's face it, who does? Brazilians perhaps? I just don't know. Or care in the slightest come to think of it"



Big Mack:
""!&*!@&\$!" (Oops, sorry Lara.) I'm just

shredded. I don't think I'll wash for another four years. Now why don't we have a drinkers' world cup? Probably because we'd get beat by the Germans on penalties. They like a drink you know"

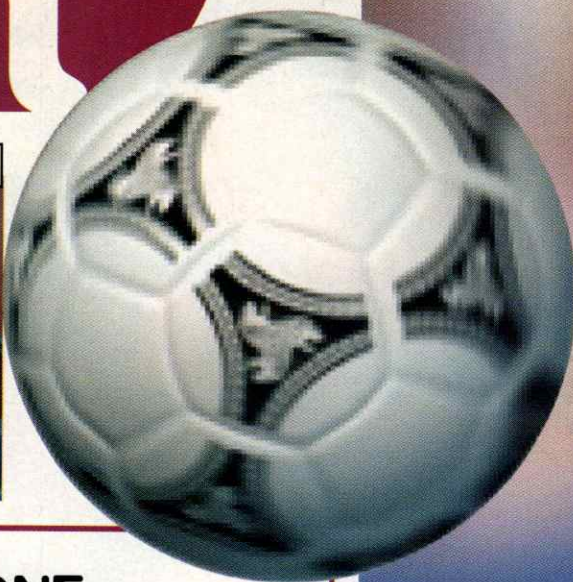
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Warhammer: Dark Omen



GAME GUIDE ZONE

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Mystical combat thriller with maps and strategies in full

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Those penalty shoot-outs will pose no problems!

40 Deathtrap Dungeon Pt 2

The final part of the guide sees those dragons slayed

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No guest appearances from Lemmy guaranteed

62 Diablo Pt2

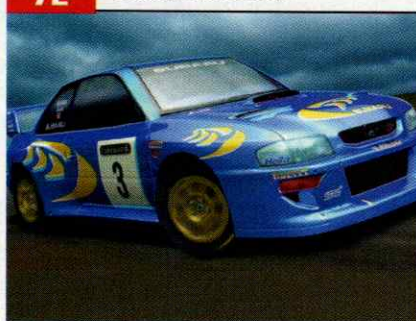
The second, and final part of this demonic strategy fest

72 Colin McRae Rally

This truly spectacular rally rolls up to the starting grid

72

Colin McRae Rally



PLATINUM GAMES

78 Int. Superstar Soccer Pro

This footballing masterpiece is shown the red card

EVERY MONTH

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Motorhead



Put that ball in the back of the net with our guide containing all the tricks and tactics you'll need to win the ultimate prize

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Pandemonium pull-out



78

International Superstar Soccer Pro



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A-Z Cheats Zone

**STUFFED
2000
CHEATS
EVERY
MONTH**



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Gamers Blamed For A Bum Note

PlayStation gamers, it would seem, are taking the beer money out of the mouths of those poor music moguls. According to New Musical Express the music scene is in crisis with tumbling sales and cancelled gigs.

In an article entitled *Why British Music Is Going Up In Smoke*, Osman Eralp, former MD of A&M says: "The hardcore 15 to 25 year old kids are still buying records in the specialists stores but there's no phenomenon going on at the moment to drag anyone else in. Bands are less important to the casual buyers than PlayStation."

"The casual record-buyer is buying football gear instead, he's buying beer, he's taking girls out on dates, he's buying Tomb Raider."

Adrenaline, excitement and creativity might have something to do with it. That's what you get on a plate with PlayStation - you used to get it on a platter!

Tearing Up The Tracks

Stock car maniacs will be able to tear up 18 tracks when Electronic Arts releases NASCAR 99 onto unsuspecting PlayStations this autumn. The fastest growing sport in America - in 1997 more than 11 million fans attended NASCAR events and 183 million watched on TV - gives players the chance to hear, feel and smell the track as they create their own brand of specialised mayhem.

NASCAR 99 features new engine sounds from inside a stock car at actual NASCAR tracks. The noise varies depending on whether you choose to view from inside or outside the car. There is also crew chief communication to the driver,

providing placings, fuel level status and tyre wear information during races. If a driver hopes to stay in a race he must listen to his crew chief. For example, if an accident has occurred on the track ahead, the crew chief will instruct the driver to go into a turn high or low depending on where the crash has taken place. Tracks range from road courses to short tracks to speedways and players can also experience night racing at the Charlotte Motor Speedway, Bristol Motor Speedway and Richmond International Raceway. "NASCAR 99 really brings on the heat for all levels of console game racing fans," says Michael Pole, vice president and executive in charge of production at EA.



Assault - The Big Blast

Get ready for a violent Autumn. That's when Telstar Electronic Studios launch Assault - an unadulterated shoot 'em up action game designed to blow your mind. One - or two players simultaneously - can blast through 60 deadly stages in the game, set in an alien-infested

futuristic cityscape. Heavily armed troops encased in robotic armour are under the player's control, wiping out aliens in a feast of mayhem.

Progressive graphical techniques, made possible by the PlayStation's hardware capabilities, create laser flares, dynamic explosions and brilliant

lighting effects to deliver what the manufacturers claim is "an arcade-quality experience." By constantly streaming graphical and game data from the CD, gameplay is non-stop and makes the whole experience an assault on the senses and reflexes. We can't wait to be assaulted, so watch this space.

CHEATING IS UNDER CONTROL

Two new gizmos from Fire International (01302 322061) will delight dedicated PlayStation cheats. The X-Link and the X-Card, both for the Blaze Xplorer Cheat Cartridge, means that you can really get switched on. The X-Link connects the PlayStation to any PC via the Xplorer cheat cartridge, giving the user total control over the games they play. Unique features include Game Trainer, which allows users to find or create their own cheats for any particular game; Screen Grabber, which

allows the user to 'grab' and download any memory resident PlayStation graphics to their PC which can then be manipulated using any art PC package and used as Windows backdrops; Memory Card Manager, which allows the PC hard drive to act as a massive memory card for PlayStation games; Upgrade, which allows the user to upgrade the Xplorer ROM to the latest version or download new cheats free via the official Web site or from disk; Cheat Manager, to update cheats easily via the

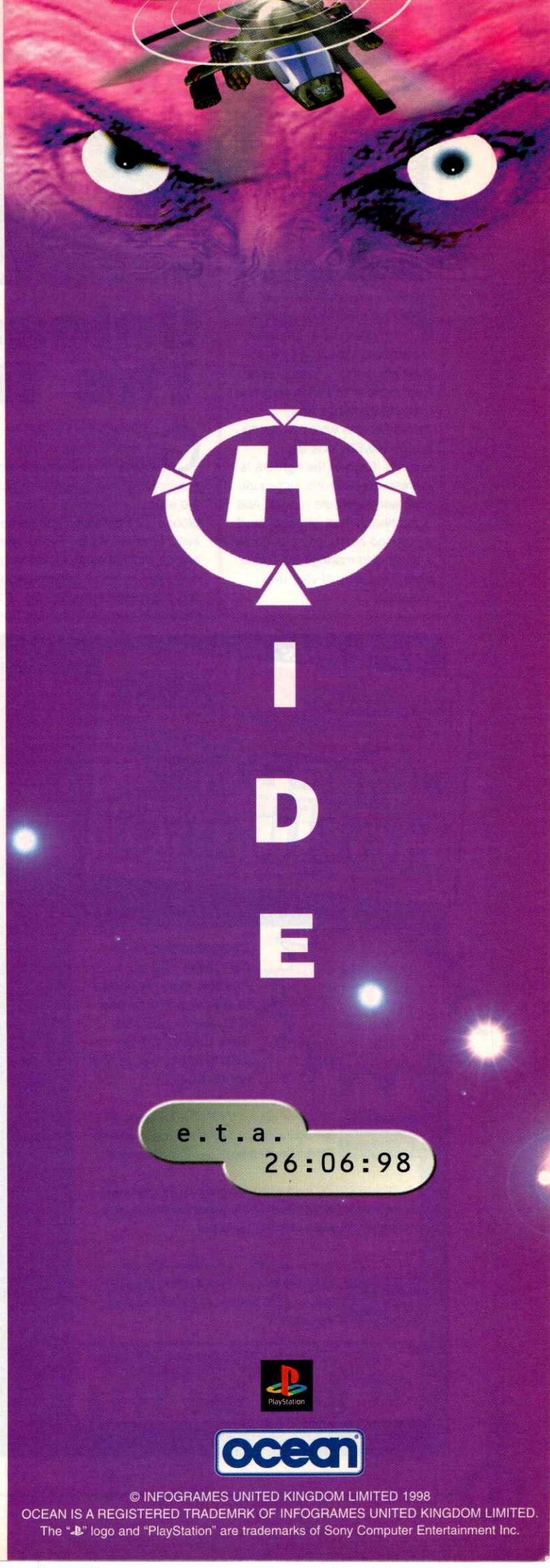
PC; and Memory Editor which is a full PlayStation game HEX editor and disassembler.

The X-Card is a fully functioning 1mb memory card crammed with Xplorer codes and cheats for the latest games. You insert the card in Memory Card Slot 1 on the PlayStation and then switch on. All the codes and latest features for the Xplorer will be automatically downloaded and stored in the Xplorer's memory. Then you can format the memory card and use it as normal.

ChartZone

Week ending 4th July 1998 - Charts supplied by Chart Track

1	New	World Cup '98	Electronic Arts
2	↓	Gran Turismo	Sony
3	New	Spiceworld	Sony
4	←	Resident Evil 2	Virgin
5	↓	Tomb Raider	Platinum
6	↓	Tekken 2	Platinum
7	↑	Crash Bandicoot	Platinum
8	↓	Die Hard Trilogy	Platinum
9	↓	Three Lions	Take 2
10	New	FIA Formula One	Platinum
11	↓	Micro Machines v3	Platinum
12	New	Men In Black	Gremlin
13	New	Alundra	Psygnosis
14	↓	ISS Pro	Platinum
15	↑	Rayman	Platinum
16	New	Vigilante 8	Activision
17	New	Tommi Makinen Rally	UBI Soft
18	↓	Grand Theft Auto	Take 2
19	New	World League Soccer	Eidos
20	↓	Croc	Electronic Arts
21	↑	Tomb Raider 2	Eidos
22	↓	Worms	Platinum
23	↓	Soviet Strike	Platinum
24	New	Everybody's Golf	Sony
25	↓	V-Rally	Infogrames UK
26	↓	Mortal Kombat Trilogy	GT Interactive
27	New	Road Rash 3D	Electronic Arts
28	↓	Pandemonium	Platinum
29	New	WCW Nitro	THQ
30	↓	G-Police	Psygnosis

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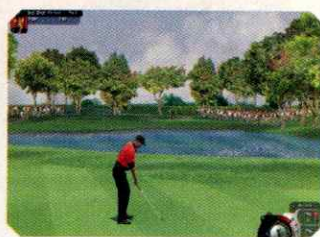



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Gloves Are Off

Fancy a fight? Well, you can slug it out as or against 25 of boxing's greatest champions, including Evander Holyfield, Lennox Lewis, Sugar Ray Leonard and Muhammed Ali in Knockout Kings from Electronic Arts which is due to hit the PlayStations this autumn. Each of the fighters is represented with his individual style and signature moves. And if you find all that physical stuff a little too much, you can create a boxer and manage his career from the safety of your own armchair.



Unleashing The Tiger

Golf freaks will be able to take on the great Tiger Woods in a new game from Electronic Arts scheduled to hit the stores this autumn. Tiger Woods 99 interactive golf game includes a revolutionary 3D game engine that takes golf gaming to a new level in terms of game speed and high-resolution graphics. The game will give cyber duffers from

around the world a unique opportunity to tee off as or against Tiger Woods.

Woods himself says the game captures "what I believe golf is all about - to be a fierce competitor but also to have fun."

In Tiger Woods 99, golf nutters can tee up at prestigious PGA Tour courses, where every hole



features the exact characteristics and surroundings of the real holes, including tree-lined fairways, water hazards, huge sand bunkers and undulating greens.

New this month...

New this month....

New this month...New t

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PLAYSTATION
2000

FREE Cheat Hotline
Constant updates
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24 hours

Warning: Needs password - see inside PlayStation Zone

Yes, we've CUT THE CRAP and REDESIGNED the

NEW ZONE CHEATS-YOU-WANT HOTLINE SERVICE!

AND IT'S FREE AND EXCLUSIVE TO OUR READERS...

**Cheat
Hotline
Winners**

Calls flooded in for the Zone Cheat Hotline competitions in issue number one and these are the final five winners drawn for each of the three lines.



COPIES OF GRAN TURISMO were won on the free access line by: James Giddings, P. Johnson, William Donnington, B. James and Sam Long.

COPIES OF PREMIER MANAGER were won on the guides and walkthroughs line by: Ronald Smith, Vernon Waddington, Tony Williamson, W. McCracken and James Cole.



COPIES OF PITFALL 3D were won on the cheats, tips and codes line by: Dean Donnelly, Mike Brown, S. Wrigley, Keith Jameson, G. Graham and Brian Hetherington.

DON'T FORGET TO CHECK OUT THIS MONTH'S
CHEAT HOTLINE FOR MORE BIG PRIZES!



0161 931 1111

**For FREE ACCESS call:
0161 931 1111**

You will then need the four digit PIN NUMBER: 6464

Our research has shown us that what YOU want are cheats, more cheats and even more cheats - with no frills attached. So that's what you will be getting from here on in. Bucket loads with regular updates. This month we'll be offering you the very latest on:

- World Cup '98
- Gran Turismo
- Tekken 2
- Tomb Raider 2
- Final Fantasy VII
- Resident Evil 2
- Grand Theft Auto
- Die Hard Trilogy

Competition - 100 Top Games up for grabs!
Win all Top 8 eight games this month
- 92 runners up prizes of Game of Your Choice

All this is brought to you, the Zone reader, FREE by the CHEETAHLINE GAMES CLUB, the world's premier service for cheats, tips and solutions dedicated to the Playstation.

Beginners On The Gridiron

American football is made easy with Madden NFL 99, due to be shipped by Electronic Arts this autumn. A simple, new one-button interface allows novice users to quickly develop the skill and strategy needed to play the game and further expands the interactive football category by appealing to the mass market. Madden NFL 99 promises to deliver on the tradition of robust gameplay for hard-core fans.



EA's John Madden Football series has sold more than 11 million units. The new version offers more than 100 past and present NFL teams including all 30 current NFL teams. Every stadium in the NFL is fully rendered in a vivid 3D environment. Coach Madden also provides pertinent information about key players as they become factors in the game. The new one-button mode is used to perform numerous functions. It can hike the ball, hand off to a running back, throw the ball to the open receiver, make a big tackle, spin the ball carrier, throw a stiff-arm or hurdle to avoid a tackle. The program's artificial intelligence automatically reads what is happening in the game and will make the appropriate choice, depending on when the user hits the 'action' button. Football fans will also be able to design their own running and passing plays using a new Madden play editor.

this month...New this month....

New: Turbo Games Line

This month sees **CHEETAH LINE** launch the ultimate platform to deliver cheats – the **TURBO GAMES LINE**.

With a dedicated line for EVERY GAME, this means TURBO LINE effectively stuffs all its rivals in that there are:

- No long winded intros ● No boring menus
- No hanging on until it gets to the game – and the cheats – you want

And that means NO WAITING to get into the action. And NO WAITING translates into UNBEATABLE VALUE for money. All this plus superb prize competitions means the TURBO LINE will leave all the other services struggling in its wake....

- World Cup '98 0906-220-2213
- Gran Turismo 0906-220-2214
- Grand Theft Auto 0906-220-2215
- Tomb Raider 2 0906-220-2216
- Final Fantasy VII 0906-220-2217
- Resident Evil 2 0906-220-2218
- Tekken 2 0906-220-2219
- Die Hard Trilogy 0906-220-2220
- Tekken 3 0906-220-2221
- Crash Bandicoot 0906-220-2222
- Vigilante 8 0906-220-2223
- FIFA RTWC '98 0906-220-2224
- Micro Machines V3 0906-220-2225
- Worms 0906-220-2226
- Alien Trilogy 0906-220-2227
- Intl. Track & Field 0906-220-2228
- Command & Conquer 0906-220-2229
- Resident Evil 0906-220-2230
- Soul Blade 0906-220-2231
- WCW Nitro 0906-220-2232

Calls charges £1 per minute at all times.
Don't forget to seek permission from the bill payer before using this service

**£5,000
PRIZE
COMPO**

0906-220-2233

- Star prize – £1,000 Worth of games
- Two runners up win £500 worth of games each month
- 150 runners-up get the game of their choice

**SEND
US YOUR
CHEATS
COMPO**

0906-220-2234

Win a NEW game of your choice for every cheat used by Cheetah – and we'll name you in the Cheat Star Writers line starting next month



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Big Mack is still pining for Lara, but in between a few cans of liquid solace and boring fits of tears he finds time to delve into the Z-Mail postbag and come up with some pithy answers to your scribbles



£ £ £ £ £ £ £

Dungeon Delight

Dear Big Mack

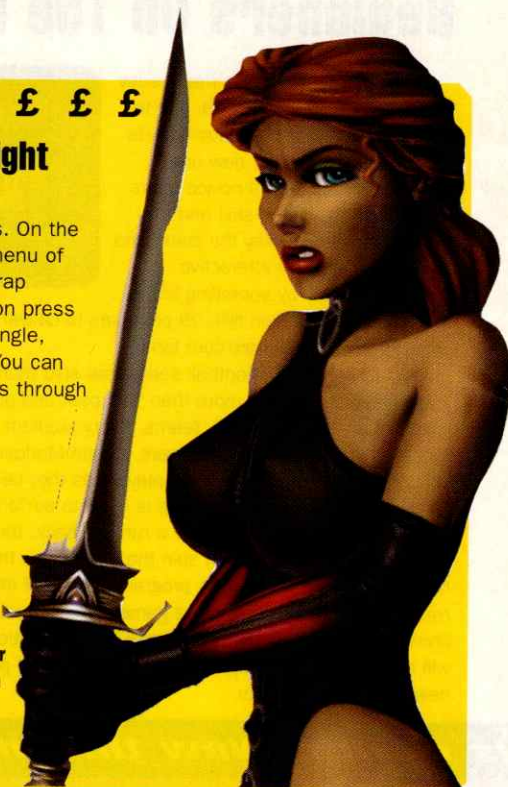
£10 winner

Try this. On the main menu of Deathtrap Dungeon press

L1, R1, triangle, triangle, square, O, R1, L1. You can now access all levels through the load game option.

Paul Johnson,
Dunfermline, Fife.

● Combine this with our monster guide and you can't fail to succeed. It's an instant tenner for you, Paul. Get down to the offy and spend the lot. On crisps.



Mapping The Future

Dear Big Mack

I would like to know when the next game from Oddworld is being released, and are there any cheats to Syndicate Wars since I am stuck at the 18th level?

Sigurd Persson, Copenhagen, Denmark

● Well, you sound desperate. The next Oddworld game, Abe's Exoddus isn't one of the sequels we expected. It's more of a rehash due to demand featuring Abe and more of his rescuing antics. It should appear some time in the autumn. Syndicate Wars, eh? Here are some handy hints which should wipe the tears from your eyes: Press up, up, down, down, left, right, X, O to obtain all weapons. Do this during the intro. A gunshot will sound if entered correctly. If not, don't shoot me.

Super Scenarios

Dear Big Mack

To play as Hunk and Tofu on Resident Evil 2 all you have to do for Hunk is complete either Leon or Claire's second scenario saving less than 12 times with an end time of less than two

hours 30 minutes. You'll then be able to save the 4th survivor data to your memory card and play as him.

To play as Tofu you must complete either character's first and second scenarios in less than three hours, play again and complete the other character's first and second scenarios in less than three hours. Then play once more with any character and complete their first and second scenarios again in under three hours - each time the game must be saved less than 12 times. When these six scenarios have been completed you'll be able to play as Tofu Unlimited Weapons.

By completing RE2 in different ways with rankings, you'll be awarded a special weapon with infinite ammo for the next game. If you achieve this, the special weapon will appear after you open the first chest in the next game. Here's what you can get...rocket launcher: Complete either character's first scenario in under two hours 30 minutes with an A or B ranking.

Getting Gun: Complete either character's second scenario in under two hours 30 minutes with an A or B ranking.

Machine Gun: Complete either character's second scenario in under three hours

Win a wheel!

Top Cheat Jason scoops this month's goodie bag

Dear Big Mack

Before I start I would like to say your magazine is the best and I will buy it every issue. Anyway, I have found cheats for some games, and here they are:-

Spider: To shrink the spider all you have to do is pause the game and press triangle, square, circle, triangle. To recharge all weapons and energy pause the game and press triangle, cross, cross, cross, circle, cross, square, triangle, cross, triangle, circle.

G. Police: When you write that cheat code was PANTALON it is. But you have to go to the training screen, and where it shows the mission you can just go down and you will find the Secret Mission. In the password screen enter SUPERCAM for a new camera angle and BENIHILL for the high speed traffic. For invincibility on the mission briefing screen hold L1 + R1 + L2 + R2 + O + triangle + square and press left. A sound will follow confirming that you have done it right.

Jason Francis, Clacton-on-Sea, Essex.

● Thanks for the tips. Something a little different for a change. You've earned yourself some goodies in the form of pads and steering wheel for your troubles. And no, I wasn't influenced by all that smarmy crap about the mag.



One lucky reader each month will win **THE ULTIMATE ESSENTIALS FROM GAMESTER!** Officially the UK's best-selling range of video game accessory essentials, Gamester is offering the winner of the top cheat a bumper stash of PlayStation gear to give you the competitive advantage in your next full-on gaming marathon. The lucky reader will win: **PSX Steering Wheel** complete with foot pedals, **PSX II Joypad** complete with Turbo and Auto Fire features, **PSX 1Mb Memory Card**. Cheat entries should be sent to PlayStation Zone, Rayner House, 23 Higher Hillgate, Stockport SK1 3 ER if you want any more information on the Gamester gear, check out their web site at www.leda.co.uk

with an A or B ranking.

Darren Anderson, Northam Bideford, North Devon.

● Quite a widely known bunch of cheats, so don't think you've found the meaning of life. However, they're handy for those who missed them the first time round, so you've probably made somebody happy.

Terrific Tekken

Dear Big Mack

I missed the first issue of your mag and caught the second. Cough, cough, splutter! I found you have playgirls of the month. Lovely picture of Nim Soo Sun of Forsaken.

Anyway, I would really like to thank your mag's one and only Simon Cowley for the great list of Tekken 2 moves.

Michael "The Dirk" Doyle

● You should see Lara after a Saturday night six-pack. Unfortunately for you, the female frame doesn't get the



centrefold treatment this month. Andy felt that his Zonies needed the rest. But keep watching.

Weapon Build-Up

Dear Big Mack

I've got a cheat for all Command & Conquer Red Alert fans. Press Triangle to highlight the sidebar and highlight the following buttons to get some weapons grade cheater.

Money - square, square, circle, cross, triangle, circle.

Atomic bomb - circle, cross, circle, triangle, square, triangle, square.

Chronoshift - triangle, circle, circle, square, square, cross.

Win level - cross, square, square, circle, triangle, circle.

Reveal map - square, triangle, circle, cross, triangle, square.

Allies passwords - 1, PJ10C3I EW; 2, EC5NATHU; 3, 9BFVYZA8; 4, P4XS4CZVC; 5, FMNAE6U08; 6, 7XIQWAKQI; 7, WPLAGLJ2G; 8, 4TNT8RJ21; 9, FZOZY7ZQA; 10, X9FJZVJZI; 11, 5RNHTXLR; 12, 7VEWVT09; 13, OLHDAPYHL; 14, 7LE3FDV.

Soviet passwords - 1, 17DUXFJ6C; 2, VMBWOQ284; 3, XN37MCCSO; 4, LH06FZZQL; 5, BUUV20LFF; 6, AVYQ10YA8; 7, LZRJTMQAN; 8, YQX4C9GFH; 9, 1QES08LEO; 10, RKPOUOXJA; 11, CDLYL7Q4; 12, 8T5GGDK25; 13, X5CDEOKN8. **Stephen Williams, Gillingham. Kent.**

● Your assistance should keep

megalomaniacs everywhere very happy indeed. I hope you never get your fingers on the real thing.

Wizard cheat is spot on

Dear Big Mack

This is the coolest mag ever, and I love it. Anyway, check this out for Bust A Move 2: Another World Mode.

At the selection screen enter R1, U, L2, D. A little green wizard will appear in the bottom right of the screen to show you the cheat has worked. The single-player story mode should now read "Another World" which contains different, more challenging levels.

Keith Rhys Thomas, Ammanford, South Wales

● We try to keep everybody happy around these parts so this puzzle classic is a worthy try for the tenner. But not quite. I'll drink to your next attempt.



Colin McRae Rally – Codemasters

Dirt, we want to be caked in dirt. And our wish is finally granted by the Codies and their truly awesome Colin McRae Rally. V-Rally and Rally Cross have already set the standards which other rally releases had to follow and now we have the next step up in pure driving excitement.

Developed by the same team responsible for the massive selling TOCA Touring Cars the calibre is already recognised and many of the elements which made their Touring Car so spectacular have returned. Not least the realistic car handling and true racing feel. Add to this

the staggering graphics which are so detailed you can actually see the mud gathering on your paintwork as you power around the constantly winding circuits and you do have something just a little special.

The top drivers and cars are contained for authenticity so you can grab your car and drive against the ultimate racers with cars you'd consider to be just that little bit too quick for the environment they're in. The roads are bouncy, twisty, more than a little slippery and most importantly narrow. This is why you will need to become some kind of driving demi God to make your progress through the different stages.

The courses are split into six different segments so you must produce the goods through every stage to stay high in the



with only the time checks to see how you're progressing.

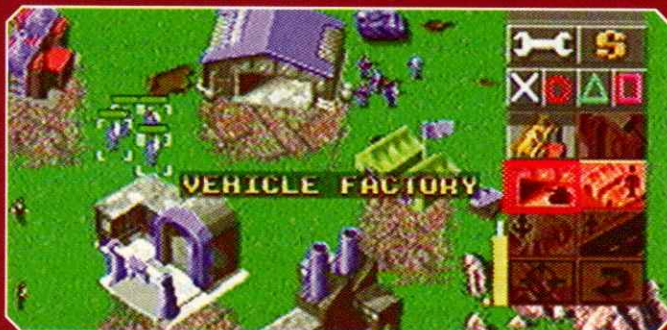
Containing several views including a very bouncy inside view there really is no rally racer as realistic as this. And this is up against some of the best driving games around. V-Rally can now take a well earned rest, the champion has arrived. As for Tommi Makinen. Well...

rankings. Although you get the feeling you're alone with only the dirt and trees for company you actually compete against fifteen other drivers but you will never see them in the flesh. Just as in real rallying you set off intermittently so you have to floor it and get the best time you can

Rated: ★★★★★



Preview + Preview + Preview + Preview



COMMAND & CONQUER: RETALIATION– Virgin

The demand for Command & Conquer releases never ceases and so we now have retaliation which adds more tactics and more mayhem to this ever improving series. Containing many new units and more cunning opposition the challenge will leave many numb. Pencilled in for a September release the waiting is soon to be over.



SCARS – UBISoft

It's time once again for some futuristic racing. Set in the year 3000 the world is run by computers who race for enjoyment. Battling across the globe there are nine race courses encapsulating a total of fifty four tracks. With the option of up to four players racing at any one time this looks like it could set the pace.

Women

~

Nancy Boys

~

Lefties

~

Transvestites

~

Beginners

~

Foreigners

~

Hooligans

~

Punks

AND

Weirdos

**All
WELCOME**



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Bring back Maggie Thatcher, eh wot?"

*PLAYSTATION PRO



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WCW Nitro – THQ

Good old wrestling. One minute you can't get away from the stuff and now you barely see it anywhere bar cable channels.

That's not to say it's any less popular than before. It's just moved with the times and drawn new breath.

And with it we have the most complex wrestling game yet. Incorporating 20 WCW and NWO wrestlers such as Lex Luger, Randy Savage, Sting and Ric Flair as well as several hidden characters there's plenty going on.

Getting to grips with the moves for each of the characters is a task on its own and will take more than a few plays to be familiarised. This is a major fault since the instant appeal to players just isn't there. But perseverance does pay off in the end.

The bouts take place both in and out of the ring as you'd expect but you have to spend a majority of your time in the ring.

Stay outside too long and you're disqualified.

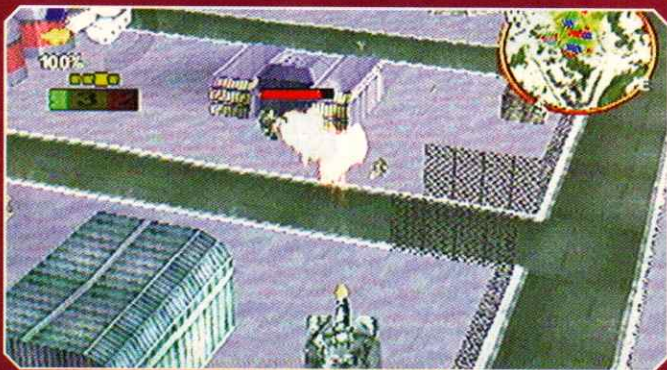
While this is showbiz for big blokes with tight outfits, the actual sporting element takes a back seat. The only thing you must do to win is either pummel your opponent with drops, throws, kicks, punches or hold them down to the canvas for three seconds.

To sum it all up, beat 'em-up fans will find it appealing and wrestling fans will love it. It's difficult to see anybody else succumbing to its charms in the long term.

Rated: ★★★★★



Also available now...



WAR GAMES: DEFCON 1 – Electronic Arts

Addicts of strategy games such as Command & Conquer, Nuclear and Soviet Strike will undoubtedly be impressed with this varied combat thriller. Taking in many locations across the globe you must battle through each level using a range of combat vehicles like helicopters and jeeps. Each mission contains several objectives and these must be met in sequence to make any progress.



MEN IN BLACK – Gremlin

A disappointing movie licence which promised much but fails to deliver the goods. Will Smith and Tommy Lee Jones certainly look the part but the slack gameplay and dodgy puzzles fail to reach the standards set by Resident Evil. The success of this game is guaranteed due to its high profile but anybody expecting this to emulate the movie success is sadly misguided.



Road Rash 3D – Electronic Arts

Just about everybody will have come across Road Rash at some stage in their lives and now it makes its 3D debut on the PlayStation. Although we saw a version of Road Rash quite some time ago which included some tunes from bands like Soundgarden and Swervedriver this latest version dispenses with the grunge and gets down to some serious biking. Although it sticks to its formula of buy a bike, race it, gain money and buy a better bike the question needs to be asked as to why no major improvements have been made. Sure we now have some beefy 3D bikes but maybe a little extra clout should have come into it.

Controlling the bikes themselves can be quite a tricky affair until you get to know exactly what your bike can and can't do. Your steering is surprisingly laboured and, as older players will remember,

avoiding the oncoming traffic and the attentions of some eager police vehicles was never that simple in previous excursions.

To help you make your progress you can pummel the other riders until they take a tumble or steal their weapons and turn them against their owners. At least that's the theory behind it. Now it's next to impossible to knock anyone from their bike so it has become more

of a straightforward racer.

Although there are a few elements which have begun to tire the 3D element has proved that there's life in Road Rash yet. One day they'll make it so sublime it will be unbeatable. Let's hope it's soon.

Rated: ★★★★★



VIGILANTE 8 – Activision

Although it's a blatant rip off of the Twisted Metal releases Vigilante 8 comes highly recommended. With the seventies influence included on top of the stunning graphics and the fluid gameplay it's difficult to see how this can be bettered. Equally as gripping as Twisted Metal and containing many hidden extras this breathes more life into the already splendid driving battlers





VS - THQ

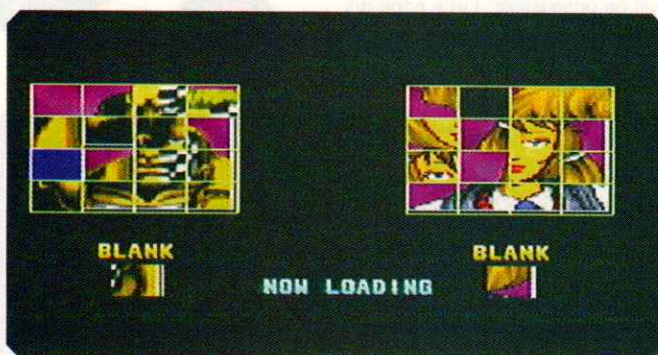
There are no prizes available for guessing exactly what this is all about. If there are no fists and no dirty fighting involved then this is the most ill informed game title ever. As it stands however, it's quite possibly the most appropriate (and shortest, except for D) title ever.

The streets of LA are awash with lawlessness and survival of the fittest is the order of the day. Sixteen rival gang members battle it out on the streets of Chinatown and many other varied locations. There are many moves and combinations you must get to grips with if you're to make any kind of progress and although it's no world beater it does look and play rather well. There are four different gangs to choose from - Campus, Beach, Hoods, and Streets and these will do battle throughout the game. Not too sure



about exactly how politically correct it all is but nonetheless it's here and it's time to kick ass. While it does contain punches, kicks, throws and the like it does have one major flaw. Its main failing is its lack of jumping attacks. Your fighter stays on terra firma the entire time so the lack of spectacular aerial attacks seems a little odd when compared with everything from Tekken to Masters of Teras Kasi to Soul Blade. Already in the shops it's well worth taking a look at if you see it for hire anywhere, otherwise you should be very cautious about how you spend your money.

Rated: ★★★★★



Zone Recommended games

- | | |
|-------------------|-------|
| Everybody's Golf | ★★★★★ |
| Resident Evil 2 | ★★★★★ |
| Gran Turismo | ★★★★★ |
| World Cup '98 | ★★★★★ |
| Tomb Raider 2 | ★★★★★ |
| Colin McRae Rally | ★★★★★ |
| Micro Macines v3 | ★★★★★ |
| TOCA Touring Cars | ★★★★★ |
| Theme Hospital | ★★★★★ |
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Warhammer: Dark Omen

Have you got the guts to spill your guts on the battlefield? Well, you're in the army now in Warhammer so get fighting



Take on the roll of Commander Morgan Bernhardt and lead your mercenary army across the Warhammer World in a desperate bid to rid the land of the

evil Dread King and his unholy armies of the Living Dead. Your campaign will take you to the far corners of the land and will require you to face an ever growing army of Skeletons, Wights, Zombies and many other horrors. JONATHAN EVES gives you this guide to help you build up your battle tactics and send the Living Dead back to the grave.

Tips & Tactics

Your Army

At the start of the campaign you'll start with a basic army comprising of a unit of Cavalry, a unit of Infantry, a unit of Crossbows and a Cannon and crew.

As you progress through the game you'll meet various people who will ask for your help. If you help them often you will be rewarded with new troops or magic items so it's important to agree. As you gain new units you can find out their strengths and weaknesses by clicking on the troop roster, if you then click on the units icon at the top of

the screen you will be given that unit's information.

Knowing the strengths of each unit will influence your decision on which ones to field so it's worth having a good look whenever you gain a new unit. If you do suffer heavy casualties you'll be able to buy troops back at the end of each battle. However, avoid losing a whole unit completely as you won't be able to buy them back. The best method to adopt is to save the game after each battle, you can then replay your current battle if you lose a unit or two.

The Basic Army



1 The Grudgebringer Cavalry, the bread and butter of your army. **2** The Grudgebringer Infantry, loyal and reliable. **3** The Grudgebringer Crossbows are possibly the most lethal unit in your army. **4** The Grudgebringer Cannon are also deadly but not as reliable as the Crossbows.

The Grudgebringer Cavalry

The Grudgebringer Cavalry are your best hand to hand combat warriors, they are well armed crack troops. They ride on massive war-horses which allow them to travel at great speeds. They are lead by Commander Bernhardt who is armed with the mighty Grudgebringer Sword. If this unit is destroyed your campaign is over.

The Grudgebringer Infantry

The Infantry are your basic hand to hand combat troops. They are both highly armed and skilled warriors and are totally loyal to Commander Bernhardt. They are incredibly handy troops to have and are relatively cheap to replace so you can afford to send them into the thick of the action to do much of your dirty work.

The Grudgebringer Crossbows

The Crossbows are one of your most important units and will often have the highest kill ratio on the battlefield. They are armed with powerful long range Crossbows which allow them to attack the enemy from great distances. Their only drawback is that they require a line of sight so bear this in mind when you deploy them.

The Grudgebringer Cannon

The Grudgebringer Cannon is a powerful piece of Artillery capable of crushing enemy units with just a few hits. At the start of the Campaign this weapon will be a life saver so make sure you protect it well. Again as with the Crossbows you need a line of sight but you can't move it once the battle has started.

Passwords

Chapter Skip

At the main menu select options and press **R2, R1, L2, R2, R1, R2** and select resume



Battle Skip

At the deployment screen press select, then press **R1, R1, L2, L2, R1, R2**



Extra Cash

At the deployment screen press select, then press **R1, L1, R1, L2, R1, R2**



Touch of Death

At the deployment screen press select, then press **R1, L1, R2, R2, R1, R1**



Faster Reload

At the deployment screen press select, then press **R2, R1, R2, R1, L2, R1**



Select Opponents

At the deployment screen press: select, then press: **L2, L2, R2, L2, R1, R1**



Small Heads

At the deployment screen press: select, then press: **L2, L2, L2, L2, R1, R2**

1 The Skeleton mining operation. **2** Yet more Skeleton hard at work digging for the jewel. **3** The evil Necromancer who freed the Hand of Nagash, what was he thinking? **4** Zombies are easily impressed. **5** The Hand of Nagash is a magical chariot of the Undead. **6** It's crew consists of three powerful Necromancers so beware.

To view the FMV sequences

The Liber Mortis

At the main menu Press: **●, ▲, ■, ➡, R1, R2**

Carnstein and Jewel

At the main menu Press: **R1, ▲, R2, R2, ■, R1**

The Hand of Nagash

At the main menu Press: **R2, ◀, R2, ↑, ↓, ◀**

The Black Grail

At the main menu Press: **◀, L1, ●, L2, ▲, R2**

The Long March

At the main menu Press: **R1, L2, ▲, ■, ◀, R2**

Victory

At the main menu Press: **L2, ➡, ■, ➡, R1, R2**

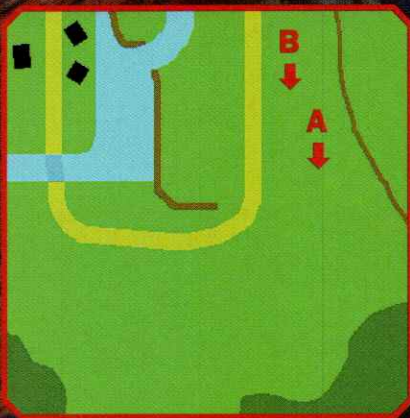


1 Concentrate your initial fire on the approaching Night Goblins. **2** Once the Infantry are on the run you can start on the Goblin Archers.

Mission 1 The Trading Post

The first mission requires you to defend the Trading Post from the advancing Night Goblins. Start off by placing your Cannon to the right of the deployment box, this will allow you to open fire as soon as you start. Next to the Cannon place your Crossbow regiment, they can then cover the Cannon crew as the Goblins close in. Your Cavalry and Infantry should be placed to the right of the Cannon, they can then be sent in to mop up any remaining troops who make it through your barrage of shots. The Goblins will attack in two waves so don't get caught out by advancing your troops too far.

Start off by aiming your Cannon at the Goblin Infantry, once they're in range get your Crossbows to fire on them as well. If any are left by the time they get close stop your Cannon and Crossbows and send your Cavalry in to finish off any survivors. Next aim your Cannon at the Goblin Archers, you can also advance your Crossbows into range to help finish them. Once you've destroyed the second unit the second wave will advance so simply repeat the process for an easy victory.



Wave 1

Night Goblin Archers 14
Night Goblins 16

Wave 2

Night Goblin Archers 14
Night Goblins 16



Mission 2 Altdorf

Mission 2 requires you to ambush an Ork Warband. The Orks will approach from the north and follow the path south, once they spot you they'll start to make their way towards your units. Ignore the deployment box to the left, instead place your units at the back of the right box. Place the Cannon so that it can open fire immediately on the larger of the two units of Ork Boyz.

Again, place the Crossbows next door to provide covering fire. Send Carlson's Cavalry to the raised area on the eastern side where you'll find the Ork Archer Boyz are heading, engage them then return south to offer support. Place your Infantry and Cavalry to the right of the Cannon, as soon as any units look like they're getting too close you can charge them and finish them without a problem (remember to stop your Cannons and Crossbows firing when you're fighting in hand to hand combat or you'll take out your own troops). The second attack wave will come from a small unit of Ork Boar Boyz. However, you should be able to crush them before they even reach your positions using the Cannon. If using the Cannon isn't proving successful then finish them off with the Crossbows.



- 1 Support your Cannon with the Infantry and Cavalry on either side.
- 2 Once you've dealt with the first wave of Orks it's just a simple matter of taking out a single Boar Rider regiment.

**100%
zone
CHECKED**

A = Wave 1
Ork Archer Boyz 15
Ork Boyz 15
Ork Boyz 9

B = Wave 2
Ork Boar Boyz 8

Mission 3 The Border Princes

Mission 3 will be the first time you have to fight the Living Dead. It is vital to make sure you hammer the Hero button as hard as you can here, this will help prevent your troops retreating and will make you more effective in hand to hand combat. The Undead will approach the town from the north east corner. This will give you plenty of Cannon shots to weaken them before they reach your main forces. Place the Cannon to the left of the deployment box with your Cavalry next to it to protect its crew.

Open fire as soon as you can on any approaching units until they are in Crossbow range, then target the next unit back, repeat this process and you will seriously weaken the attacking force. To the right of the Cannon place your Crossbows and the Bright Wizard, as soon as any Undead units approach open fire with arrows and spells. If the units look like they're getting through your barrage of shots send in the Cavalry and start hammering the Hero button, you'll then find that you'll finish them off in no time.

The Undead will attack in two waves so concentrate on the closest unit until they're dead or running away, then turn your attentions to the next enemy unit. Remember that if a unit is taking a long time to win a round of hand to hand combat they're probably struggling so back them up by sending in another unit.

3 As each wave of the Undead appear fire on them with your Cannon, then as they get close switch to the Crossbows and fire your Cannon on the next unit back. 4 You should be aiming to weaken each unit before it gets too close, you'll then find it easy to get them on the run.



A= Wave 1
Zombies 18
Zombies 18

B=Wave 2
Ghouls 14
Zombies 15
Ghouls 12
Zombies 14

Mission 4 Brigand Attack

The Brigand Attack is Mission 4, which differs from the previous levels due to the fact that you'll be attacked from 3 sides. However, don't panic or you'll be forced into making fatal mistakes.

Place the Cavalry on the left side of the deployment box, then send them over the hill to the left and destroy the Brigand Archers before they move into position, to help you finish them off quickly keep using the Grudgebringer Sword and you'll soon have them on the run. After you've defeated them return to the rest of your army and offer support where it's needed. Place the Cannon in the centre of the box on the path and open fire on the Brigand Swordsmen to the north. Place the Crossbows to the right behind the Cannon, this will allow you to later swing the Cannon around to take out the units to the east. Place your new bowmen behind the Cannon and get them to take out anyone who comes close. Place the rest of the units to the right and send them to the top of the hill on the right, at the top you'll find another set of Brigand Archers and a Necromancer to kill. Concentrate on the Archers and the Necromancer will run off.



1 When dealing with the Brigand attack the secret to success with few casualties is to get your troops to the enemy positions early. **2** Get your Cavalry to charge up the hill on the left at the start of the battle and you'll be able to take out the enemy Archers before they get a shot off.



A = Wave 1
Brigand Swordsmen 14
B = Wave 2
Brigand Archers 14
C = Wave 3
Brigand Swordsmen 14
D = Wave 4
Brigand Swordsmen 14
E = Wave 5
Brigand Archers 14
Necromancer 1

Mission 5 Bogenhafen

If you decide to stay and help fight the Undead raiders in Bogenhafen you'll find your troops in the middle of the town. As before the Undead will approach from all directions so choosing the right starting positions is vital. If you try to surround the building in the centre you'll find it extremely difficult to keep an eye on what's going on, instead guard one side (the left side is good) and draw the enemy towards you. Place the Cannon on the edge of the deployment box so you can swing it around as you need to without worrying about hitting your own troops. Place your Crossbows facing north with the Archers standing behind them, they will then be able to deal with any units approaching this side. Place the Infantry, the Bright Wizard and the Countess' Guards to the south of the building to deal with the Zombies marching from the south east. Then use the Cavalry to help out any units in trouble and to take out the Skeleton Archers who will appear halfway through the battle. It's vital to deal with the Skeleton Archers as soon as you see them, otherwise they'll nail your Cannon crew.

3 It's not worth trying to cover each side of the attack, instead concentrate on a small area and you'll be able to keep a better track of the battle. **4** Try to hold your positions for as long as possible, this will allow you to get the maximum number of shots in before the enemy close on you.



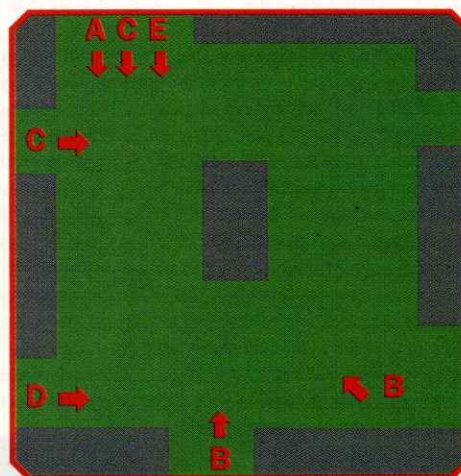
A = Wave 1
Zombies 12
Zombies 14

B = Wave 2
Zombies 15
Zombies 16

C = Wave 3
Skeleton Warriors 16
Skeleton Warriors 15

D = Wave 4
Skeleton Archers 18

E = Wave 5
Necromancer 1





Mission 6 Helmgart

If you decided to stay and help the town of Bogenhafen the castle at Helmgart will be overrun with the Undead, forcing you to recapture it. Place your Infantry on the right side of the deployment box with the Cannon next to them. Then place the Crossbows and the Archers next to the Cannon, this will allow you to crush any enemy unit that approaches.

Start off by targeting the two units of Skeleton Archers on the raised section of rock using the Cannon, this will either destroy them or force them to retreat allowing you to use the land below without worrying about coming under fire. As each wave of the Living Dead are destroyed march your Cavalry forward to reveal the next enemy units, then retreat behind your lines and let them have it with Cannon shots and volleys of arrows. If you don't help the town of Bogenhafen you'll have to defend the castle from the same units of Undead. This is slightly more tricky as there is less time between each attack wave. If you successfully defeat the Undead you'll be rewarded with a potion of strength, however, you'll lose the Helmgart bowmen so don't bother spending cash to replace troops after the battle.

1 When storming the castle use your Cavalry to tempt out enemy units. **2** As soon as you see the Skeleton Horsemen open fire with all available units, you need to weaken them before they reach your positions.

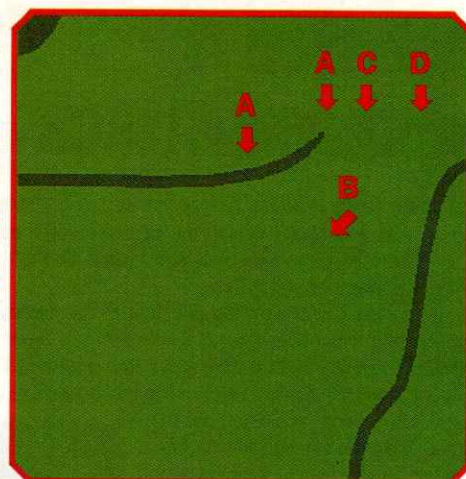


A = Wave 1
Skeleton Archers 12
Skeleton Archers 11
Zombies 14

B = Wave 2
Zombies 16
Zombies 18

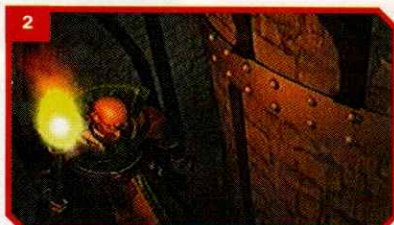
C = Wave 3
Necromancer 1

D = Wave 4
Skeleton Horsemen 12
Skeleton Warriors 15



Mission 7 Axebite Pass

Start by placing your Cannon to the right of the deployment box, this will allow you to open fire immediately on the two units of Skeleton Archers. Once they've been destroyed or pushed back order the Cannon to halt and start to advance your troops around the first bend. Advance all the troops together so if there is an attack you can deal with it quickly and efficiently. March the Cavalry, the Dwarfs and the Infantry up the left side of the pass and march the Crossbows up the right side to lay down covering fire if it's needed. Use the Crossbows to take out any remaining Archers and the Necromancer when he appears. It is then just a simple matter of mopping up the rest of the enemy Infantry, you'll then be given the Enchanted Shield. The only enemy units to really look out for are the Wights, they will attack in two units and can take a lot to defeat. As soon as you see them you should send in your Cavalry and hit them with the Grudgebringer Sword to inflict maximum damage. In between firing the Sword you should build up the Hero gauge to full which will keep your casualties to a minimum and prevent your troops running from the enemy.

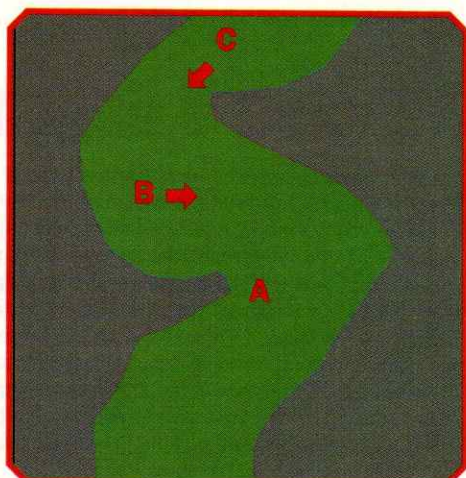


1 Once you've dealt with the Skeleton Archers march all your units around the first bend, remembering to keep the Crossbows on the right.
2 If you defeat the Undead in Axebite Pass you'll find out about the Liber Mortis.
3 The Liber Mortis will tell you of the three quests you'll need to complete.

A = Wave 1
Skeleton Archers 12
Skeleton Archers 14

B = Wave 2
Wights 9
Zombies 8
Skeleton Warriors 14
Necromancer 1

C = Wave 3
Zombies 19
Wights 7
Skeleton Archers 15



Mission 8 Great Forest 1

Mission 8 takes place in the Great Forest, the Undead are waiting to ambush you so be ready for a few surprises. Place your Cannon in the centre of the deployment box at the back so you'll be able to get plenty of shots in before any enemy units get too close, then place the Crossbows and the Bright Wizard either side to provide covering fire. To cover the Bright Wizard place the Infantry next to him, if any Undead get too close for comfort you can send them charging in. Each wave of attack will come once you can see the first enemy unit. Use your Cavalry to march forward, then as soon as you see any of the enemy units retreat to the rest of your army and open fire with all your Artillery. This tactic will work fine for the first two waves of the ambush and shouldn't prove a problem. The third wave of the ambush will be made up of Skeletons and Mummies. The Skeletons are easy to deal with using the Crossbows and Cannon, however, the Mummies are extremely hard to defeat. The best weapons against them seem to be fire based so hit them with plenty of spells from the Bright Wizard, then send your Cavalry in using your Grudgebringer Sword.

The final wave comprises of Skeleton Warriors and Wights. To defeat Wights target them with your Crossbows until they've reached your positions, then charge them both with your Cavalry and Infantry. They'll take a lot to beat but it's worth it as you'll receive the Banner of Defiance.



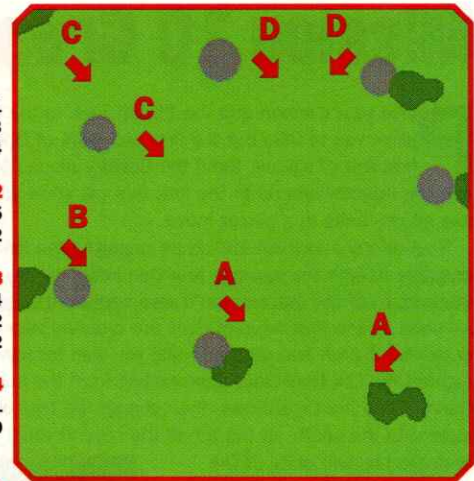
1 Work your way forward slowly as there are plenty of units of Living Dead waiting to leap out on your unsuspecting troops. **2** Try to keep your Crossbows back to lay down covering fire.

A = Wave 1
Zombies 13
Zombies 14

B = Wave 2
Skeleton Archers 15
Skeleton Warriors 12

C = Wave 3
Mummies 4
Skeleton Archers 12
Skeleton Warriors 12

D = Wave 4
Skeleton Warriors 11
Wights 10



Warhammer: Dark Omen

Mission 9 Great Forest 2

Mission 9 is yet another ambush, although you'll be given a couple of new units to aid you in your quest, Imperial Greatswords and Flagellants. Place your Cannon and Crossbows facing west.

As soon as you see the Shaman let him have it with a quick volley of arrows, then concentrate on the Archers approaching from the west. Within a couple of shots you'll soon have the Goblins on the run so don't panic if it looks like they're getting too close. In the meantime march your Infantry and the Flagellants to the east, you'll then be able to deal with any units approaching from the south east before they get into dangerous positions. Use your Cavalry to protect the northern side and to support any units who are looking in trouble.

The only units you need to spot early are the Goblin Fanatics. They move extremely

fast and can devastate whole units. As soon as you see them you should order your Crossbows to open fire, with a bit of luck you'll cut them down before they reach you. You'll also meet your first Giant Spiders and Scorpions here, they're not too hard to deal with but you need to watch out for your troops fearing them. The best method for dealing with them is to send in the Flagellants or a unit carrying the Banner of Defiance.



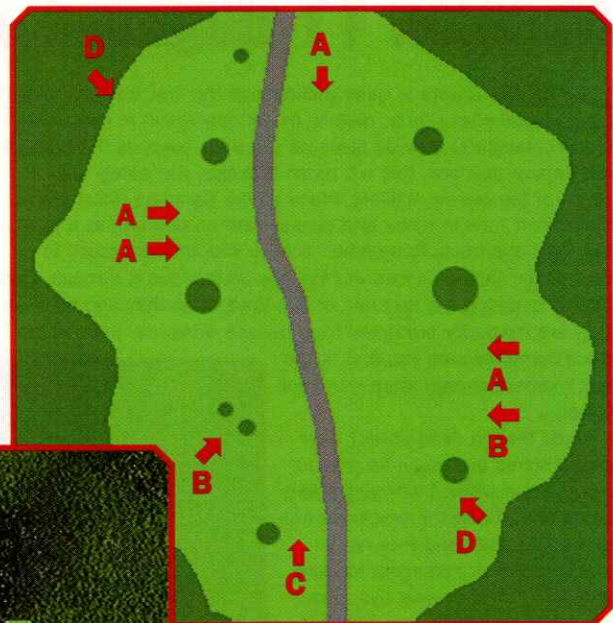
A = Wave 1
Night Goblin Archers 23
Night Goblin Archers 20
Giant Scorpion 1
Goblin Shaman 1

B = Wave 2
Giant Spider 1
Giant Scorpion 1

C = Wave 3
Goblin Fanatics 3

D = Wave 4
Night Goblins 21
Night Goblins 18
Giant Spider 1

3 The Night Goblin attack will come from all around so stick to a tight formation at the start.



ISSUE 3



Mission 10 Great Forest 3

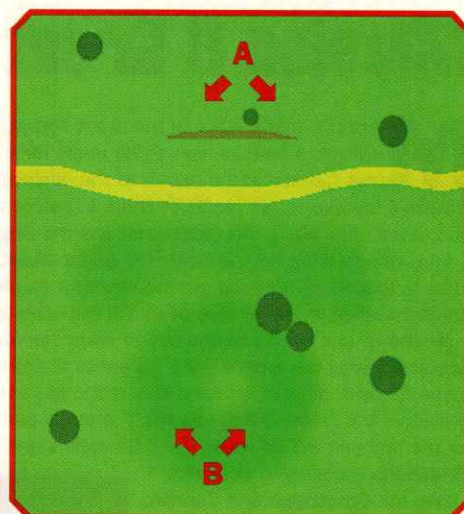
Place your Cannon and the Steam Tank to the left of the mound, this will allow you to take out the first two units of Orks before they reach your first row of troops. Send the Cavalry around to the right of the mound and the Infantry around to the left, this will allow you to trap the remaining two enemy units in a pincer move.

Your primary concern should be engaging the Ork Archer Boyz as soon as possible to limit the damage they can inflict on any of your units waiting at the bottom of the mound, you'll also capture the Banner of Wrath from them. As soon as the first wave of Orks are crushed return all your troops to the deployment area and regroup while you wait for wave two. Once you've sighted the Ork Boar Boyz approaching from the south west open fire with the Cannon and the Crossbows, then charge the rest of your units towards the mound to the south. At the top of the mound you'll find an Ork Shaman protected by two units of Ork Archer Boyz. Although your main target should be the Shaman you'll find that engaging all three units at once will minimise your casualties, then as your units defeat the enemy get them to assist the others and you'll be able to defeat them much more quickly.

1 Keep your Crossbows and Cannon to the left of the raised area to take out any advancing Orks. **2** Once the battle starts send a couple of units around the right side of the raised area, this will allow you to catch them off guard and take out the deadly Archers.

A = Wave 1
Ork Biguns 12
Ork Biguns 11
Ork Biguns 9
Ork Archer Boyz 11

B = Wave 2
Ork Boar Boyz 6
Ork Archer Boyz 12
Ork Archer Boyz 9
Ork Shaman 1



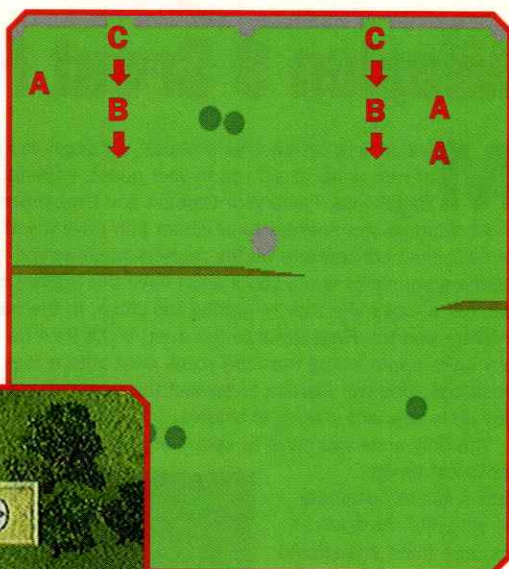
Mission 11 Blighted Towers

Blighted Towers is quite a challenge the first time you play it so take your time, rushing in will only result in massive casualties. Instead place all your units towards the back of the deployment box, this will mean that they are safely out of reach of the enemy Artillery. Place all the Cannons, Mortar and the Steam Tank in a row and concentrate on one unit at a time as the Orks approach. Remember to have your infantry ready to defend the Cannon crews in case any units make it through. Don't bother targeting the first unit of Ork Boyz when they approach as they are magically protected from missile weapons. Instead let them come towards you and at the last moment charge them with your Cavalry.

Once they're dead collect their magic shield and you'll be able to move about without worrying about being shot. Once the first wave has been defeated send your newly shielded Cavalry charging forward until you can see wave two, then retreat to your lines and wait for them to come into range. After you've defeated the majority of the troops send all your units marching forward and attack the enemies Artillery positions. To avoid taking massive casualties get your Cavalry to lead the attack (or whichever unit you've given the Shield of Ptolos to) as the enemy will only fire on the closest regiment.

A = Wave 1
Ork Biguns 12
Ork Biguns 11
Ork Biguns 9
Ork Archer Boyz 11

B = Wave 2
Ork Boar Boyz 6
Ork Archer Boyz 12
Ork Archer Boyz 9
Ork Shaman 1



1 By placing your troops at the back of the deployment box you'll be out of reach of the Ork Artillery. **2** Use your Cavalry to tempt out more Orks from the Castle.

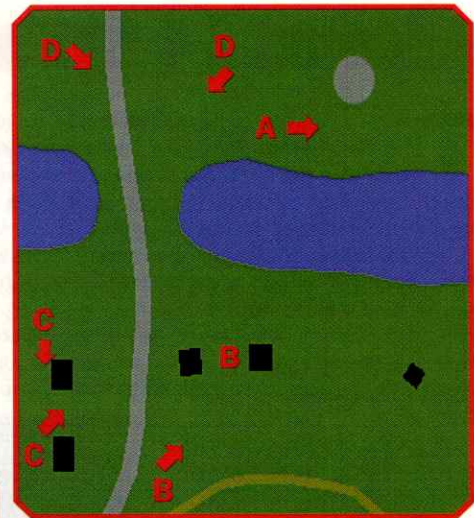
Mission 12 Sylvania

Before you begin this mission you'll have to give up one of your pieces of Artillery to the witch hunter, it's best to keep the Mortar at this point as you already have a Cannon and it will allow you to fire over the top of obstacles. Start off by placing your Cannon and Mortar on the south side of the house in your deployment box, this will ensure your Artillery is out of range of the Skeleton Archers to the north. Place the rest of your troops below the Artillery with your Crossbows, Wizard and Cavalry at the front. If you can see the first regiment of Ghouls to the west then open fire on them with both your Artillery and Crossbows, once they have been destroyed you can then concentrate on the archers to the north. Each wave of attack is triggered by you advancing so move your Cavalry forward until you have sighted the next enemy units, then retreat to the rest of your troops and let them have it with the Cannon, Mortar and Crossbows. The Wraiths are particularly tricky to kill using traditional weapons so concentrate all your shots on the Ghouls. Instead hit them with plenty of spells from the Bright Wizard until they're too close for comfort, then Send in the Cavalry using the Grudgebringer Sword and hack them down, remember you also now have the Banner of Wrath to help fight them with. If you successfully complete the mission you'll find that you'll capture two new magic items, the Wand of Jet (handy for Wizards) and the Hellfire Sword.



- 1 Place all your troops below the house in the deployment box to keep them out of range of the Skeleton Archers.
- 2 Use your Cavalry to take out the Wraiths, keep hitting them with the Grudgebringer Sword and they'll soon go down.

- A = Wave 1**
 Skeleton Archers 15
 Skeleton Archers 16
 Vampire 1
- B = Wave 2**
 Ghouls 15
 Ghouls 16
 Wraiths 4
- C = Wave 3**
 Ghouls 18
 Wraiths 5
- D = Wave 4**
 Ghouls 15
 Ghouls 14
 Wraiths 4

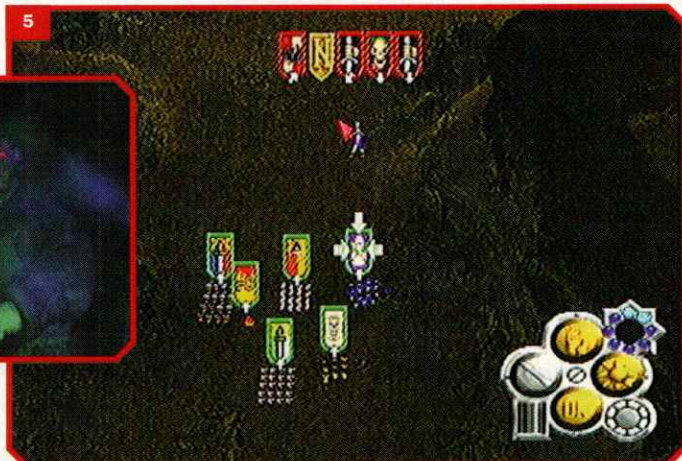
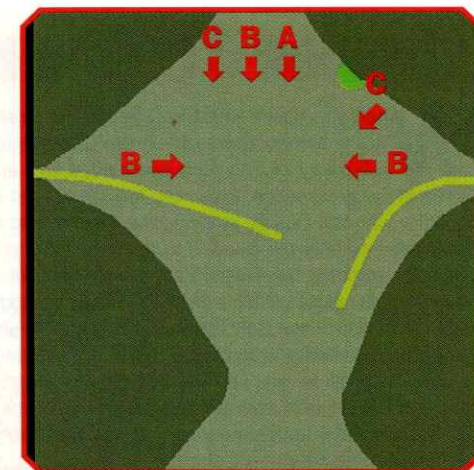


Mission 13 Castle Drakenhof

Mission 13 requires you to venture down into the tunnels below the castle and drive out the Living Dead, this means you won't be able to take your Cannon and Mortar along so be ready for a hard battle with plenty of casualties.

The key to victory here is your Wizard and the Crossbows, line them up together and flank them each side with your Infantry and Cavalry. Again, each wave of attack is triggered by advancing so try to draw all the enemy units to you rather than charging towards them. There is only one unit of Wraiths to deal with so they shouldn't prove too much trouble, just remember to hit them with plenty of spells before you crush them with your Cavalry. Manfred Von Carstein poses a major threat and should be dealt with as quickly as possible, even though he is the leader of the Undead there is nothing stopping you taking him out at the start of the battle. Don't bother trying to hit him with the Crossbows, instead send an Infantry unit charging in with the Banner of Defiance when he gets close and cut him down as quickly as possible.

- A = Wave 1**
 Zombies 11
 Skeleton Warriors 9
 Skeleton Warriors 11
 Manfred Von Carstein 1
- B = Wave 2**
 Ghouls 16
 Wraiths 4
 Skeleton Archers 11
 Skeleton Archers 9
- C = Wave 3**
 Wights 8
 Skeleton Warriors 11
 Skeleton Archers 12
 Skeleton Archers 11



- 3 When you take the castle you'll find that the Undead have been mining.
- 4 Manfred Von Carstein the Vampire, you'll need to defeat him to finish this quest. 5 Keep your Crossbows and Wizard together and nail any enemy unit that comes in range.



Mission 14 Great Forest 9

The Ork attack will come from all around so you need to be able to cover all sides. Place your Cannon and Mortar so they can fire to both the north and the east, their first target should be the Ork Arrer Boyz to the north (from this position the Mortar will also be able to hit the second wave Arrer Boyz on the far side of the river).

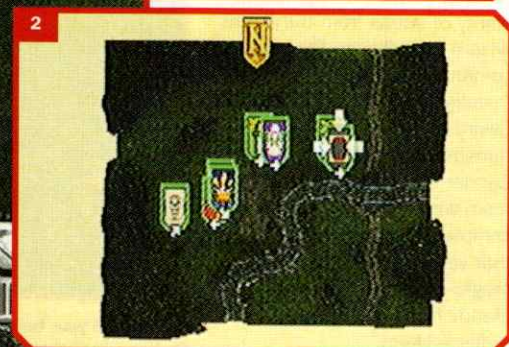
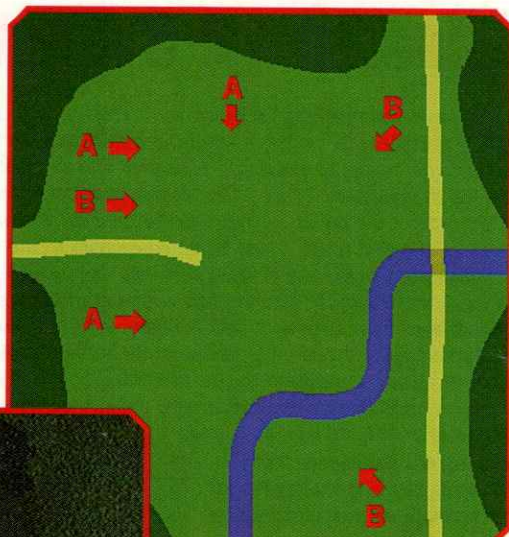
Place the Crossbows below the Artillery facing west with the Flagellants next to them to assist them if things get a bit nasty. Once you've dealt with the Arrer Boyz to the west swing the Crossbow around to cover the left flank of the Artillery. When the second wave of Boar Rides approaches take out as many as you can before they reach your positions, then send in the Cavalry and Infantry to finish them off.

When you see the second wave of Arrer Boyz to the south east move all your troops away from the river. This will put them out of range and force the Orks to walk all the way around to get in position, by which time your Mortar will have destroyed them. If any do manage to make it through stop firing with all your weapons and send the Ogres charging in, they'll crush any remaining Orks in no time.

1 Keep your units in pairs and you'll find it easy to defeat the Ork Boar Riders. **2** Remember to Keep the Flagellants and Crossbows back to defend the Mortar.

A = Wave 1
Ork Arrer Boyz 15
Ork Arrer Boyz 16
Night Goblins 18
Ork Boyz 16
Night Goblins 20

B = Wave 2
Ork Arrer Boyz 18
Ork Arrer Boyz 16
Ork Boar Boyz 12
Ork Boar Boyz 11
Ork Boar Boyz 15
Ork Boyz 19



Mission 15 Great Forest 11

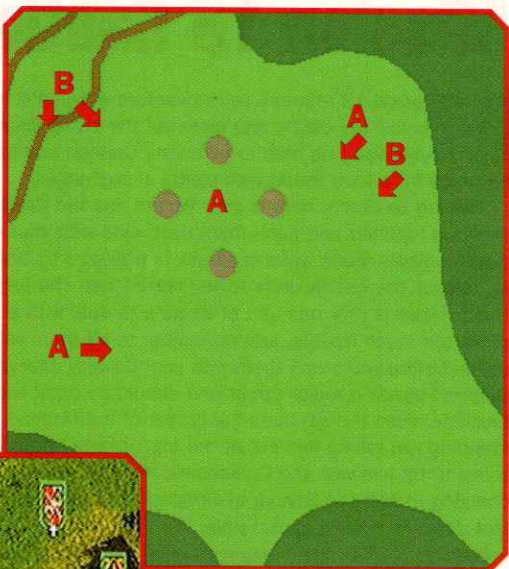
When you speak with the Ogres in the Great Forest it's worth helping them attack the Green Skin Camp as they will then become permanent additions to your army, Ogres make great allies. Place the Mortar in right deployment box together with the Outlaw Infantry, the Cavalry and the Ogres (you don't need to field the Cannon in this mission). In the left box place the Infantry, the Flagellants, the Crossbows and the Greatswords. Start off by ordering the Cavalry and the Outlaw Infantry to attack the Bolt Thrower and the surrounding Orks, also send the Flagellants in to deal with the Giant Spiders as they appear. As soon as you see the two units of Night Goblin Archers let them have it with both the Mortar and the Crossbows. When the second wave appears concentrate on the Shaman, if you take too long to finish him he'll destroy whole units with giant falling rocks.

The most effective way to tackle him is to take him on in hand to hand combat using the Cavalry or Flagellants. Once he's gone it's just a simple matter of mopping up the remaining units. If you ever need to send in a unit into a really dangerous situations use the Outlaw Infantry because as soon as the battle is over they will abandon you. They are handy for suicide runs.

3 Send the Outlaw Infantry in to do any dirty work as it won't matter if they are defeated. **4** Have a unit of Infantry on standby to assist the Crossbows if needed.

A = Wave 1
Ork Bolt Thrower 4
Ork Biguns 7
Ork Biguns 8
Night Goblin Archers 15
Night Goblin Archers 16
Giant Spider 1
Giant Spider 1
Giant Spider 1

B = Wave 2
Ork Biguns 15
Ork Biguns 16
Ork Biguns 14
Ork Shaman 1



Mission 16 Kislev 1

Yet again the Undead are waiting in ambush for your army so be ready for plenty of surprises. Don't bother using any of your Artillery as they're just sitting ducks for the Screaming Skull Catapult. Rather than playing the waiting game it's best to take the initiative and strike at the enemy hard and fast. March your troops through the pass together attacking the Undead with multiple units. You'll soon see how effective the Ogres can be at crushing Skeletons and Zombies.

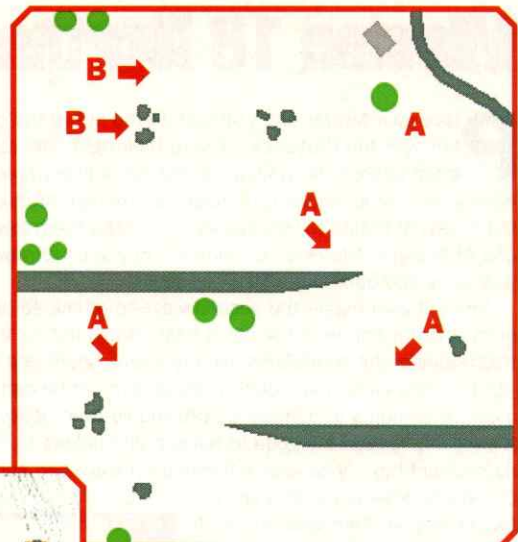
Your key targets should be the Screaming Skull Catapult, the two units of Skeleton Archers and the Necromancer. Engage all the units you meet but keep a couple of units free so that you can sneak them past and take out the real threats in the north. Once the Screaming Skull Catapult crew have been destroyed you can slow down your attack and start to play it more steady.

Regroup in the north east corner and wait for the next wave to attack. When the second wave attacks get your Crossbows to pin down the remaining Skeleton Archers from wave one, the rest of your troops can then head along the northern edge of the battlefield in safety and engage the Undead Infantry.

1 Your main concern should be the Screaming Skull Catapult in the north east corner, if you send in multiple units you will engage all the enemy units and still have a regiment free to rush the Catapult crew. **2** Once the Catapult has gone it's just a matter of mopping up the remaining units.

A = Wave 1
 Zombies 20
 Skeleton Archers 15
 Skeleton Archers 15
 Wights 11
 Necromancer 1
 Screaming Skull Catapult 4
 Skeleton Warriors 18

B = Wave 2
 Wights 12
 Wights 9
 Skeleton Warriors 14
 Skeleton Warriors 16
 Zombies 16



Mission 17 Kislev 2

When you speak to Ragnar he'll ask you to help him fight the Trolls. If you help him out his troops will be at your disposal for the remainder of the campaign. The Trolls are relatively easy to deal with if you stick to a tight formation, try not to be tempted into the middle of the battlefield or they will quickly surround you. Don't worry about using the Cannon as the majority of the time you won't have a clear line of sight.

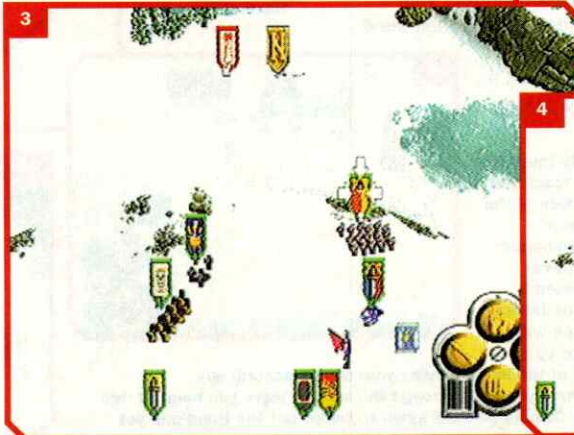
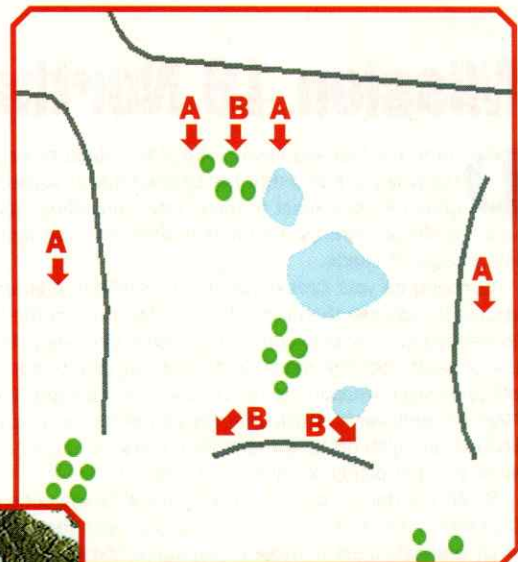
Instead place the Mortar at the front of the raised ground in the deployment box and guard it with the Flagellants. Place the Crossbows to the left of the Mortar and open fire on the Troll approaching from the west. When he's dead bring them to the right of the Mortar and help out with the main attack. Place both units of Cavalry to the right of the Mortar together with a Wizard, as each Troll approaches let him have it with spells and magic weapons.

You'll find that most of the Trolls are cut down before they reach your positions but be prepared to hammer the Hero button if any get through. After the first wave is defeated send your Cavalry to the middle of the battle field to tempt out the second wave, as soon as you sight them return to your positions and repeat the process.

3 Protect your Mortar and Crossbows with the Flagellants, as soon as the Trolls come into range open fire on them. **4** If any get through use your magic weapons on them and you'll crush them with ease.

A = Wave 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1
 Troll 1

B = wave 2
 Troll 1
 Troll 1
 Troll 1
 Troll 1





Mission 18 Northern Wastes

Place your Mortar and Cannons to the left of the deployment box with the Crossbows just to their right. The rest of the troops should be waiting behind the Artillery ready to rush any enemy units which make it through your barrage of missiles. Give the Shield of Ptolos to your Cavalry and send them towards the first unit of Skeleton Warriors, as soon as they start to move retreat to your lines and open fire with all weapons.

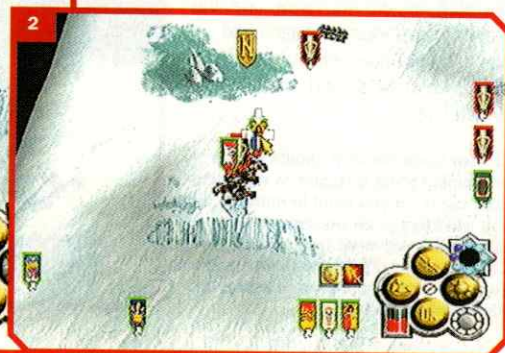
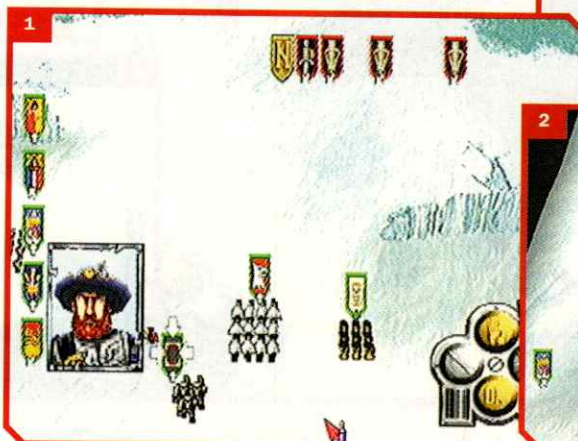
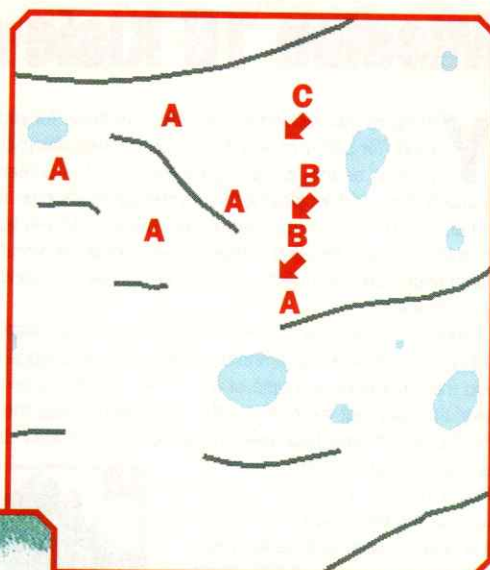
This will also trigger the second wave to attack so be ready for units approaching from the north east. Watch out for the Necromancer, he sometimes likes to sneak south and then attack you from the east. If you don't keep an eye out he can inflict massive amounts of damage before you've even noticed he's there. It's for this reason it's good to leave a unit hidden to the east of the deployment box. Once you've finished off wave two send your Cavalry to destroy the Screaming Skull Catapult, then again return to your positions and wait for wave three. Watch out for the unit of Wraiths, concentrate the Artillery on the regular units and cast spells and use magic weapons against the Wraiths. Once you've finished off the third attack wave it's just a simple matter of going in and crushing the units of Skeleton Archers.

1 Use your Cavalry to tempt out each wave of attack, then blast them with the Cannon and Mortar. **2** Once the Undead Infantry are destroyed charge the Archers and crush them to finish the mission.

A = Wave 1
 Skeleton Archers 11
 Skeleton Archers 12
 Skeleton Archers 15
 Skeleton Archers 15
 Skeleton Warriors 15
 Screaming Skull Catapult 4

B = Wave 2
 Skeleton Horsemen 9
 Skeleton Horsemen 7
 Necromancer 1

C = Wave 3
 Skeleton Horsemen 8
 Skeleton Warriors 12
 Skeleton Warriors 14
 Wraiths 4



Mission 19 Northern Wastes 2 (The Hand of Nagash)

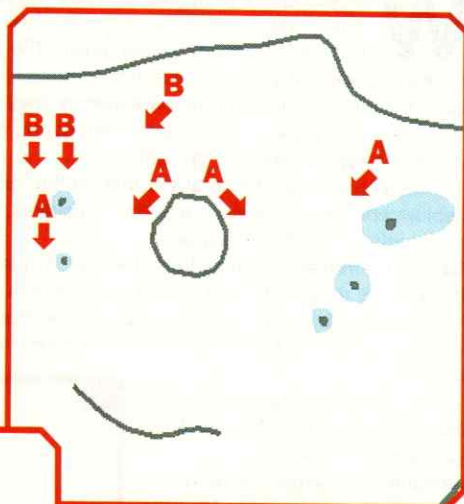
Due to the fact you have stopped to help other people along the way you'll find that the Undead have massed in large numbers, so expect to take heavy casualties. You only need to use the Mortar here as the Cannon often won't be able to get the line of sight it needs.

Concentrate your Crossbows on the Skeleton Archers as they approach, you can then move them to the front of the raised section to weaken each enemy unit as they come into sight. The majority of the Undead units are made up of Crack or Elite troops so keep firing off your magic weapons to inflict maximum damage. The Hand of Nagash itself won't attack until the end of the second wave of the assault so finish off all the attacking units as quickly as possible to allow yourself plenty of units free to fight the Hand.

When the Hand starts to advance towards you concentrate your Crossbows and Mortar on it until it's too close for comfort, then send in all available units and start hammering the Hero button. Keep firing off all your magic weapons as soon as they become available and you'll find you quickly defeat this evil collection of Necromancers.

A = Wave 1
 Wights 11
 Wights 11
 Wights 9
 Wights 8
 Skeleton Horsemen 12
 Skeleton Horsemen 11
 Skeleton Archers 14
 Skeleton Archers 15

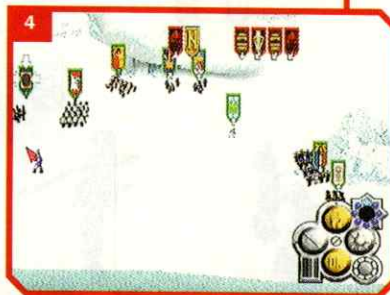
B = Wave 2
 Wights 11
 Wights 9
 Skeleton Horsemen 9
 Skeleton Horsemen 11
 Skeleton Archers 16
 Skeleton Archers 16
 Hand of Nagash 3



3 By the time you reach the location of the Hand a Necromancer will have released it.

4 The Undead attack will come up each side of the hill so deploy your troops accordingly.

5 Once you've destroyed the second wave you need to ride your Cavalry forward again to tempt out the Hand and yet more minions.



Mission 20 Axebite Pass 5

The first wave of the Living Dead will charge at you down the left side of the pass so place the Cannon and Mortar so they will be able to open fire as soon as the battle starts.

Keep your Artillery positions well guarded by placing a couple of Infantry units close by, if any enemy units get too close you can quickly send your troops in leaving your Cannon crews safe. Towards the centre of the deployment box you should place the Crossbows, guarding their right flank with a Cavalry unit.

This will not only allow you to fire down both sides of the pass but also should keep you out of the way of any advancing enemy units. Again all the enemy troops are elite so hit them with plenty of spells and magic weapons as soon as they're in range. Watch out for the Undead Chariots as they approach as they can inflict massive amounts of damage. Rather than tackling them with your Infantry it's best to try and take them on with your Cavalry, this will seriously reduce your casualties and make it much quicker to defeat them.

1 The first wave of Skeletons will come down the left side of the valley.

2 As soon as they reach your positions start hitting them with magic weapons.

A = Wave 1
Skeleton Horsemen 15
Skeleton Horsemen 16
Undead Chariot 3

B = Wave 2
Skeleton Horsemen 18
Skeleton Horsemen 16
Skeleton Horsemen 20
Undead Chariot 3
Undead Chariot 3



Mission 21 Loren 2

Again the best way to tackle this level to ensure the minimum amount of casualties is to let the enemy come to you. Place your forces along the back of the deployment box and you'll find they are out of reach of the lethal Screaming Skull Catapult. At first the enemy won't attack so get their attention by firing on the first unit of Skeleton Archers with your Mortar, once the army starts to advance continue firing on the Archers until they've been destroyed.

Concentrate your regular troops on the Necromancer and Zombies and use units carrying magic weapons to fight the unit of Wraiths. After the first wave has been defeated avoid the temptation to advance your troops, if you do you'll find that the second wave will be on top of you before you've had a chance to spot them. Instead hold your starting positions and wait until you can see the enemy. When they come into sight get the Mortar to fire on the Skeleton Archers, this will then leave the Crossbows free to fire on the Skeleton Horsemen. As far as the Zombies are concerned they can be taken out with few casualties using your Ogres and Infantry. After all the waves have been destroyed send a unit of Cavalry charging towards the Screaming Skull Catapult and finish off the crew to complete the mission.

3 To start this mission you need to open fire with your Artillery to get their attention. **4** Try to keep your army tight, this will allow you to keep a better track of what's going on.

A = Wave 1
Screaming Skull
Catapult 4
Zombies 20
Zombies 18
Skeleton Archers 16
Wraiths 8
Necromancer 1

B = Wave 2
Skeleton Archers 15
Zombies 22
Skeleton Horsemen 11

C = Wave 3
Skeleton Archers 12
Zombies 24
Skeleton Horsemen 9





Mission 22 Loren 6

The Undead will attack from either side of the lake which make them easy targets as they approach your positions. Place the Mortar at the top of the mound overlooking the lake, from here you'll be able to get several shots in on each enemy unit as they approach. Support the Mortar on either side with the Crossbows and Archers who can then finish off approaching enemy units who have already been weakened. Protect your bowmen with a unit of Cavalry on each side and place any remaining units in the centre ready to assist any unit taking heavy casualties. Once you've finished off the main assault you'll need to go after the Necromancer and the remaining unit of Wights.

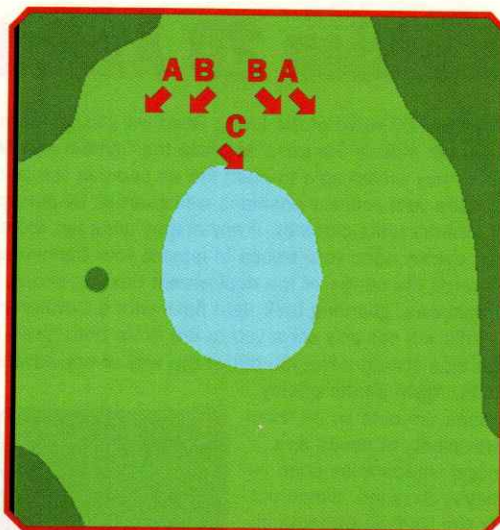
Don't send in all your troops or the Necromancer will appear behind the Mortar and kill the crew, instead leave half your army to protect your Artillery and send the remaining half off into battle. To ensure you sustain minimum casualties go after the Necromancer first, hit him with magic weapons and he'll go down in no time, then it's just a simple matter of finishing off the Wights to complete the mission.

1 With your extra unit of Archers you'll find it easy to keep the Living Dead at bay. **2** When they stop advancing it's time for you to go to them.

A = Wave 1
 Skeleton Horsemen 10
 Skeleton Horsemen 9
 Skeleton Horsemen 8
 Skeleton Horsemen 9
 Skeleton Warriors 14
 Wights 10
 Wights 9

B = Wave 2
 Necromancer 1
 Skeleton Warriors 16
 Skeleton Warriors 18
 Skeleton Warriors 15
 Skeleton Horsemen 12

C = Wave 3
 Skeleton Horsemen 9

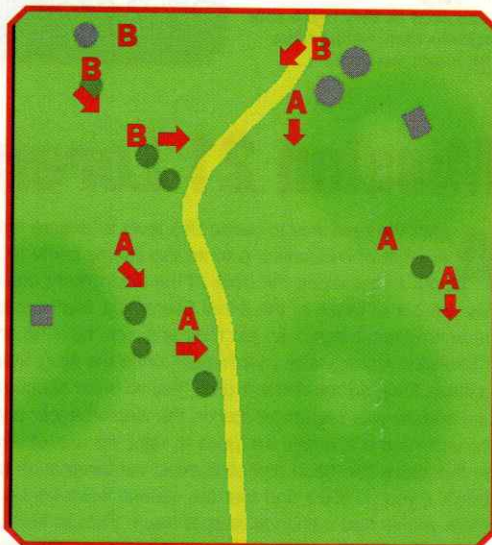


Mission 23 North Bretonnia

Place your Mortar to the right side of the deployment box and target the closest Screaming Skull Catapult, then fire on the Skeleton Archers to the west. Meanwhile march your Crossbows and Pistols to the top of the hill on the right and open fire on the Skeleton Archers to the east, the Wood Elves can fire over the hill so keep them out of sight. Send a couple of units of Cavalry up the path in the centre and get them to attack the Skeleton Archers from behind. Once the first wave of Skeletons has been destroyed advance all your troops together and charge the second wave. Give each regiment a target unit to attack ensuring that at least one will take out the two Screaming Skull Catapults at the back, then as your regiments crush the Skeleton Warriors they can assist other units fighting close by. Use this tactic together with all the magic weapons you've collected and you'll smash through the Living Dead in no time with surprisingly few casualties. If the Screaming Skull Catapults fire on you watch their shots as they get close. If a fireball looks like it's going to hit one of your units quickly tell that unit to charge, they should then be able to avoid the Catapult shots.

A = Wave 1
 Skeleton Archers 20
 Skeleton Archers 20
 Skeleton Archers 18
 Skeleton Archers 16
 Skeleton Warriors 23
 Skeleton Warriors 20
 Necromancer 1
 Screaming Skull Catapult 4

B = Wave 2
 Skeleton Warriors 25
 Skeleton Warriors 24
 Skeleton Warriors 24
 Skeleton Warriors 23
 Skeleton Warriors 20
 Screaming Skull Catapult 4
 Screaming Skull Catapult 4



1 Start off by moving your Crossbows and Pistols to the top of the hill in front of you, then support them by sending the Cavalry around the bottom of the hill. **2** The second wave won't move so deal with all the Skeleton Archers first. **3** After the first wave has been destroyed send all your troops charging forward and punch through the enemy regiments.

Mission 24 Mossillon

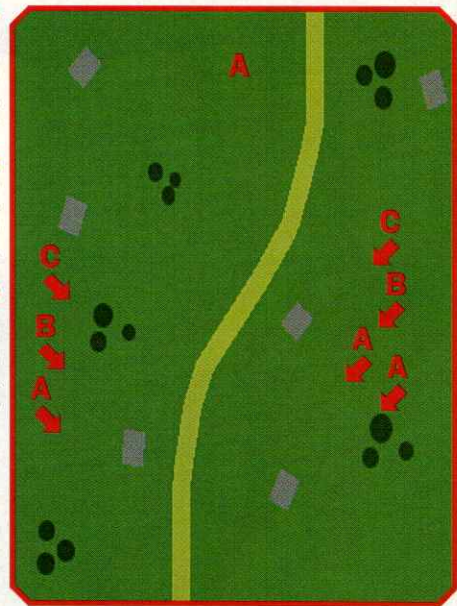
Place your Mortar in the centre of the Deployment box on the path, this will allow you to target advancing units from both the east and the west as they approach. Place the Elf Archers behind the house to the right and fire on the closest unit of Skeleton Archers to the east. Guard your west side with the Crossbows and Pistols, then place the rest of your units behind your front row ready to rush forward and help out in hand to hand situations. Skeleton Horsemen and Ghouls will approach from both the east and the west so be prepared, target the Ghouls using the Mortar and get the Archers to concentrate on the Horsemen. If any of the Horsemen get through charge them with your Cavalry and crush them. The Necromancer will keep appearing near your troops, casting spells and disappearing again. As soon as you see him open fire with any free units, it's vital to finish him before he causes too much trouble. Once all of the waves of attack have been dealt with send your Archers up the east side of the battlefield and take out any remaining Skeleton Archers. Then advance your whole army and take on the Black Grail Knights. They are quite hard so attack them with as many units as you can, pump the Hero button and fire off your magic weapons and they'll soon be defeated.

A = Wave 1
 Skeleton Archers 14
 Skeleton Archers 12
 Skeleton Archers 12
 Necromancer 1
 Black Grail Knights 12

B = Wave 2
 Ghouls 16
 Ghouls 18
 Skeleton Horsemen 9
 Skeleton Horsemen 8

C = Wave 3
 Ghouls 17
 Ghouls 22
 Skeleton Horsemen 8
 Skeleton Horsemen 11
 Skeleton Horsemen 11

1 When you arrive at Mossillon you'll come across the Black Grail Knights. **2** These Undead warriors are extremely hard so approach with caution. **3** Luckily for you there are only 12 to deal with. **4** You need to move very carefully here, if you get ahead of yourself you'll quickly be surrounded.



Mission 25 The Dread King

Place your Cannon in the middle of the deployment box and guard it with a unit of Cavalry and Archers on either side. Your primary target will be the two closest units of Skeleton Archers, use your bowmen to cut them down as soon as they come within range.

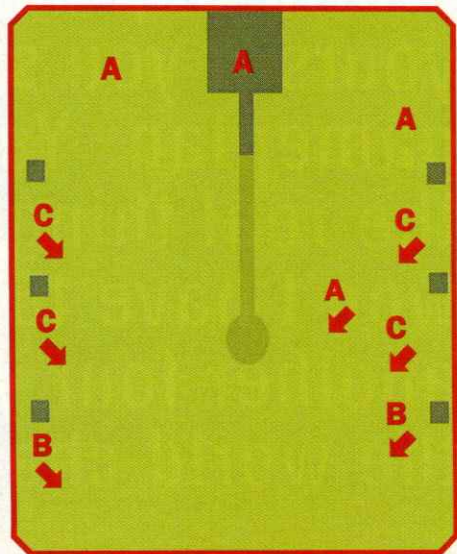
After a while two units of Mummies will approach from either side, keep shooting them with your bowmen and hitting them with your magic weapons. At the last moment charge them with your Cavalry and start hammering the Hero button, continue hitting them with magic and your troops should have no problem sending them back to the grave. While you battle the Mummies fire your Cannon at the closest of the two Screaming Skull Catapults and destroy it. Once it's gone march your Cavalry forward until the second wave of Mummies appear, then rush back to the rest of your army and fight them as you did before. When they're dead edge your Archers forward until you can hit the two units of stationary Mummies in the centre of the screen, you'll then be able to take them out without them moving. When they're gone send your Cavalry to the base of the big pyramid. Before you reach it the Dread King will start to advance so retreat to your lines. Wait until he's close, then rush him with Cavalry and Flagellants. Keep hitting him with magic Weapons and he won't last long, then it's just a simple matter of finishing off the remaining two units of Skeleton Archers and the Screaming Skull Catapult.

A = Wave 1
 The Dread King
 Screaming Skull Catapult 4
 Screaming Skull Catapult 4
 Skeleton Archers 14
 Skeleton Archers 15
 Skeleton Archers 15
 Skeleton Archers 16
 Skeleton Archers 16

Mummies 6
 Mummies 6
 Mummies 6
 Mummies 7

B = Wave 2
 Mummies 8
 Mummies 5

C = Wave 3
 Mummies 5
 Mummies 6
 Mummies 6
 Mummies 7



1 Once you've defeated the Black Grail Knights you have the Long March ahead of you. **2** Eventually you'll reach the home of the Dread King in the middle of the desert. **3** Things won't stay quiet for long now the Dread King has spotted you. **4** Now he looks like he means business. **5** Your main concern as you face the Dread King is his large number of Mummies. **6** You'll find the Dread King himself at the back of the map in the entrance to the main pyramid. Once you start to reach the middle of the map he'll come for you. **7** Once you destroy the Dread King and his remaining troops victory will be yours. **8** You'll find that you'll have taken large numbers of casualties but the land will be free once more.





World Cup '98

World Cup

You think it's all over?
Not a chance. That
World Cup could be
yours if you stick to this
gameplan. Yes, this is
the real thing! You
won't have to wait
another four years to be
the world champions



If football is your game, and winning isn't too simple to come by ANDY SHARP makes life easy for all you fanatics with the tips and strategies which will bring you all the goals and glory you will need to hold aloft the Jules Romet. Team strategies, player positioning, scoring opportunities, defending tactics and much more are all explained. Even the

dreaded penalties are included. You never know, you may just need to get through them on your way. The rest is down to you. There are no excuses for failure now.

ISSUE 3

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PLAY
STATION

'98

Team Selection

Playing at world class skill level it's going to be little or no use picking a weak team. They just aren't going to be able to cope with any other team despite your best efforts. Stick to the top teams and you're in with a far better chance of reaching the knockout stage. It doesn't end there however, you need to get your team balance just right to prevent any embarrassments.

Top teams



Brazil: High expectations and fanatical fans always follow Brazil wherever they play. As do Scotland. With all the flair and extraordinary skill the players

in Brazil's national side are feared the world over. In the past their defence has left a little to be desired but with the top strikers in the world heading the team they are difficult to stop in attack which is why they are undoubtedly a team to watch.



England: We all expect so much from our national side that the pressure on them is almost unbearable. On their day they can beat any team but

unfortunately they time their days badly so they don't coincide with big tournaments. England are an obliging team which is why they graciously step aside in semi finals to let the Germans do their hard work in the final.



France: One of football's great underachievers. They've always had the skill but lacked the finishing touch in crucial matches. With more top class players in the squad now than years previously they're finally showing the promise they've always threatened. A lot more interesting to watch than most they're much closer to English football than the rest of Europe.



Germany: Apart from when England extract great exciting performances from them the Germans are the kings of dull football. Very similar to Italy in their dedication to the job at hand. One of their main attributes is the sheer physical strength of many of their players. They're another team who don't need many chances to punish their opposition, which is why they're such a prominent force in international football.



Italy: Always ones to watch for in any tournament, they can bore you with their slow play and huge build ups but they're always able to produce a few seconds of magic for which they'll always be remembered. People quickly forget the other 88 minutes of negative play. They have some of the most technically skilled players in the world however, so they're always going to be a threat to any team.



1/2 You can move any of your players into attacking positions if need be. You can also take players wide or use them as your last ditch defence

Strategies

Finding the best strategies to use against any team is very tricky. Your best bet is to alter the attacking bias of your top players and strikers. This way they will spend more time attacking and less time standing in your own half. The same theory should be employed for defenders. Take them back and keep them ready for a quick break from opponents. You don't want them stranded in the attacking half when the other team are attacking. A good thing to remember is not to run at an advancing attacker. If he passes you there's no catching him up again. Wait for him to come to you before attempting the tackle.



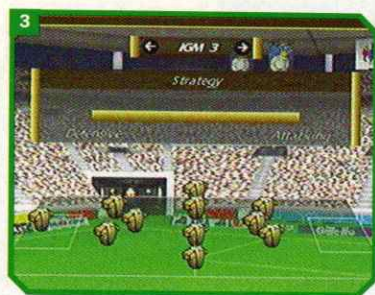
1 Use this strategy for normal play when not in any danger **2** All in defence for this one. Hold that lead **3** All out attack for that crucial goal

Tactics

Crucial to any degree of success. Get it wrong and you're making things difficult for yourself. It's no good sitting back and expecting a lucky goal to see you through. You generally need to out-score the opposing team, which sounds obvious, as even the weakest teams are world class and have the resources to sneak a goal past an unsuspecting keeper. Keeping two attackers up front is the best policy. Having a lone striker will mean he's marked out of the game by the opponent's defenders.

Games can be won or lost in a midfield battle so having a strong midfield presence is also advisable. Being overrun in the midfield leads to the other team getting the ball forward more often and giving them greater chances for scoring.

While every member of your team is valuable, your defence needs to be as strong as possible. Under no circumstances have less than three people at the back. Even three players will struggle to keep the opposing team at bay so ideally you should have four.



What seems to have emerged here is that a 4-4-2 formation works the best. The other formations do have their uses but for the best results it's good to have a balance throughout, from defence to attack, so that most areas of the pitch are covered.

You should also pay close attention to the other team's formation. They will change throughout the entire match to try and catch you out. Before beginning any match you should set your IGM 1 setting to all out attack (3-3-4), IGM 2 attack with caution (4-4-2) and IGM 3 all out defensive (5-3-2). Change these formations throughout the match so you can dictate the overall pace and outcome of the contest.



1 If your keeper comes off his line towards the attacking forward then the chances are he'll save the day **2** On me 'ed son. How can the keeper stop this one?



3 It goes without saying that the red cards should be avoided. But from the evidence from the real thing, it's much easier said than done **4** There are many different celebrations after scoring



Tackling

It's good to be reminded that rushing headlong into a challenge generally results in you losing out. There are several tactics which need to be employed to get the ball from the feet of a fast attacking player. The best thing to remember when tackling any player is not to leave gaps for the player to run into if you don't come out with the ball. Also don't run at an advancing attacker. If he passes you there's no catching him up again. Wait for him to come to you before attempting the tackle.



1 Sticking a foot in is a safer way to snatch the ball away. 2 Sliding challenges leave you exposed if you miss and can also gain you a card or two



1/2 You can move any of your players into attacking positions if need be. You can also take players wide or use them as your last ditch defence

Dribbling

It will take plenty of practice to dribble the ball successfully and avoid the challenges flying in from all angles. There are a couple of tricks which you'll need to master to avoid the attentions of a keen defender. The first is to run down the wing with the defender just slightly behind you.

You'll soon see him gradually cutting in for the tackle. If you flick the ball up and continue running down the wing he'll swing wildly and miss both you and the ball allowing you more time and space to bear down on goal. As you near the goal area another defender usually attacks. Use the same tactic again and either shoot the ball home or pass across the face of the goal to the far post.

Passing

No team in the World Cup tournament are pushovers. It's the old cliché that it only takes a second to score a goal. While this is true, the computer teams only need a single chance to put one away. You on the other hand will need more than this. This is the case with the world class skill level. So you must create more chances and defend better than you would ever have imagined possible. Obviously you will need to perfect your passing skills to combat their attacking power

Heading

Almost as important as being able to pass and shoot the ball, heading will both help you out of tricky situations and gain you some attacking advantage from time to time. Timing isn't too important so long as you press the button and the direction simultaneously to head the ball in the correct direction. High long balls can be headed away from defence and goal kicks can be headed on to provide the advantage of avoiding a number of opponents without needing to worry if the passes will reach their destination. Corners offer you a great opportunity to head one home past a hapless keeper. They're tricky to win but incredibly satisfying if you've managed to get away from a defender.

Corners

Always a threat for any team whether you're defending or attacking. Here, are strategies for both.

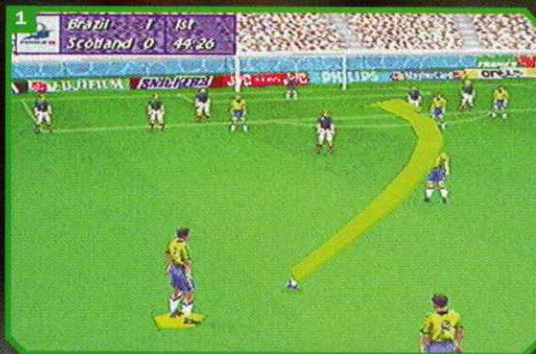
Defending: To lessen the threat from an incoming corner you should make sure that you get the ball out of the danger zone as quickly as possible. Your football doesn't have to be



pretty, it just has to be effective. Either head it away or give it a thump clear from danger.

Attacking: There are a few strategies which will stand you in good stead for goalscoring.

Swing the ball in or out from the corner to the centre of the area if possible. Practice will get you the exact power and bend you'll need if you're to get a head onto the floated ball. If the keeper comes out for the ball the chances are that he'll get it and there's nothing you can do about it. If he stays on his line and you can get your head onto the ball then you've as good as scored.



1 Putting the ball into the area from these situations is a fantastic way of gaining a scoring opportunity



1 With the ball on the halfway line don't slide in like this. Getting yourself a card from this position is a definite no no



Shooting

There are many ways to get the ball past the keeper and there isn't too much of an optimum shooting distance or angle. There are obviously a few places where you're more likely to get one past the keeper but even these aren't guaranteed. The D just outside the area is one such place. If you're in either corner then you should, if surrounded by defenders, launch a blasting shot into either corner.

Shooting from outside the box is another way to put one past but far less successful than closer shooting. As you'd expect. Use your top strikers for this to stand a greater chance. Anywhere inside the box will give you a great chance unless you're up against a master keeper. Always be ready for parries or rebounds off the woodwork as poaching goals in this manner is crucial to your progress. Heading the ball from crosses or latching onto the end of a long throw will also stand you in good stead. Basically it's worth having a shot from anywhere (within reason) whenever possible unless you can get into a simpler area for the shot without any hassles.

1 Shooting from outside the area is a great way to score but if you have the chance to get in closer do so 2 Shooting from this area can pay dividends from time to time 3 Passing the ball across the six yard box often catches the opposition out 4 Both heading and shooting the ball back across the keeper is another way to succeeding



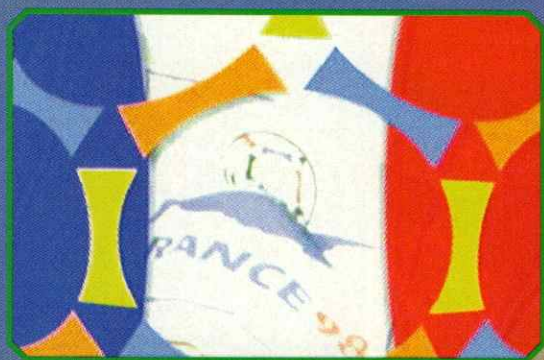
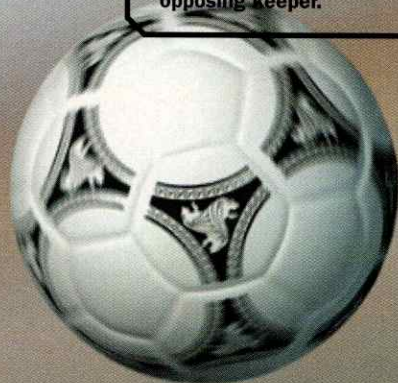


Free Kicks

These are godsend for you. Since there's little or no time for you to decide what to do in open play, a break in the game is a good time to regroup and actually think about what you're doing. Chipping the ball high into the area will give you a better chance of scoring when in the central part of the pitch. Hold the heading button down and hopefully your attacker will get his head onto the floated ball. For free kicks just outside the area you should always go for goal. There's no guaranteed way of scoring but a blasting a straight shot to either side of the wall will be difficult to stop. Putting a little swerve in either direction into the shot will also give you a better chance of beating the opposing keeper.



1 Curl the ball around the wall 2 You should shoot from any free kick around the area

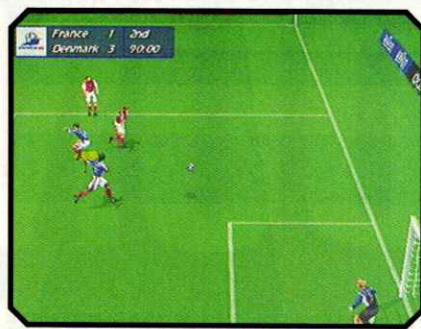




1 If only the South African team was as impressive in real life

Defending

To defend with any degree of success you must master the tackling. A foot in tackle works best so that you aren't left in no-man's land afterwards. A running sliding tackle is a last resort and not as successful as you'd think but it can halt the attacker momentarily, allowing either another defender to step in or your keeper to come off his line and retrieve the ball. Your use of an offside trap will also come in handy. Hold L2 and R2 and then press the square to activate your offside trap. Use this in extreme moments as professional footballers will be expecting this and can break the trap. If all else fails then hold L1 to deliberately foul the player. Just hope that the ref is blind so it goes unpunished.



Throw-Ins

As with most tactics and styles of play it comes down to common sense. It's no good throwing the ball to a lone player surrounded by opponents, get it to a player in the open so he can distribute the ball with ease. The long throw is a great way to score if you're desperate for that elusive goal. Get the ball over to the centre of the area and try to stick a foot in against a defender to win the ball. Hopefully, you can then launch a shot goalwards.

pitch will be a whole lot simpler. You may have to take the ball past the last line of defence from time to time using a little flick to get the ball over the sliding defender.

The best way to get a result is to cross or pass the ball in from the wings. Passing across the face of goal can leave a keeper stranded and give you the odd goal. Silky skills will gain you some space. A 360 degree spin is executed by holding L2 or R2 and pressing the circle button. Timed correctly this can shield incoming tackles and get you past the fumbling defender. Another neat move is the stepover nutmeg where you can avoid the oncoming defender by holding L2 and R1. A through ball is sometimes possible between two defenders so long as you have a player capable of running in quickly and getting the loose ball. To do this you should hold L2 and R2. A player will make a diagonal run into the area. To pass to him hit the R1 button to pass the ball through before he strides offside. If all else fails you can take the dive and try to draw the foul by holding L2 or R2 and pressing L1. If the ref sees fit it's an instant free kick. And all you did was take a dive!

Penalties

Not much needs to be said for penalties. You won't have a better chance at any stage of putting the ball into the back of the net. Just choose your spot and launch the kick home. If you miss then you don't deserve the victory.

Attacking

If you can get to grips with some of the tricks and practice some quick, incisive passing then there's no reason you can't rip apart even the most solid wall of defence. Speed and skill are essential to your progression.

Quick passes get you up the pitch far quicker than running it and your players won't become exhausted as quickly. You should have a general idea of where your players are at any given time when you get used to your formation, so getting the ball up the

Substitutes

Although you don't necessarily need to use any of these it's good to put some fresh players on the field to bring your team back up to strength. Keep your eye on the tiredness of your players and if any are struggling to keep up the pace get a sub on to patrol the relevant area of the pitch strongly.



2 Taking control of the midfield is essential to success
3 Picking the right pass can break any defence open



DEATHTRAP DUNGEON

The second part of this huge nightmare can now be experienced in the flesh as you step, once again into serious danger

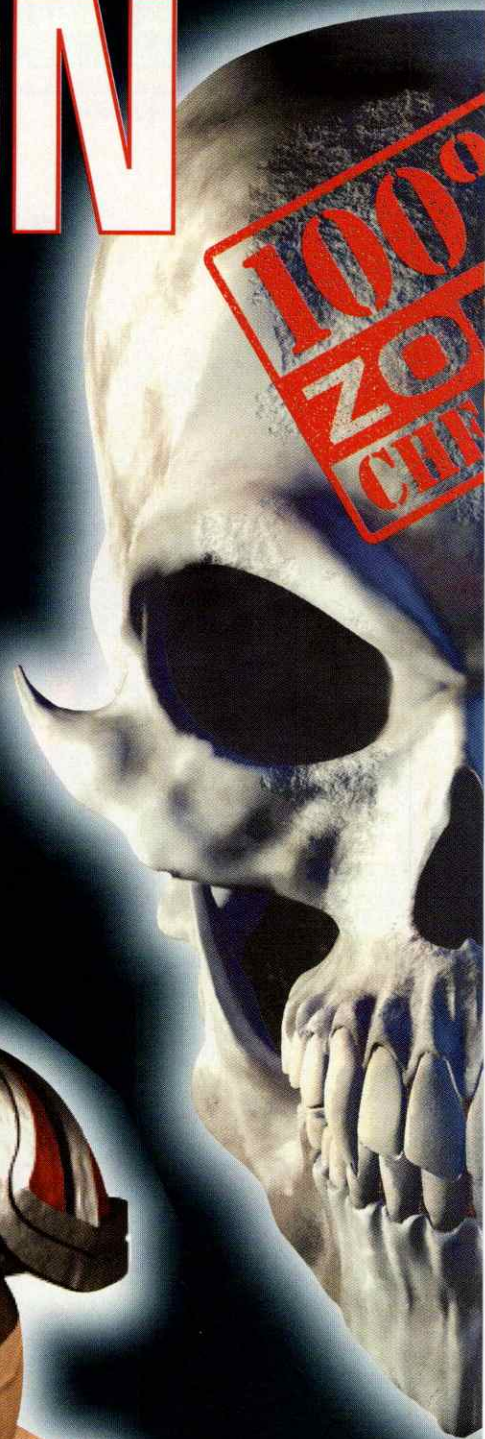


Nobody, but nobody has ever stumbled from the dreadful labyrinth in the hills surrounding the city of Fang. **ANDY**

SHARP takes you into a huge area filled with traps and creatures of doom. If you've played through the first part of our huge guide last month then you'll be wondering what to do next. Well, the final stages are being laid to rest and the horrors of Deathtrap Dungeon will be banished for eternity. Get ready for some serious action and more than a few headaches. Things are tough in these last stages.

Chaindog — The Hero

His name was gained in the savage war pits where he fought for the sickening entertainment of the local nobles. Being what can only be described as an animal he was chained up to protect others around him before entering the arena. After making good his escape and exacting revenge on his holders he makes his way to Fang to tackle Deathtrap Dungeon. Could this be his final resting place? Not a chance



Potions, Charms Keys & Treasure

1. Health Potion



It's the age old health bonuses which can save the day. Collect as many as possible. Use them sparingly

2. Antidote



If you're hit with poison from any of the enemies then you're going to need this to make a full recovery

3. Strength



It's a bit like a get out of jail free card. Use it and the vermin you're fighting will fall thick and fast

4. Speed



If you're in need of making some progress very quickly indeed, this is the baby you're going to need

5. Charm Of Icy Cool



This will protect you from the fire breathing antics of dragons or the attacks of fire traps for a little time.

6. Warding



Crucial to any player who comes under heavy attack. This lowers the damage their blows will inflict

7 Anti-magic Charm



This is exactly what it says. If enemies use magic against you then this is the protection you'll require

8 Invisibility



Use these when you are up against beasts you know you won't defeat or feel are best avoided

Instant Effect Charm

Ankh of Vitality



Arguably the most important pick-up. It adds a hundred hit points to your total, giving you some serious energy

Keys



These are located throughout and are stored in the icon so you know which you are holding at any time

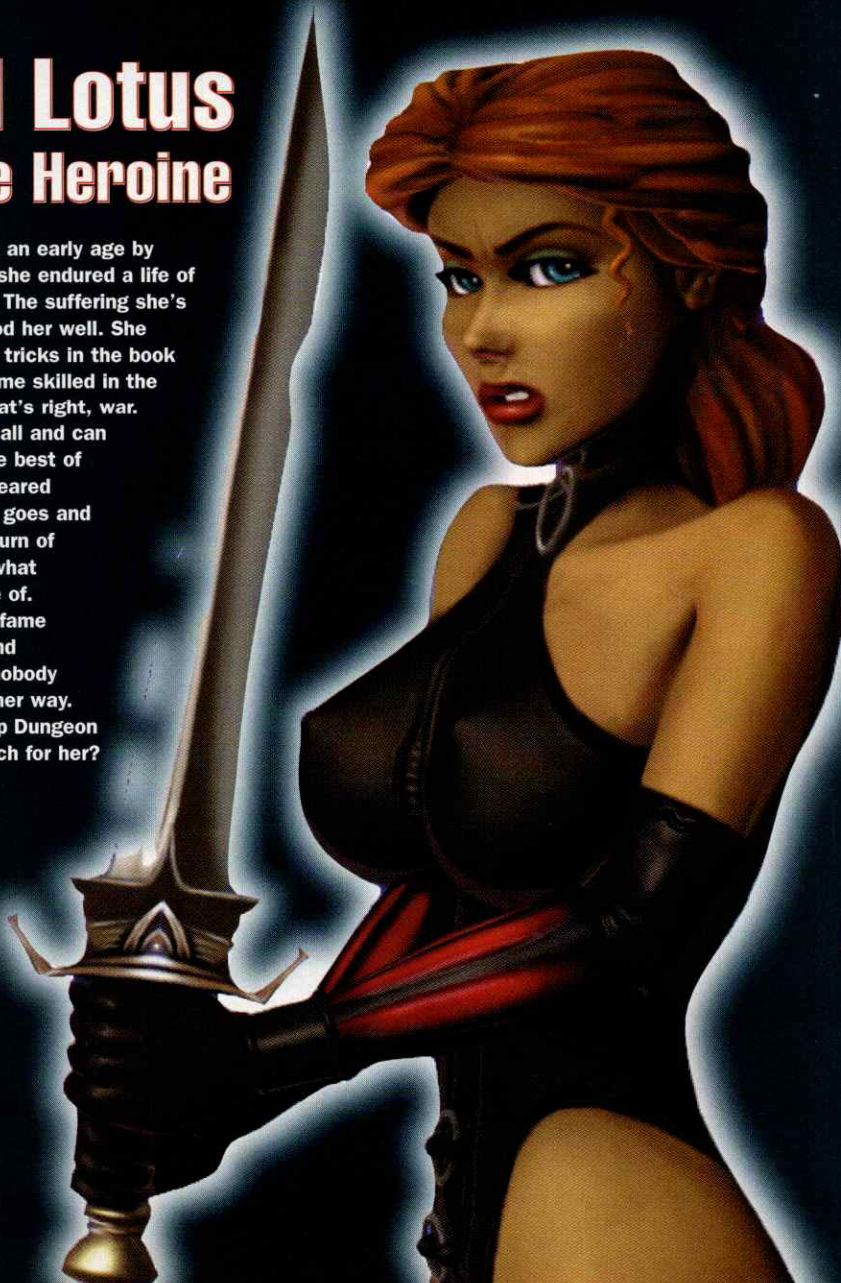
Treasure



Coins and crowns will increase points at the end of a level. They also allow you to buy saves at the save points

Red Lotus – The Heroine

Seized at an early age by pirates she endured a life of slavery. The suffering she's seen has stood her well. She knows all the tricks in the book and has become skilled in the art of war. That's right, war. She knows it all and can scrap with the best of them. She's feared wherever she goes and now it's the turn of Fang to see what she's capable of. She's out for fame and wealth and nothing and nobody will stand in her way. Will Deathtrap Dungeon prove too much for her? It's doubtful





Weapons

Close Combat Weapons



1. Sword
Your basic fighting weapon while you look for something better



2. Warhammer
It's a slow weapon due to its weight but packs a mean punch



3. Red Sword
Effective on dragons and demons this is a powerful weapon indeed



4. Black Spiritsword
Can inflict great damage to opponents but also drains your energy levels



5. Silver Sword
Highly effective on the undead. Send them back to where they belong



6. Venom Sword
This sword is highly effective against spiders and snake girls



7. Magic Warhammer
The only weapon which can harm Rockmen you will encounter



8. Unarmed
Self explanatory really. If you're a masochist this is the one for you

Ranged Weapons



1. Blunderbuss
Fires a volley of nails and lead shot at the enemy. A great weapon to have



2. Bomb
Tricky to use successfully. Don't get caught in the blast or you're in trouble



3. Grenadier's Companion
This launches sulfurous grenades at an unsuspecting enemy



4. Infernal Device
Very rare so use sparingly. This hurls powerful firework missiles



5. Firethrower
Another self explanatory weapon which bathes the enemy in flames



6. Flamelance
Firing pulses of magical energy, this is a very powerful weapon



7. Chalk
This will mark the ground for your future reference. Now you can't get lost



1 Your trusty flamethrower will help you out of trouble. **2** Insects can be a pain so tackle them from a distance and you should be okay. **3** This blighter is a real pain. Use powerful weapons

Sewer 1 (1 secret)

Turn right and climb into the alcove. Follow the path, drop down and collect a bomb. Throw your newly acquired bomb into the room to kill all the orcs. Drop down and go through the portcullis. Go straight ahead into the maze area. Turn right and follow the path keeping a wall on your right hand side. Kill the orcs as you go. In this area, if you turn left and follow the path keeping a wall on your left hand side, you will find a falling slab which drops you into a secret area. A teleport in here will return you to the octagonal room.

You'll arrive at a door with banners by it. Go inside and cross the room into a double door. Head up on the lift. Put paid to the archer orc and collect the red key.

Retrace your steps through the maze to the octagonal room. Turn left and climb back to the starting area. Go straight ahead and turn left through the red key door. Cross the bridges killing the orc archers. Then go up on the lift and along the corridor.

Kill more orcs and continue to collect the gold key. Retrace your steps again to the start position and exit via the portcullis and right.

Sewer 2 (1 secret)

Descend on a large octagonal lift. Turn right head along the sewer. Next turn left and go straight ahead. Climb up into the alcove and collect the health potion. The hidden door will open. Enter and kill the archers. Pull both of the levers and collect the silver sword. Leave the room and turn immediately to the right, climbing into the alcove and going down the slope.

Enter the coffin room on the right and open the coffin to collect some pick ups. Kill the ghost with your silver sword, continue along the corridor and down the slope. Turn right and then right again. Kill the orcs and pull both levers to open the end of level portcullis. Drop down on the falling slabs into Sewer 3.

There is a secret area on this map which can be found like this: When you take the octagonal lift down at the start of the level, take the path

that lies straight ahead and turn left as it joins with another corridor. You will have to jump over a large hole and climb up to a portcullis door. Behind this door is a secret area containing a blunderbuss. Waste the orcs and pull the gold lever to return to the lower level of the sewers. Simple as that.

Sewer 3

(1 secret)

Drop down and kill all the insects which emerge from the pods.

Collect the flame thrower and proceed making sure to kill the insects as you go. Head down the slope and turn to the right. Down the slopes kill all of the insects and open a hidden door opposite.

Collect the precious pickups from the chest.

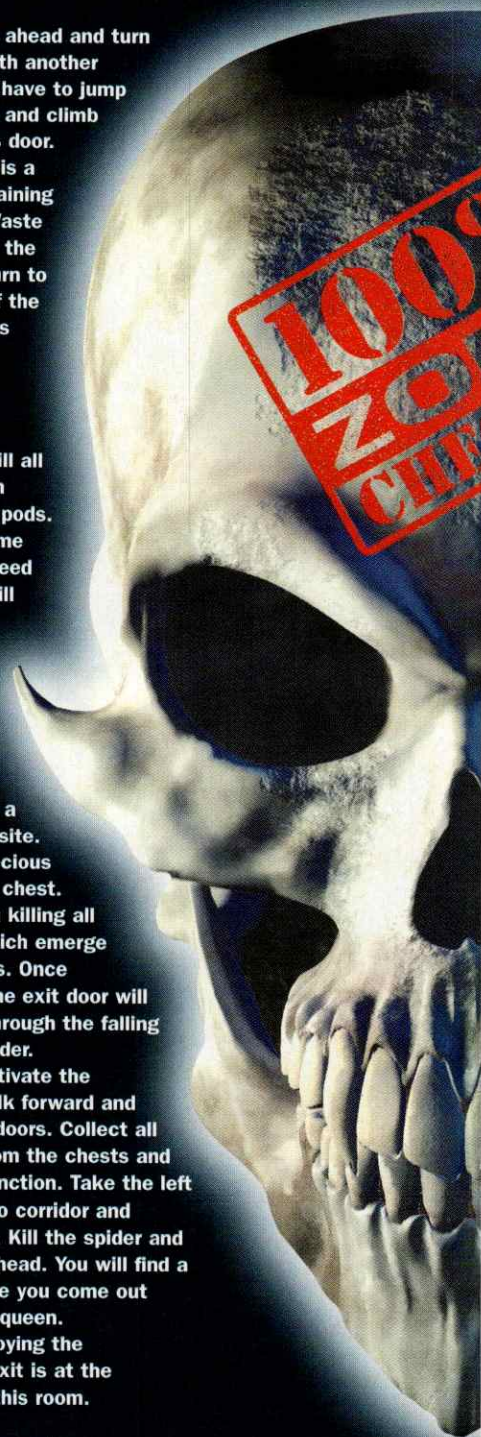
Enter the room killing all of the insects which emerge from hidden doors. Once they're cleared the exit door will open. Go down through the falling slabs. Kill the spider. Turn right and activate the sliding block. Walk forward and open the hidden doors. Collect all of the pickups from the chests and return to the Y-junction. Take the left fork, climb up into corridor and continue forward. Kill the spider and follow the path ahead. You will find a secret area before you come out above the insect queen.

Kill it by destroying the stalagmites. the exit is at the opposite side of this room.

Sewer 4 (1 secret)

Enter the medusa chamber, kill all medusa to allow access to treasure rooms and orc shaman end of level.

Collect pickups from treasure rooms, the trasere room on the left





1 These switches are crucial 2 Giant rats should take a fall down the pit 3. These rats take some killing so use powerful weapons only and try to keep your distance

contains a secret area concealed by a hidden door on the far wall.

Leave via double doors, up lift, kill orcs and climb up killing archers, through hidden door and go to opposite side of the room. Drop down into pit on the right, pull lever, climb back up and out through portcullis, kill all orcs including shaman to open EOL door.

Trench 1 (1secret)

Climb out of the first trench and run across the open ground into a second trench. Avoid the mines and kill the ratmen. Killing the two gunners will deactivate the cannons.

Climb the wall into next trench.

There are two lifts in here, the left-hand one leads to a small room containing a chest. Grab the key.

The chest on the right leads to an alternative route.

Descend on the lift, open the opposite hidden door which reveals a secret area and collect the pickup.

Follow the path until you reach two portcullis doors. Take the one on the left but jump out to the right before the lift pushes you into some spikes. Take the next lift up. Drop some bombs or grenades from windows to kill the ratmen. Collect the key, kill all the ratmen in their foxholes and cross to the end of the level killing all the remaining ratmen. Collect the key from beneath the walkway. All three keys must be collected before the end of level door can be opened.

Trench 2 (1secret)

At the beginning of the level run forward into a square bunker. Press the activate button and you will be teleported to the top of a pill box where a secret area is revealed and a pickup can be collected. Kill rats in

pill-boxes and go up on the lift into the bunker. Follow the path, killing the ratmen along the way. There is a maze here.

You need to locate the command bunker. There are a number of solutions to the maze but the command bunker can be identified by a text message and the stone floor levers next to it.

Get into the command bunker and pull the gold lever to drop the wall outside.

Retrace your steps through the maze and get back outside.

Cross to the control centre and kill all of the occupants. Go down in lift to the next level.

Trench 3 (1 secret)

Open the door and kill the rat ogre. Pull all four levers to allow you access to the next area.

Collect the health potion and follow the corridor round to a giant rat room. Going left at this point leads to a fall which will drop you into a secret area. Leap from the lift before it descends to escape the rat and run through the maze.

There are two giant rats, both of which must be killed to open the door leading to the rat king's rooms. They can be killed using normal weapons or by dropping them through trap doors at the end of the maze.

To get through the maze you must turn right, then right again. Then take first right. Tricky.

When both of the giant rats are no more the portcullis opens to the guard room.

Kill the ratmen in the window to open the exit door. There is a hidden door in front of you as you enter the room which will allow you to get closer to the guards and collect your precious pick ups. Kill all of the rats in the next room to open the door to the rat kings throne room. Kill the rat king to open the end of level.

Inversion 1 (1 secret)

Walk around the top, kill the ratmen and pickup the gun and ammo. Take life down. Go through the portcullis and kill the ratmen and ogre. There is a chest behind the

Spells

1. Firefly



This is the way to light those dark and gloomy areas you will stroll into. Your fear of the dark is over

2 Starspell



Hurts the undead and lights the area ahead, inflicting damage to all in the proximity

3. Fireball



A great weapon to keep enemies at bay. Fires a ball of lethal flame at lurking beasts ahead

4. Razorspell



It's a bit like throwing a collection of Stanley blades. Very dangerous to others but great fun

5. Jetspell



Launches an avalanche of rocks at the enemy. Keep away from them however as you may feel the force

6 Great Razorspell



Powerful and lethal in the extreme. Only one can be carried at a time so use it very wisely

7 Arc Of Power



Calls upon the Storm god to strike three foes with a bolt of lightning. Very scarce but highly effective

8 War Pigs Of Doom



Summons suicidal pigs. Obviously. They bound off to their death towards some terrified enemies

barrels with some pickups in. There are two exits from this room both of which lead to the red key. There's a secret door to left of the door which reveals an easier way to get to the key. This is where you will find the secret. Then get to the red portcullis.

Open the red portcullis go over the bridge making sure to kill ratmen. Get to the room with the portcullis ahead and the lever on the right.

Behind the portcullis is a falling slab. Pull the lever which opens a hidden door. Kill the ratmen which emerge. Follow the passage around ignoring the portcullis which leads to falling slab. Go ahead to a T-Junction. Go left to the end of level. Right is a lever which secures the falling slab, enabling you to get some pickups.

Inversion 2 (2 secrets)

You will start on the bridge. Ahead of you are three flame traps. These are set off when you get close and then



1 The Knights usually attack in pairs and are vulnerable to your ranged weapons **2** Step onto the Turtles for a slow but steady trip to other areas. Be careful when stepping off them. Check where you're stepping off to **3** The ratmen are weak but plentiful. You have been warned

go off again. Rat gunners will appear on the ledges beside you. Go over the bridge and through door.

You will be ambushed by three ratmen, with more ratmen appearing if you kill these. Your best policy is to run through dropping bombs as you go through the door. Kill the gunner. At the end of this room on the right is a hidden door with a secret key behind it. Collect this and then go right and up on the lift. Enter the corridor with three secret doors. Open the middle one to get some more secret pickups. This lets out four ratmen from the other hidden doors. As you come out of this corridor a door opens in front of you leading to blue room.

In this room the coffin on the right gives you some pickups. The others release ghosts. A door will open. In this room there is a silver sword to kill the ghosts. If you run straight in you'll be skewered. Creep in and set off a trap. Avoid it and get the sword. Now you can kill the ghosts.

The death of the last ghost will open the door. Continue over the bridge. The door opens. You must kill the rat gunners, get on lift, and descend. The door on right leads to ledge. The door on left needs the secret silver key to unlock it to enable you to get the Flamelance. Go back and go through the door on the left. Kill the ogres, leave the room, turn right and you can now exit this stage.

Inversion 3 (1 secret)

Go over the bridge and rat gunners will appear on either side. Go through the door and you'll be ambushed by more ratmen and an ogre. Enter the

next room. Ahead of you is a portcullis which you can't open just yet. There are four secret doors. The left ones only have ratmen behind them. The second on the right has a hidden door with a rat ogre behind it. The first hidden room has a lever which opens the portcullis. Get on the lift and go up. You'll come across a T-Junction.

You have to go left here. Follow the route around and go through the portcullis.

A boot appears behind you. You have to get the gold key.

After this the boot may kick you off, or you could leap off onto the bridge below, which takes you back to the first room. Alternatively you can take the hidden door on the left. Kill the rat gunners and follow the route round making sure you ignore the lift you came up on.

Leap over the falling slab and get on the lift. This takes you to a room with pickups in. Collecting the pickups will release ratmen. You can get past the yellow portcullis and get the secret pickups. Be ready to tackle some ghosts. Go out of the double doors, over the bridge, kill the rat gunners and exit this level.

Inversion 4 (2 secret)

At the T-Junction go left. Slay the rats and collect the pickups. Come back and carry on around killing more rats. Get onto the lift and go down. Go through the room and onto the bridge. Next head through the door and kill more ratmen. Take the first passage on the left to get the first secret. Watch out for the ghosts. Take the second passage on

the right. Go around. Open the hidden door and get on the lift. Go up. Head through the portcullis and pull the lever on the right.

Examine the doors and pull them in order (use the candles as guide - i.e. one candle first, two candles second and three last). Pull the levers behind the first two doors and exit third. Teleport to get the gold key. You can now get some pickups.

Take the lift down and get the pickups behind the gold portcullis. Go back over lift and through the door. Turn left and there are three rockmen guarding the exit. Kill all of them to get the third secret. You can try the trap door by pulling lever which opens trapdoor. It's in the passageway on the left or you can try and dodge the rockmen. Exit via the door behind the rockman.

Inversion 5

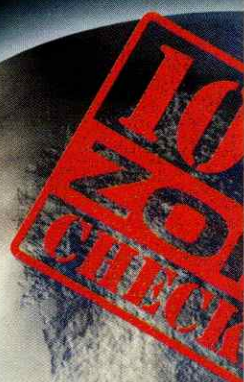
(1 secret)

You begin on the bridge with a right turn ahead. You can't enter the door on the right as you require a key. Just before this turning is an arrow. Stand on the arrow and walk off towards the gold key tower and you should land on a platform. Grab the secret pickups and go towards the other tower. Use your invisibility and enter the room to slay the four ogres. Pull the lever on the right pillar to prevent a slab from falling down. Get the key. Find the hidden door and go through following the passage.

Take the right portcullis. Activate



4 You should be prepared for these flame traps at all times **5** Grab some precious energy and ammo when you can





- 1 These Pit Fiends can be a real pain. Look for traps to lure them to their death 2 The Scorpions are surprisingly simple to deal with 3 The turtles are a great form of transport for our battling buddies. Attacks can come from all sides so be prepared

the portcullis. A hidden door behind you will open. Kill the ratmen and go through the portcullis.

You must now waste more ratmen. Collect the pickups and pull the lever. Head back to the gold portcullis. Get on the lift and go up. Kill the rat grenadiers.

Jump into the room with a lever and two candles outside it.

Pull the lever and quickly jump back to the lift. Jump to the second lever and pull it.

A portcullis will open. Jump opposite the portcullis, go through and pull the lever. The levers are time based, if you take too long they will reset and you'll have to start again. Go down on the lift and exit the level.

Inversion 6 (2 secrets)

Get on the turtle, enter the room and kill the rat gunners.

Go to the portcullis on the left. Activate it, jump back, kill enemies and collect some pickups. Stand in front of the tapestry and press activate to reveal a secret. Exit the room and follow the passage up. Kill yet more ratmen and go through the portcullis on the right. It's dark in here so you need to use Firefly, starspell. Kill the ratmen, get the pickups and activate the tapestry to get to the secret. Follow the passage on the left around. Kill the ogres you will encounter. You will now end up at room at top of the first passage. Activate the banner, enter the door and exit this level.

Inversion 7 (1 secret)

Head straight over the bridge and go through the portcullis.

Pull the levers either side of the second portcullis. This is time based so you must be quick. Go to the left and enter the teleport. Go round,

through the portcullis, get on the turtle. Next you need to go through portcullis and bear right. Get the pickups and pull the lever. Enter the teleporter.

Pull the lever and using your grenade launcher drop some grenades through the doorways onto the robots to kill them. Now you can drop down.

Go through the doorway, open the coffin on the right, kill the ghost and get the pickups. Enter the teleporter. Enter the portcullis. On the right there's a hidden door with some secret pickups inside.

Follow the passageway around until you reach a junction. Turn left and leave this stage behind.

Inversion 8 (No secrets)

Progress along the walkway and drop down to the save position, the teleport backup and carry on. A small robot will teleport in front of you. Demolish it and go through the portcullis. Do not get on the lift but stay where you are and kill the rat grenadiers with ranged weapons. Descend on the lift and kill the rat ogres.

Open the chests on the left and right and collect the pickups. Kill the small robots which appear but make sure you keep away from the centre of the room because it will collapse. And this will put a bit of a downer on the proceedings. Destroy the giant robot which comes up on the lift making sure you are as near as possible to the lift when it dies. The lift will descend automatically so you must be quick to get on it. At the bottom of the shaft climb onto the turtle and ride off to the end of the level

Inversion 9 (2 secrets)

Ride the turtle and kill all of the ratmen. When you get the text message warning you to 'Watch out', be ready to jump to the other turtle. When you get to the big room run to the lift shaft on the right, drop down and grab

somesecond pickups.

Teleport out again and run to the second shaft. Drop down to get the second secret.

Kill everything and exit through the door on the right at the back of the room.

Dragon 1 (1 secret)

Firstly you must kill all of the knights in the main hall. Find and go through the hidden door which is in the far wall opposite where you start to the right on the passage. Kill the second wave of knights and open the hidden door. Make sure you avoid the fire trap and pull the lever. Return to the main hall, dodging the fire trap and defeat the remaining knights. There is now a lift which you can use in the





1 The Bloodbeast takes some beating. Use strength and your Venom Sword to slash the beast to death 2 The dragon itself is very tough. Use your Charm Of Icy Cool to avoid its fiery breath 3 Try to keep your distance as much as possible

floor of the main hall, it goes down. Ignore the two levers beside you and run through the flames. Don't worry because it's an illusion. After you have collected the secret pickups, use the lift to return to the main hall. Activate the lever on the right. Head to the exit of the hall. It's in the wall opposite to where you entered this level. There is an additional hidden door in the wall on your left as you face the exit. Enter it and waste the knights. Pull the lever and you can exit the main hall.

Defeat the knights that face you and pick up the gold key. Open the portcullis and ascend on the lift. You will now face the Bloodbeast. Slay the scum. When it dies two portcullises behind you will open. Grab the pickups available and leave the room, slaying the knights blocking your path. If you are poisoned after your battle with the Bloodbeast antidotes can be found in the right hand wall behind a hidden door. You can now exit the level on the lift

Dragon 2 (1 secret)

You should descend on the lift. Head over to the rear pillar on the left. Find and pull the lever. Enter the hidden area to the right of the room.

Once there, collect the pickups and pull the lever. Now you should return to the main area and use the lift. At the top pull the lever and go back into the main room.

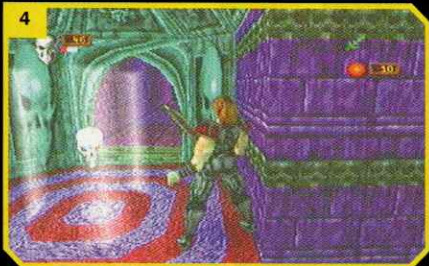
Go through the portcullis, follow the corridor and pass through the door ahead. Go around the walkway either way, killing the high priestesses. Pull all four levers and then head for the central plinth. Here you must pull the lever. Next you need to drop down and pull the six gold levers, avoiding the Hydra. Pass through the wooden door and collect the Venom sword. There is a hidden door with a secret behind it in this room also. Return to the Hydra and you can now kill it. Go back to where you found the sword and enter the teleporter. Pass through the door and exit the level

Dragon 3

You will need the Black Sword if you're to kill the Purple Dragon. It can only be retrieved from the cage by pulling all three of the Gold levers found on the level.

Run to the portcullis to the west of the central arena taking the direction of entry to be North. Go to the top level via the lift and exit to the upper level walkway. To the right

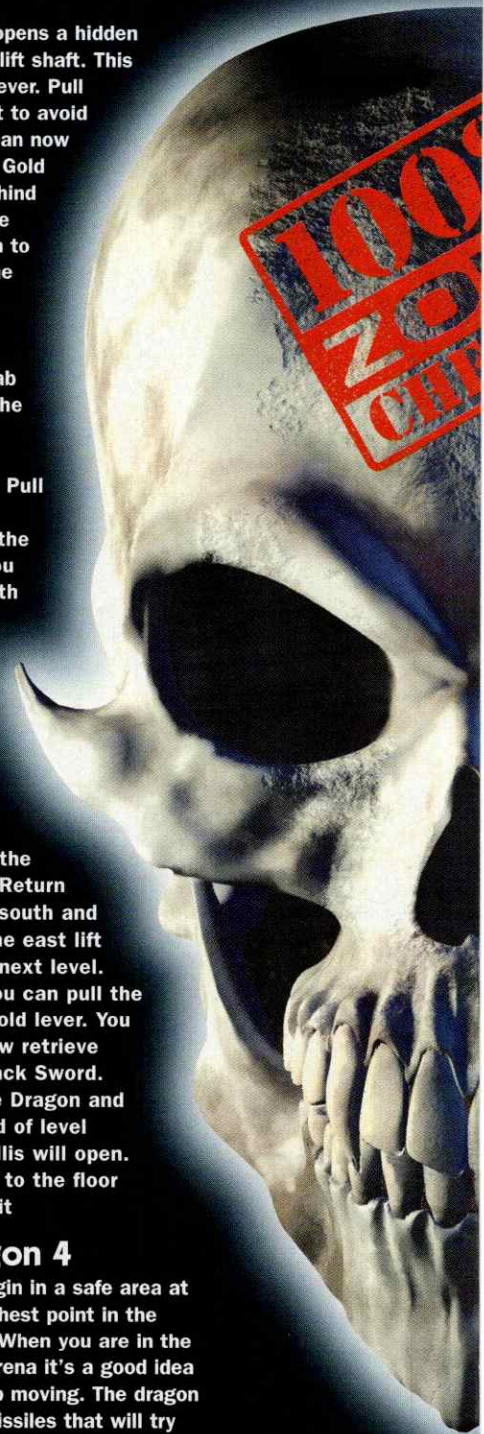
is a lever which opens a hidden door back in the lift shaft. This reveals another lever. Pull this and jump left to avoid a bolt trap. You can now activate the first Gold lever which is behind you. Return to the walkway and turn to the south. Pull the lever to allow access to the second Gold lever. A falling slab will drop you to the floor level. Head north to the top level via the lift. Pull the second Gold lever. Return to the floor level. As you stand in the North the East corner is a hidden door. Open it using the lever and go up on the lift. There is a wall lever which will allow access to the third gold lever. Return to the floor, run south and take the east lift to the next level. Now you can pull the third gold lever. You can now retrieve the Black Sword. Kill the Dragon and the end of level portcullis will open. Return to the floor and exit



4 Save your game here 5 The three switches must be activated 6 Don't get hit by mines! 7 Grab the Black Sword for your battle with the dragon

Dragon 4

You begin in a safe area at the highest point in the arena. When you are in the main arena it's a good idea to keep moving. The dragon fires missiles that will try to target you. These explode if they hit you but if they miss they bounce, come to rest and then





1. You need to have your wits about you if you're to kill the huge beast 2. Powerful weapons are your best bet to waste the dragon 3. You can't afford to hang around with this dragon hot on your tail

explode. The dragon will also try to hover near you if you stay stationery. If it does it will bathe you in flames, fireballs and red lightning bolts.

This just wouldn't be on.

Run forward out of the start lift and there's a save point to your right. Use it as it will disappear once you enter the arena. There is a lever to your left, pull it to enter the arena. The lever opens the hidden door beside you. Follow the walkway around avoiding the stone blocks that fall from above. These will kill you if they fall on you.

You will come across two levers, one which requires a silver key and one which doesn't. Pull the latter and it opens a hidden door next to where you entered the level.

Run back to the start and follow the walkway around. You will reach a silver key. Return to the silver key lever and pull it. The wall to the right will open allowing you access to the lower walkways. Pass through the opened wall and open the portcullis. Take the lift down. You are now in a corridor. Use caution as there's a collapsing floor near to the end of the corridor. Run and jump to avoid it. As you enter the chamber you should see a wall close. You need to get a gold key to open it. Under a block, there is a lever, pull it and do not move. After the camera has shown you a block slam down run across the chamber and climb up onto the block. On top of it there is a lever. Pull it. This opens the two portcullises in this level. Go through either one. You are now in a red chamber with two levers in it. Pull

the smaller lever to disable the trap, then pull the larger lever and a hidden door will open. Inside is another lever, pull this. This lowers several blocks in the main room. Watch out, they are booby trapped.

Two blocks slam across the chamber when the trap is set off. To avoid it climb up onto the new blocks and jump down the other side. You should be safe. Once the trap is safe, climb up and pull the final lever. Collect the Flame Lance. This final lever will open a hidden door in the red room. Inside is a gold key. Collect it and use it to exit the chamber. In the exit corridor there are two collapsing floors. These are set off when you come close to the torches. Set them off and do standing jumps to avoid the falls. Head through the portcullis. You will be back in the main chamber again.

This has four main areas; three circular walkways. You've already used the top one and you are on the middle now and the lower walkway; the fourth area is a platform in the centre of the chamber. This is where the dragon lands. The walkways and the platform are linked by a series of teleporters. Use these to move between the lower two walkways and the platform. You can go under the platform and collect all of the pickups. On the lower level collect the red key and go through the door which requires the red key. You should run down a corridor and into a chamber with two raised sides. As you enter the chamber you will see a hidden door closing. There is a red sword over a pit.

If you jump over to the far side of the pit you will be bathed in lightning spells so you're best avoiding it for now. Climb up and open the hidden door as you jump out of the way of the fireball trap that you have set off. Inside there is a lever. This will open the next hidden door. You have a limited amount of time to run to the next door. Be sure to dodge the fireball as you go. Once inside the next room you should collect the pickup and pull the lever. This opens the next hidden door. This door will

stay open. Once you enter the room the door closes behind you. The gauges show that the flame traps are about to start. They fire in the following sequence: the right of the room, the left of the room, the front of the room the back of the room. If you survive the sequence then the floor lowers and you have a limited amount of time to pull the next switch before the floor returns to it's start position.

You now have very little time to run to the last door, making sure you dodge the fireballs. Once inside you should pull the final lever. This lowers a wall, making the lightning trap safe. You can collect the final pickups and the red sword. Now you're ready to fight that dragon. Go to the lowest walkway. Use a charm of icy cool and a anti magic charm after luring the dragon into hovering. Now discharge as many flamelance shots as possible into the beast. It should go and land on the platform. Leap onto the platform and use a Strength Potion, followed by a Warding Charm. If necessary use another charm of icy cool and another anti-magic charm. Switch to the red sword and hit the dragon for all your worth. This is your best chance of defeating it once and for all. Now wasn't that a walk in the park? Yes, Deathtrap Dungeon is no more. Long live Red Lotus and Chaindog!





Motorhead

Motorhead

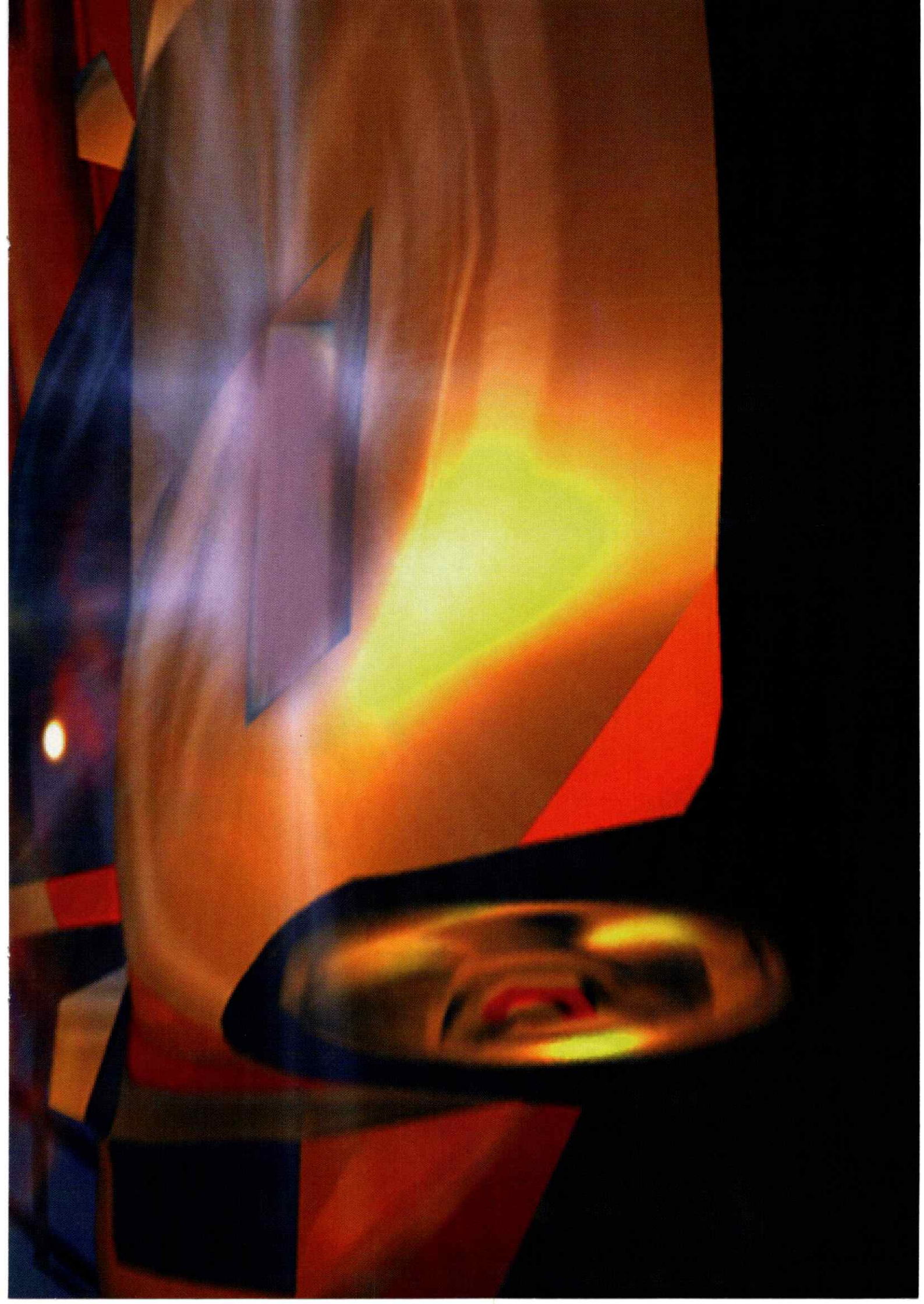
Steel nerves (plus a good dose of road rage) will give you the edge in Motorhead. So tune up and race into the future

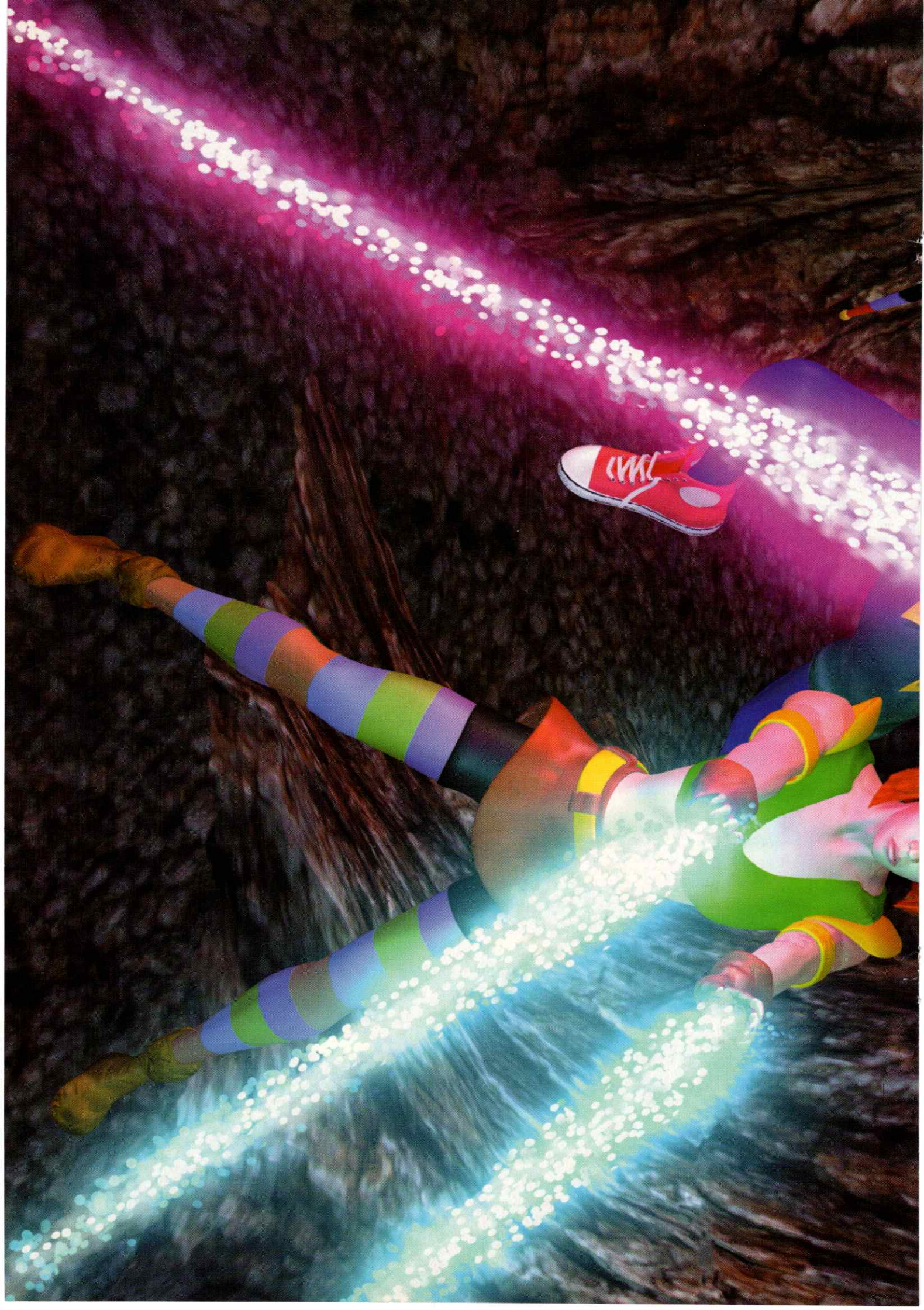


Here are the tracks – and here is the action. JONATHAN EVES takes you on a trial run, giving you the inside track on Motorhead and a truckload of tips to keep you on course. Good luck, hell drivers.



1 Motorhead takes you to the futuristic world of street racing. **2** The action takes place in a number of future locations from the purpose built track at Goldbridge to the sinister Neocity. **3** The pace that these cars race at is staggering, especially when you see them crash.





PLAY STATION



Pandemonium TIPS POSTER

Level Passwords

Level 1	ADEAMIE
Level 2	EPIJAKCA
Level 3	FBIJAKCI
Level 4	KOGCIEE
Level 5	NGAIBJJ
Level 6	AFACBAIK
Level 7	FFAIAKDI
Level 8	PIAIBCA
Level 9	AHACBAJG
Level 10	ELIAKBC
Level 11	AICFAJG
Level 12	AICBAJI
Level 13	FDIAKDC
Level 14	AKACBAJO
Level 15	ADMCFAD
Level 16	EMIEKBE
Level 17	OEIBIMJ
Level 18	FAAIAKCE



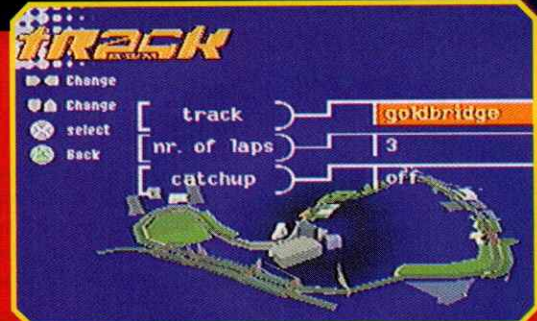


PLAYSTATION
zone

Motorhead
Pull-out Poster

Track 1 Goldbridge

Goldbridge is the first of the eight tracks to challenge your racing skills and, as you'd expect, it is more of a training circuit. The track is wide and provides you with plenty of space to overtake so you'll have no problem from the competition here. Although the track is wide and open there are still one or two nasty bends to negotiate so you'll need to complete several practice runs before you'll feel completely comfortable in the driving seat. Once you've mastered this circuit you'll find that it's one of the fastest available so you'll be able to put in some real record breaking times.



Goldbridge is a relatively simple track to start on, however, it's no Sunday drive in the country.



1a You'll know when the turning is coming up when you pass under the bridge.
1b As soon as you see the warning chevrons cut left to make the turn.

1 At the end of the long straight from the starting line you'll find that the road ahead is blocked forcing you to break off to the left so you'll need to be ready to act fast. If you fail to make the turn early enough you'll find that your car will start to slide out and you'll go crashing into the wall. You'll know when you're approaching the turn because you'll pass under a small bridge, as soon as you can see the chevrons on the wall blocking the road ahead it's time to make your turn.

2 As you approach the right hand bend with the red chevrons on the side of the road you need to touch the brakes for a second because the road drops away to the right. If you fail to slow down you'll jump into the wall on the left and lose valuable time.



2 You can tell as the bends become sharper as the chevrons on the side of the road change from green to yellow and finally to red.



3 When you're approaching the big left hander you need to apply the brakes earlier rather than later. If you fail to apply them before you reach top of the hill you'll fly out of control into the wall on the right. Even if you manage to avoid the wall you'll still end up skidding onto the grass, costing you valuable time as you wheel spin back onto the track. Instead you need to apply the brakes when you're about halfway up the hill, then release before you reach the top. You'll then be able to hammer around the inside of the bend, overtaking any competitors as you go.



3a As you start to head up the hill touch the brakes on to stop yourself getting too much air off the jump. **3b** If you slow down a little you'll be able to make the bend without sliding out on the grass.



Drive with Disco Smoke

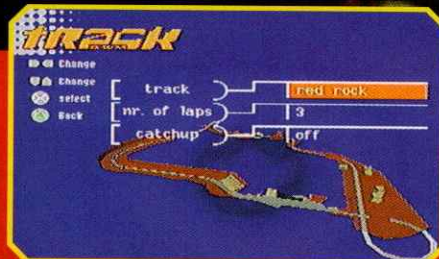
If you locate the gas station on the Goldbridge Circuit (marked above) and stop you'll be able to activate this cheat. Hold down the rear view button so you can see what you're doing and reverse around the pumps three times. If you manage to do this and reach a speed of 40kph when you pass the door for the last time within 20 seconds you'll activate the cheat.



1 To activate the cheat you need to find the petrol station. **2** Once you've found the petrol station reverse around the pumps three times and exceed 40 kph. **3** You'll now have crazy disco smoke coming out of the back of your car when skid around corners.

Track 2 Red Rock

Red Rock is the second track and thus starts to become more tricky. Again it's a fast circuit but this time the track is slightly narrower, there are also some rather nasty surprises. There are a couple of tight right angle bends to deal with as well as an extremely sharp hairpin turn. Again it's a fast track though so be prepared for some excellent lap times once you've had some practice.



Watch out for this course, there are plenty of sharp bends to negotiate.

1 Just after the start you'll come to the first right hand bend, it's vital here to turn early and get yourself straightened up again as quickly as possible. If you fail to straighten up as soon as you leave the bend you'll find that your car will start to turn in the air when you go over the jump, once you car leaves the ground it's totally out of your control. If you are straight when you go over the jump you won't have a problem and you'll land well clear of the wall at the bottom.



1 Straighten up quickly after the first bend or your car will turn out of control in the air.

2 The second right hander is a long fast bend so you can afford to fly around it flat out, however, be aware of the split in the road as you leave the turn. The split in the road can be seen from quite a distance so get on line early, if you fail to get on line in time you'll find that you slam into the wall as you make last minute adjustments in a panic. Both sides of the split road section are extremely narrow so watch out, once you're on line to fly through avoid the temptation to make minor adjustments. If you do clip a wall here you often end up spinning right around in the road which can cost you lots of time so take care. You can pass through either side but it's best to take the left route as you'll then be lined up for the next split in the road.



2 You can go around the long right hand bend flat out but be aware that there is a split in the road ahead so get in line early.

3 Just after the first split in the road there is a tunnel with two routes to take, you need to get on the right side as early as possible and follow this route through. What ever you do avoid taking the left tunnel as it leads to a dead end. As with the last split section of the road it's extremely tight so only make minor adjustments to your steering or you'll end up smashing into the tunnel wall.



3 When you can see the two tunnels ahead move over and take the right side tunnel, the other is a dead end.



4 When you approach the hairpin corner tap the brakes and pull on the handbrake to whip the back end around.

5 Don't bother with the handbrake on the second tight bend or you'll lose too much speed

4 As you approach the hairpin bend in the road you need to slow down by tapping your brakes on and off, then as you go into the turn apply the handbrake, whip the back around and accelerate away. Even if you do end up sliding into the wall you'll still be faster around the bend than any of your competitors.



5 The second tight bend isn't so hard to get around. There's no need to use the handbrake here, instead tap the brakes just before you go into the bend and you'll fly through without a problem.

6 As you go into the tunnel make sure you approach on the right side, this is because the road narrows halfway through. It's difficult to see when you're racing so avoid worrying about it by getting over early. If a competitor is trying to overtake you here you can be really nasty and force them to slam into the wall at high speed.



Drive Turbo Charged Cars

To activate this cheat you need to find the dead end which is indicated on the map above. At the start of the race quickly whip the car around in the road and start to race in the wrong direction. When you reach the dead end stop as you touch the wall and hit reverse and exceed 20kph. If you manage this within 30 seconds of starting the race a message will appear and the cheat will be activated. Your car will now be capable of speeds in excess of 500kph.



1 As soon as the race starts quickly turn around and start hammering towards the dead end. When you reach the dead end apply your brakes and hit the wall. **2** Hit reverse and a message will appear if you've successfully managed the cheat. **3** All the cars will now be capable of travelling about twice as fast as they were previously.

Track 3 Neocity

The third track is located in the futuristic Neocity. The action takes place around the narrow streets and is made even harder due to the fact it's dark and sinister. The circuit is tight and full of sharp bends and sudden changes of direction so you'll need to have your wits about you.

Neocity is extremely tight with plenty of sudden changes of direction to deal with.



1 Just past the first straight you'll come to a rather nasty right hand bend. Get over to the right before you enter the corner and dab the brakes, you'll then be able to whip around the bend without sliding out onto the grass. If you are neck and neck with another car you can use it to hold you on the track as you go around the bend, allowing you to make the turn at much higher speeds.



1 Use other cars to help to hold you on your line as you go through the bends.



4 When you're going over the jumps it's vital to line up perfectly before you leave the ground.

4 you leave the short tunnel. To make sure you make these jumps safely you'll need to get yourself on line as early as possible. If you are turning when you leave the ground you'll end up losing control in the air and spinning around.

5 As soon as you see the large advertisement board you know you're



2 If the car starts to slide out on medium bends let off the accelerator for a split second to regain control.

2 Yet again it's another nasty corner, this time off to the left. Try to stay as close as you can to the left wall as you go around the bend, you'll then be able to let off the accelerator if the car starts to slide out to the right. Once you stop sliding right reapply the accelerator and power out of the turn.

3 As you leave the tunnel you'll come to a long sweeping bend to the left, on the right side of the bend there is a tarmac bank. If you need to you can use this bank to overtake or if you take the bend too fast to stop yourself slamming into the wall, however, be aware that at the end of the bend the bank leads straight into a solid wall so you'll need to get back on the track as soon as possible. Look out for the sudden double drops in the track as



3 Yet another nasty bend to deal with. At least you can use the bank to prevent you slamming into the wall.



6 On the second from last bend make sure you get over to the right early to avoid the wall sticking out from the left

about to face a big left hand bend.

When you can see the large advertisement board you'll know that you're approaching the sharp left hander. To successfully negotiate this turn you need to dab the brakes for a second, then pull on the handbrakes and whip the back end around.

On the penultimate bend you'll notice the track splits in two, with the left section blocked off by large bollards. Get over to the right early to avoid any possibilities of clipping the wall and going into a spin, especially on the final lap.

View The Development Team

To view the development team who brought you Motorhead you need to locate the first house on the left at the bottom of the second drop in the road. Line up with the first window and drive into the wall, if you've lined it up right you'll pass through the wall into a hidden section where you'll find the picture.



1 The secret area is located at the bottom of the second jump. **2** Find the first window on the left at the bottom of the second jump and line the car up with it. **3** Drive your car through the wall and you'll see the development team.



Track 4 Atlantika

The fourth circuit is Atlantika, a fast and furious road track. You'll find that you can build up extremely high speeds on the straight sections, but some of the bends are sharp so you'll need to be heavy on the brakes through certain sections. There are also plenty of narrow sections to deal with so accurate steering is a must.

Atlantika is a fast track with plenty of narrow sections to keep you on your toes.



1 The first quarter of the track comprises of a number of slight bends so you'll be able to thrash through flat out, however, there is a nasty hill to look out for. As soon as you start to climb the hill dab the brakes on to reduce the amount of air you get and to increase your control.



1 Touch on your breaks as you go over the hill to reduce the amount of air you get and to increase your control.



4 Taking the narrower right route where the track splits in two will put you on a better line for the next bend.



2 Once you can see the yellow and black warning signs move over to the right side of the track. The earlier you do this the better, if you leave it too late you'll either clip the central reservation or over steer into the wall on the right. As soon as you start to head down the slip road touch the brakes to stop yourself slamming into the wall of the tight left hand bend at the bottom.



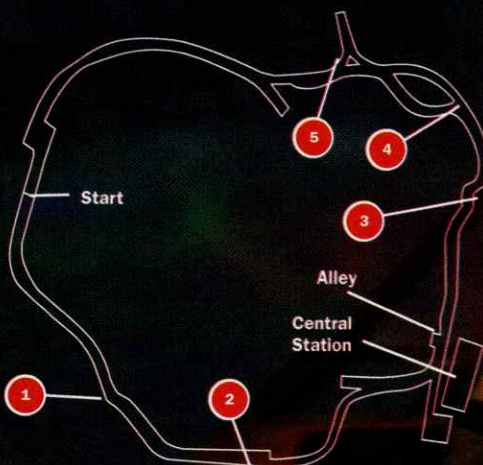
2b As soon as you see the yellow and black warning signs move over to the right or you won't make the slip road.

3 Try to avoid skidding through the tight double bends,

rather than slowing down use the grass if you need to. If you do end up on the grass don't turn or you'll lock up and lose control.



3 When passing through the double bends try to avoid slowing down or skidding, run across the corner of the grass if you need to.



4 After the double bends the track will split in two. The left route is the main part of the track but you can take the narrower route on the right, this will put you on a better line to go into the next bend and will also allow you to overtake any slower cars.

5 When the track splits in two again you need to take the left route. You'll be able to tell when you're approaching the split as you'll see several warning signs in the top right hand side of the screen. As soon as you see the signs move over to the left and claim your lane, if you get in line early you'll then be able to force any cars next to you off onto the grass. Look out for the track narrowing on the left as you go around the bend, it's quite gradual so you shouldn't have a problem getting over in plenty of time.

5 Where the track splits in half again make sure you take the left lane as the other is a dead end.



Race In Bouncing Cars

To activate the bouncing car cheat you need to locate the Atlantika Central Station building which is marked on the map. Once you've found it locate the alley opposite the station, this is also marked on the map. Reverse in to the ally, then thrash around to the alley that leads to the back of the station. When you turn into the wall at the back of the station a message will flash up telling you that the cheat has been activated, then restart the race.



1 Locate the alley opposite the station and reverse your car in.



2 Accelerate around the back of the station as quickly as possible, if you make it in time a message will appear.

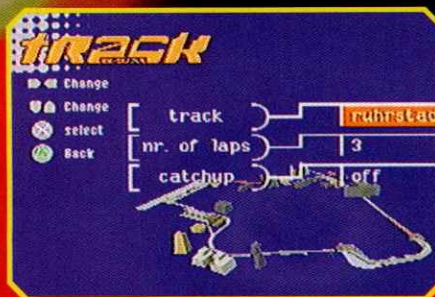


3 Once you start again all the cars will be bouncing all over the place.

Track 5 Ruhrstadt

Track number five is again set in a futuristic city location, there are both tight sections to test your cornering as well as long open sections to thrash down. As with the Neocity track you'll be racing at night which will further hamper your racing by reducing your visibility. Watch out for the car park section which is particularly tight so be ready on the handbrake, also there is a tricky dock section to race through.

Ruhrstadt is another city street race with plenty of changes of direction and pace.



1 The first bend you'll come to is a long gentle left hand turn, there is no need to slow down here so put your foot down and fly around the bend flat out.

2 At the end of the long straight you'll see a set of yellow and black warning arrows directing you to the left, as soon as you see them move over to the slip road which will appear on the left. If you get over early you'll have no problem making the bend, however, if you take too long to

get into line you'll have to slam on the brakes to avoid clipping the wall on the right which will cost you vital seconds.

2 When you can see the yellow and black warning sides move over to the left to make the sharp bend.

3 As you enter the car park you need to dab the brakes to make the first right turn without crashing into the first set of pillars. Once you've passed the second set of pillars pull on the handbrake and slide around the left hand bend before you reach the third set. It's vital not to over shoot the second bend here or you'll lose lots of time trying to turn around.

4 At the end of the tunnel you'll come to a sharp right followed by a sharp left leading onto the docks. Make sure you're over to the left as you leave the tunnel or you won't be able to make the first turn. As you go into the first bend dab the brakes and apply the handbrake. Before you reach the second turn head to the right side of the track and touch the brakes again, you'll now slide around the second bend onto the docks. Once you're on the docks stick to the right side of the large cargo boxes, this will make the turning off the docks much easier to manage.



1 No need to slow down for the first bend so put your foot down.



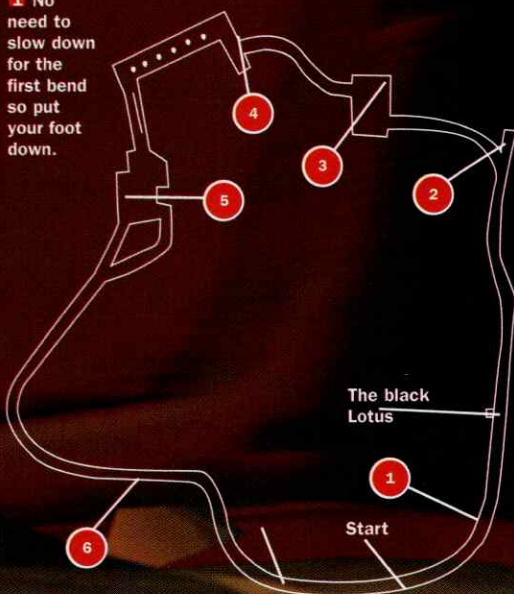
5a/5b

In the large open area drive under the submarine and you'll find a little short cut.



5 When you come to the large open area you'll find a submarine mounted on blocks, drive under the sub in a diagonal line and you'll find a hidden narrow section of track. This narrow section will act as a short cut and allow you to make up a couple of valuable seconds.

6 On the penultimate straight you'll find there are several drops in the road so try not to adjust your steering too much or you'll lose control in the air.



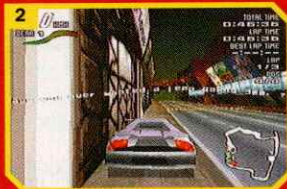
4 When you reach the docks take the right route, from here you'll find it easy to make the turning off.



6 When you're driving over the dips in the road try to keep as straight as possible.

Drive 4 Wheel Drive Versions Of All The Cars

To drive 4 wheel drive versions of all of the cars you need to find the Black Lotus Club which is highlighted on the map. Once you've found it pull up on the pavement outside the club and wait for 15 seconds, if a message appears you'll have activated the cheat. If it doesn't appear you need to get closer and try again.



1 Locate the Black Lotus Club. **2** Park as close as you can outside and you'll activate the cheat after 15 seconds. **3** When the cheat has been activated you'll be able to drive jacked up versions of each of the cars.



Track 6 Olympus

Track number six is Olympus, a high speed circuit taking you through the Greek countryside. The track is fast with very few tight turns, although there are a couple to watch for so be prepared. Having said the track is fast it's also quite narrow in places so overtaking can be a problem.

The Olympus track is located in rural Greece.



1 After the first two bends the track will split into two narrow sections, the inside lane being slightly raised compared to the outside. It's best to try and take the inside lane if you can as it is a shorter distance to cover than the other. If you don't line up for the inside lane just take the other one rather than trying to cut across the grass, trying to cut from the outside to the inside lanes will only lead to your car sliding sideways out of control.



1 Try to take the higher inside path around the long left hander.



4 When you approach the hairpin bend use the palm tree as a marker to tell you when to brake.



2 Once you pass the yellow and black warning sign get ready to break off to the right.

need to follow the dirt track off to the right so move over to the left to allow yourself to make the turning at high speed.

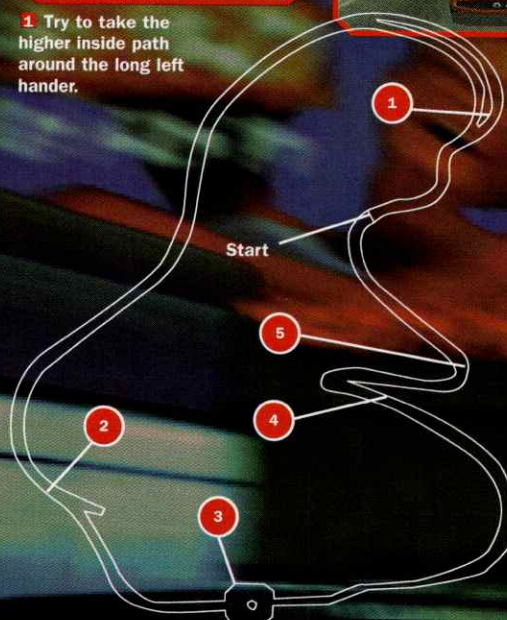
3 Shortly after you turn off the main road onto the dirt track you'll come to a courtyard with a large fountain in the middle. You need to drive around the fountain, however, once you've passed it get back on line as quickly as possible because the gate you need to take to leave is very narrow. You can use this gate to take out the opposition by bumping into the side of them just before they go through, forcing them into the wall.



4 Be ready to move out around the fountain in the courtyard.



5 You won't need to use the handbrake on the second bend, just tap the foot brake and accelerate away.



4 The hairpin corner is exceptionally tight so slow down a little before you reach it. Use the palm tree as a marker to tell you when to brake, once the tree is visible tap the brakes on to reduce your speed before you pull on the handbrake and slide the back end around. Finally put your foot down and leave the opposition standing.

5 Just after the hairpin bend you'll find the only other nasty bend. It's not as bad as the last one so you won't need to bother with the handbrake, instead tap the foot brake as you go into the turn to reduce your momentum, then accelerate away.

Track And Car Passwords

To access Neocity and Alantika enter the password COWRULES in the option menu, this will also give you the following cars, the ASC 11, the Python V12 and the Rbuild 2. To access Ruhrstadt and Olympus enter the password FRAGTIME in the option menu, this will also give you access to the following cars, the Titan, the Avalanche and the Kobra Mk 3.

To access Nolby Hills enter the password TURBOMOS in the options menu.

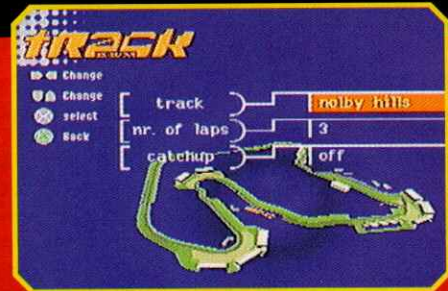
To access all the tracks with all the cars enter the password LASTCODE in the options menu.



1 The following codes will give you access to all the tracks as well as some superb cars such as the Kobra and Serpent.

Track 7 Nolby Hills

Nolby Hills is another fast open track for you to race on, there are no buildings or walls protruding into the track so you shouldn't find yourself clipping walls and going into a spin. Although the circuit itself is open the actual track is quite narrow so you may have troubles staying on the tarmac all the time, this is the main problem you'll have to deal with. If you do go wide on a corner you'll find that you'll go sliding completely out of control on the slippery grass, there are also gravel traps on all the tight turns which are impossible to accurately steer a car on once you leave the track at high speed.



Nolby Hills is yet another fast open track with plenty of grass to skid out on so take care.



1a Take the inside line through the first set of slight bends.

1b At the end of slight bends there's a heavy left so pump those brakes.



3 Try to avoid going onto the gravel where possible, if you do end up skidding onto it get back on the tarmac as quickly as you can.

3 Once you've been through the big left hander you'll come to a short straight, drive flat out through this section to get your speed back

up but be aware that there are a couple of slight bends before the main right hander just over the horizon. Use your brakes to prevent your car from sliding onto the gravel, however, if you do end up sliding out on the bend you need to get back on the track as quickly as possible as there is a solid wall at the end of the trap.

4 The last bend is again a big left hander, however, this time if you take the bend too fast you can shoot into the pit lane track and rejoin the race after the starting line. If you do decide to take this route there are a couple of extra bends to negotiate, but it's better than sliding out on the bend and losing valuable time.

4a As you go into the last bend again brake early using the stands as markers. **4b** You can use the pit lane track if you go too wide on the last bend, but it is a slightly longer route.



2 At the end of the straight use the stadium stands to tell you when to break.

1 Just after the starting line you'll enter the first set of slight bends, these can be taken at top speed as long as you stick to the inside of each turn. If you take them too wide you'll end up sliding onto the grass and losing valuable time. Be aware that the next turn you'll come to will be a tight left hander so get your brake discs glowing early.

2 After you've travelled down the second big straight you'll come to yet another tight left hander, this time with a large gravel trap on the outside of the bend. Use the second stadium stand as a marker to tell you when to apply the brakes, you won't need to slow down too much so just tap the brakes as you go through the turn.



Increase Your Ability To Jump

To activate this cheat you need to find the garages located in the pit lane. Once you are next to the last garage with a Digital Illusion poster above the door pull forward and do a wide left turn onto the grass. You need to line up the front of the car with the garage door you were previously in front of, then reverse to give yourself a big run up. Next accelerate hard and jump into the garage door in excess of 75kph. A message will appear telling you that the cheat has been activated, you'll now be able to get extra air off every jump you pass over.

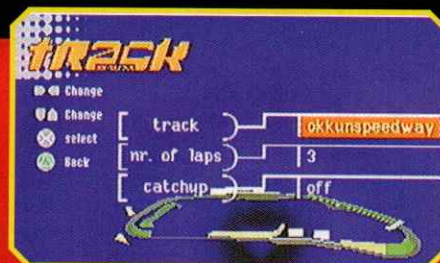


1 To activate the cheat you need to find the last garage in the pit lane. Line up with the garage door and start to accelerate towards it. **2** Jump into the door at over 75kph and you'll activate the cheat. **3** If a message appears across the screen the cheat has been successfully completed



Track 8 Okkunsspeedway

The Okkunsspeedway track is by far the fastest track and offers very little in the way of surprises. There are however a number of little areas to watch out for, in many places around the track there are no grass edges, instead the roadside is covered with rock so there is no room for error. The circuit is also raced at dusk which further hampers you by reducing your visibility. Due to the fact it is a relatively simple track you can't afford to get behind or you'll find it almost impossible to catch up with the other contenders.



The Okkunsspeedway track is by far the fastest circuit, its simplicity allows you to fly around flat out most of the way.



1 It's vital on this track to try to get a good start and claim first position as early as possible, ideally you want pole position by the time you leave the first bend. The first bend will provide you with a great opportunity to overtake if you need to by hogging the inside line and forcing your competitors wide.

2 Take care when you go through the tunnel, it's not particularly narrow but there is a large jump to negotiate just as you leave. Get yourself in line before you leave the tunnel and you'll have no problem, if you leave it too late you'll turn in the air and be thrown into the rock face.



4a Try to stay as central as possible when you pass through the tunnel, clipping a wall at high speed can be disastrous. **2b** At the end of the tunnel there is a large jump to deal with, if you've stuck to the centre of the tunnel you'll be on a good line to make the jump in safety.



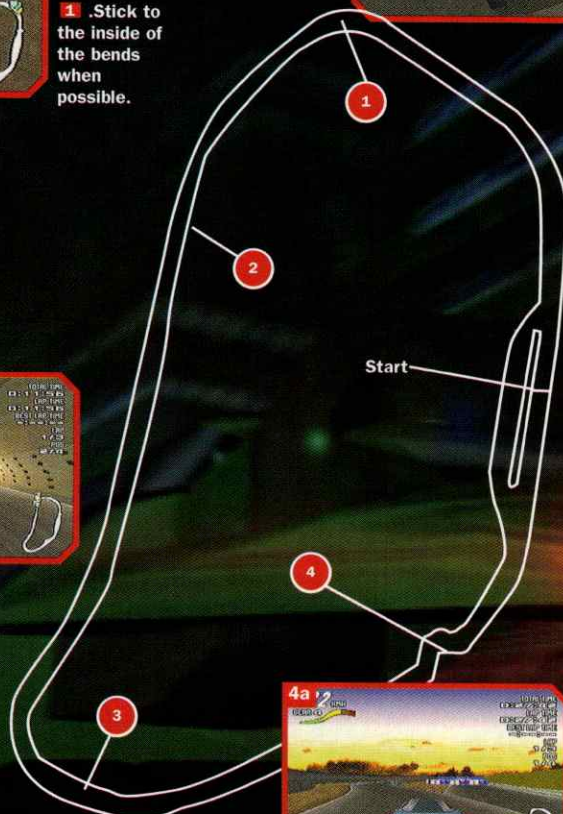
4a Move over as soon as you can see the kink in the track. **4b** If you've got the nerve try to cut as close as you can.

3 Tap on your brakes if you feel the car drifting out on the tight bend.



3 At the bottom of the large straight you'll come to the tightest bend on this circuit, although it's not too tight you may well have to touch on the breaks for half a second to avoid clipping the outside wall if you take the corner too wide. Again ideally you want to take the inside line to force any other cars wide.

4 Look out for the kink in the track just after the big bend. The track kinks off to the left and then cuts back to the right. To make the turn you need to approach from the left side of the road, this will reduce the amount of turning you'll need to do as well as reducing the chance of skidding. When you pass the kink try to cut as close to it as possible, again to reduce the amount you need to turn.



Other Handy Passwords

To make the view from your car seem faster enter the password **SOFTHEAD** in the options menu, you'll now get motion blur for that extra feeling of extreme speed.

To get a bird's eye view as you race around the track enter the password **SUPERCAR** in the options menu.

To access an alternative demo sequence enter the password **INSANITY** in the options menu.

To disable any cheats you've activate without resetting your Playstation enter the password **NOCHEATS** in the options menu.



1/2 Enter the password **SUPERCAR** and you can change the view to a Micro Machines style bird's eye view.

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Monsters and demons deserve a good kicking. So pull on your boots and get ready for a blood tasting. Just make sure it's not your own



Feeling mean? Well, let it all out with a mega dose of hacking and slashing to turn the evil Diablo into a burger and save the land. JONATHAN EVES

takes you through the second part of this bowel-tingler, so get ready for some heavy duty slaying. On the way you'll be asked to complete various quests for people in return for favours and prizes. Use this definitive quest guide to help you on your way. When playing Diablo one player you'll find that a random selection of the following quests will appear in each game. The only ones that are always available are Lazarus and Diablo. When playing two players some of the quests won't be available or they will appear in a different format.

DIABLO

Selecting a Character



1 The Warrior is a real power house but he lacks in mental ability. **2** The Rogue is a master of the bow making her a deadly adversary. **3** The Sorcerer has a good understanding of magic but in a hand to hand situation he'll take a real hammering.



The Warrior

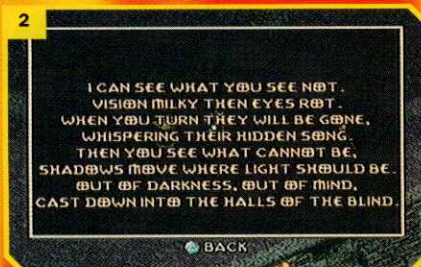
The Warrior is a real hand to hand fighter who excels in using all close combat weapons. He is very strong and can inflict more damage than either of the other characters with any of the close combat weapons, however, he's not particularly fast. He also has extremely high vitality which means he can afford to wade in without suffering too much damage. His real weak area is his magical ability, even if you add points to his magic he'll never be as efficient at casting spells as the others.

The Rogue

The Rogue is a real archer, being highly fast and skilled. She can out perform either of the other characters with any of the bows which makes her a deadly adversary as she can just sit at the back of the screen taking people out at will. However she is not very strong and her vitality is low making her ineffective in hand to hand combat. If you're playing using her you should always retreat if you feel that you are getting too close, otherwise you'll find your game will be cut tragically short. The Rogue is perfect for a one player game and makes an ideal partner for the Warrior in a two player game.

The Sorcerer

The Sorcerer is the best character when it comes to magical ability. However, he is weak and poor at fighting with traditional weapons. He's a particularly hard character to use as he can only take a few hits before he's in real trouble. If you can complete the first few levels without getting killed then you can improve his characteristics and he becomes quite a good contender.



- 1 If you have the Halls of the Blind in your game you'll find The Book of the Blind at the start of level 7. 2 The book will tell you a riddle relating to Illusion Weavers. 3 The Hall of the Blind is a figure of eight shaped room, if you find it before you've finished the level you should leave it till later and carry on maiming.



- 4 To start with you want to open the door and fire/hack into the room, even if you can't see anyone you can still hit them. 5 Once you've killed a few Illusion Weavers you can start to make your way further into the room. 6 Just clear the first square room to start with, then move onto the second. 7 Once you've cleared both of the rooms you can concentrate on the smaller rooms in the middle.

The Quest For The Halls Of The Blind

If the Hall of the Blind quest is available in your game you'll find The Book of the Blind on level 7. Go up to the book and read it to initiate the quest. The book contains a strange riddle that relates to Illusion Weavers and the Hall of the Blind. Once you've read the book clear out the rest of the level avoiding going into any of the rooms. Look at the map and work out which of the doors lead to the Hall of the Blind, you can tell when you've found the hall because it is in the shape of a figure of eight. You can now go and clear out all the rooms you've left and collect all the weapons and items. Look out for the Acid Spitters on this level as they tend to hang around in packs and can spit their acid over long distances. You also need to remember to avoid walking over them once you've slain them as their blood is acid and stays around for a few seconds after you've killed them. You can tell when it's safe to walk across the blood as it will stop bubbling. When you've flushed out all the creatures return to the Hall of the Blind and prepare yourself to enter.

Inside the hall you'll find there are lots of Illusion Weavers to kill. The Illusion Weavers take a lot of beating so you need to formulate a strategy

of how you're going to fight them. Every time they appear they will make a quick attack and disappear into the shadow, however, just because you can't see them doesn't mean that they're not there so keep hacking or shooting all the time. A good method to start off with is to hit them from just the other side of the door you entered through, this will stop any of them getting behind you and putting you in a vulnerable position.

Once you've cleared the first few you'll need to work your way round the figure of eight corridor killing the rest. This should prove no problem as long as you take it easy. If you do find yourself in trouble just fire off a few blasts of lightning, this seems to fry them pretty quickly and gives you a chance to regain your composure before you proceed any further. Once you've cleared all of the corridors you can open up the small rooms where you'll find more Illusion Weavers to fight. In the North room you'll find the Optic Amulet, a unique item. Pick it up and you'll have finished the quest. If you return to the town or use a Scroll of Identity You'll find that it gives you 20% lightning protection as well as increasing your magical ability.



- 8 In the lower small room you won't find any objects but there will be more Illusion Weavers. 9 The higher of the two rooms will contain the Optic Amulet. 10 Return to Cain and he'll identify it for you. This amulet will come in handy for level 9 when you'll meet the Storm Riders.



10	ENSTR	98
	MAGIC	98
	DEXTERITY	98
	VITALITY	98
	TO HIT	98%
	DAMAGE	6-25
	LIFE	112/112
	MANA	74/74
	AC	45
	MAGIC	0%
	FIRE	0%
	LIGHTNING	20%
	GOLD	3077

OPTIC AMULET
UNIQUE ITEM
+20% LIGHT RADIUS
RESIST LIGHTNING: +20%
-1 DAMAGE FROM ENEMIES
+5 TO MAGIC



1 You'll find Zhar on level 8 if he appears in your game. 2 If you find him before you've completed the level you should come back to him. 3 Watch out for the Night Clan Archers on this level as they are quite nasty.



4 Once you're down in level 2 you'll need to deal with specific characters such as Pukerat the Unclean. 5 You'll know when you've found The Butcher's lair, whatever you do don't let him out until you've cleared the level. 6 You'll also meet Soulpus, he'll take a fair beating but he's reasonably slow so you shouldn't have a problem.



The Quest For Zhar The Mad

The quest for Zhar will be found on level 8 if it appears in your game. He is a mage who is busy working when you discover him. If you find him at the start of the level you should leave him in peace and carry on with clearing the level. There are lots of Night Clan running around, including several archers so take your time and move carefully. If you do feel you're getting in over your neck you should make a hasty retreat, find a wall and stand tight against it. Then when they come chasing around the corner you can take them out without being overwhelmed. You'll also find several Goat Shrine rooms which will all be filled with more Clan Warriors, use Infravision spells to see what awaits you before you

enter each room. When you enter each room you should use the lightning spell to help you clear them out as quickly as possible. Once the level is clear you should return to Zhar.

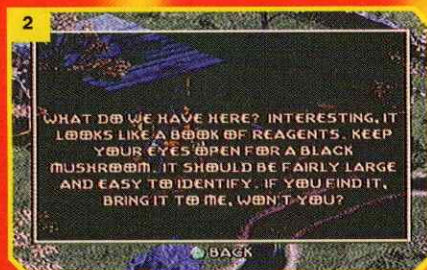
You'll find him standing in a small room surrounded by scrolls. Before you speak to him you'll be able to run round collecting these without being attacked, however, you should avoid touching the book case in the corner until you've spoken to him. When you speak to him he'll tell you that he's busy working and that you should go and leave him in peace. He will then give you a gift, usually a book of some sort. Collect the item and walk over to the book case, then take a book off the shelf. At this point he'll go mad and

7 As soon as he has stopped talking to you he will attack so be ready. 8 He'll use the Phasing spell so your best bet is to use a range weapon such as a bow. 9 He doesn't take much beating and you'll be rewarded with a second book of magic.

decide that he's going to destroy you so be ready. His main attack will come from his staff but he will also use a Phasing spell so you'll find it difficult to engage him in hand to hand combat. Instead you'll have better luck using a Staff of some sort, or a bow. He's also susceptible to Stone Curse so you'll be able to freeze him and take him out without being hit. Keep a watchful eye on your energy bar as each of his fireballs can do a lot of damage. If you have one it would be wise to use a Mana Shield at this point, again keep an eye on your Mana level. Once he's dead you'll be given another random magic item to use on your quest for Diablo, which you can keep or sell.



100%
ZONE
CHECKED



1 To start the quest for the Black Mushroom you need to find the Fungal Tomb on level 9. 2 Take the book to Adria the Witch and she'll tell you to find her a Black Mushroom. 3 You'll find a short cut back to the town on level 9 so use that to travel back when you need to.



4 The Black Mushroom will be guarded by several Storm Riders so take care, if possible use armour that resists lightning. 5 The Storm Riders are prone to fire attacks so use a Firewall or Inferno spell to weaken them before you lay into them. 6 Once you have the Mushroom take it back to Adria, she'll tell you that Pepin is seeking a Demon Brain.



The Quest For The Black Mushroom

If you have this quest in your game you'll find the Fungal Tomb close to the start of level 9. Pick the book up and go back to the town. Once you're back in the town head for Adria the Witch to initiate the quest. If you talk to her she'll take the Fungal Tomb and tell you that she is seeking a Black Mushroom for a potion she is working on. You'll be able to talk to every one in the town about this quest except Pepin, you'll not be able to discuss it with him until you've brought the mushroom back to Adria.

Go back into the labyrinth and start to clear out all the monsters. Level 9 is mainly inhabited by Storm Rider so take extreme care, each demon has the ability to cast lightning spells and they usually attack in groups. To stand any chance against these guys you're going to need to find or buy lightning resisting items. Griswald often has various protective armour and weapons for sale, if you can't get what you want off him you can always talk to Wirt. You'll also need plenty of Healing Potions on hand as well so be sure to visit Pepin's home on your way back to the labyrinth.

To take out the Storm Riders you need to get as close as you can without actually coming into contact



with them. You can achieve this by finding a river of lava, run up to the Storm Riders to get their attention. As soon as they start to chase you run back to the river and cross over one of the small bridges. Once across run either left or right along the banks, the stupid Storm Riders will then chase you along the far bank but won't be able to reach you. You are then free to take them out using either a bow or magic. You will still take quite a hammering but it's nothing compared to the damage they can do if they get their hands on you.

After a while you'll come across a mushroom, pick it up and head back to the town. Take the mushroom to Adria and she'll tell you that Pepin is looking for a demon brain. Go back to level 9, the next creature you kill

7 Talk to Pepin for additional information before you go back to level 9. 8 The first creature you kill when you return will give you the Demon Brain. 9 Take the Brain to Pepin and he'll give you an elixir to take to Adria. 10 When you take it to Adria she'll tell you to drink it.

MAGIC	45
DEXTERITY	40
VITALITY	67
TO HIT	55
DAMAGE	954
LIFE	11-26
MANA	80/116
AC	86/86
MAGIC	0%
FIRE	0%
LIGHTNING	20%
GOLD	1579

will give you a demon brain. Pick up the brain and take it to Pepin. He'll tell you that he's finished his elixir without needing the brain but he's still extremely pleased to have it. He'll then give you the elixir he's been working on and ask you to take it to Adria. Go back to the Witch's shack and give her the elixir. She'll tell you that she's finished her potion without needing Pepin's elixir and that you should keep it. If you then drink the elixir all your attributes will increase by 3 points.



1 Look out for handy enclosures to shut yourself in. They can save you taking a massive beating. 2 The anvil is located in the middle of the level, however, before you go for it you should work your way around the outside of the level flushing out all the monsters. 3 As well as Obsidian Lords you'll find Illusion Weavers so try not to get ahead of yourself.



4 Once you've cleared everyone out of the way you want to work your way to the middle. 5 On the island in the middle you'll find a number of Night Clan Archers, at this point in the game they should no longer be a real problem. 6 Once everyone is dead you'll be able to pick up the anvil.

The Quest For The Anvil Of Fury

If you go to Griswald during level 8 or 9 he'll tell you a story about a mighty anvil that is rumoured to be hidden in the depths of the labyrinth. The anvil, known as the Anvil of Fury is said to allow you to forge magical weapons of great power. He tells you that if you find it you should bring it back to him and he may be able to make you a magical weapon capable of increasing your power.

The anvil is located on level 10 in the centre of a large lake of lava in the middle of the level. Before you try to reach it you should work your way around the outside of the level clearing out all the creatures and gaining valuable potions and points. There's nothing new to fight but there are plenty of creatures around so try not to get too far ahead of yourself. Watch out for Obsidian Lords as there aren't the rivers of lava to hide behind. If you're going to take them on hand to hand you should draw them into narrow corridors,



this will prevent them getting behind you and attacking in large numbers. They will also charge at you quite a lot so be ready to side step to safety. If they do charge you and miss they will usually go flying into a wall, this stuns them allowing you to finish them without getting hit.

There are also plenty of Illusion Weavers to deal with. Avoid letting them surround you at all costs as they will trap you.

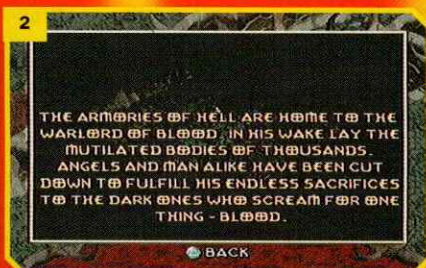
Instead edge forward, then retreat a little as they appear. This will allow you to see what you're dealing with before you decide upon a course of action. Remember that just because you can't see them

7 Take the anvil back to Griswald and he'll reward you well.

8 You'll be rewarded with Griswald's edge, not only will you be able to slice with it but you'll also launch a fire attack every time it's used.

doesn't mean that you can't kill them so keep hacking or shooting all the time. Once you've been all the way around the edge of the level click on the map and you'll be able to see the route you need to take to the island in the middle of the lava lake. Watch out though, you can't just pile in and get the anvil. There are more Obsidian Lords to deal with, there are also a number of Night Clan Archers so have enough Healing Potions on stand by to allow you to clear out all the creatures. Once everything is dead go to the centre of the island, you'll now be able to see the Anvil of Fury. It's quite large so you may need to leave some of your equipment behind. Pick it up and make your way back to town. Go back to the blacksmith and he'll congratulate you and make you a weapon. The weapon he makes is Griswald's Edge, a large unique sword that shoots fire as well as slicing and dicing.





1 To initiate this quest you need to find the Book of Steel Tomb, The Warlord won't be far away. 2 The book will tell you of the exploits of The Warlord. 3 The Warlord and his troops are located at the exit to the level, once you go in the room they will all come charging towards you.



4 Try to lure the troops out individually, then let them have it. 5 Standing near the door will allow you to get a nice line of fire, creating a killing zone. 6 Once you've taken out all the troops it's time to concentrate your efforts on The Warlord himself.

The Quest For The Warlord Of Blood

The quest for The Warlord of Blood can be found on level 13 if it appears in your game. If it does appear then you won't be able to go on to next level without first completing it as The Warlord guards the entrance to level 14. To start the quest you need to wander round the level until you find the Book of Steel Tomb. The book tells you about an evil warlord, The Warlord of Blood. It tells you how he is responsible for the brutal deaths of thousands, and how he is one of the closest followers of Diablo.

The book is nearly always located very close to the entrance to level 14 so you'll know when you're close. You may or may not wish to avoid The Warlord of Blood until you've cleared out the rest of the level. You may wish to clear the level so you can run from the Warlord of Blood without having to worry about other creatures leaping out at you. On the other hand if you tackle The Warlord first you can use his weapons to help you clear the rest of the level.

The tomb is a large square room filled with Steel Lords and The Warlord. The best way to approach this room is to slowly edge round the corner until you hear the Warlord announce your death, then turn on your heels and run like hell. You'll find that by doing this only a few Steel Lords chase you at once. If the



Warlord chases you out you need to run round the level until you lose him, you can then go back and finish off the rest of his followers without too much trouble. The Warlord himself is no more of a challenge than some of the other leaders so you shouldn't have too much trouble, avoid his sword though as it can cause massive amounts of damage even through the hardest of armour. To help you defeat his troops you may want to use magic to speed up the process, you'll find that the Steel Lords are particularly prone to lightning so let off a or bolt or two into each of then to soften them up a little before you lay into them with your weapon. They are also effected by the Stone Curse spell which makes them a lot less challenging. The Warlord is also prone to the

7 Keep retreating and you'll find he won't be able to get a good swing in.

8 Once he's no more you can raid his weapons racks which will be filled with magical items.

9 You'll be able to find a short cut back to the town on this level so be sure to get Cain to identify each of The Warlord's items will best suit your cause.

10 It's worth fighting The Warlord as soon as possible, then you can use his weapons.

Stone Curse, if you only have a few scrolls it may be wise to save them for him as he'll take quite a few hits before he finally goes down.

Once you've killed every one you can finally enter the room where you'll find six racks, four will hold magic weapons and the other two will hold magic armour. It's worth bringing some Scrolls of Identification with you as you'll need to identify each item to see which ones most suit your character.



- 1 To find Lachdanan you're going to have to battle your way through plenty of Magistrates and Advocates.
- 2 Lachdanan is a Blood Knight who will be standing still, to initiate the quest you need to speak to him.
- 3 Finish clearing the level before you make your way down to level 15.
- 4 At the start of level 15 go in search of the Elixir

1 To find Lachdanan you're going to have to battle your way through plenty of Magistrates and Advocates.



The Quest For Lachdanan

If you have this quest in your game it can be started by talking to Lachdanan, he is a Blood Knight who can be found standing on level 14. To start the quest you need to speak to him. He'll tell you that he's seeking the Golden Elixir and that if you should find it you should bring it to him. You won't find the elixir on level 14 but you should stay and clear out the rest of the monsters if you haven't already done so. Once the level is clear make your way down to level 15.

Take your time in clearing level 14 as there are plenty of Magistrates and Advocates. The best way to deal with the wizards is just to wade in using either a Mana Shield or plenty of Health Potions. It's pointless trying to draw them round a corner so you can take them on one on one as they won't leave their room. If you have some lightning or magic resistant armour it's wise to put it on for this level. There are also plenty of Lava Beasts and Steel Lords, you should ensure you take these out before you tackle the Wizards as they will punish you when you go in to fight the Advocates. They can be drawn out by briefly

- 5 Avoid getting too far ahead of yourself as there are plenty of Steel Lords waiting to rush you.
- 6 The Elixir can be found in the centre of a square room, although watch out as there are plenty of creatures waiting to get you.

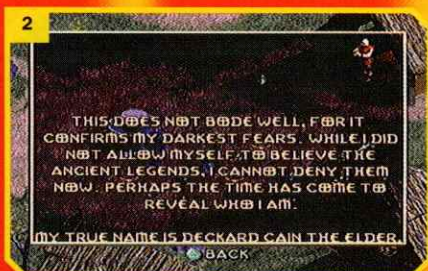


sticking your head out, then running off. They will then leave the Wizards unprotected when they chase after you. Once you're on level 15 start to work your way along clearing out all the monsters you encounter. You'll find that there are plenty of Hell Spawn and Snow Witches, as well as Soul Burners. These creatures will catch you in their crossfire if you're not careful so take it slowly. Again retreat when you see them and you'll be able take them out on your own terms. There are no Advocates or Magistrates to deal with so you can draw your enemies out by retreating. You'll find the Golden Elixir in a large room. The potion will be sitting in the centre of the room with plenty of guards to protect it. Again you may want to use a Mana Shield as you'll take quite a hammering before

you've cleared the room. Once you have the elixir go back to the stairs, it's not worth clearing the rest of the level till you return so save it for latter. Take the elixir back to Lachdanan and he'll give you the Veil of Steel for your trouble. Now you can go back down and finish off the rest of the creatures and prepare yourself to do battle with Lazarus and Diablo.

- 7 Once you have the Elixir head back to Lachdanan on level 14.





1 To start the quest for Lazarus you need to find The Staff of Lazarus which is located on level 15. 2 Once you have the staff you need to take it back to Cain who will start you on the quest. 3 You'll now find that a red portal will have opened on level 15.



4 Once you've gone through the portal you'll get a short video clip of the evil Lazarus. 5 Clear out as much of the level as you can before you read the Books of Vileness. 6 You'll find a number of Hell Spawn locked in cages, use a couple Firewalls to take these out swiftly.

The Quest For Lazarus The Archbishop

To start this quest you'll need to find Lazarus's staff which is located near the centre of level 15. Once you have it you'll need to return to Cain and he'll identify it for you. He'll tell you that Lazarus is going to sacrifice King Leoric's son and that you should stop him. When you return to level 15 you'll see a red portal has opened. Go through the portal and you'll be transported to a small sub level.

There are two books to read before you can tackle Lazarus, however, before you do this you should clear out the level of all the Advocates and Hell Spawn. At the top of the level you'll see two cages, in each cage there are four Hell Spawn to kill. As they're enclosed you should take them out using spells such as Firewalls. Once the level is clear go to the first book and read it. You'll be instantly phased inside one of the cages and there will be yet more Hell Spawn to deal with. They'll back off as far as they can from you so place a Firewall across the back of the room, this will take them out in seconds. Once the area is clear go to the second book and repeat the process. You then need to return to where you entered the level and you'll be transported to Lazarus himself.

Lazarus will have several

Advocates protecting him as well as plenty more Hell Spawn including two leaders, Red Vex and Blackjade.

As soon as Lazarus stops talking his troops will attack, run east down the corridor avoiding all the fire balls. The Hell Spawn will chase after you so don't stop until you're safely behind a wall. You can then take them out with spells and arrows as they follow you around the corner. You may want to summon a couple of guardians as they will kill all the Hell Spawn before they even come into view.

Once all the Hell Spawn are dead run back into the main room. You'll find

that there are Fireballs flying all over the place so you may wish to use a Mana Shield or some Magic Armour. Run up to each of the Advocates and take them out as swiftly as possible. Once all his guards are dead you can concentrate on Lazarus himself. Lazarus is not that hard to beat so just hammer into him keeping a close eye on your Mana level or Health bar. If you don't have a lot of Health Potions you may want to use a spell such as Stone Curse to freeze him or a Phasing spell to avoid being touched by his bolts. Once he's dead he'll give you a magic weapon or item, collect it and go back through the red portal which will have reappeared at the start of the level. Return to Cain and he'll start you on your final quest for Diablo. After talking to Cain return to level 15 and a new exit will have appeared in the centre of the Pentagram.

100%
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1 Start level 16 by clearing out all the creatures you come across. **2** Don't touch any levers until you're absolutely sure that every creature has been killed otherwise you'll be in real trouble when you release Diablo. **3** Concentrate on taking out the Advocates before you bother killing the Hell Horrors.



4 Once the level is clear go to the first Skull Lever in North West corner and pull it. **5** The first Skull Lever will open up an area to the North East, fight your way in and pull the second Skull Lever. **6** The South West room is opened by the second Skull Lever, watch out in this room as there are plenty of Advocates to deal with.

The Quest For Diablo

Having completed a number of quests and killed countless evils you should now be ready for your final challenge, the ultimate evil. You won't be able to start this quest until you've visited Cain and told him of your victory over Lazarus. Once you've told him you must return to level 15 where you'll find an exit has appeared in the Pentagram.

Level 16 is a large open area filled with hundreds of Diablo's evil followers. You'll find there are lots of Hell Horrors running about but they can be ignored to start with. If any of them come close then take them out but you should mainly be trying to take out all the Advocates. Once you've cleared a section of the level of all the Advocates you can back track crushing all the Hell Horrors on the way. Once you've cleared the whole level you need to work your way to the North West Room. Here you'll find a Skull Lever that opens up a room in the North East quarter. Go to the new room which spirals round to the middle and kill all the creatures. In the centre of the room you'll find a second Skull Lever. The second Skull Lever will open a room to the South West which is full of yet more Hell Horrors and Advocates. To clear this room you should start by popping your head in the door and running off again. All the Hell Horrors will pile out and you can finish them before returning to

the room and destroying the Advocates. If you need to this is a good point to return to the town, you may want to visit Pepin and buy lots of Health

Potions or if you're using a Mana Shield you may wish to visit Adria. Once you've pulled the two remaining levers you'll open up another room to the South East, this room will contain yet more creatures as well as Diablo himself. As soon as you see Diablo you want to start running as fast as you can towards the North West corner of the level. Diablo is faster than his followers so they won't be able to keep up the chase, this will allow you to face Diablo without any interruptions. He'll use magical attacks so magic resisting armour or items should be used. The best way to beat him is to just hammer into him close up, if you try to take him out



7 Once everyone is dead you'll be able to pull the last two levers which will release Diablo.

8 Diablo can hit you from almost anywhere using his magic so be prepared.

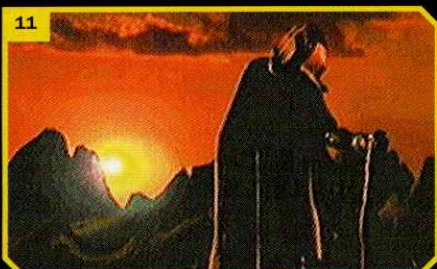
9 Once he's dead you'll cut the Soul Stone from his head.

10 Placing it on your own head condemns you to a life of torment and pain, however, it will keep the evil Diablo imprisoned for now!

11 Using the skills you've learned you will have to dedicate the rest of your life to suppressing the demon you contain.



from a distance with a bow you won't be able to get enough power into your shots (the bow works very well up close, especially a Long War Bow). Instead run at him using spells and weapons to take him down. Keep an eye on your health bar and use potions as you need them. Diablo is effected by all spells except Stone Curse so use the highest level spell you have. Once he's dead you'll get a bonus Video Clip showing the dead demon and concluding the story.



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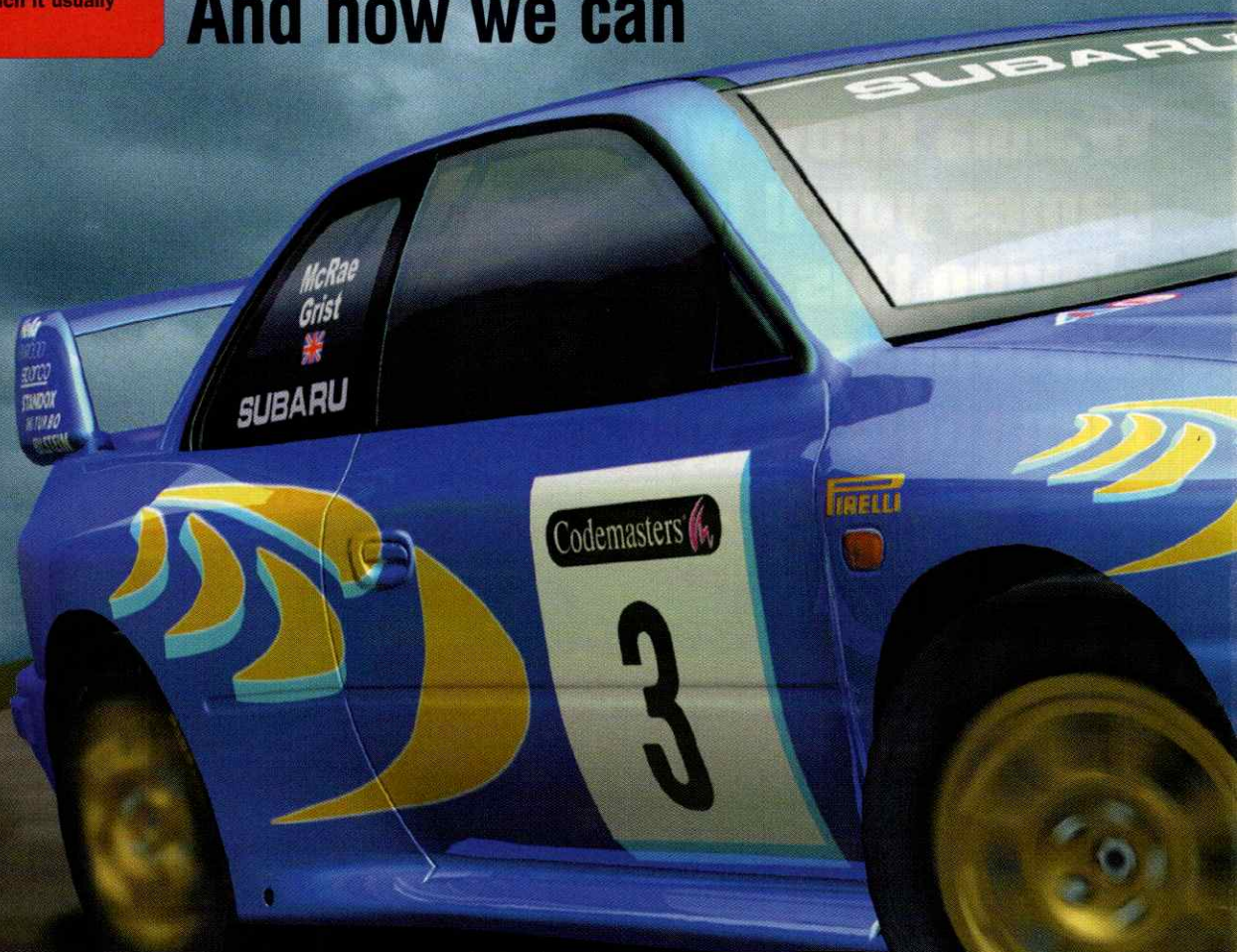
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Undoubtedly a boy racer's dream, its fast paced rallying exploits leave the pretenders way behind. ANDY SHARP gets behind the wheel and drives like his life depended on it. Which it usually does of course

If Colin McRae can lead the pack then it's high time we were able to do something about it. And now we can



Colin McRae Rally Driving Tips

General Driving Tips



1 Head to head races add a little variation **2** Check the circuit before racing to suss out the tougher sections



1 If you're not using an analogue or dual shock pad then buy one. It's not that the game is unplayable or that you will be unable to finish with a digital pad, far from it. We find that analogue and dual shock pads bring the player closer to the game, giving a finer (and in many peoples opinion, better) level of control.

2 Learn the stages. Nothing beats knowing how each stage is laid out. Take note of any landmarks and familiarise yourself with the road layout nearby. A good example of this is in the first stage of Greece. The first house you come to is near a sudden drop and the second is near a tight right turn into a very sharp left. Keep your eyes peeled.

3 Tarmac is obviously the best for driving on. Unless it starts raining that is



3 Use the terrain around the car to aid in your race. There are a few parts of the environment around and on the track that can be utilised in a beneficial way:

1. Ditches. If there is a ditch on the inside of a tight bend, with a little practice you can cut the corner tight and dip the front inside wheel into the ditch. This makes the car lag and swing out just enough to take it round the corner. The advantage here is that you don't need to slow the car down and therefore you can really speed into the corner.

2. Barriers and walls. On many tracks, particularly Monte Carlo and Corsica, there are some very harsh corners. These corners are, just like reality, protected on the outside edge by Armco's and walls to stop people driving headfirst over a cliff. If you take the corner wide the car will scrape against the obstruction and you will be knocked back onto the road.

This does however cause minor damage to the car and is not advisable on night stages where the importance of headlights is paramount to your survival.



4 The edges of the roads can assist you in braking at certain times. Use this to your advantage

right way and you can power ahead in a straight line.

4. Stay on the road/track. This might sound common sense but in nearly every stage the areas to the left and right of the road/track will slow the car. Time is everything and although cutting corners might seem a good idea it could slow you down more than you had reckoned.

3. Water splashes and streams. A feature found in many places in Colin McRae Rally which act in a similar way to the ditches. You will find that when you drive into water the car is slowed. If the water goes across the road, use this to your advantage by turning and sliding slightly through the water. When you come out of the other side you will be facing the



Learn the car

4

1. A car accelerates faster in a straight line.
2. A car brakes faster if turning.
3. If you crash think about the quickest way out of where you are. Would it really be to back out the way you came and move on? Or maybe if you're facing the wrong way, throw the steering full left or right and reverse until roughly facing the right direction, then floor it out. Done correctly it won't only save you time but it will look good on the replays too!
4. The handbrake. Use sparingly, it works differently to the normal brakes as it slides the car out a lot easier. Excessive use of the handbrake will slow your time. Practice around New Zealand and become comfortable with the alternative styles of braking.



1 When crossing the line be travelling at great speed

Pay attention to your Co-driver

5

"Hairpin left. Acute right over crest. 2 Left. 1 Ri... No I said 2 Left. Where are we going! Mind that tree!..... Ow." Every Co-driver message is given to the driver exactly as in real rallying. Each corner is read out in advance and the driver makes a mental map of how the road ahead lies. You must do the same.

General key words are used instead of accurate descriptions. So he may say "Narrow gate." But this may signify that there is fencing that ends very close to the road. Listen to the warnings especially. You may like driving on visual recognition alone, but the warnings will teach you to be extra careful. Many hazards are similar in colour to the environment they are in, so beware!

Don't slack off

6

Just because you appear to be ahead by 22 seconds two thirds of the way through, don't take it easy. Each other driver is different. They all have surface preferences, different driving styles, different cars and possibly configurations, but most importantly, the ambition to win. You might get pipped at the post at the last moment.



2 Keep up the momentum at all times

3 Sometimes the track is difficult to follow



Setup and Repair

7

Look at your repair schedule first. That all important win won't happen if your spangly motor looks like a battered shopping trolley, or drives like one.

When presented with a setup/repair screen check what damage has been done. The different sections of your car should be repaired in the following order:

- Engine, for all-round speed and acceleration.
- Gearbox, for acceleration.
- Handling, speed is nothing without it.
- Brakes, low priority but still important.
- Electrics, fix this if there is a night stage coming up.

4 Be sure to keep your car in top condition for each stage

4		PLAYER: COLIN MCRAE	TIME: 00:00:00
		COUNTRY: MONTE CARLO (STAGE 5 - R12)	
SETUP: SUBARU IMPREZA WRC			
TIME	TYPE	CURRENT	
3.00	TYRES	WET GROOVES	
15.00	SUSPENSION	MEDIUM SUSPENSION	
10.00	BRAKES	EVEN BRAKES	
12.00	STEERING	MEDIUM SENSITIVITY	
20.00	GEAR-RATIO	BALANCED SPEED	
REPAIR: SUBARU IMPREZA WRC			
TIME	TYPE	EFFICIENCY	
0.00	ELECTRICS	100%	
9.00	HANDLING	100%	
6.00	BRAKES	100%	
13.00	ENGINE	100%	
13.00	GEAR-BOX	100%	
VIEW STAGES		CONTINUE	RESET

Setup

This area of the game can seriously add those extra seconds. The choice between tyres can mean winning or losing. In game advice is given on these topics so I'll reiterate briefly after a brief word on the VIEW STAGES function. This is how real rallying is done. The teams look at the terrain ahead and pick the best setup configuration they can. On occasion, the stage or stages ahead alter in terrain type and weather so the teams must either pick an optimal setup or go for a setup focused on one stage and hope the time made in one will pay off in losing time on the second. Look at the VIEW STAGES section and decide how to configure your car for the best performance.

Brakes

Front bias: This setting gives the car a tendency to understeer. Useful if you find your car too responsive.

Even: This braking gives no extra handling effects.

Rear bias: This setting will give the car a tendency to oversteer. Similar to the hand brake but less drastic, beware on wet stages.

Tyre Choice

Tyres are the first step to winning. Apply common sense here and take note of what type of stage you find easiest - that's where you should acquire those valuable seconds.

Slicks: Maximum grip for the tarmac roads. They have no tread and are less than useless for all other surfaces, so don't use them in Sweden.

Dry grooves: A tyre orientated for use on loose surfaces. The grooved tread finds grip on all loose surfaces, from gravel, to dusty, to sunburnt grass.

Wet grooves: Heavily grooved to perform excellently on wet surfaces. An exceptional tyre in muddy conditions.

Spikes: Very specialised tyre for use on snow and ice. Using studs to find grip, they are impractical for any other surface.

TIP: The snow in Monte Carlo is thin and wet, drivers are advised to select wet grooves instead of spikes.

Suspension

The suspension falls into three categories and they're worth playing around with once you're comfortable with what they can do.

Soft suspension: Allows the car to ride easily over rough terrain, but causes less precise handling.

Normal suspension: This regular setting is good for all round performance. Ideal when the road ahead may change from gravel to mud to tarmac.

Hard Suspension: Good for control and precision handling but is inadvisable for rough terrain. Recommended for Corsica and Monte Carlo where the stages are mostly tarmac-based.

Steering sensitivity

Low: With low sensitivity the player has precise control on open stages. Not recommended for tight twisty stages.

Average: For general use on the Majority of stages.

High: High sensitivity is useful for stages with severe bends.

Gear Ratio

This category has a larger range than most others. Be careful not to use the extreme settings unless they are warranted by the track ahead. Your time may suffer as a result.

Max Acceleration: This gives the car rapid acceleration but seriously limits the cars top speed. Useful on very windy tracks and special stages

Good Acceleration: This is useful on twisty stages. Its top speed isn't as limited as max acceleration.

Balanced Speed: This setting gives the car a good top speed and swift acceleration.

High Speed: This gives a high top speed without losing too much acceleration, an advantage on the more open stages.

Max Speed: This gear ratio gives the car the maximum top speed but the acceleration will be slow. Useful on very open stages only.



Recommended Stage Set-Ups

It's tough to stress just exactly how important it is to get your set-up right. Check the guides below for stage set-up recommendations. Don't forget: adapt these to your personal driving style. In addition, analogue and dual shock users may find the steering sensitivity of little importance. We recommend you give it a go in the Swedish rally.



1 The snow requires you to learn new driving skills
2 Accelerate down the straights at every opportunity



3 the replay mode enables you to see your strengths and weaknesses 4 Australia in all its glory



New Zealand

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Dry	Medium	Even	Medium	Balanced
2 Dry	Soft	Even	Medium	Balanced
3 Wet	Medium	Rear	Medium	Balanced
4 Dry	Medium	Rear	Medium	Balanced
5 Wet	Medium	Even	Medium	High Speed
6 Dry	Soft	Rear	Medium	Good Accel

Greece

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Dry	Soft	Even	Medium	Good Accel.
2 Dry	Medium	Rear	Medium	Good Accel.
3 Dry	Soft	Even	Medium	Max
4 Dry	Medium	Rear	Medium	Max
5 Dry	Medium	Even	Medium	Good Accel.
6 Dry	Medium	Even	Medium	Balanced
7 Dry	Soft	Even	Medium	Good Accel.

Monte Carlo

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Wet	Medium	Even	Medium	Max
2 Wet	Medium	Even	Medium	Good Accel.
3 Wet	Medium	Even	Medium	Good Accel.
4 Dry	Stiff	Rear	Medium	Max
5 Dry	Medium	Rear	Medium	Good Accel.
6 Wet	Medium	Rear	Medium	Good Accel.

Australia

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Dry	Medium	Rear	Medium	Good Accel.
2 Dry	Medium	Even	Medium	Balanced
3 Dry	Medium	Rear	Medium	High Speed
4 Dry	Medium	Rear	Medium	Balanced
5 Dry	Medium	Even	Medium	Balanced
6 Dry	Medium	Even	Medium	Good Accel.
7 Dry	Medium	Even	Medium	Max

Sweden

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Spikes	Stiff	Even	Medium	Max
2 Spikes	Stiff	Even	Medium	Good Accel.
3 Spikes	Stiff	Even	Medium	Balanced
4 Spikes	Stiff	Even	High	Max
5 Spikes	Stiff	Even	High	Max
6 Spikes	Stiff	Even	Medium	Max

Corsica

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Slicks	Medium	Even	Medium	Balanced
2 Slicks	Medium	Even	High	Balanced
3 Slicks	Medium	Even	Medium	Good Accel.
4 Slicks	Medium	Rear	Medium	Good Accel.
5 Slicks	Medium	Rear	Medium	Good Accel.
6 Slicks	Medium	Rear	High	Balanced
7 Slicks	Medium	Rear	Medium	High Speed

Indonesia

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Dry	Medium	Even	Medium	Good Accel.
2 Dry	Soft	Even	Medium	Good Accel.
3 Wet	Medium	Even	Medium	Max
4 Wet	Medium	Rear	Medium	Max
5 Dry	Medium	Rear	Medium	Good Accel.
6 Dry	Medium	Rear	Medium	Balanced

United Kingdom

1 Tyres	2 Suspension	3 Brakes	4 Steering	5 Gear Ratio
1 Wet	Medium	Rear	High	Max
2 Wet	Medium	Rear	High	Max
3 Dry	Medium	Even	Medium	Balanced
4 Dry	Medium	Even	Medium	Max
5 Wet	Medium	Rear	Medium	Max
6 Wet	Medium	Rear	Medium	Max
7 Wet	Medium	Rear	Medium	Max

The Cars



1 Subaru Impreza 2 Mitsubishi Lancer 3 Ford Escort 4 Toyota Corolla



5 Skoda Felicia 6 Seat Ibiza 7 VW Golf 8 Renault Megane

4 Wheel Drive

Name/Specs	BHP	Top Speed(mph)	Braking Power	Handling
Subaru Impreza WRC	300	160.0	Good	Good
Mitsubishi Lancer E4	300	149.9	Good	Good
Ford Escort WRC	290	149.9	Very Good	Good
Toyota Corolla WRC	290	170.0	Poor	Good

2 Wheel Drive

Name/Specs	BHP	Top Speed(mph)	Braking Power	Handling
Skoda Felicia Kit Car	240	145.0	Good	Good
Seat Ibiza Kit Car Evo2	230	150.0	Okay	Good
VW Golf GTI Kit Car	250	145.0	Very Good	Good
Renault Maxi Megane	250	140.0	Very Good	Poor

Bonus Cars

Name/Specs	BHP	Top Speed(mph)	Braking Power	Handling
Ford Escort Mk II	160	140.0	Good	Good
Lancia Delta Integrale	420	185.0	Very Good	Very Good
Ford RS2000	560	210.0	Outstanding	Good
Audi Quattro	560	210.0	Outstanding	Very good

Racing and winning the super special stages as part of a rally awards the bonus cars. The cars are awarded from the following countries.

Greece - Ford Escort Mk II
Australia - Ford RS200
Corsica - Lancia Delta
United Kingdom - Audi Quattro



9 Ford Escort Mk II 10 Lancia Delta 11 Ford RS 2000 12 Audi Quattro

Additional tips

Left foot braking can be useful on long corners. Simply press the brake button (not hand brake) whilst holding the accelerator button. On night stages turn your brightness up and on bright stages turn it down. You are not alone.

Tough tracks.

In our opinion these are the toughest tracks out there.

Indonesia.

4. Very twisty, requires control over the car at medium to high speeds and is very muddy - oh it's raining and it's night time!
6. Don't get carried away as speed is your enemy on this track. Use those brakes!

Sweden

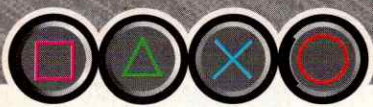
1. This track emphasises the need for accuracy and control. The punishment for sliding out on this track is harsh and can seriously damage your overall rally time. Best advice, take it easy, play it a few times to get the feel, then concentrate on control rather than speed.

Corsica

1. This track throws the player after all that snow in Sweden. Practice on default setup and go from there.

UK

1. These are all long tracks that are slippery
2. and thin with some very
5. taxing weather conditions.
6. And this is the last track in the game so we weren't going to make it easy!



International Superstar Soccer Pro

Everybody wants to be a winner. There's no glory in defeat



As you will have noticed, just about everyone seems to be obsessed with football of late so you'll be pleased to

know we're no exception. That's why this month **BRENDAN WATSON** gives you the lowdown on the old classic, ISS Pro. It will show you all the top tips and tactics to allow you to become the best in the world. Whether you can last through a gruelling penalty shoot-out is another matter entirely. Hold your nerve and use these tips to guide you to glory



- 1 When you first walk out onto the pitch you get that real stadium feeling.
- 2 England looking as strong as ever.



The Long Ball

The long ball can be an extremely effective tactic to adopt if you are playing a team who are relatively weak in defence. If the opposition defenders are reasonably poor they'll have real problems beating you for the ball and you'll quickly be able to turn them and shoot on goal. If you're playing a quality team with reasonably proficient defenders you'll find it difficult to beat them in the air and you'll lose possession of the ball. If defenders do get in front of you while you're waiting to receive a ball either run to the front or time your header to beat the defender.



3 When you first start passing the ball around and get used to the controls, try to keep possession and link up your players. **4** The long ball can be devastating so experiment with it. **5** Trying to play it into the box can be tricky as the keeper will come out to clear. **6** Persevere with the tactic and it'll eventually pay off.

The Backheel

The backheel is a nice little move to confuse the defenders and can often result in classic goals. If you're running with a defender and you're drawing him away from the goal, look for a supporting player running in. Wait till he's behind you and press the D-pad in the opposite direction to which you're running, at the same time as pressing short pass.



7 Use the backheel to confuse the opposing defenders. **8** Integrate it into your build-up and you'll find you fly through the defence.

You'll then perform a sneaky backheel, setting your supporting play up for a good run on goal. The backheel can also be effective in pressure defending situations.

The Through Ball

The through ball is without a doubt the most effective and deadly move to use, not only does it allow you to carve through the defence but it nearly always leads to a goal scoring chance. To use the move to its full effect you need to time the pass to perfection. As you run at the defenders wait until you are three or four strides in front of them, then if you have a supporting player with you, press the through ball pass and watch the ball pass the defenders as your supporting player runs onto it. If the pass is too strong and looks like it's going to the keeper press the dash button to give yourself an extra boost of speed. If you're very close to the goal try to avoid putting too much power into the shot or you'll run the risk of putting the shot over the crossbar which is unbelievably annoying when you think you're sure to score. If you make a run but are

lacking in supporting players turn before you reach the box and keep possession while you wait for your players to join you in the attack. Then it's just a simple matter of slipping the ball through. Even if the ball is cut out by one of the defenders they will always kick the ball into touch so you'll never lose possession. The only time you may lose out is if the opposition are using the offside trap. However, as long as you time the ball perfectly you shouldn't have too much of a problem. The through ball can also be used effectively in defence to catch the opposition out as they run at your box and turn defence into attack.



1 The through ball is one of the most effective moves. **2** Once ahead of the defenders it's just a matter of firing the ball into the net. **3** A through ball can be useful on the break. **4** Using this method it's only a matter of time before you get the goal you're after. **5** When you're through on goal you'll leave the keeper no chance



6 The keeper does well to get a hand to the first shot. **7** The follow up shot leaves him no chance. **8** In typical style England take an early goal

Attacking

There are a whole number of different types of attacking moves which all work well. However, not everyone will find that they are all suitable for each person's preferred style of play. Therefore it's up to you to work through this guide and decide which moves you feel most comfortable with and which ones prove most effective. It should also be noted that each team will have both strengths and weaknesses depending on which players play and which tactics and formations they employ. Just remember the secret to dominating possession is to keep the ball moving with short passes.



9 Use the one-two pass to confuse the keeper and set yourself up for a shot. **10** The one two pass is also perfect for nipping by defenders and creating good runs on goal. **11** Once you've caught the defenders sleeping you can run through to goal and power the ball into the back of the net.



The One-Two Pass

The one-two pass is another classic move to fool defenders but it's tricky to pull off successfully. It's only really worth using in a two on one situation so is quite limited in its use. If you try to take on more than one defender you'll find they can easily put the ball into touch before the initial player receives the ball back. As you approach the lone defender with both players, wait until he's almost close enough to tackle, then press one-two pass and nip past. If you're defending it's not worth using this move as you will lose the ball.



1 Running down the wings allows you to easily pass the opposition. **2** When you get to corner you can then place a cross into the box.

Playing Down The Wings

Using the full width of the pitch will allow you another good route of attack and should be used to add variation to your game. Pass the ball around Midfield until you can find a player on the wings to receive the ball. Once he has it make a run down the side of the pitch using the dash button to put plenty of distance between you and any covering defenders, then as you approach the corner flag make a long pass to the centre of the box. Once the ball is flying towards your strikers press shoot to allow them to head or catch the ball on the volley. The timing of the shot is important because you need to beat the defenders to have a chance of scoring. Ideally you need to make your strike just before the ball reaches you so you can put a reasonable amount of power into the shot.



3 Chipping the keeper is hard but it is possible. **4** It's pretty tight but you'll be able to see if the keeper has been caught off his line. **5** Even if you do end up with a rebound off the post your other strikers will run in to finish it off.

Chipping The Keeper

It is possible to chip the keeper but it's very hard and 95% of the time it'll land right in his hands. It's only worth attempting this if you have spotted the keeper off his line and even then it's not a certain goal. To attempt the chip you need to make a long pass towards the goal although it's difficult to get it right.



Rebounds

If you put a reasonable amount of power into your shots you should be ready to take advantage of any rebounds. The best way to approach the goal is to think that you will always get a rebound, this way you'll always be ready if the ball falls in your lap. After you've had a shot keep running into the goal and be ready to hit shoot again.

Defending

When defending, your performance will be highly influenced by both the tactics you adopt and the formation your team takes, however, you can directly influence your performance by following a few basic rules.

Tackling

Tackling is an important aspect of defending and is vital to master, otherwise you'll find that the opposition

strikers will carve through your defence before you know what's hit you. There are two basic types of tackle available to you, the sliding tackle and the press. The sliding tackle is a good hard tackle and normally wins the ball from your opponent. However, you run the risk of being boxed. To avoid this you need to time your tackle perfectly. Basically there are two rules to follow. Firstly time your tackle so you slide just in front of the attacking player, thus taking the ball without clipping the player and sending him tumbling. The second rule is avoid the sliding tackling from behind unless you have no choice - 90% of the time the referee will award a free kick and in the worst case scenario your player will be sent off or give a penalty away. Alternatively you can press to get the ball. This is much safer and will avoid the risk of any adverse decision from the referee. Pressing works best when you're running at the attacking players. However, you can also win the ball when running alongside.



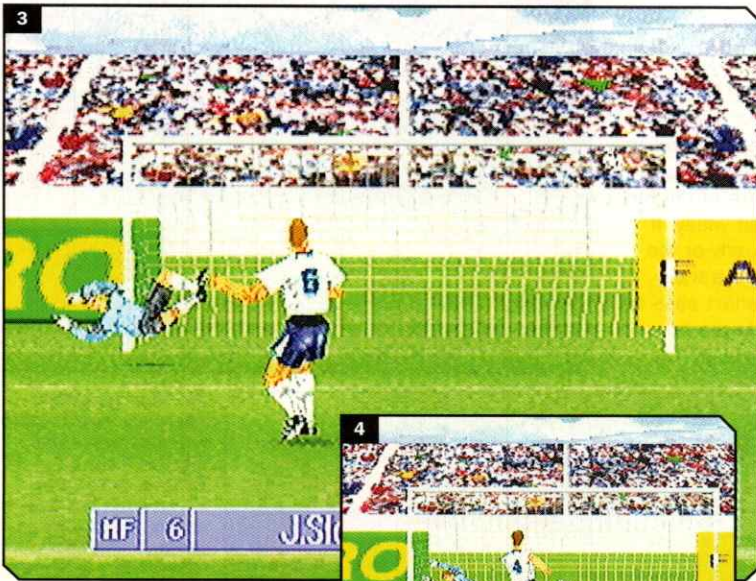
6 The sliding tackle is highly effective at dispossessing your opponents. **7** If you go in too hard though you'll give away a free kick. **8** Try to avoid tackling from behind, you're more likely to get booked. **9** If you count on the sliding tackle too much you'll end up being booked, or even worse sent off. **10** Avoid going in too hard inside the box, this is a sure way of giving away a penalty.



1/2 When defending penalties it's more down to luck than skill.

Defending Penalties

If you are unlucky enough to give away a penalty you'll be given control of the keeper. It's then up to you to make the save. Once you take control of the keeper you have a choice of five different saves to make: low left, high left, low right, high right and centre. You really can't tell which way the shot will go so it's pretty much down to luck (or knowing your opponent). Once your opponent starts his run, commit yourself to one of the save directions and press the dive button.



3 Try to avoid hitting the ball directly at the keeper. **4** To help you confuse the keeper, play as many different shots as you can to add variation to your game. **5** The instep shot is much more powerful than the inside shot. However, you run the risk putting it over the bar.

Taking Penalties

Taking penalties is slightly more complex than defending them. It is possible to miss, so you need to make the right choice of shot. Again as with keeper, you have the choice of five places to put your shot. However, to add to matters you also have to decide what type of shot you wish to play, an inside shot or an instep shot. The instep shots are powerful and potentially can beat the keeper even if he has selected the right save, but you do run the risk of putting your shot over or wide of the post. The alternative penalty kick is the inside shot which has much less pace but is far more accurate. The problem is that if the keeper dives the right way he'll save the shot without a problem.



6 Watch out for balls coming in high from corners. **7** Get your defenders in front of the opposition strikers. You'll then be able head the ball away to safety.

In The Air

When defending in the air you need to get yourself across to the ball landing marker, remembering the ball will come down on a trajectory so you can afford to be just in front of the marker. Then when you're ready use the shoot button to head the ball away. When you're defending a Corner or Free Kick you need to edge your players in front of the opposing strikers or they will beat you in the air and have a shot on goal.

Taking Free Kicks

You can end up taking free kicks from anywhere on the pitch but if you're reasonably close to the box you should consider a shot on goal. There are a number of nice moves you can pull off and it's worth developing several combinations to give your team more depth. If you're going for a shot you need to work out where you're going to sneak past the wall. You can put swerve on the ball using R2 and L2 so use this to curl in behind the wall. Alternatively you can hit your shot wide of the post and attempt to curl it into the top corners. If you decide against a direct shot you can play a short pass to one of your players who can then play a through ball allowing you a clear shot on goal. Both types of shot work well and often lead to goals if they're taken correctly.



Taking Throws

Whenver a throw in is awarded to your team you'll be given a choice of two types to make, the long throw or short throw. If you're in a Midfield position it's best to select the short throw as you can keep possession. This is because your receiving player will move to a close position as soon as you pass the ball.

Make a short throw, then pass back to the thrower and start using the dash button to break down the wings. If you're reasonably close to the box you may wish to make a long throw to a central player who can then play a simple through ball leading to a goal opportunity. However, you may need to fight to get the ball as you'll be surrounded by defenders.



- 1 Move around before you finally play the throw. As you turn your players will move into different positions.
- 2 When your players lose their markers make the throw quickly.
- 3 If you throw to open areas your players will run on to the ball allowing you to open up gaps in the defence.
- 4 Short throws will allow you to keep possession easily.

Taking Corners

When taking corners you'll use the same controls as you do for Free Kicks so you'll have the choice of a short pass, a shot or a centre ball. It is possible to score from here but it's extremely difficult to avoid the keeper and requires precision lining up to allow the ball to curl into the far post. Alternatively you can drop a ball into the centre of the box allowing one of your strikers to finish it off with a header or half volley. If you decide to play this ball it's important to make your strike early or the defenders will get up in front of you and clear the ball. Again it's a tricky move to pull off so you may decide to play a short pass. The short pass is a good move as it will allow you to hold possession just outside the box where you can then play either a long pass or a through ball to your strikers waiting in the box. A long pass from the pitch seems to be much more accurate and easy to play off than a centre ball from the corner.



- 5 Work out exactly where you want to place your shot before you take the kick.
- 6 Long corner kicks are effective but they are not as accurate as playing a short pass followed by a long pass into the box.

Substitution

Substitutions can be made whenever the game is stopped, for example when a free kick is awarded. To make a substitution you need to press start and select the formation menu. You'll then see a list of each of the players and substitutes (marked in blue) down the side of the screen. Each player is represented by a colour coded face ranging from red to grey. Red indicates a superfit star player, orange indicates a very fit player, yellow indicates a normal player, blue indicates a slightly unfit player and grey indicates a very unfit player who is possibly a liability. Use this colour coding to see which players are holding back the team and which are the star players. If players are unfit you should substitute them as quickly as possible. This is also the case for players who have been given yellow cards, especially in international competitions. You should also check your team's fitness at the start of each subsequent game as it can change between matches. When looking at your team's fitness you'll also be able to see the opposition's fitness. This will allow you to spot their weak areas and will allow you to adapt your team and tactics accordingly.



- 7 Whenever you select the formation menu you'll be able to see the fitness of each of your players.
- 8 Any players who are looking unfit can then be substituted.

Formation

There are 13 different formations you can adopt, ranging from out and out attack to total defence. To select a formation press start when play stops and access the formation menu. Remember that there's nothing stopping you from changing your formation as you go so don't select one thinking that you'll have to put up with it for the whole game. It's up to you to decide which formation you feel most comfortable with. However, there are some key formations which should be tried. At the start of the match you should choose either a 4-4-2 or 4-3-3 formation, especially if you don't know your opponents. These will give you a balanced field and will help you identify your weak areas as well as locate weak areas in the opposition defence. If you are after an all out defensive formation, either to hold onto a lead or to force a draw you should select a 4-5-1 or 5-3-2 formation. The 4-5-1 will give you both a strong defence and midfield but you'll only have 1 player up front so scoring becomes extremely tricky. If you really are struggling to defend the goal try switching to a 5-3-2 formation, not only will your defence be strong but you'll still have 2 forwards to link up. If you feel you're going to be able to dominate the match and keep the opposition in their own half try a 4-2-4 formation if you decide to play the long ball. Alternatively you can try a more balanced 3-4-3 line up.



1 The classic 4-4-2 formation is a good starting formation to select while you discover just how strong the opposing team is. 2 An alternative to the classic 4-4-2 is the 4-3-3 formation which allows you a much stronger attack. 3 / 4 From a strong defensive point of view try the 5-3-2 or 4-5-1 formation. These should keep the opponents at bay as they try to find a way through the defensive line. 5 If you're going for an out and out attack try the 4-2-4 formation. This is a little risky but the scoring chances are increased immensely. Just be careful in that midfield area or you could be in some serious trouble.

Tactics

There are 8 tactics which can be incorporated into part or all of your game to allow you to exploit your opponents' weaknesses. Once a tactic has been selected you can then turn it off and on as you need to beat the opponents' defence or activate the offside trap. If you select the all offensive tactic your team will play offensively, pushing forward and

pressuring the opposition's defence. If you select the all defence strategy your team will pull back and hold in your own half, leaving only your forwards to create the breaks. The centre attack will push your team forward concentrating on building up attacks through the centre. The side attack tactic will allow you to build your attacks down the wings, allowing you to fire plenty of crosses into the box. Selecting the zone press tactic will allow you to man mark the opposition where as the counter-attack tactic can be

employed to catch them on the break. The overlap tactic will let you play the ball around with the idea of gaining a numerical advantage over the opposition. You can then use it to your advantage in an attack. Finally you can play the off side trap, although this can be a risky one to employ because you can be caught out if you're not careful. On the whole both the centre and side attacks seem to be quite effective. However, if you are playing a more skillful team then you need to select an appropriate tactic such as all defence or zone press.



6 Sometimes out and out defence is called for. 7 Use those tactics to catch the opposition on the break. 8 Use your tactics to man mark dangerous strikers.

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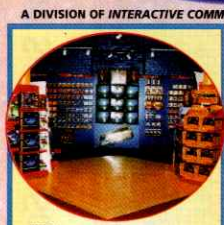
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ACE COMBAT 2

Music player

By clearing the game with a rank higher than "First Lieutenant", a music player mode will show up in the option menu. All 28 tracks of music can be accessed. Here are the controls:

L1 or **L2** to skip forward, **R1** or **R2** to skip backward, **●** to select track, **SELECT** to toggle screen, **■** or **▲** or **✕** to end.

Lock viewpoint

During replay, hold the "map" button. Change mission map viewpoint. On the mission selection screen, put the cursor over "MISSION" and hit **SELECT** for 3 different viewing angles.

ACTUA SOCCER

Hidden Team: To access the hidden Dream Team at the Title Screen hold: **R2, L2, SELECT, ↑, ←**. When you select a team you will find a new one called Gremlin Showbiz XI.

ADVENTURES OF LOMAX

Helicopter Mode -Only activated when the above cheat is set. Select the chopper, then press **L1** and to fly around levels.

AREA 51

Play as an alien Kronnhunter: As you begin a game, shoot nothing else but the first three Staar Team members you see. The game will restart and you will now be playing as a Kronnhunter.

ASSAULT RIGS

All Weapons and Items: **←, →, ←, →, →, →, →, →, ↑, ↓, ↑, ↓, ↑, ↓, ↓** Enter during game.

Here are the level codes for levels

- | | |
|----------------|------------------|
| 2) NEXTGEN | ■, ✕, ■, ✕, ▲, ■ |
| 3) THISWAY | ▲, ■, ■, ●, ●, ▲ |
| 4) JOYJOY | ▲, ■, ▲, ▲, ●, ▲ |
| 5) NODDY | ■, ▲, ▲, ▲, ✕, ▲ |
| 6) WASTELANDS | ■, ▲, ▲, ●, ✕, ■ |
| 7) VERTIGO | ✕, ■, ■, ●, ▲ |
| 8) GEMTOWER | ▲, ■, ✕, ■, ▲, ▲ |
| 9) BRIDGE | ■, ▲, ■, ✕, ▲, ✕ |
| 10) OBLITERATE | ▲, ▲, ●, ■, ✕, ■ |
| 11) ARENA | ▲, ▲, ✕, ▲, ●, ■ |
| 12) PBM | ●, ■, ▲, ▲, ●, ● |
| 13) RAMPS | ▲, ■, ●, ✕, ▲, ■ |
| 14) OASIS | ▲, ▲, ✕, ■, ■, ✕ |
| 15) HALLS | ●, ✕, ▲, ▲, ▲, ▲ |
| 16) COASTER | ●, ■, ●, ●, ●, ■ |
| 17) MINE | ▲, ▲, ▲, ●, ▲, ■ |
| 18) LOOK UP | ■, ●, ▲, ✕, ■, ▲ |
| 19) DEADLINE | ✕, ✕, ■, ✕, ▲, ● |
| 20) FORT | ✕, ■, ✕, ▲, ▲, ■ |
| 21) STAIRWAY | ▲, ■, ▲, ■, ▲, ▲ |
| 22) PARK A LOT | ■, ■, ▲, ●, ■, ▲ |
| 23) ZAMCAM | ●, ✕, ✕, ✕, ✕, ▲ |
| 24) SHOOT ME | ▲, ▲, ■, ▲, ▲, ▲ |
| 25) WILD | ▲, ●, ▲, ▲, ●, ● |
| 26) OIL RIG | ■, ●, ●, ✕, ●, ✕ |
| 27) RIGHT WAY | ✕, ●, ■, ▲, ▲, ■ |
| 28) WASTE TWO | ■, ●, ■, ■, ■, ■ |
| 29) DODGE | ▲, ■, ●, ✕, ●, ● |
| 30) AIR | ■, ●, ✕, ●, ✕, ▲ |
| 31) JUMP | ●, ■, ✕, ▲, ●, ▲ |
| 32) ROOM 101 | ▲, ■, ✕, ●, ■, ✕ |
| 33) FIREPOWER | ✕, ✕, ▲, ✕, ✕, ■ |
| 34) WAVE | ✕, ●, ■, ●, ●, ■ |
| 35) PUSH OFF | ●, ▲, ✕, ▲, ✕, ▲ |
| 36) PERIMETER | ✕, ▲, ▲, ✕, ✕, ■ |
| 37) SPIRAL | ✕, ▲, ▲, ✕, ▲, ■ |
| 38) THE CASTLE | ■, ▲, ■, ■, ■, ✕ |
| 39) FORTRESS | ■, ✕, ▲, ✕, ✕, ▲ |
| 40) LIFTS AHOY | ▲, ✕, ▲, ●, ■, ✕ |
| 41) PUSH ME | ●, ✕, ▲, ●, ▲, ■ |

AUTO DESTRUCT

Cheat mode:

↑, ↓, ←, →, L1, R1, R1

Double laser:

R1, L1, R1, L1, ↑, ↓, ↑, ←, →

Car select:

←, R1, →, R1, ←, R1, →, R1

Blood mode:

L1, ↓, R1, ←, L1, →, R1

Choose mission:

↑, ↓, ●, L1, R1, L1, ●, ↓, ↑

Car tune up:

L1, R1, L1, ↑, ↓, ●, ↓, →, ←, ■, R1

Extra money:

L1, R1, ↑, ●, ↓, ■, →, R1, L1

All time trials:

R1, L1, ●, ←, ●, ●, ←, L1, ●

BLOOD OMEN: LEGACY OF KAIN

During the game, jump into "Area Map" mode (**L2**) and enter any of the following codes:

Refill Blood: **↑, →, ■, ●, ↑, ↓, →, ←**

Refill Magic: **→, →, ■, ●, ↑, ↓, →, ←**

Access to all the FMV sequences in Dark Diary: **→, ■, ●, ↑, ↓, →, ←**. There are no sounds or signals to show that the code worked, so there is no immediate way to tell if you did it right or not. The codes can be done more than once, but a new screen has to load in before you can execute it again.

BRAHMA FORCE: THE ASSAULT ON BELTLOGGER 9

Easy Mode

When you get to the screen that flashes 'Start', press and hold **↵** + **✕** + **■**, then press START. When you start the game, you will have more time to finish the level. The enemies will also be weaker.

Flight Mode

Finish the game in less than two

hours and leave your memory card inside slot one. At the title screen, press the START button. During the game, press and hold **L2** and **R2** on controller two. Next, press the **✕** button on controller one. This should activate the Flight Mode. The Flight Mode allows you to use the **R2** and **L2** buttons to fly up and down. You can re-enter the code to return to the normal jump mode.

Special Menu Options

Finish the game in less than two hours and leave your memory card inside slot one. When you get to the title screen, press the START button. A new option should appear called 'Special'. Enter into the Special mode and you will be able to access a bunch of special options.

Hard Mode

When you get to the screen that flashes 'Start', quickly press **L1, R1, L2, R1, ■, ✕, ▲, ●**. When the game starts, there will be more enemies and less power-ups.

BURNING ROAD

Mirror Tracks:

To race the tracks in the opposite direction is easy. After you start, simply turn around and start racing backwards. The other cars will follow you.

BUST A MOVE 3

Another World

Press **●, ←, →, ●** at the title screen. A little marching ant will appear in the bottom right hand corner, and now you will play in "Another World."

COLONY WARS

Enter in the password menu:

All*cheats*off

Turn off all cheats

COMMAND & CONQUER: RED ALERT

NEW Enter any of the following codes on the menu by highlighting the symbols on the sidebar and pressing cancel after this:

Instant atomic strike:

●, ✕, ●, ▲, ■, ▲, ■

Instant chronosphere:

▲, ●, ●, ■, ✕



Tranquillix

Super cooled guns

Memo*X33RTY

Infinite secondary weapons

Commander*Jeffer

Select level

Hestas*Retort

Infinite energy

COMMAND & CONQUER

Stage	Level
GDI	NOD
2. B9DTX02D0	C99FAXKW8
3. 25U1E2L4D	KDT70XZ7W
4. KED688DGU	C9J6MRH3X
5. OXL3NYYNO	W15DASRS8
6. DU5R21DG7	Y47ZW9EOL
7. 0X3CS3D4G	C9R67C70W
8. 9QGZLZDF8	OX3CSXKE5
9. IU75TQK8H	56HE53HEH
10. OYGNMYMYN	YNF75TZK0
11. CR5EQME0S	GTJ26Z12A
12. 3NUL60FQ	CR0TDBC71
13. 4N8AN1A0H	MFYFV9DWX
14. 3NWD3MQFT	
15. 457ED7G0U	

COVERT OPERATIONS

PASSWORD: COVERTOPS

PRESS (and HOLD) "R1 + R2 + L1 + L2 + ■, ●" then select "Start a new game" or select the password option (and type in your password). The above keypress can be released when the game starts. This makes you able to see THE COMPLETE SCREEN on startup without exploring it with your troops.

Holding it while entering the password is finger breaking, but it's worth the pain.

COMMAND & CONQUER: RED ALERT

All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button (default is the Right Mouse Button and ● Button for the pad). If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over

Money: ■, ■, ●, ✕, ▲, ●

Nuke: ●, ✕, ●, ▲, ■, ▲

Soylent Green: ✕, ●, ▲, ▲, ●, ✕

(Note: This code only works in

multiplayer mode)

Win Level: ✕, ■, ■, ●, ▲, ●

Take Over: To do this cheat you need to play a skirmish. Then sell all your stuff, and then raid the enemies base. You then attack the war factory and press ●, ●, ●, ●, ●, ●, ●, ● within 3.2 seconds and you will take their base.

COOL BOARDERS

Press **SELECT** 40 times on the Options screen to change the commentator's voice.

A beep will confirm the cheat has been activated.

COOL BOARDERS 2

All Tracks:

In the Mode Select screen access in this order, SBC, Onemake, Freeride, Options, Boardpark, Halfpipe, Freeride in 4 secs and press ●. When the One-player and Two-player select screen appears hold **L1, L2, R1, R2** and press ●



CRASH BANDICOOT

NEW Enter this code to obtain all levels, gems and keys

▲, ▲, ▲, ▲, ✕, ■, ▲, ▲, ▲, ▲, ■, ✕, ●, ▲, ▲, ▲, ●, ■, ▲, ✕, ✕, ✕, ✕

COURIER CRISIS

Play as a Gorilla

Enter the password "SAVAGEAPES" to play as a Gorilla on a BMX Bike.

Play as an Alien

Enter the password "XFIFTYONEX" to play as an Alien on a BMX Bike

Bonus Level

On the neighborhood selection screen hold **L1 & R2**

Level	Passwords
1	EFLCIFCCKI
2	IFLCIFCCKI
3	MFLCIFCCKJ
4	AFLCIFCCKJ
5	FHCLFIGCJL
6	FLCLFICIL
7	FPCLFIOCJL
8	FDCLFIKJL
9	KFLCIFCGII
10	OFLCIFCII
11	CFLCIDCOIJ
12	GFLCIFCKIJ
13	FFCLFIGCJJ
14	FJCLFICCIJ
15	FNCLFIOCJJ

CRASH BANDICOOT

For access to all the levels and all the items enter the following:

▲, ▲, ▲, ▲, ✕, ■, ▲, ▲, ▲, ■, ✕, ▲, ●, ▲, ▲, ●, ■, ▲, ✕, ✕, ✕, ✕, ●

CRASH BANDICOOT 2

Voodoo Mask:

To get the Voodoo Mask, hold **↑, ●** immediately after you lose a life and until you begin a new life.

CRITICAL DEPTH

Bonus Characters

To play as Mr. Phatt, you must beat the game on medium difficulty.

To play as Agent 326, you must beat the game as Mr. Phatt on hard difficulty.

To play as Abbadon, you must beat the game as Agent 326 on the hard difficulty level.

Depth Charge

Hold **R2** and press **←, →, ↑**. Note: This assumes the controller is in the default configuration.

Extra Lives

On the Indian Ocean board go to the "double loop" room (there are two giant loops standing up on the floor). Pilot your craft between the two loops and turn toward the wall



PLAYSTATION CHEATS



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Plus the best of the rest



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Plus the best of the rest



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A SIMPLE
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THE CHEAT.

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covered with starfish. Shoot missiles to reveal a secret passageway. Go down passageway and find a room with four crystals on the wall. Shoot each of the crystals until they shoot out shiny disco balls. Once all four are activated, an extra man will appear in the center of the room.

On the Mediterranean board blow up the tall statue and grab some pilot missiles. Dive deep in front of the statue and go through the doorway (it's below critical depth and it has a health in it). Now go up until you hit the ceiling. In front of you is a door with a large keyhole. Shoot a pilot missile through the keyhole (use regular missiles to tell when you're lined up right). Once the pilot missile goes through the hole, guide it around the first corner and hit the pot on the stand. This opens the door. Swim down the tunnels into the room with the statue. Up top on the shelves is a red pot that contains a yellow key. Get the key. Now swim all the way back out and go to the upper temple (the one with the female statues in front). Now that you have the key, the door will open. Blow up the altar on the floor and go down the secret tunnel to the extra man.

Lay a Mine

Hold **R2** and press **→, ←, ↓**.

Note: This assumes the controller is in the default configuration.

Secret Room and Extra Life On the second level, at the Battle in the Red Sea, go inside the temple and find the room where there are seven statues of kings sitting upon thrones - three on each side of the room and one in the middle, sitting on an incline going down. You can hit the other statues for weapons, but the statue in the middle is the important one. Hit it with a remote detonator or something powerful. It will blow up, revealing a secret passage to a hidden room. One of the statues in this room contains the extra life.

Stun Blast

Hold **R2** and press **→, ←, ↑**.

Note: This assumes the controller is in the default configuration.

Surface Mine

Hold **R2** and press **→, ←, ↓**.

Note: This assumes the controller is in the default configuration.

Invincibility

L1, R1, L1, R1, ↑, ↓, ←, →, during

game play

Unlimited weapons

L1, R1, L1, R1, ↑, ↓, ←, ↓, during game play

Drop pod

L1, R1, L1, R1, ↑, ↓, ←, ↑, during game play

CROC

Level Select

↑, ←, ↓, ←, →, ←, ↓, ↑, ←, →, →, ↓, →, →, ↑

All levels including secret island:

←, ←, ←, ←, ↓, →, →, ←, ←, ↓, →, ↓, ←, ↑, →

CYBERIA

Special Password

1. At the Password screen enter NEMROSIM
2. The Skill Level screen will appear
3. Both skill levels will be at 1
4. Begin a game and press Start to pause it
5. A menu will appear - select the

Load option

6. You will now have access to all passwords in the game!

CYBERSLED

At the press start screen

↑, ←, ↓, →, ↑, ↑, →, ↓, ←, ↑, ●

This will give you some great new sleds.

DARK FORCES

Cheat Menu:

Do not pause the game whilst playing to enter the following code to access the cheat menu:

←, ●, x, →, ●, x, ↓, ●, x

Level Select:

Enter the following to access any level: P3NDLDQNY2

DESTRUCTION DERBY

Choose "Wreckin' Racing" and "Championship" and enter the name "REFLECT!". Now go to the main menu again and choose "Wreckin' Racing" again. Select "Practice" and go to the main menu. You should have a new course available.

For invincibility, enter "IDAMAGE!" as your name

To select the number of cars on the track, start a Championship and enter "NPLAYERS" as your name. You will then be asked for the number of players that are racing.

DESTRUCTION DERBY 2

First, select any type of race. Then, enter Championship Mode and enter the following password as



DOOM

NEW

Pause game then enter code for all

cheat codes:

All Weapons and Ammo:

x, ▲, L1, ↑, ↓, R2, ←, ←

Invincibility:

↓, L2, ■, R1, →, L1, ←, ●

Map All:

▲, ▲, L2, R2, L2, R2, R1, ■

Map ALL plus OBJECTS:

▲, ▲, L2, R2, L2, R2, R1, ●

Level Warp:

→, ←, R2, R1, ▲, L1, ●, x

X-Ray Vision:

L1, R2, L2, R1, →, ▲, x, →

the name:

MACSRPOO

You will be required to reenter the 'select race type' area and choose practice mode. Now, when you return to the main menu you will be able to select any race track. For animated credits select any type of race, then enter championship mode and enter the following password as the name: **CREDITZ!**

DIE HARD TRILOGY

DH1: Die Hard

Skeleton Mode

AAAAAAAAAAARRRR

Silly Mode **DOODAD**

God Mode/Map Editor **RUDE**

50 grenades and 5 bullets **REDO**

Unknown **DOLEUEL**

Fat mode **REED**

Villains float upward when dead

DETD

Backward=Forward

/Forward=Backward **REAR**

Unknown **OOEER**

Coordinates **LODE**

Infinite Shotgun **RUDDER**

15 bullets **DEER**

DH2: Die Harder

God Mode/Map Editor **RUDE**

Fergus Mode (everyone looks alike)

ODDEXE

Skeleton Mode **DEAD**

Unknown **DARE**

Fat Mode **LARD**

Lots of ammo **RELOAD**

DH3: Die Hard with a Vengeance

Flat Shade Mode **DULLDULLDULL**

Fat Mode **LARD**

FERGUS! ODDAXE

God Mode/Map Editor **RUDE**

Car floats in air **RELAXED**

Slow motion **LULLED**

Sky cam mode **ORDEAL**

Very slow motion **ODDER**

999 turbos **OOEEDXXX**

Infinite lives **LOUDER**

Unknown **LETDER**

Unknown **DEARDEAR**

Unknown **ROLLED**

Unknown **READXXX**

Unknown **DODO**

Ultimate Code!

Begin one of the 3 games and press Start to pause Press and hold **R2** and then press **←, →, ↑, ↓**. Each game will exhibit different results:

Die Hard With a Vengeance

Press Start on Controller 2 for the extra options. Press **→** to toggle the clock and **→** to select your level

Get Beretta in Die Hard 2

When the game begins a helicopter will come in from the left. Blast it with your gun as many times as possible It'll explode and a Beretta will drop down The Beretta will have twice the firepower

Infinite Ammo (default gun only)

At the end of any level when the clock is ticking down, waste all your ammo in the default gun down to ONE bullet. Position yourself in the doorway to the bomb so that you can roll into the bomb (sideways in the doorway). Shoot the last bullet then roll into the bomb. If you touch the bomb before your gun reloads then you will have a gun that never needs reloading, so you can keep shooting.

DISRUPTOR

Level passwords

2. Chemical Factory

■, x, x, ●, ▲, ▲, x, x, ●, ■, x, ■

3. Rooftops

x, ▲, ■, ●, ■, x, ▲, ●, ▲, ▲, ▲

4. Jupiter Station

▲, x, ▲, ■, ●, ●, x, ●, x, ▲, ■, ■

5. Triton

x, ●, ▲, ●, ■, ▲, x, x, ■, ●, ●, ▲

6. Mars

●, x, ●, ▲, x, x, ■, ●, ●, x, ▲, x

7. Antarctica

■, ●, x, ▲, ▲, ●, ■, ▲, x, ▲, ■, ▲

8. IO

●, ■, ●, x, ▲, ▲, x, ●, x, ▲, x, x

9. Reactor

■, x, ●, ●, ▲, x, x, ■, ●, ▲, ●, ●

10. Orbiting Habitat

■, ●, x, x, ■, x, ▲, ●, ■, ●, ▲, ■

11. Dream

▲, ▲, x, x, ●, ●, ▲, ▲, ▲, ■, ■, ●

12. Prison

●, ■, ▲, ●, x, ●, ■, ▲, x, x, ●, ■

13. Fortress

▲, ▲, ✕, ■, ▲, ▲, ●, ✕, ●, ■, ✕, ●

DUKE NUKEM 3D

When in a bathroom, walk up to a toilet and press ▲ (the Action Button). This makes Duke go to the bathroom, but his health goes up 10 points.

Slow Health Revive

To slowly revive your health, shoot a water fountain, fire hydrant, and then stand in the water. While standing in the water, hold the Action Button to slowly revive your health.

DYNASTY WARRIORS

Hidden Characters:

SUN SHANG XIANG

At title screen press ←, ←, ↑, ↓, ▲, ■, L1, R1. A chime will sound to confirm correct code entry. Shun Shang Xiang will be to the right of Lu Bu on the character select screen and you don't have to beat the game with anyone to get her.

NOBUNAGA

You must first earn the boss Lu Bu, then at the title screen press ■, ↑, ▲, ↓, ●. A chime will sound to confirm correct code entry. Nobunaga will be to the right of Shun Shang Xiang on the character select screen.

TOUKICHI

You must first earn the boss Cao Cao, then at the title screen press ↓, ↓, →, ↑, ●, ▲, R1, R2. A chime will sound to confirm correct code entry. Toukichi will be to the right of Nobunaga on the character select screen.

EXCALIBUR 2555 AD

Full Health

To heal yourself, pause the game and press ▲, ▲, ▲, ■, ■, ■, ■, ■.

Full Sword Power

To power-up your sword, pause the game and press , ▲, ■, ■, ●, ●, ■, ■.

Level Skip

Pause the game, and press ■, ●, ■, ▲, ●, ▲, ▲, ▲

Passwords

Level Password

- 1 ●, ■, ✕, ●, ●, ▲
- 2 ■, ✕, ▲, ▲, ✕, ●
- 3 ●, ✕, ●, ▲, ■, ✕
- 4 ✕, ●, ▲, ■, ●, ●
- 5 ■, ■, ●, ●, ✕, ▲
- 6 ●, ✕, ■, ▲, ▲, ■

Special Moves

To perform a spinning slice, press ✕, ▲, ●, ■.

For a roundhouse swing, press

✕, ■, ●, ▲.

FADE TO BLACK

To use the following level codes, select Resume at the Main Menu and enter the codes using the password screen.

- Level 1: ■, ●, ▲, ✕, ●, ■
 Level 2: ▲, ●, ✕, ●, ■, ✕
 Level 3: ✕, ●, ✕, ●, ▲, ✕
 Level 4: ✕, ■, ▲, ●, ●, ▲
 Level 5: ■, ■, ▲, ✕, ✕, ▲
 Level 6: ▲, ✕, ✕, ✕, ✕, ●
 Level 7: ●, ●, ▲, ✕, ▲, ✕
 Level 8: ■, ■, ✕, ▲, ■, ■
 Level 9: ▲, ✕, ✕, ▲, ●, ▲
 Level 10: ✕, ▲, ■, ●, ●, ✕
 Level 11: ●, ■, ✕, ✕, ■, ✕
 Level 12: ■, ▲, ✕, ■, ●, ✕
 Level 13: ✕, ✕, ●, ▲, ●, ▲
 (if you fail to save Sarah.)

Go to Password Screen and enter the Cheat enable code ■, ▲, ●, ✕, ●, ▲. Press START, an "Invalid Code" warning will appear, ignore this and exit the screen. Go back into the Password Screen and enter codes.

Unlimited Shield

■, ●, ●, ■, ▲, ✕

Invincibility

▲, ▲, ■, ▲, ▲, ■, ●

FELONY 11-79

Camera View

Hold SELECT and press ▲ during the game to select a different camera angle.

Secret Vehicles

Complete the following objectives to unlock these vehicles :

- 360 Complete the Metro City track with over \$2.5 million
 BUS Complete the Seaside track
 CIV complete the Downtown track within 4 minutes
 DAM Complete the Metro City track
 DBL Complete the Metro City track within four minutes
 DTK Complete the Metro City track
 ELS Complete the Seaside track with over \$2.5 million
 FD7 Complete the Downtown track within 4 minutes
 FML Complete the Downtown track with no accumulated money and no damage
 GTI Complete the Seaside track within 4 minutes
 GTK Break the speed limit on the freeway section of the Seaside track by at least 60 to 75 mph
 GTR Complete the Seaside track

GTS Complete the Downtown track with over \$1 million.

LIM Complete the Metro City track

NSR Complete the Downtown track within 4 minutes

PLC Complete the Seaside track with no accumulated money and no damage

PCS Complete the Downtown track within 4 minutes

RCC Destroy the displays on the left wall at the Shopping Mall in the Metro City level, and complete the rest of the track before the time expires

SIR Complete the Downtown track

SSP Exceed 144 mph at the speed checkpoint on the Seaside track

TAK Complete the Metro City track within 4 minutes

TNK Complete the Metro City track with no accumulated money and no damage

VPR Complete the Downtown track with over \$1 million

FIFA SOCCER '97

Lighting Effects

Hold down R1 when viewing the

Instant Replay to mess about with the lights and press ↑, ↓, ←, → to change the angle and length of the shadows.

FIFA '98: Road To The World Cup

Codes

Unlimited Player Attributes in Player Edit Screen L1, L2, ✕, ■, ✕
 Editable Bankroll in Club Transfers Screen ■, ✕, ■, L2, L1

Perfect players

Go to player edit and go to someone from another team. Take all their skills down to 35 and when you are on the + side which is green, go to your team and make any player perfect. So you can make every one in your team perfect.

FIGHTING FORCE

Invincibility and Level Select
 Hold ←, L1, R2, ■ at the Main Screen until 'cheat mode' appears at the bottom of the screen.

Quickly select Options to access the cheats that enable invincibility or a level select.



Competition Hotlines

Who is the star of Tomb Raider?

1. Lardy Croft 2. Lara Croft 3. Betty Boo

If you know the answer to the question above, call the hotlines below for your chance to win a prize!

Colin McRae Rally - 08901-202700

Tekken 3 - 08901-202701

Dead or Alive - 08901-202702

Vigilante 8 - 08901-202703

Premier Manager '98 - 08901-202704

Gran Turismo - 08901-202705

Resident Evil 2 - 08901-202706

The New Rumble Steering Wheel - 08901-202707

Playstation Console - 08901-202708

Nintendo 64 Console + Goldeneye - 08901-202709

The more callers the more winners.
 GUARANTEED.

Calls cost 60p at all times, each call should last no longer than one minute. Please ask permission of bill payer.

HotLine
 P.O. Box 50
 ST. AUSTELL
 PL25 5YQ



FINAL DOOM

Level Codes

2 Y90CDJLHVX
3 JJCMK8W64
4 Y9SJ3VRWWW
5 !DDSQ7J3I8
6 04MSK2X921
7 YTTLCXXLV
8 09SMBY04YW
9 7KKBLDV53
10 FM4217SGJ
11 H!!3WDGLD8
12 07QPDW26WY
13 WLLTXOYI02
14 RBR4G!LDLN
15 2PTLCXXLV
16 548C7DFWYX
17 JOC89DZPQS
18 JGB9CTONRT
19 9QLTKR0I02
20 LM85X135BD
21 SI61FHV0JG
22 33QHFTT6WY
23 VBGQPJ!446
24 ZYKTLW7V53
25 0DJSM4HW64
26 MDF0SB1BHG
27 ZDJSMVRW64
28 1YKTX4QV53
29 J7K438DMNL
30 DJX07Q4HTR

Cheat Codes

To enter the following cheats, simply pause the game. Cheats can be combined, just pause, restart, pause, etc.

All-Powerful Mode

↓, L2, R1, →, L1, ←, ●

Goodies

×, ▲, L1, ↑, ↓, R2, ←, ←

Level Warp

→, ←, R2, R1, ▲, L1, ●, ×

Map All Things

▲, ▲, L2, R2, L2, R2, R1, ●

X-Ray Eyes

L1, R2, L2, R1, →, ▲, ×, →

FINAL FANTASY VII

Loads of items cheat

To gain loads of items you need the W-item materia. Get into a fight with a weak enemy. Don't attack him. Instead open the window for W-item and select the item to duplicate. Select a character and give the item to them. Now for the second item select a different item and press **SELECT**, but this time don't choose a character to give it to, instead press cancel and your first item will increase by one. Hit **SELECT** again, then press cancel to keep increasing your horde to the max of 99.

FIRESTORM: THUNDERHAWK 2

Level Codes

LEVEL 1: 7FGK48T6R8ME4NI
LEVEL 2: 8JGK48VUR8MA5JQ
END: T7GK28U2SCMM4OI

FORMULA 1

German Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the German Mode enter:

↓, ↑, ←, ←, ←, ←, ●, ×.

Gibberish Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the Gibberish Mode enter:

→, ●, ↑, ↓, ↓, →, ×, ■, ■.

Spanish Mode

The following code has to be entered at the last selection screen before racing. The screen will say "Race Qualify" in the top left corner. Hold down the **SELECT** button while entering the codes. A box will appear in the middle of the screen if the code was entered correctly.

For the Spanish Mode enter:

▲, ●, →, ●, ▲, ●, →, ●.

Bike Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
↓, ↑, ●, ▲, →, ↑, ■, ▲

Bonus Track

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
←, ●, ●, ▲, ▲, ●, ↑, →
After you've done the code, choose a course, then quit from the course and go back to the track select screen. You should now be able to choose the bonus track.

Buggy Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
→, ↑, ▲, ←, ↑, ■, ▲

Gibberish Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
←, ●, ↑, ↓, ↓, →, ●, ■, ■
The announcer will now speak total gibberish.

Lava Mode

After selecting your driver and track, at the Practice Qualify and Race screen, hold down the **SELECT** button while pressing:
■, ●, ↑, →, →, ●, ×

FORMULA 1 97

Cheat Codes

Enter the following drivers names to activate the appropriate cheats:

BILLY BONUS Extra tracks (including black & white 1960's track)
BOX CHATTER Gibberish commentating (this can lock up your machine)
CATS DOGS Frogs drop out of the sky instead of raindrops!
LITTLE WEEZ Infact huge wheels
OEAN ALES Jump to Round 16 in the Championship
PI MAN Wipeout 2097 mode
SWAP SHOP Drum 'n' bass sound effects
TOO EASY All tracks have the easy setting
VIRTUALLY VIRTUAL VR mode
ZOOM LENSE Helicopter view mode

GRAND THEFT AUTO

Enter your name as:

GROOVY All weapons
WEYHEY 9999990 points
BLOWME Coordinates
EATTHIS Wanted level max
FECK Liberty city 1&2
TVTAN San Andreas and Lib city Parts 1&2
URGE All cities Parts 1&2
CAPRICE All cities Parts 1&2
CHUFF No Police
TURF All cities
MADEMAN All cities and weapons
THESHIT All cities, all weapons infinite and 99lives
BSTARD Access to all maps, lots of money and all weapons

G-POLICE

Cheat Codes

For all weapons and unlimited ammo hold **L1, L2, R1, R2, ●, ▲, ■, ←** at the weapons loadout screen after the mission briefing. A sound will confirm correct code.

NOTE: you cannot progress further into the mission tree when this code is activated

Secret Missions

Enter **PANTALON** in the password screen and the word 'cheat' will appear in the lower left hand corner to confirm correct entry. You can then access the six secret missions including driving a car and controlling a combat droid...

Level Passwords

1 MADGAV
2 DOLMAN
3 SONAGAV
4 ACEDUF
5 JOJOGUN
6 WENSKI
7 SAEGGY
8 MAZMAN
9 DAZMAN
10 DELUCS
11 ANDOOOO
12 KIMBCHS
13 ANDYMAN
14 YERMAN
15 OLLIEB
16 THEYOLK
17 TONYMASH
18 ANDYCROW
19 BIONIC
20 TSLATER
21 IAINTHOD
22 JONRITZ
23 CLAIREC
24 STEVEBOT
25 ANGUSF
26 EUANLEC
27 EDFIRE
28 STUBOMB
29 THONBOY
30 JIMMAC
31 PUGGER
32 ROSSCO
33 CAKEBOY
34 NIKNAK
35 SAGLORD

GEX

To use any of the following codes, you must first pause the game with the Start button then while the game is paused press and hold **R1**. While holding **R1**

with the game paused, enter the following codes. If done right the game will "unpause" by itself when you are finished.

Infinite Lives:

↑, ●, ▲, ↓, →, ■, ↓

Ice Weapon:

●, ●, ←, ↓, ●, ↑, →

Super Jump:

×, ●, ↑, ↑, ↓, →, →

Fire Balls:

×, ↑, →, ↑, →, →

Electricity:

GEX 3D: ENTER THE GECKO

NEW

To access any of these cheats you must pause the game and then highlight the EXIT option. Don't access this option but hold **L2** as you enter each of these cheats.

Unlimited lives:

↑, ↑, ↓, →, ▲, ↓

Invincibility:

←, →, ▲, ↓, →, ←



Level select:

→, →, ←, →, ▲, ↓, →

When you restart the game press SELECT to access the level menu.

Gex talks:

▲, ←, ○, ↑, ↓

Restart the game and press SELECT to hear one of his comments

→, ←, →, ○, ▲, →, ○, ↓, →

Invincibility:

×, ■, ↓, ↓, ↑, ↓, →

GUNSHIP

After receiving your mission orders start the game and at the loading screen hold **L1 + R1 + L2 + R2** buttons. When the mission starts you will see "Cheat" in the corner and your chopper will be invulnerable.

JET RIDER

To get all the tracks without beating the season:

Goto the options screen
Set the difficulty to 'amateur' and the trophy presenter to 'male' Then go back to the main screen by pressing start

Enter in the following code:

↑, →, ↓, ←, ↑, →, ↓, ← Go back to the options screen by going left once and pressing. Set the difficulty to 'prof.' and the trophy presenter to 'riders choice'. Then hit start to go back to the main screen Now enter in the following: ↑, ←, ↓, →, ↑, ←, ↓, → You will then here a noise to signify that it worked

JET RIDER 2

All tracks:

Use the following steps to enable all tracks, including the alternate tracks. Set master difficulty and five laps per race at the options screen

Press × on Li'l Dave at the 1 player select screen, then go back to title screen.

Press ↑, ↓, ←, →, **R2, R1, L2, L1** within four seconds at the title screen.

Set three laps per race at the options screen.

Press × on Wild Ride at the 1 player select screen, then go back to title screen.

Press ↑, ←, ↓, →, **R2, ○, L2** within four seconds at the title screen.

Set amateur difficulty and turbos off at the options screen.

Press × on Bomber at the 1 player select screen, then go back to title screen.

Press ↑, ↓, ←, →, ↑, ↓, ←, → within four seconds at the title screen.

Set professional difficulty and turbos on at the options screen.

Press **R2, R1, L1, L2, R2, R1, L1, L2** within four seconds at the title screen.

Race as Enigma:

Set master difficulty and 6 laps per race at the options screen.

Press ←, ■, ↓, ▲, →, ○, **L1, R1** within four seconds

JURASSIC PARK

Character Select

To play as the following characters, you need to enter the following codes at the Password screen:

Character-Password

Hunter ■, ×, ○, ▲, ×, ○, ■, ▲, ■, ×, ○, ×

Prey ▲, ×, ▲, ×, ○, ×, ■, ▲, ▲, ■, ○, ×

Raptor ■, ×, ○, ▲, ×, ○, ■, ▲, ×, ■, ○, ×

T-Rex ▲, ■, ○, ■, ×, ▲, ▲, ○, ■, ▲, ▲, ×

View Galleries

To view a gallery of a character,

enter one of the passwords below at the Password screen.

Gallery Passwords

Compy

×, ▲, ▲, ■, ×, ○, ▲, ■, ▲, ○, ×, ○

General

■, ○, ■, ○, ○, ○, ■, ○, ■, ○, ■, ○

Hunter

▲, ×, ■, ▲, ○, ×, ■, ○, ▲, ■, ×, ○

Prey

▲, ■, ○, ■, ×, ▲, ▲, ○, ×, ■, ▲, ▲

Raptor

○, ■, ▲, ×, ○, ▲, ■, ×, ○, ■, ×, ▲

T-Rex

▲, ▲, ○, ■, ▲, ×, ▲, ■, ■, ×, ▲, ○

Sarah

○, ○, ×, ×, ▲, ×, ▲, ■, ×, ×, ▲, ▲

Start Game with 59 Lives

At the "Press Start" screen, press ▲, ×, ■, ▲, ○, ×, ■, ○, ■, ▲, ×, ○.

The game starts but the sound effects will be off. Now exit the game, fix the sounds by accessing the Options screen, and then re-enter the code.

Level Select

At the Password screen, press ■, ×, ○, ▲, ▲, ×, ■, ○, ▲, ○, ×, ■

Note that the code must be entered three times.

LIFEFORCE: TENKA

Cheat Codes

To enter these just press Start to pause your game and enter any of the following cheats.

All Weapons: Hold L1

and press ▲, **R1, ▲, ■, R1, ○, ■, ■** then release **L1**

Level Warp: Hold L2

then press ○, ○, ■, ▲, **R1, ■, ▲, ○** then release **L2**

MADDEN 97

To view all the cinematics in Madden 97, press **L1** and **R1** together at the beginning when you first turn it on. At the Sony symbol, hold these buttons until it will go to a screen that says cinematics. To view them just click on to them at the bottom.

At the exhibition screen, Hold **L2** and **R2** until you get the hidden team.

You can get extra teams by putting in "high scores" or "tiburon" at the user record screen. Then ,then

until you get back to where you choose the teams.

MACHINE HUNTER

Activates Game Exits

Go to the Password Screen and enter the following:

NO MISSION

Invincibility

Go to the Password Screen and enter the following:

INVINCIBLE

One Shot Kills

Go to the Password Screen and enter the following:

GRIMREAPER

See Game Credits

Go to the Password Screen and enter the following:

SHOWCREDIT

Unlimited Continues

Go to the Password Screen and enter the following:

URANUS

Unlimited Weapon Upgrades

Go to the Password Screen and enter the following:

2 UNLIMITED

View Added Intro Movie

Go to the Password Screen and enter the following:

SHOWDROIDS

View End Movie

Go to the Password Screen and enter the following:

SATURN

MDK

Cheat Codes

Pause the game in order to enter the following codes:

Bomb

↓, →, ○, ○, ←, ←, ↑, ■, ▲

Bones Air Strike

↓, ↑, ○, ↓, ↑, ↓, **L1**

Bones Seal

▲, →, ○, ←, ←

Cow Strike

↑, ↓, ↓, **L1, →**

Dummy Decoy

×, **L1, →, ○, ×, ↑, ■**

Earthworm Jim Power-Up

↑, ↓, ↓, **L1**

Faster Speed

→, ○, ▲, ○, ▲

Full Hit Points

→, **L1, ■, ▲, L1, ↓**



ODDWORLD: ABE'S ODDYSSEE

NEW

Level Select:

For a level select on this fantastic rescue saga you must enter: Hold **R1** then **↓, ←, ■, ●, ■, ▲, ●, ■, ←, →** when in the main menu. If you've entered it correctly you will hear Abe say OK

Level Skip

While on the main menu hold **R1** and then press

↓, →, ←, →, ■, ●, ■, ▲, ●, ■, →, ←



Grenade

▲, ●, ■, L1, →

Homing Bullets

■, L1, L1, →

Homing Sniper Grenade

←, ↑, ×, ▲, L1, L1, →

Mortar

←, L1, ▲, ■, →, ●, ←, ←

Nodie

●, ▲, ▲, ●, →, ↑, ←, L1, ■

Seal

●, ▲, ▲, L1, →

Small Explosion

↓, ↑, ■, ▲, ↓, ●, ●, →

Sniper Grenade

↑, ■, L1, ←, ●, ▲

Super Chain Gun

←, L1, ↓, ■, ▲, ↑, ↓

Super Gun

→, ↑, ↓, L1, ↓, ●, ←, ←

Thumper Weapon

↓, ↑, ←, ←, ▲, ↑, →, ↓

Twister Weapon

↓, L1, ■, ▲, →, ↑, ×

Level Select

At the Main Menu, hold **L1, L2, R1, R2** and press **←, ●, ▲, ↑, ■** and then release **L1, L2, R1, R2**

MICRO MACHINES V3

Cheat Codes

Bigger Bounces

During a race press:

■, →, →, ↓, ↑, ↓, ←, ↓, ↓

Debug Mode (see below)

During a race press:

■, ↑, ↓, ↓, ■, ●, ●, ▲, ×

Speed Up

During a race press:

■, ×, ●, ■, ▲, ×, ×, ×, ×

Tanks

Enter **TANKS4ME** as a character name and you will be able to use tanks on any terrain!

Debug Mode CPU Car **SELECT, ■** transforms your car into a CPU car

Blow up all cars **×, ▲, ●, ■**

Camera Angle

SELECT, ↑, ↓, ←, →

Camera Zoom **SELECT, L2**

zoom in **SELECT, R2**

Zoom out

View Different Car **SELECT, L1, R1**

Win Race **SELECT, ×**

NBA IN THE ZONE

To jump higher, hit the turbo and the jump button at the same time.

If you press **↑**, you will put a spin move on your opponent and press and hold **→** and **D** to shoot an awesome shot.

Double Pump-When you are in the air for a dunk press the action and the player will do an amazing double pump. This shot can't be blocked.

To throw an alley-oop-Press the pass and shoot buttons at the same time.

NOTE:The person catching the alley-oop, must be in the paint... or a normal lob pass will be thrown.

Handshake The opponent can't block the ball. Press **→** to do a jumping dunk and when the player is in the air tap **2x**.

At the team selection screen press **×**

Then press and hold the Select button, then press start.

This will enable you to get Micheal Jordan as a playable character.

NOTE: This maybe hard at first, keep trying and you will soon get the hang of it.

NBA IN THE ZONE 2

Cheats to play as Jordan, O'Neal, Barkley, and others.

To play as Micheal Jordan-First, you must change the number and the name of the player called "M guard" in the Chicago Team. (There is an option to make it in the customer men, this option is "edit player")

After you do this, trade this player in the Chicago Team and replace him in the starting lineup, change him for Toni Kukoc to have the real Chicago Starting Lineup.

You can do the same with Charles Barkley with Houston and O'Neal with the Los Angeles Lakers.... And other players you think are missing.

NBA Live '98

To enable Easter Egg codes:

- 1.Start a game and advance to the User Setup screen.
- 2.At the User Setup screen, start a new user name and enter the name 'Secrets'.
- 3.Confirm the name by pressing START, and a new SECRETS option appears at the bottom of the screen.

All codes are case-sensitive. Enter them exactly as they appear, or they won't work.

- 4.Press Circle to activate the Secrets menu. From here you can type in new codes and activate codes you've already entered.

To activate a new code:

- 1.From the Secrets menu, highlight 'ENTER SECRET CODE:' and press **×**
- 2.Enter a new code just as you would enter a user name, then press START. If you typed the code correctly, it becomes available.

To change options for a code you've entered:

Highlight the code and D-Button left/right. Most codes have more than setting, so cycle through the options until you've seen them all. The settings that are active when you exit from the Secrets menu will be used in the next game you play. Code settings remain in effect until you change them or turn off your PlayStation game console.

Save your settings to a memory card IMMEDIATELY after you enter the code. This way, you'll never have to type in the code again. Find all the codes and save them

for a turbo-powered NBA Live 98 experience every time you play.

Aqua Court

Secret Code: Seaweed

Description: Underwater seaweed court

Halloween Team Home

Secret Code: Scary

Description: Home Team dresses up in Halloween costumes

Halloween Team Away

Secret Code: Freaky

Description: Away Team dresses up in Halloween costumes

Home Invisible

Secret Code: Cloak home

Description: Home team selected player is invisible.

Away Invisible

Secret Code: Cloak away

Description: Away team selected player is invisible.

Player Eyepatch

Secret Code: Eyepatch

Description: Create player w/ eyepatch.

Player Monocle

Secret Code: Monocle

Description: Create player w/ monocle

EA Toque

Secret Code: Toque

Description: Create player EA Toque.

Prisoners

Secret Code: Prisoners

Description: Hitman, be FREE!

Chameleon Home

Secret Code: Lizard

Description: Chameleon Home Team.

Chameleon Away

Secret Code: Reptile

Description: Chameleon Away Team.

New Halloween Costume

Secret Code: Pin rocks

Description: Adds bear costume to halloween team.

To Change Options For A Code

You've Entered Highlight the code and press left/right on the D-Pad. Most codes have more than one setting, so cycle through the options until you've seen them all. The settings that are active when you exit from the Secrets menu will be used in the next game you play. Code settings remain in effect until you change them or turn off your PlayStation game console.

NEED FOR SPEED

Arcade Mode:

In Lap Choice hold **L1, R1**

Bonus Track:

In Tournament Mode type in **YZHJQY** at the Password Screen to access the Las Vegas track.

Full Screen Mode:

When a new begins, hold **↓** and **←** or **↓** and **→** whilst the traffic signal counts down.

Rally Mode:

Select any track except for Rusty Springs and hold **L1, R1**. In order for this to work, you must be in Time Trial, Head-to-Head or Single Race Mode.

Secret Car:

To race the secret car, exit Tournament Mode after entering the Bonus Track code. When selecting another car hold **L1, R1** Warrior Car:
To access the Warrior car hold **L1, R1** at any car select. (Basically, access the Warrior car without following on from the Bonus Code).

Weapon Cheat:

Following the selection of your opponents vehicle, hold **L1, ●, ■, ↑, ←** Your horn should then be replaced with a machine gun (which you although you cannot see, can be used).

NEED FOR SPEED 2

Cheat Codes

Enter the following passwords to access a couple of cheats:
SHOTME—Race on bonus track – Monolithic Film Studios
POWRUP—Upgrade engine –faster acceleration

Camera Cheat

Hold **R1, R2, L1, L2, ■, ▲, ●, ×** when a track is loading and until the ace begins. This allows you to choose from 9 camera angles instead of the default of 4 angles.

Tournament Passwords

Proving Grounds	LDKMTD
Outback	GROWPG
Northern Country	HTYSBG
Mediterranean	WGVLOG
Mystic Peaks	BRQQQR

Secret Vehicles

The following codes must be entered on the password screen. If you wish to play a 2-player game, then substitute ME with U to allow the 2nd player to use the same vehicle.

ARMYME Army Truck

NFL GAMEDAY '97

Easter Egg Screen:

At one of the pre-game screen where options are:
START GAME
ROSTER
OPTIONS
STATISTICS

The top of the screen says either SEASON or PRESEASON— it depends on which one of the two seasons you are playing— and the NFL logo is spinning in the upper left corner of the screen. At this screen push these buttons successively to enter the Easter Egg Screen: **L1, R1, L2, R2**.

Then push the **×** button to enter or remove the codes below (pushing the **●** button when a letter or number is highlighted will select that letter or number).

ASSASSIN	
BAZOOKA	Strong Passing Arm
BIG GIRLS	Extra Big Cheerleaders
BIG STARS	Star Players Are Extra Big
BLASTERS	
BLIND REF	Less penalties
BLIZZARD	Very Strong Winds In Snow
BO KNOWS	
BRITTLE	More Injuries
BROADWAY JOE	Increase QB Accuracy
BUSY REF	More Penalties
BUTKAS	
CREDITS	Rolls Credits
CRUNCHY	Hits are louder
DARK NIGHT	Play in the dark
DEFENCE	Better Defense
DEVISH or DERVISH	
DOC	
ELECTRIC FB	Players Twitch
EQUALIZER	
FLEA CIRCUS	Tiny Players
FRIDGE	Extra Big Players

FROG

GB SPEED

High-Long Dives And Hurdles
Makes the game as fast as
NCAA GameBreaker
Really Hard To Beat CPU

GD CHALLENGE

GENIUS

GOLIATH

HANG TIME

HATCHET

Extra Huge Players
High Kicks
Jump very high. When you jump you will stay the air for a few seconds
Offensive Line Blocks Better
Players are fatter
Loose Physics
Adds popups from the last game

HOGS

HOME COOKING

ICE SKATES

INFAMOUS POP UPS

JUGGLER

JUICE

KARATE

Super Fast Speed Burst
It turns the forearm shiver on defense into a karate chop

KRAIG

LONG JUMP

MANDARICH

Makes the defensive lineman faster and stronger.
Game Clock Never Moves, Play For Ever

NO TIME

NYSE

OFFENSE

Better Offense

OUCH

PANCAKE

PINBALL

Forearm shiver is stronger on defense
Jump higher
Running back is faster and stronger
Extra Loud Crowd
Slow Moving Players
Strong Stiff-Arm
Very Strong Winds In Rain

REJECTION

SAYERS

SHOUT

SLO MO

STEROIDS

STRETCH

SQUALL

TEMPEST

TIGHT COVER

TOAST

TORRETA

TWISTER

Players Are Covered Closely
QB Lobs Passes
Very Strong Winds

BEETME Car with sunroof

BMRME BMW

BNZME Mercedes-Benz

BUGME VW Beetle

BUSME Bus

CRATME Wooden Crate

LCME Landcruiser

LIMONE Limo

LILZIP Bonus Car

LOGME Log

OUTHME Outhouse

QUATME Audi Quattro

SEMIME Semi

SNOWME Snowplough

STDAME Product Stand

STDBME People of The Temple Stand

STDCME News Stand

TRAMME Train

TREXME T-rex

VANME Van

VOVME Volvo station-wagon

WAGOME Wagon

SHORTCUTS

North Country Shortcut:

Prior to the first hairpin right after the grey tunnel, slow down and take a sharp right just past the fence. You will bypass the first hairpin by doing this.

Offroad in Monolithic Studios:

Race in Monolithic Studios until you reach the Jurassic Park segment. After you pass the first two huts or wooden houses on your right, drive about 20 feet and you will be able to turn right into the jungle.

Pacific Spirit Shortcuts:

1. At the part where you see the parking lot on your left, enter the parking lot. Now drive straight through the grass until you reach the road again.

2. Drive down a logging road, when you reach the long straight by the sea. Slow down and veer right towards the trees. There is enough room to go between them, you will then have a straight stretch on a logging road that runs parallel to the road. Beware it ends where the black mountains start. Exit the same way, between the trees and to your left.

other code for instructions), go into Arcade Mode. Press and hold **SELECT**, put the cursor on Hayato, and enter **●, ■, ▲, ■, ×, ■, ▲, ■, ●, ▲ + ×**. Press **←** for Kappa.

Wall Mode

Beat the game once with any character, get the best ending, and then go to the Option Mode. A new mode called "Wall" will be there, which will place a wall in Versus mode around the ring, disabling Ring-Outs.

TEKKEN 2

To get Devil/Angel simply complete the game with Kazuya

For those who need it here are the facts. You can do all of this at easy with one round

Sub-Bosses: Obviously beat the Devil with each character.

Kazuya: Beat the Devil with ANY sub-boss.

Devil/Angel: Beat the Devil with Kazuya. You will see Rodger here but you can't keep him. damn;-) Hit punch or kick to get either Angel or Devil.

Rodger/Alex: Beat the final round of the THIRD match getting a "great". In other words let your power dwindle quite low before finishing off your opponent. Don't go madtoo early or you will have to restart. Better to let the opponent

beat you and continue.

When you play with Rodger there is a lot of animal bashing going on. You will fight Kuma AND Alex.

Big heads/bodies: hold **SELECT** when choosing fighter. Hold **SELECT** AGAIN during a round change to get REALLY big and ugly.

When all characters are captured hold **L1** and **L2** when selecting character to get the 1st perspective "Punch-out" mode.

TIME CRISIS

1. On the screen with story mode and time attack, shoot off screen and you will see the word easy in the story box at the top left hand corner. This will give you 5 lives and more time.

2. At the title screen, shoot the centre of the 'R' once, and the centre of the crosshair twice. A cheat menu will appear.

TOCA TOURING CARS

Cheat Codes

Enter the following codes as your name to enable the following cheats:

Access All Cars **CMGARAGE**
Cartoon Background **CMTOWN**
Disco Fog **CMDISCO**
Film Camera View **CMFOLLOW**
Go-Kart View **CMCHUN**
Helicopter View **CMCOPTER**
Lock Up Tracks **CMLOCK**
Low Gravit **CMLOGRAV**



WAR GAMES: DefCon 1

NEW

Level 1: Carolina, USA

Level 2: Czech Republic

Level 3: Russian Urals

Level 4: Cairo, Egypt

Level 5: Cambodia

Level 6: Swiss Alps

Level 7: Libya

Level 8: Channel Islands

Level 9: Grenadines

Level 10: Louisiana Bayou

Level 11: China, Near Beijing

Level 12: Saudi Arabia

Level 13: Arctic Circle

Level 14: New York City

Level 15: Omaha Desert

Level 9: Grenadines

Level 10: Louisiana Bayou

Level 11: China, Near Beijing

Level 12: Saudi Arabia

Level 13: Arctic Circle

Level 14: New York City

Level 15: Omaha Desert

WCW Nitro

NEW

There are many cheats and

hidden extra contained within this wrestling beauty.

Unlock Single Set of Wrestlers:

Press **R2, L2, R1, L1 L1 R1, L2, R2**

Select at the options screen and then highlight a wrestler at the character selection screen and press **L1, R1, L2, R2, L1 R1, L2, R2** SELECT. All of the three hidden wrestlers connected to the one you highlighted will be unlocked.

Unlock All Wrestlers Press **R1 X4 L1 X4 R2 X4 L2 X4**

Select at the character selection screen. A sound will confirm whether you've entered the code correctly. Each of the 48 extra wrestlers will be available to you.

Hidden Rants

Highlight any wrestler at the character select screen and press **●** to hear his insane ranting.

YMCA Dance

Select the disco ring and press **L2**. This can also be used to win a match. Throw your opponent out of the ring and press **L2** when he stands until the time runs out.



No Collision Detection **CMNOHITS**

Pink American Beast **FLEX**

Rains Upwards **CMRAINUP**

Overhead View **CMMICRO**

Starry Skyline **CMSTARS**

TOCA Showdown Championship

PATSCREAM

Turbo Speed **XBOOSTME**

Unlock All Tracks **JHAMMO**

TOMB RAIDER II

Blow Up Lara

Take one step forward, take one step back. Spin right three times (i.e. 360 degrees x 3). Jumpforward OR do a backflip.

Level Skip

Step left, step right, step left, step back, step forward, spin three times, forwards twist flip.

Weapon Cheat

Step left, step right, step left, step back, step forward, spin three times, backwards twist flip.

Tips

Level 2 When you have the speedboat, press **×** for a burst of speed.

To make the Butler break wind you must run into the back of him and then run about 3ft from him. He will then break wind and say uffff or something like that.

TWISTED METAL 2

Go out of the screen on the stage where you can see the Hollywood sign, you can go anywhere in the background. Is this a glitch in the game or is there a trick to this?

V-RALLY

Cheat Codes

When the Infogrames logo appears wait until the 's' from Infogrames is drawn and then quickly enter **↑, ↓, ▲, ●**. This code must be entered quickly, you'll know if you're successful as "lock off" should be displayed.

Following the successful completion of entering the above code, you must any of the codes below before the Infogrames logo disappears:

← + L1 Removes arcade time restrictions

← + L2 Access narrow tracks

← + R1 Access extra 4 x 4 car and track

← + R2 Race restarts enabled

←, → Debug mode

When you call up the Debug Mode in V-Rally, you'll get an extra menu "Memory" in the Options Screen.

WORMS

Exploding Sheep

Enter Worms Option Screen then enter Weapons Options Screen and move the cursor from the Exit selection and enter: **×, ■, ■, ×, ■, ■, ×**. Repeat the process to stop the cheat.

Weapon Cheat

To access extra weapons go to the Weapon Options screen and press **■** and **×** together eight times. Note: The cursor must not be touching any words when you activate the cheat.

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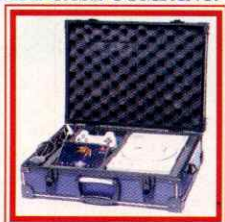
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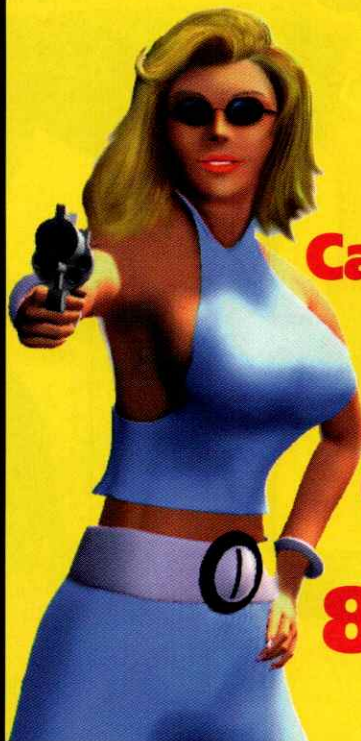
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