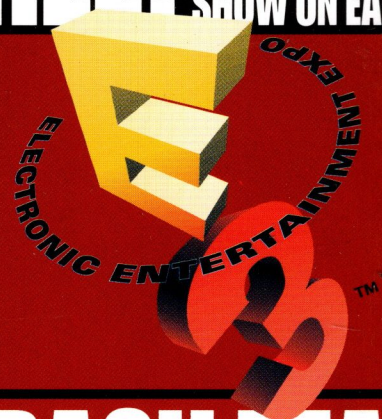


**FREE!** WE TAKE YOU TO  
THE GREATEST  
SHOW ON EARTH!



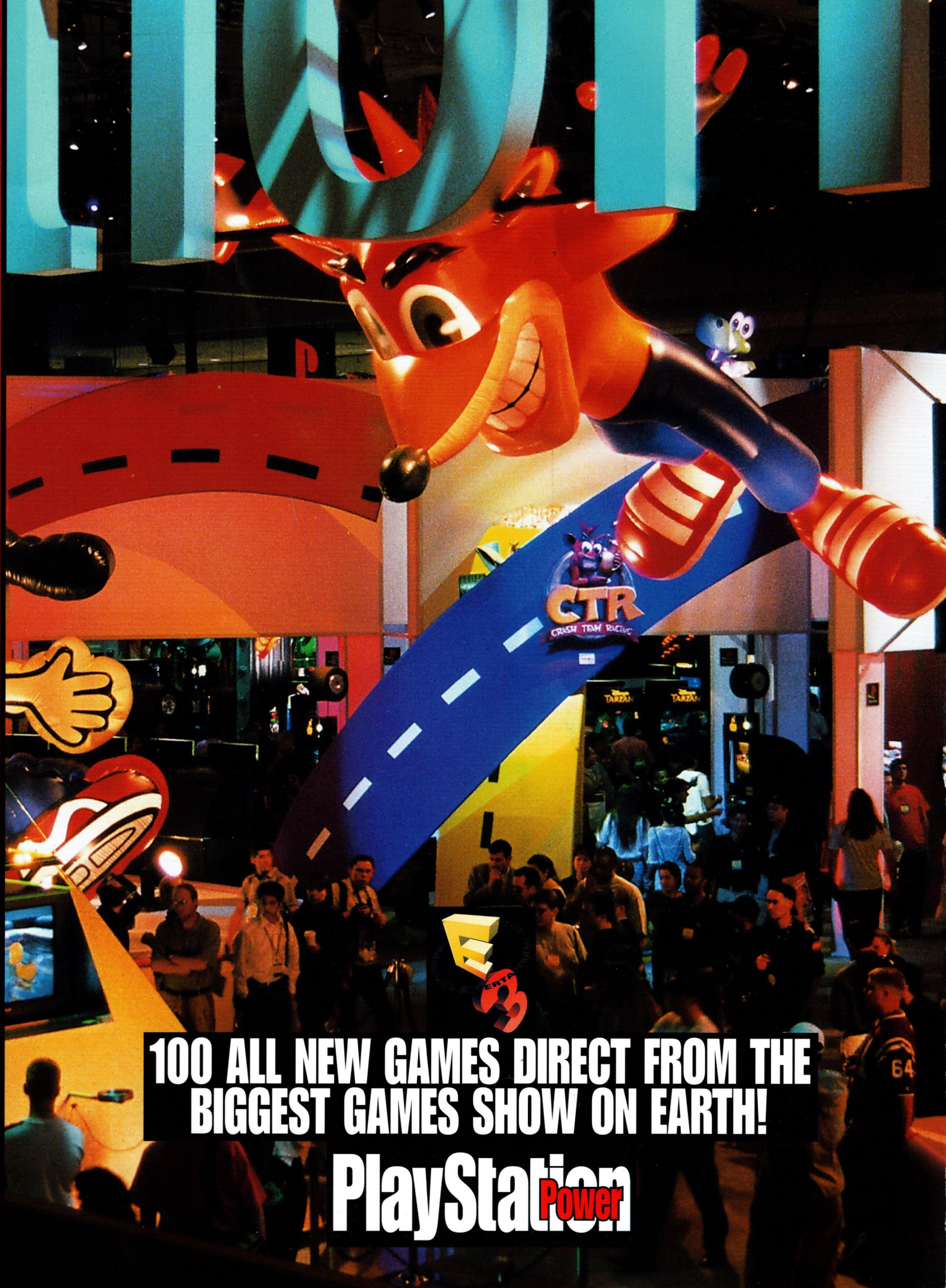
**CRASH TEAM  
RACING**

**GRAN  
TURISMO 2**

**ACE 3  
COMBAT**

**SPYRO 2**

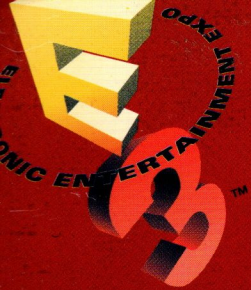
**METAL GEAR  
SOLID THE VR  
MISSIONS**



**100 ALL NEW GAMES DIRECT FROM THE  
BIGGEST GAMES SHOW ON EARTH!**

**PlayStation** Power





# Special!

The Greatest Show On Earth!



▲ The LA Convention Centre. A stupidly large building that's bigger than 30 football fields! And it's jammed full of hot new PlayStation titles.

**"These are the games YOU will be playing for the next year! Enjoy..."**

The date was May 12th-15th. The place, Los Angeles Convention Centre. And the show, E3 (Electronic Entertainment Expo) – the biggest videogames event in the world boasting over 2600 new games, for industry types' pleasure. The *Power* team were there in force playing everything new in the world of PlayStation and having a natter over several cheeky beers with the developers that count. E3 is the most exciting thing ever. This is our story...

## PlayStation 2

As the massive doors opened, the *Power* posse sprinted past 10,000 punters to get our hands on the first playable demo of the mighty PlayStation 2. Was it a let down! Abso-bloody-lutely not! It is the future!

*Gran Turismo 3* was playable (although the armed guard beside it

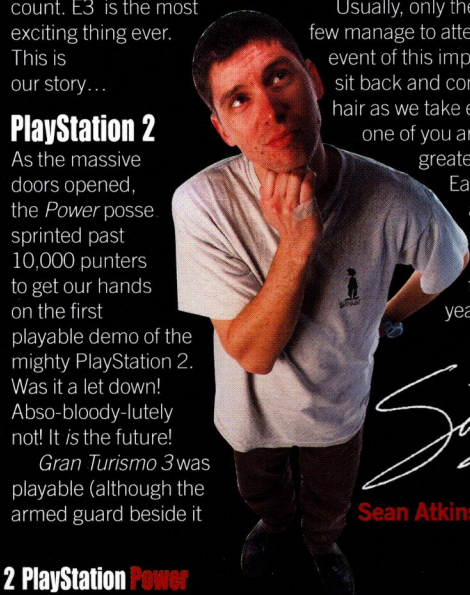
was a little off-putting) together with all the technical demos featured in PSP 39. We had a go on all of 'em and managed to glean some very interesting facts out of a couple of Sony America employees (see page 4).

Other near complete, but never before played games included, *Gran Turismo 2*, *Resident Evil 3*, *Wipeout 3*, *Crash Racing*, *Spyro 2*... oh, and about 100 other gems all of which are featured in this essential show guide.

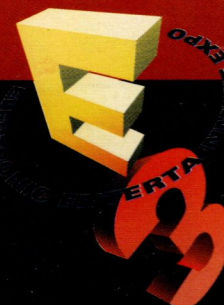
Usually, only the privileged few manage to attend a games event of this importance so sit back and comb your hair as we take every last one of you around the greatest show on Earth – these are games YOU will be playing for the next year! Enjoy...

*Seath*

Sean Atkins, Editor







## The Biggies...

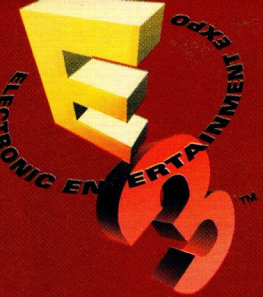
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# Special!

The Greatest Show On Earth

● More Than A Consolation

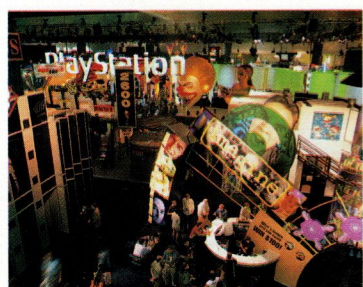
# PlayStation 2

Sony were adamant that the PlayStation's successor would definitely not make an appearance at this year's E3, but a Nintendo announcement forced their hand – wahoo!

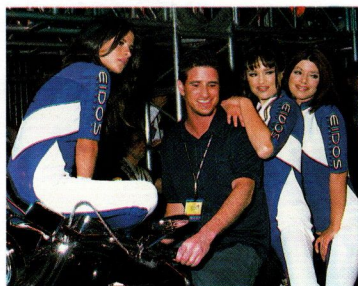
From: **Sony**  
Released: **Sept 2000**  
Complete: **50%**

**A** lone on the outskirts of the colossal Sony stand stood a chrome pyramid surrounded by large, armed (no, they didn't have big arms), security guards. No title stood above it, but each side had, buried in it, a £3000 Sony Wega TV screen showing the best looking game graphics the world has ever seen. Yes, you guessed it (it surely wasn't that difficult considering the title of this page), this was the first public airing of the mighty PlayStation 2. Crowds were foaming at the mouth as *PlayStation Power* got its collective hands on the demos...

First up was the *Gran Turismo* playable demo. To be honest the handling was just the same as the PlayStation version (which isn't surprising considering we were using a PlayStation pad and the developers only spent two weeks creating it), what did induce damp spots on the pants of all onlookers was the smoothness and detail of the graphics being thrown around. The lack of pop-up, the detail in the trees (even up close they're solid), the reflections coming off the excitably polished cars, the real cityscapes – it's



▲ The free Future Publishing bar nestled nicely alongside the Sony stand. Very handy indeed.



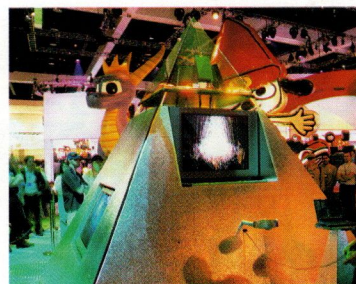
▲ E3 just wouldn't be E3 without a crop of big juggled Eidos ladies on a bike. A total bike!

all so, well, top notch arcade really (apart from the relentless quid putting in bit). Just look at the shots! One pod down, three to go...

The second display featured rolling PlayStation 2 footage as shown in the last few issues of *Power*. The main focus was *Ridge Racer* and Reiko's movement

was simply amazing. The flowing strands of hair alone were enough to justify whatever price tag Sony are gonna bung on this console (£200 we've heard by the way).

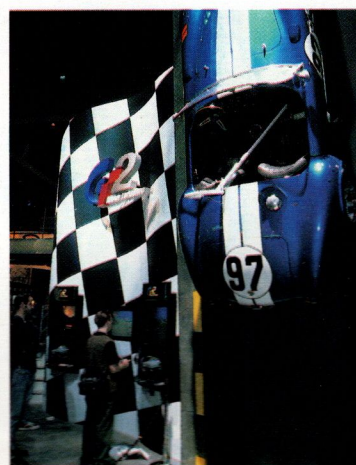
The last two pods displayed a variety of technical demos (some of which are featured opposite) connected to a laptop protected by a fat man with a gun (no joke). First up was the firework display. Not great on paper, but amazing in motion. Zoom in and out, freeze, rotate in 3D – there's some serious maths going on here and not a hint of beef (Jerkininess for all you *Power* virgins). Top. Next up was the sink. Control the duck and the sub while emptying and filling the sink with amazing liquid-metalsque water. So, so impressive and playable. Then there was the morphing heads. Gently nudge the analogue controller and watch a



▲ The fireworks are easily manipulated by *Power's* editor. Far too impressive.

seamless transformation from duck to man to beast. This machine has some serious grunt. Lastly we had feathers (shockingly realistic, spinning shapes very nice), fish in a pond (sexy) and the old man's face (looked like, er, an old man's face – which is kind of the point).

Finally getting our hands on the PlayStation 2 for an extended play has completely washed away any doubts that Sony may have been exaggerating the facts a little. This will rule the world! Nintendo and Sega are struggling.

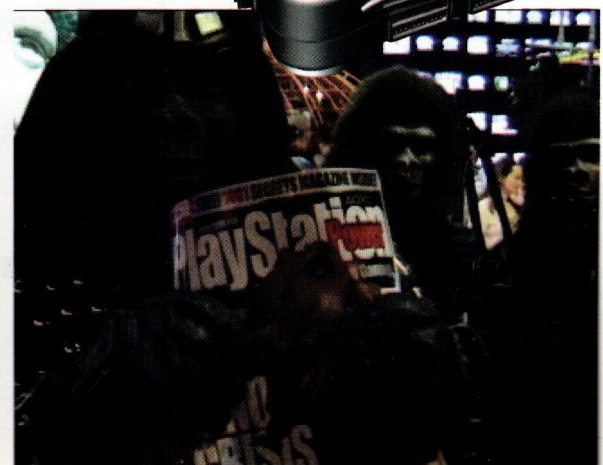


▲ And alongside the PSX 2 GT was this rather swish PlayStation GT2 display. Nice.



▲ No corned beef thighs on PSX 2! Phew.

▶ A PSX2 mock-up from one of those internet-based mocker-uppers.

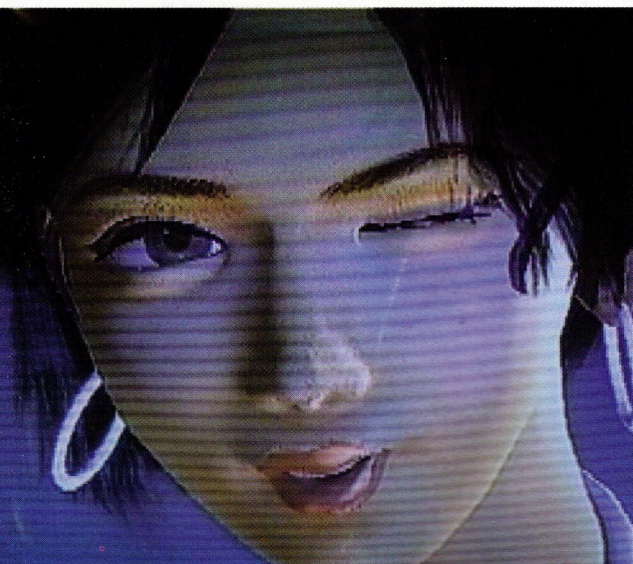


▲ Even in the future, with the planet populated by none too friendly apes, those who count can't get enough of *PlayStation Power*. 'Damn you all to hell!'





▲ What's this we've been hearing about a crude version of *Tomb Raider 5* for PlayStation 2 already up and running at Core in Derby? Very interesting.



▲ The resolution of Reiko's head is truly amazing (yeah, alright, we snapped this shot from digital video so it doesn't do it justice – okay?) Believe us.

# IT'S A PLAYSTATION 2 TECHNICAL DEMO ORGY OF FUN! YES!

PlayStation Power played every PlayStation 2 technical demo in existence. We asked the questions that nobody else dared and got the inside story on what each demo is aiming to prove. Enjoy...



▲ Is this arcade quality or what? You will be completely blown away.



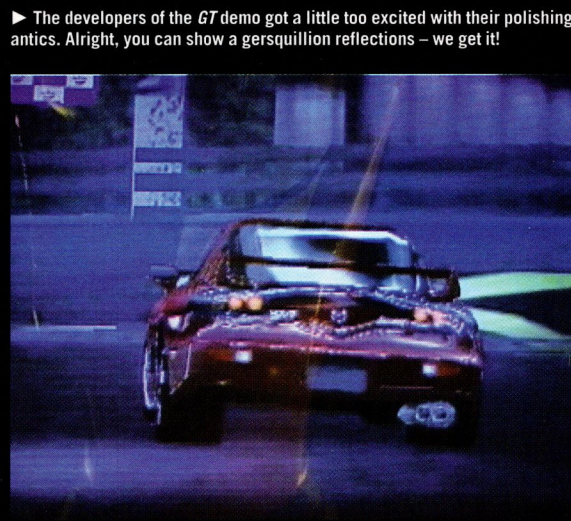
▲ The firework demo as viewed from above. It rips along.



▲ Based on one of the original *GT* night tracks, but with a new ending.



▲ A smokey/dusty/steam effect. They're just showing off now!

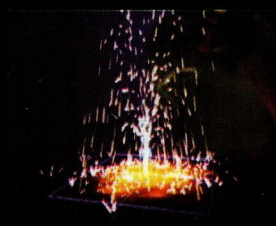


► The developers of the *GT* demo got a little too excited with their polishing antics. Alright, you can show a gersquillion reflections – we get it!

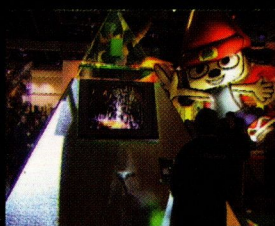
▲ We've got almost two minutes of *GT* on next generation PlayStation footage racked up for inclusion on next month's free E3 video. Oh yes.



▲ Unbelievably, one of *Blasto's* developers created this stunna.



▲ You can see this moving on next month's free E3 video. Not bad.



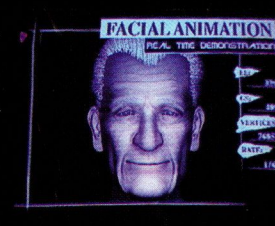
▲ With the display frozen you can zoom and rotate the 3D image.



▲ Does this NSX look real or what? You are looking at a launch title.



▲ That ghost like figure on screen is a massive inflatable *Crash*. Okay?



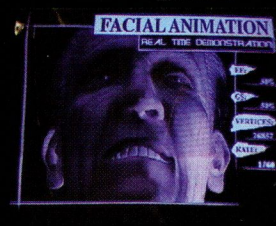
▲ The movement of those expressions are simply amazing.



▲ As the tap is turned on, the duck and sub react just as they should.



▲ These replays are going to make the original *GT* look well shabby.



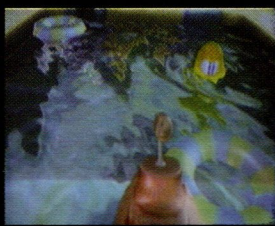
▲ To emulate this look, wipe your top teeth and shout, 'banana'!



▲ There are a million little polygon men in *GT2* who spit and polish all the cars once they're off-screen. It's a bloody dazzlin' marvel it is!!



▲ Will you look at the shiny body wax on that motor! IT'S BLINDIN'!



▲ Our friendly little yellow friend almost drowns in all the waves...



▲...no he's survived! A close call. Watch out for the plughole Daffy!!







# Special!

The Greatest Show On Earth!

● Ain't life gran?

# Gran Turismo 2

And you thought life couldn't get much better. Not only is a sequel to Gran Turismo on the way, but it's the first, and probably only, 'perfect' PlayStation game. Might be quite good then...

From: **Sony**  
Released: **October**  
Complete: **85%**

**N**ow then. How on earth do you go about bettering what is widely acknowledged as the finest racer of all time? That's the question we took to Los Angeles, and we've had it well and truly answered – by none other than the man in charge of the whole caper, Mr Kazunori Yamauchi!

Visually, GT2's certainly similar to the original. But the tracks are far more detailed, and the cars are really something else. From the new look

Beetle we drove to the stunning Mini, the choice of motors is simply stunning. Every single car had its engine sound recorded at a European test track, and then they went about making the handling as realistic as possible too by driving them all to the limits.

The seventies muscle cars put those in *Driver* to shame and the replays look clearer than ever. Still not sure? Kazunori casually informed us that while *GT* used 70% of the PlayStation's power, *GT2* used the full 100%! It simply couldn't be any better! Something to look forward to then – and in the meantime check out the full interview with Kazunori in next month's *PlayStation Power*. He's a very interesting man indeed. **PSP**



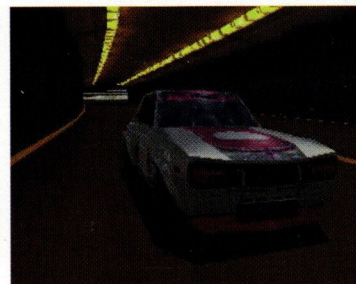
▲ We reckon this is a Ford Escort Mk1. You can take your Ford Focuses – this is a motor!



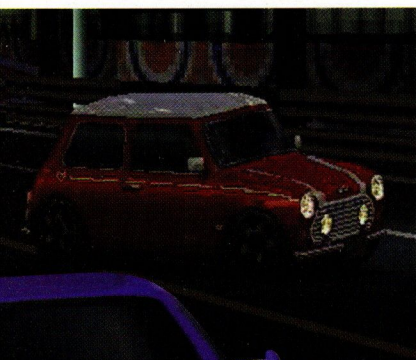
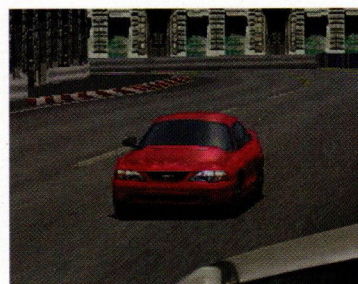
▲ More evidence of the wondrous replay mode. You'll be watching again and again.



Get hold of one of these. They go like the clappers!



▲ The lighting is once again streets ahead of anything else on PlayStation. Nice one.



● And then there's *Gran Turismo* on PlayStation 2 (*GT3*?). It looks this good! Just a little further off though, sadly...

## The Best Of The

### 40 Winks

Like *Ape Escape*, only starring a cuddly bear instead of a young child. The levels we saw were expertly designed, mazy affairs in a 3D adventure style. It's cute. Very cute indeed.

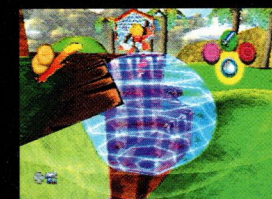
Released: .....November  
From: .....GT Interactive



### Ape Escape

This was one of the most popular games of the show, boasting massive stand all to itself. No wonder – *Ape Escape*'s one of the best 3D platformers we've seen on the PlayStation to date. A triumph.

Released: .....June  
From: .....Sony



### NFL Blitz 2000

The original *NFL Blitz* is still unreleased here, even though it's fantastic fun. This one lets you design your own plays and boasts loadsa improvements. Wait six months, and it'll be essential.

Released: .....November  
From: .....Midway



### G Police 2

A classier shooter you're unlikely to see. *G Police: Weapons of Justice* is just about ready now, and offers 35 massive levels in stunning 3D worlds of the future. And we love it to bits!

Released: .....August  
From: .....Psygnosis



### UEFA Striker

This could well be one to look out for. The football is fluid, and the passing particularly smooth. Combine this with some great looks and all of a sudden Infogrames have a *FIFA* heater!

Released: .....July  
From: .....Infogrames



### Alien Resurrection

Another game that's been hiding for too long, but you'll be pleased to know this is a good thing – it's looking top. Like playing *Tomb Raider*, only with more guns, happily. And a great deal scarier.

Released: .....October  
From: .....Fox Interactive



### Quake II

More of an update, this. After years of waiting, *Quake II* now has a rather telling 'TBA' in Activision's release schedules. And below is one of the paltry two screenshots they supplied. Fishy...

Released: .....TBA  
From: .....Activision



### Planet of the Apes

And no, this isn't *Ape Escape 2*. You play the only living human, Ulysses, in this huge 3D action adventure set on... now that would ruin it! With puzzling and combat aplenty, it's a surefire winner.

Released: .....March 2000  
Complete: .....Fox Interactive





# Rest

Follow this arrow through the Supplement for the lowdown on all the other games that mattered at E3!

## The X Files: The Game

It's been out there for long enough, but the truth is this: *X Files*, in all its four disc glory, is looking great. Your mission? To find Mulder and Scully, in an adventure written by Chris Carter himself.

Released: .....August  
From: .....Fox Interactive



## Toy Story 2

Lead Buzz and the *Toy Story* crew in a quest to rescue the kidnapped Woody, fighting Zurg and his evil army of faceless robots as you go. 3D adventure as it should be – can't wait for the film either.

Released: .....November  
From: .....Activision



## Tenchu II

The original never got the recognition it deserved (it was the first sneak-'em-up, after all), but this looks set to change next year, particularly with the new weather effects and swimming levels.

Released: .....March 2000  
Complete: .....Activision



## Wu Tang

Million selling records? Check. Clothing range? Check. So it's obvious that a beat-'em-up based around America's baaadest should make it to PlayStation, right? And you can play as Ol' Dirty Bastard!

Released: .....November  
From: .....Activision



## Konami Rally

Forget the boring name (it's not the final title), this is a fully licensed racer with plenty of potential... and a very similar look to *Rally Masters*. The version we played was too twitchy, but it's early yet.

Released: .....November  
From: .....Konami



## M.K. Special Forces

It wouldn't be a games show without a *Mortal Kombat* game. This time it's a prequel – as you fight your way through, the story of Jax and Sonya unfolds. And there's a bit of RPG chucked in the mix!

Released: .....October  
From: .....Midway



## Subbuteo

There was a time when *FIFA* didn't exist. When footy games consisted of a creased green cloth and broken plastic figures. Now even that's succumbed to the power of the PlayStation. Whatever next...

Released: .....September  
From: .....Hasbro



## Sled Storm

We've all seen countless snowboarding games, but chuck an engine into the action, and you get... *Sled Storm*, a wickedly addictive blast down a mountainside. Stylish and speedy.

Released: .....October  
From: .....EA



## ● The Evil Dread

# Resident Evil 3

NEMESIS

The most intense action yet, bigger enemies than ever before, and a spine-chilling storyline. Yep, just when you thought it was safe to come out from behind the sofa, Resident Evil is back!

From: Eidos  
Released: November  
Complete: 70%

After countless rumours suggesting the only *Resident Evil* sequel we were ever likely to see in the future would involve a) dinosaurs in the shape of *Dino Crisis* or b) buying a Dreamcast, it was nothing short of superb to see a little grey box with Sony stamped upon it underneath a fully playable version of *Resident Evil 3: Nemesis*.

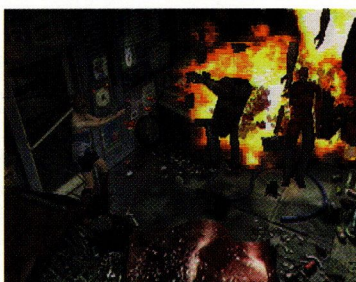
We should never have doubted Capcom really. PlayStation 2 is a way off yet, and in the meantime there's the small matter of the NINE million people who bought one of the first two in the series wanting to be scared out of their wits all over again. And we absolutely promise you will be!

## Valentine's Day

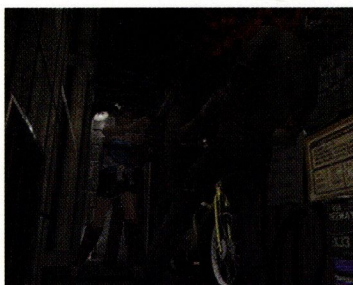
So, the story then. You start off as Jill Valentine, a member of S.T.A.R.S and survivor of the original *Resident Evil*, as



▲ The Blue Peter garden, last night. The pond has dried up, and the killer ravens are loose...



▲ Dodge button or no dodge button, sometimes you just have to fight your way out to live.



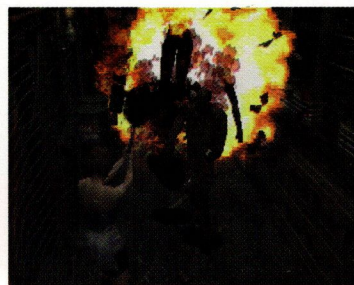
▲ The fantastic camera angles are still in place. Jill appears to have shot him in the face.

she packs to leave for Europe. But she gets caught in Raccoon City, once again crawling with particularly ravenous zombies. Jill becomes severely injured and is knocked unconscious. With the help of Carlos Oliveira, a hot blooded South American, and another mercenary she meets on her struggle to escape, you must search for a cure to save Jill from certain death. Nice then.

And being as we're in the year of the prequel at the moment, it's no surprise to find out that the story takes place just hours before *Resident Evil 2* begins, revealing loads more of the plot. It's far



▲ Difficult to tell whether this dog is flying madly out of the fire in search of human meat, or whether he's howling in pain because his arse is ablaze. Still, Jill's not hanging around to find out.

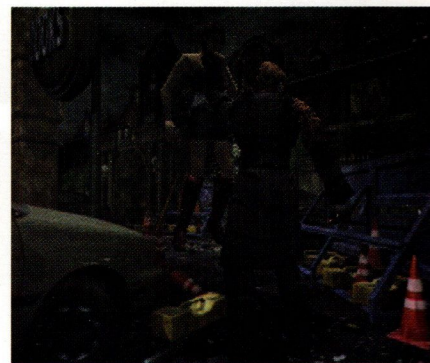


▲ Thought *Silent Hill* was scarier than *Resident Evil*? You may just have to think again!

from being *Resident Evil 1.5* though – there's loads of new zombies as well as the baddies that appeared in both the other games.

## The Essential Selection

And that's not it! The enemies are harder now, and can come back to life at any time, but to counter that there's a new dodge feature which makes it easier to avoid attack. You'll also be able to interact with the environment much more too – a direct response to the criticisms of the first two *Resis* – by using some of the background objects



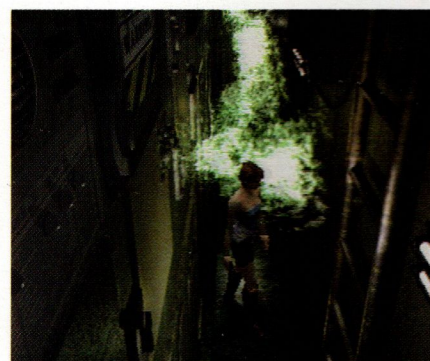
▲ Poor Jill. She is about to have a very sore throat courtesy of this impossibly huge man.

to avoid being eaten. Perhaps most exciting though, is the 'Live Selection' which allows you to make decisions that affect the outcome of the story.

And whaddya know, it plays brilliantly too. We respectfully suggest you start getting new undergarments in right now. PSP

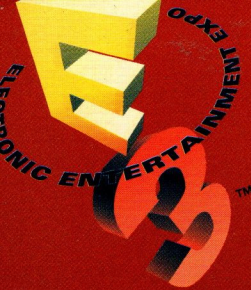


▲ Shooting the zombies is all very well, but you just don't know when they're gonna get up!



▲ Mysterious, mad and deeply moody. It's good to see *Resident Evil 3* is richly atmospheric.





# Special!

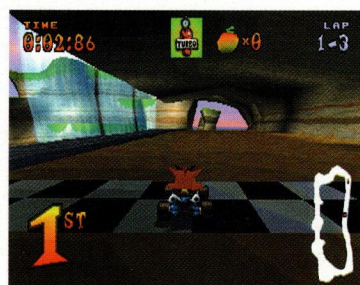
The Greatest Show On Earth!

● Bandi-kart

## Crash Team Racing

Speed Freaks had better enjoy its six month head start on this wickedly colourful racer by Naughty Dog – CTR is going to clean up!

From: Sony  
Released: December  
Complete: 65%



▲ The lighting and shading in the tunnels is fantastic. CTR really is looking lush at the mo.

This is getting ridiculous! How long did we have to wait for a decent four player racer? How long did we have to suffer as our sad Nintendo-owning mates said 'yeah, but Mario Kart 64 is miles better'? And now, not only do we have *Speed Freaks* racing out of the blocks in a few months, but Sony have announced the best karting fest we have ever seen on PlayStation; *Crash*



▲ This twisty, turny track is an absolute nightmare. But we just couldn't give it up!



▲ Driving through the power-up boxes in *Crash Team Racing* is the key to continued success.



▲ Unfortunately none of these shots show any other karts. But we promise you they exist!

**Team Racing!** What the hell's going on! And more to the point, we want a copy!

All your favourite *Crash Bandicoot* characters, including N.Jin, Coco and of course Crash himself, strap themselves into speedy karts with one aim – to find out who's the fastest, and therefore the most worthy to face Nitros Oxide in the final showdown. Only by beating the evil Nitros can you prevent him from operating the planet-controlling Hyper Activator. Scary!

It's worth noting that this is not just the racing levels from the *Crash* series tweaked a little. *Crash Team Racing* is an entirely new racer, with tonnes of power ups, upgrades and ridiculously good fun multi-player modes.

The four player race was the least finished at E3, but the one player looked almost ready. And we couldn't keep our hands off it. Much more very soon...



▲ We're told the feuding witch-doctor twins Aku Aku and Uka Uka make an appearance.



▲ There's plenty of depth to *Crash Team Racing*. You can tune and upgrade the tyres, exhaust and engine of your karts in Lugnut's garage. And it's going to be fully PocketStation compatible too.



▲ Jumping around the corners, like in *Mario Kart*, is the best way to get the good lap times.

## The Best Of The

### Le Mans 24 Hours

The promise of a full realtime 24 Hour Race has had us all hooked, and we can now confirm it will be in the final version. Oh, and you can play 10 laps if you want to. But isn't that a bit of a cop out?

Released: .....September  
From: .....Infogrames



### Colony Wars: Red Sun

Fancy being Han Solo-style outlaw, looking out for nobody but yourself? Then the latest in the Colony Wars series is for you! The graphics have been refined, the ships enhanced. Impressive stuff.

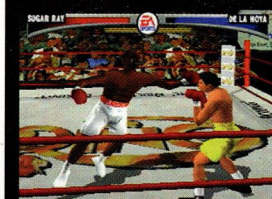
Released: .....March 2000  
From: .....Psygnosis



### Knockout Kings 2000

Boxing sims never do the job, but EA's hoping that this sequel's got a bit more, er, punch. And it certainly has. We liked the classic fights you can re-enact, and the nicely pleasing career mode.

Released: .....October  
From: .....EA Sports



### Team Buddies

The award for most insane game of the show has to go to *Team Buddies*. Like a comedy *C&C* mixed with *Lemmings* (honestly!), it's full of garish colours, massive explosions and cute characters.

Released: .....February 2000  
From: .....Psygnosis



### Alone in the Dark

The fourth in the series, but only the second on PlayStation, is looking frighteningly good. A *Resident Evil* clone it may well be, but *Alone in the Dark* has enough dark atmosphere to hold its own.

Released: .....February 2000  
From: .....Infogrames



### Tarzan

Inspired by the Disney animated flick of the same name, and even using some of the animation from the film, *Tarzan* is 16 levels of swinging, running, swimming, stampeding jungle action. Nice.

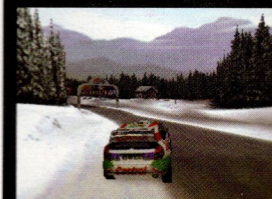
Released: .....October  
From: .....Sony



### Rally Masters

Put back to avoid clashing with *V Rally 2* (they're owned by the same company now), *Rally Masters* has definitely benefited from the extra development time. And the indoor arenas are something special.

Released: .....October  
From: .....Gremlin



### Destrega

Taking the basics of RPG and fighting games and mashing them together in one big beat-'em-up adventure is the essence of *Destrega*. The story mode, with its cool cut scenes, is the business.

Released: .....December  
From: .....Sony





# e Rest

Follow this arrow through the Supplement for the lowdown on all the other games that mattered at E3!

## NHL 2000

The old ice hockey master is back, only this time it's easier to play than ever. Naturally it'll have all the latest stats for the new season, but we'll look forward to using the new 'big hit' button. All the time.

Released: .....October  
From: .....EA Sports



## Tony Hawk Pro Skater

He's the skateboard champion, don't you know, so it's only fair he has his own game. The levels are great, ranging from malls to streets and even schools. And the two player mode is stuntsastic!

Released: .....September  
From: .....Activision



## NBA In The Zone 2000

Their previous two efforts haven't exactly set the world alight, and this newbie has a lot of ground to make up on EAs canon of basketball sims. Still, the motion capture looked impressive. Er...

Released: .....November  
Complete: .....Konami



## Castrol Superbikes

We've been crying out for a decent motorbike sim on PlayStation, and it seems our prayers are about to be answered. Castrol Honda Superbike World Championships, to give it its full name, goes some!

Released: .....September  
From: .....THQ



## Action Man

Followed by Barbie: The PlayStation dress-'em-up. No, we made that bit up. Save the world in an action adventure style from the evil Dr X. Good fun, but unlikely to trouble Metal Gear Solid's sales.

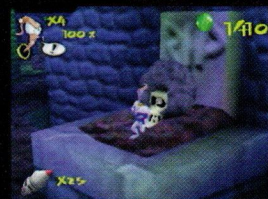
Released: .....December  
From: .....Hasbro



## Earthworm Jim 3D

Poor old Jim has been slipping from release schedules for over a year now. We didn't see a playable version, and what with publisher shakeups, it's unclear when we'll finally see this 3D sequel. Boo!

Released: .....September  
Developer: .....Vis Interactive



## Madden NFL 2000

No prizes for guessing what this is. Yep, one of the longest running games series of all time enters the millennium and definitely has what it takes to get into stunner territory for the first time. Looking great.

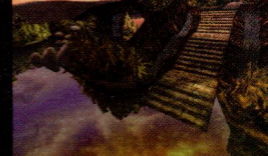
Released: .....November  
From: .....EA Sports



## 360

More of a final look before review, this, but 360 has certainly come a long way. The racing, a bit like Wipeout on water, is fast and furious, and there's some absolutely mad power-ups to boot.

Released: .....June  
From: .....Cryo



## ● Aces!

# Ace Combat 3

Fancy yourself as a bit of a Top Gun then, do you? If so, this is unquestionably the game for you. And as for the rest of us... it's going to be one of this year's best shoot-'em-ups! Oh yes indeed!

From: Sony  
Released: October  
Complete: 80%

Okay, we admit it. We didn't exactly run straight to the muted *Ace Combat 3*: *Electrosphere* screens hiding away in the back end of the cavernous Sony stand. But at every show has its surprises, and it's fair to say that Namco's shoot-'em-up was very much top of that list. Every ten minutes spare we had, we shunned the queues for *Gran Turismo 2* and had a quick blast on one of the most downright fun games in L.A. Convention Center.

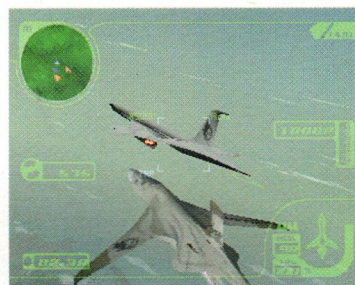
By the time *Ace Combat 3* is released, it'll be almost two years since the last one, and the extra development time has certainly been put to good use. Just by looking at the classy menu screens (which tip their hats generously towards *Ridge Racer Type Four* and *Smash Court 2*), you know that the third in the series is a different proposition altogether. And it's about 300 times



▲ The targeting system is simple. Press triangle, wait for the square to go red, and fire!



▲ Some of the missions drop you straight into the action. No taking off or anything!



▲ Action is super smooth and blindingly fast. It's best to avoid hitting other planes, mind.

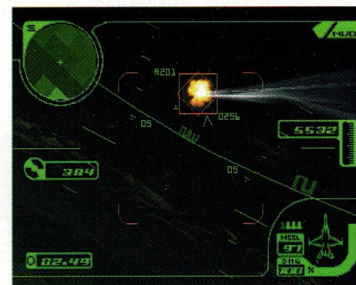
better than *Wing Over 2*. So what's the score then? Just a few years into the new millennium the government system collapses and the world falls under the control of two corporations – General Resource Ltd and Neucor Inc. They clash, and it's your mission to subdue the conflict with the help of your comrades.

## What's The Story?

Pretty standard stuff, you might think, but you'd be wrong. As the story unfolds, you actually have to choose which side to support, making *Ace*

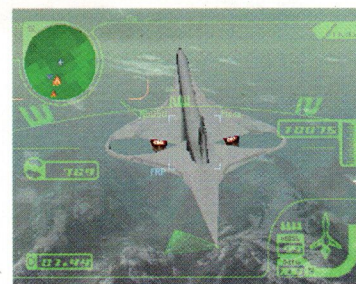


▲ Some of the missions are even set up in space (well, it is the future 'n' all). And that large spherical object looks distinctly like a Death Star doesn't it? LucasArts... are you watching?



▲ Night-time missions are wicked – the explosions really do light up the sky. Boom!

*Combat 3* far more involving than your average shoot-'em-up. There's loads of different mission



▲ On the longer missions, you have to refuel to prevent embarrassing ditches into the sea.

styles, with dogfights, ground attacks, high-altitude chases... everything you'd expect from a half decent Flight Combat Simulation, basically.

Y'see, the reason even the missions are impressive is that PlayStation simply hasn't been able to do this kind of game to date. The pop-up has always been abysmal, and it's always felt like you were flying in fog. *Ace Combat 3* is groundbreaking in this respect.

## Flying High Up In The Sky

The graphics are far better than before too, with the range of sexy looking planes being upped to 30. The sensation of sitting nervously in the cockpit as three or four enemies come screaming towards you, emptying their missile pods as they go, is nothing short of breathtaking.

With full analogue stick compatibility, *Ace Combat 3* is looking like the best PlayStation flight sim yet. It's gonna fly!



▲ This plane is absolutely mad! Looking like a Concorde gone wrong, it can shift a little bit.



● Scary anime!

# Fear Factor

Be the next John Woo with a DIY action/adventure shooter.

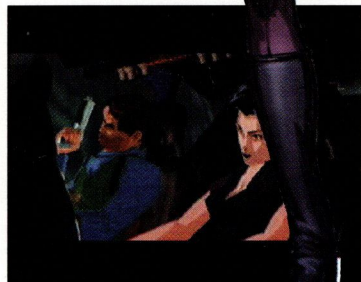
From: **Eidos**  
Released: **Winter**  
Complete: **70%**

With anime-style visuals and a huge wedge of cinematic influence a la *Metal Gear Solid*, *Fear Factor* is nearing its completion and looked pretty damn hot at E3 last month.



▲ A flash and a bang and somebody hits the floor. Let's hope it's not us. Check out the city.

You take control of three mercenaries on a mission to rescue the daughter of a powerful Triad leader. What it lacks in originality in plot, *Fear Factor* looks to be



▲ 'You drive, I want to shoot somebody today.'

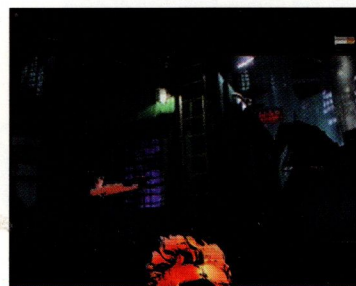
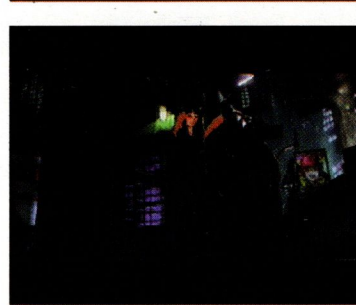


▲ Set up the camera to give you the best view of the action.

making up for it in sheer style. The cut scenes and cinematic camera angles are truly impressive and the people in the know are calling it an interactive action movie.

You can set camera positions as you see fit creating the most suspense-filled action sequences and then take on the persona of one of the characters and blast the bad guys to a messy, bloody pulp.

*Fear Factor* puts the gun and bullhorn right in your hands and lets you get on with one of the most absorbing shoot-'em-ups to date.



● Ol' Snake-eyes is back.

## THE VR MISSIONS

# Metal Gear Solid

Metal Gear Solid 1.5? Not quite, but still bloody lush with extra levels and new features.

From: **Konami**  
Released: **Winter**  
Complete: **90%**

The phrase 'cashing in' may seem a bit harsh, especially as we all want more *MGS* action but Konami are to release the completely novel *Metal Gear Solid: The VR Missions*.

As the title suggests, you get almost 300 new virtual training levels on an all important new third disc to accompany the new release.

Better still, the new disc allows you to play the original levels but in a first-person perspective to create even more tense gaming action.

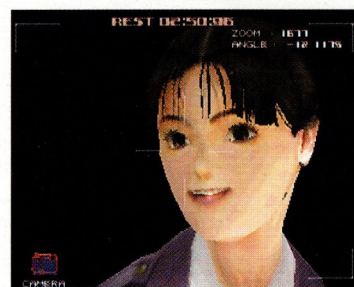
The best news is that if you complete the enticingly ma-hoo-sive number of training levels, you will get the opportunity to play with a couple of new rumoured options.

Insiders say that the new options are

very likely to include the ability to play as Meryl or the Ninja.

The PocketStation will come into its own with a theme revolving around the Foxdye virus rather than the normal sub-game on other releases.

Also, if you really are a bit mad and want to try your hand at Japanese one of the more obscure options is to turn on the Japanese subtitles.



▲ Take bad photographs in *MGS* as well as real-life. She's never looked so good!



# The Best Of The

## NBA Live 2000

Bringing in much more hoop-side action than you can wave a pen at, EA Sports does the job basketball again. New modes include one-on-one streetball with your hero and all-new facial expressions and improved speech.

Released: .....October 99  
From: .....EA



## Pong

Resurrecting the first ever videogame, Hasbro are releasing an updated PlayStation version of the Atari classic. New skills, like catching and spinning the ball, won't take away the focus of this being a bad idea.

Released: .....October  
From: .....Hasbro



## Gekido

Big-up fighting action in a special forces flavour. A computer virus has gone mad and even taken on human form. Gremlin's effort promises much with four selectable players and the chance to tag team with a friend in a highly charged.

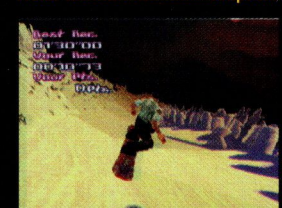
Released: .....August  
From: .....Gremlin



## Trick 'n' Snowboarder

Bizarre Resi-related snowboarding shenanigans. Take to the slopes as either Leon, Claire or even a zombie and learn tricks hard and fast to beat the competition. Comprehensive action replays will keep you rooted even when you come last.

Released: .....December  
From: .....Capcom



## Kingsley

Solid cartoon adventuring a-go-go with Kingsley the fox. His mission, set over a pseudo-medieval world is to put pay to arch villain, Bad Custard. 50 interactive bad guys and nine boss characters add spice to a title that looks not unlike Croc 2.

Released: .....September  
From: .....Psygnosis



## Bugs Bunny

Play as everybody's favourite cartoon character in this accomplished platformer. Meet Marvin the Martian and Yosemite Sam as you do battle in five different worlds from 1930's through to the Wild West. Best of all it sounds like a Looney Toon classic.

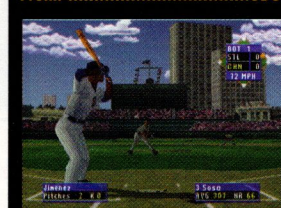
Released: .....June  
From: .....Infogrames



## High Heat 2000

Little known developers 3DO are to release their version of baseball. Including the latest player line-ups and stadia which will poke your eyes out graphically, this is the strongest contender to EA master-class, Triple Play 2000. It's a homer!

Released: .....October  
From: .....3DO



## Warpath: Jurassic Pk.

Spend your time as one of 14 flesh-tearing dinosaurs from the biggest movie license to date. Fight in arenas based on locations from the two films and rip the heads off stupid humans wandering between you and your enemy. Better still is the original score.

Released: .....October  
From: .....EA





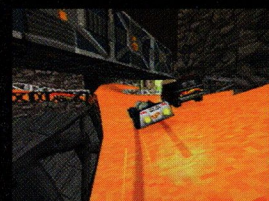
# e Rest

Follow this arrow through the Supplement for the lowdown on all the other games that mattered at E3!

## Hot Wheels

Top toy action with another EA title. Set in fantasy worlds like the Wild West and a volcanic island, you can power round in authentic looking Hot Wheels cars. Good for one, better with mates and will help you relive your childhood.

Released: .....October  
From: .....EA



## WWF Attitude

Yet more sweaty, baby-oiled wrestling from the people who brought you the fantastic Warzone. More fighters, better sound, sharper graphics and more greasy hair than you can wave a chubby finger at. Highlights include more varied four player action.

Released: .....October  
From: .....Acclaim



## Hogs of War

Bacon inspired war antics... but with pigs. Control your pig soldiers in over 40 single player missions or pit yourself against a mate. Random level generator promises at least 140,000 billion different battle maps. Loads of wacky weapons and environments.

Released: .....October  
From: .....Gremlin



## Spiderman

Take on all of Spidey's arch enemies in the Marvel platformer of the year. Manhattan, subways and Doctor Octopus' laboratory all feature as do some of the webster's more recent opponents like Venom. With the animation proving a winner this looks great.

Released: .....November  
From: .....Activision



## Star Ixion

Sony's latest space based shoot-'em-up borrows ships from Namco classics like Galaxian and Galaga, then gives them a lick of polygonal paint. Touted as mix of shoot-'em-up and strategy genres, you can make the most of a whole host of different craft.

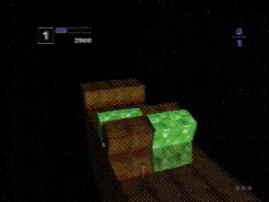
Released: .....October  
From: .....Namco



## Kurushi

The sequel to the brain-bursting puzzler from last year. Features four modes of play: 100 Attack, Survival, Create and Final all of which will tweak your braincells like nipple clamps. Now has nine selectable characters and you can now change the textures.

Released: .....October  
Complete: .....Sony



## Jackie Chan

Diminutive martial arts platformer with distinctive looks. The little big-head kicks and punches his way around a myriad of 2D and 3D areas. Combos and more to be learned and features some very devious enemy AI. Mai-yah!

Released: .....August  
From: .....Midway



## Vigilante 8: 2nd Off.

More Seventies themed automobile destruction. Old favourites and new characters make an appearance in one of the blast-fests of 1999. Carefully designed arenas prove as much fun as blasting the enemy as wacky obstacles have to be avoided.

Released: .....October  
From: .....Activision



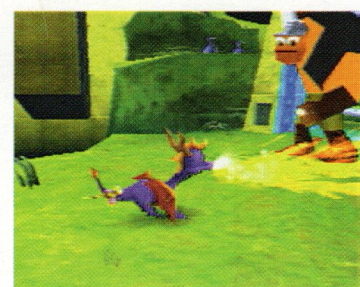
● C'mon baby light my fire.

# Spyro 2

The latest cutesy offering from Sony is a huge, scaly, terror out-demolish all-comers. Not.

From: Sony  
Released: Winter  
Complete: 60%

The last time we saw Spyro he was busy finishing off the Gnasty Gnorc and rescuing all his other dragon mates in a cute, fire-breathing kind of way. Now he's back and looking cuter than ever.



▲ Spyro lightly barbecues one of the enemies' feet. They're probably under-done like always.

Spyro now finds himself out and about in the wilderness, having to make new mates and learn new skills.

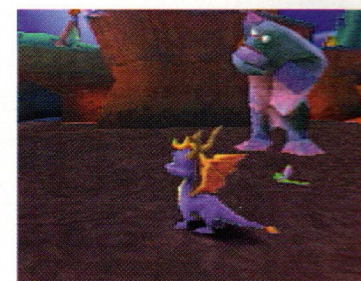
Insomniac Games have pushed the boat out even further in this cult follow-up. *Spyro 2* features all new animation, improving on the original work ten-fold.

Our hero can now swim, climb, stomp, hover and pick up objects as well retaining all the old moves.

A new magic points system means that Spyro can also earn himself new power-ups and start accumulating all those new skills.

Added to that is the introduction of the all new non-playable characters who will help you out and trade mini-quests for rewards.

Being a Sony title, they've made *Spyro 2* compatible with PocketStation, but as to what effect the little peripheral will have is yet to be seen. We're waiting with bated (fiery and yet undeniably cutesy) breath.



● Wars of Star proportions.

## THE PHANTOM MENACE

# Star Wars: Episode One

It's almost here and the whole office is quivering with anticipation of the biggest film license in the history of the world. Ever. Ever, ever!

From: Activision  
Released: August  
Complete: 99%

Everybody, and we mean everybody, has been hankering after a slice of the Star Wars cake. It comes as no surprise then to learn that in order to tie in the with the film, the game is almost complete.

The final details we've gleaned since our last visit to Lucasworld are many. For starters the action is now spread over 12 key scenes taken directly from the film's plot.

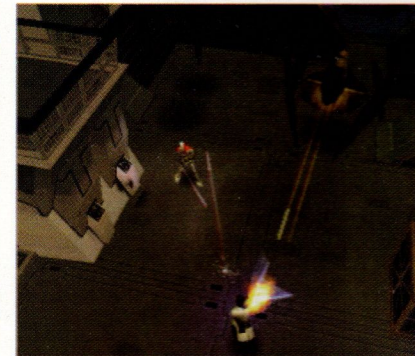
The four characters that you can control now include Captain Panaka, plus all four character get to mess around with 10 different weapons including the lightsabre for the two Jedi.

It's going to be big. Very big. And we'll bring you the full review sooner than you think. We will not disappoint!



▲ Your main weapon for the two Jedi peeps are your trusty lightsabres. They're great in a fight.

◀ The battle droids are the main opponents you'll come across but keep an eye for Jabba.



▲ Blasters and thermal grenades make up Ewan McGregor's other vital weaponry.



## Snakey! AND THE INFERNAL MACHINE Indiana Jones

Lara in a hat and whip? Not likely. Not even she can match Indy's mad adventures.

From: **LucasArts**  
Released: **January 2000**  
Complete: **60%**

**D**r Jones, Jones call me Dr Jones... sorry, got a bit carried away there. It's because we're sooo excited about *Indiana Jones and the Infernal Machine*. We first heard about it last year and then we waited and waited and, finally we caught a glimpse of it. And it's wicked!

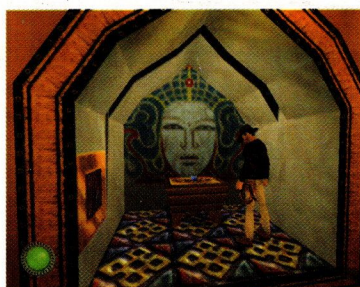
Luckily it's not real archaeology – you have to search for a machine which unlocks an inter-dimensional gate. But you've got to find this machine before the Russians. It's exactly like *Raiders of the Lost Ark*, only with a fancy machine and less Germans.

It's going to be tough finding that infernal machine though. It's been broken, and pieces lie all over the world. So, you have to travel through the ancient ruins of Babylon, via vast

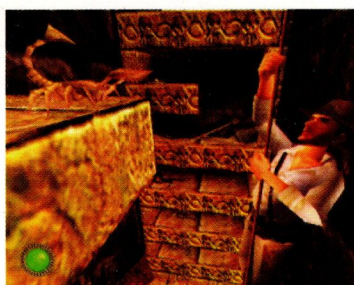
mountain ranges and sprawling jungles.

Like all great adventures, there are some top vehicles. You can burn through the jungle in an off road jeep or paddle through white water rapids in a kayak. There's a Temple of Doom style mine cart ride too, which is pleasing!

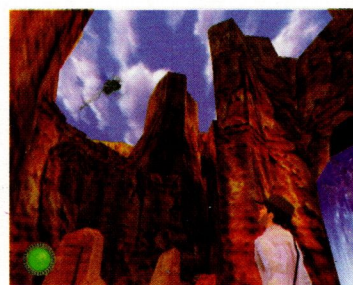
We're expecting great things of this one. And that means snakes. Indiana may hate 'em, but we love 'em!



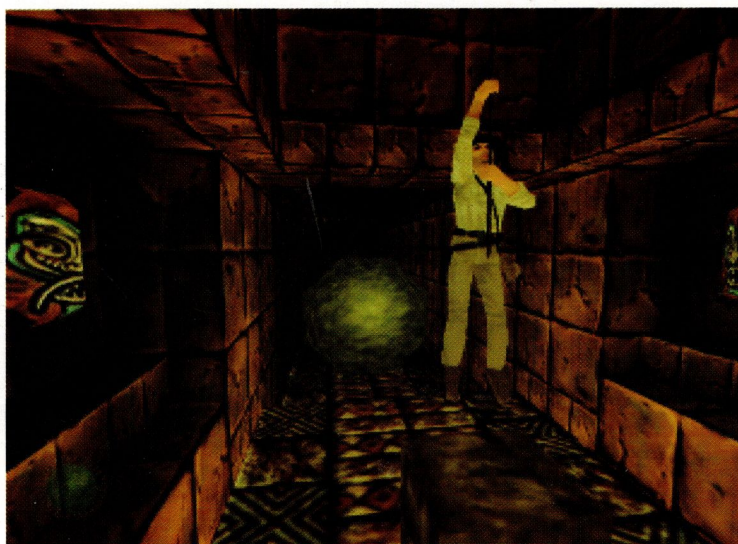
▲ These are good pieces. I could give a really interesting archaeology lecture about this.



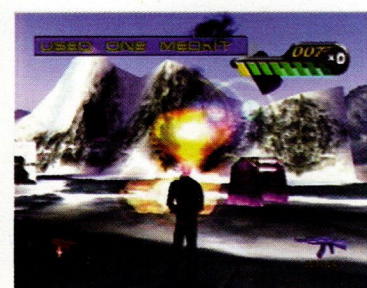
▲ Arrghh! It's a scorpion. Oh well, at least it's not a vicious snake. Now that would be scary.



▲ It's a helicopter. But where are the red lines charting it's route? That's so unrealistic.



► The skiing levels look remarkable. You can slalom and then shoot enemies. It's smart!

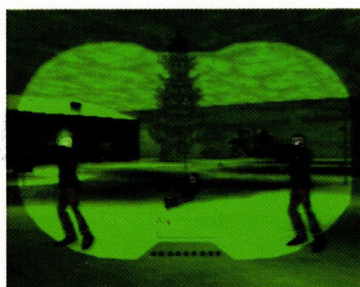
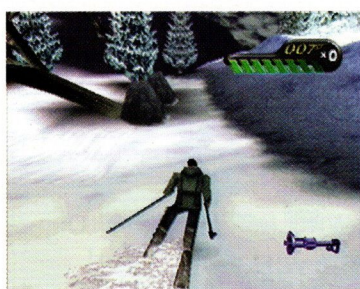


▲ A campfire to keep everybody nice and warm in the snow. Or is it World War III?

► You can see in the dark with these neat binoculars, provided by good old Q. Cheers.



▲ This is what it's all about. A great bit of action. But Bond's missing the bloke. Duh.



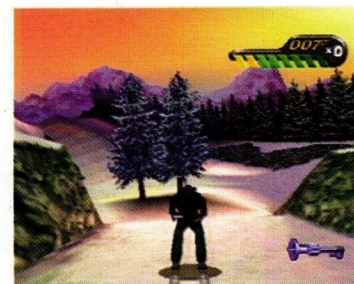
## ● The man with the golden thumb Tomorrow Never Dies

The new film is out in the winter, but first it's the fantastic game... of the previous flick. Eh?

From: **EA**  
Released: **November**  
Complete: **90%**

**T**he world is not enough for James Bond. Oh no, he had to have a slice of top class PlayStation action too. We're dead chuffed he did as *Tomorrow Never Dies* looks absolutely brilliant. And it's just about finished to boot!

It follows the storyline of the film



▲ Like *Cool Boarders*, only absolutely miles better! That's this level of TND for you!

pretty much exactly. For those don't already know the plot, you've got to thwart Elliot Carve's plans to start World War III via the media. But he reckoned without Bond. Which is rather stupid, if you stop to think about it.

Like the film, you get help from the chinese agent/martial arts expert Wai Lin. But mostly it's between and your snazzy suit. Actually playing as James Bond is amazingly good fun – you can finally act out all those fantasies. Well, almost all of them...

Q even makes an appearance, plying you with cool gubbins such as exploding cufflinks, lasers, tracking devices, rocket launchers and a satellite link up. Chasing Carve should be a doddle then? No, not when you've got to complete 14 heavy duty missions. Each mission area looks amazing and you can drive some meaty vehicles.

Nintendo owners will be wetting the bed. *Crash Team Racing* and *Tomorrow Never Dies*? *Mario Kart* and *Goldeneye* had better watch out!

## The Best Of Th

### Rayman 2

The first game was rubbish, but *Rayman 2*, with it's stunts, hidden caves and 14 proper 3D levels, looks like a winner. This time Rayman has to save his buddies from the evil pirates circus.

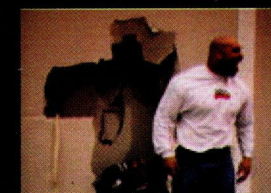
Released: .....November  
From: .....UbiSoft



### WCW Mayhem

Can it be? A good wrestling game? 'Fraid so, choose one of 60 sweatballs and slug it in the ring, the locker room and even in the street. It really is nasty. We can still hear those crunching DDT's...

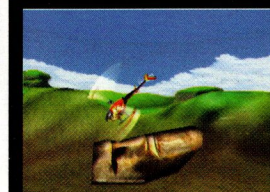
Released: .....December  
From: .....EA



### RC Stunt Copter

Go through hoops, perform massive flips and slalom through nine lush levels. We've been excited about *RC Stunt Copter* before, but this time it might actually get released!

Released: .....November  
From: .....Titus



### Supercross 2000

You have to play dirty in *Supercross 2000*. Speed around in the mud on as you try and conquer the Supercross Series. Expect loads of crashes, wicked skids and brilliant stunts. Can't wait.

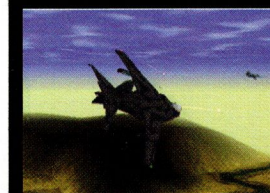
Released: .....December  
From: .....EA



### Eagle One: Harrier

Those who say that flight sims can only be done on the PC can shut up now! *Eagle One: Harrier* has got the lot! Rock hard missions, wicked planes and, best of all, two player dog fights. Ace.

Released: .....October  
From: .....Infogrames



### Saucerman

There's some flying saucers. And we're not talking about those nice sherbert sweets. These are alien ships and they want to zap you from the face of the earth. Let's hope it's as good as *B Movie*!

Released: .....November  
From: .....Sony



### Tron Bonne

*MegaMan*'s time is up. We're with his arch enemy Tron Bonne. She flies her airship, Gesellschaft, in an adventure full of puzzles and action. The Servbots help her in her search for priceless treasure.

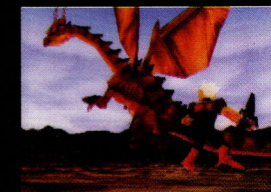
Released: .....December  
From: .....Capcom



### Dragon Valor

*Spyro*? He's an ant compared to these vindaloo breathing dragons. They're huge! But we're looking forward to attacking them in amazing 3D castles and horrible damp dungeons.

Released: .....November  
From: .....Namco





# And The Rest!

- **Tricks 'n Treasures**  
Race to become the leader of a planet plagued by unrest. Find the lost pieces of the crown, in this 3D adventure. (Psygnosis)
- **South Park games**  
It's still happening, but the bad

N64 reviews forced a rethink. And there's a South Park racer on the way too! (Acclaim)

- **Messiah**  
This adventure/shoot-'em-up is looking lush on PC, but is some way off for PlayStation just yet.

- Still, very promising. (Interplay)
- **Dukes of Hazzard**  
Race through Hazzard Country causing mischief. Just a little bit more than the law will allow, so we've heard. (SouthPeak)
- **Xena Warrior Princess**

EA are publishing, so it's a definite! Take Xena through 21 levels in seven worlds, fighting and puzzling as you go. (EA)

- **FIFA 2000**  
No PlayStation shots at the show, but as you'd expect, it's

going to be bigger, better and more licensed than ever! (EA)

- **PacMan World**  
Namco were being very precious with their shots. Fools. It played beautifully and looked well smart. (Namco)

● **PacMan World**  
Namco were being very precious with their shots. Fools. It played beautifully and looked well smart. So there!

## e Rest

Follow this arrow through the Supplement for the lowdown on all the other games that mattered at E3!

### Space Debris

Shoot, shoot, shoot. That's all you've got to do in *Space Debris*. Get in a ship and fly from planet to planet gunning down massive bosses in valleys, craters and huge space stations.

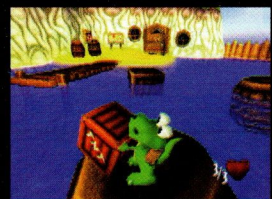
Released: .....December  
From: .....Sony



### Croc 2

Our fave greenie is back and he has some work to do. Unlike the first *Croc* there are loads of enemies itching to strike you down. *Croc 2* will get a full review next month and it's looking good.

Released: .....June  
From: .....Fox Interactive



### Space Invaders

Suppose it's not as bad as pong. But do we really need a *Space Invaders* revival? No sir-ee, not when there's games like *Omega Boost* waiting for lift off. Bad idea guys. Very bad idea...

Released: .....November  
From: .....Activision



### X Men

It's *X-Men* without the *Street Fighters*. So what, we've had enough of endless kikoken's anyway. Scrap with the deadly apocalypse in a fully 3D beat-'em up. It's top stuff.

Released: .....February  
From: .....Activision



### Fishermans Bait 2

We got, er, well batey that there were so many fishing games on show at E3. No, we don't want one more go at catching a carp, thank you very much. At least John Wilson wasn't a special guest.

Released: .....January  
From: .....Konami



### NHL Blades of Steel

Forget fireworks parties in November. Get yer mates around and play *NHL Blades of Steel* instead. It's got all your usual ice hockey gubbins and an amazing eight player option.

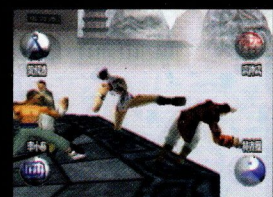
Released: .....November  
From: .....Konami



### Shaolin

Use the buddah finger! You'll need loads of neat moves to pummel seven enemies. At the same time. There's a cool story, but we've completely ignored it as the eight player mode has sent us mad.

Released: .....September  
From: .....THQ



### Road Rash

Motorbikes may be ever so slightly dangerous, but playing this game could be seriously damaging to your health. It's absolutely bloody terrible, and the two player looks no better than the MegaDrive!

Released: .....December  
From: .....EA



## ● Cruising!

# Mission: Impossible

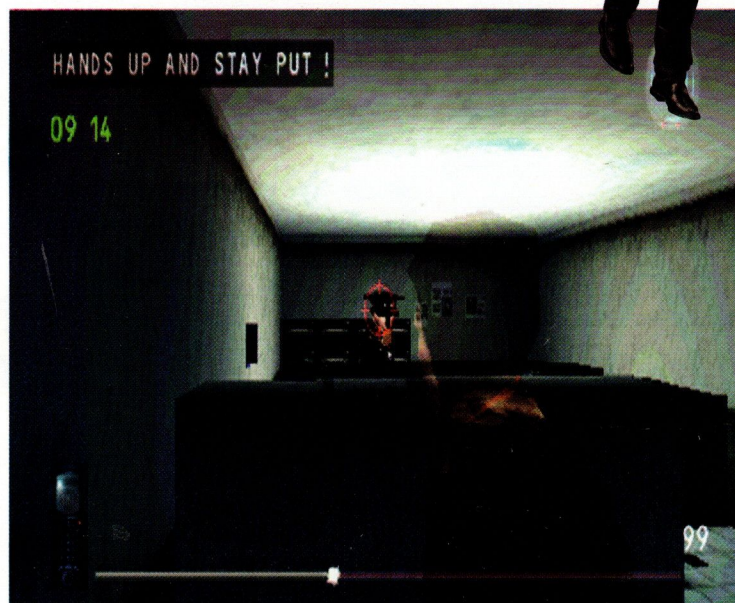
We're cruising for a bruising here. We've been framed for murder, shot at and run over. Nicole will be concerned. Bless!

From: **Infogrames**  
Released: **October**  
Complete: **70%**

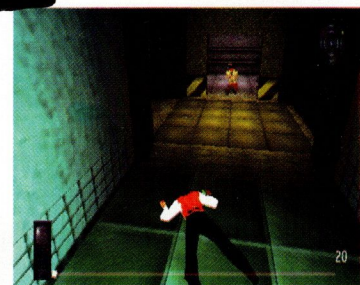
Ethan Hunt is in a bad mood. All his buddies from the IMF have been killed and to make matters worse he's been accused of their murders. Unfortunate chap.

This is *Mission: Impossible* and you're Ethan Hunt. Based on the film starring Tom Cruise, it's another third person shoot-'em up too. And it's a *Metal Gear Solid*-style sneak-'em up with some driving and puzzles thrown in. It's loads of games in one!

You'll need the reflexes of a *Tekken* champ as you keep an eye out for enemies in CIA headquarters and the Channel Tunnel. It's going to be hard, but it sounds like a mix of all the best games ever. And you're certain to read the first review in *PlayStation Power*!



◀ 'I have to praise you like I should'. Ethan gets all dancey in his spare time.



▲ This is only the shooting part. You'll have to drive, solve puzzles and sneak around.

◀ That's you there. Be prepared for your *Mission: Impossible*. It's, er, possible. Honest!



▲ Here come the *Men in Black*. It's the IMF, actually, and they're gonna get killed.

## ● Back from the dead

# Formula One '99

Now then. Formula One '98 was deeply disappointing. Time to get back into gear...

From: **Psygnosis**  
Released: **September**  
Complete: **85%**

After the unmitigated disaster that was *F1 '98*, this is the good news we gleaned from Psygnosis' stand at E3: Visual Sciences, who were the developers responsible for making a sow's ear out

of the silk purse that was the first two games, have been booted out.

The job to put the Formula One series back on the right track has instead gone to Studio 33, who made *Newman Haas Racing*. There's fresh new vehicle handling, amazing crashes and a bug-free pit stop mode. At last!

What we were most impressed with was the customizable grid set-up. This means that, combined with all the teams and all the drivers for the 1999 season, you can set up a race exactly as it began in the real thing. It's these little options that will make *Formula One '99* a crowd pleaser all over again.

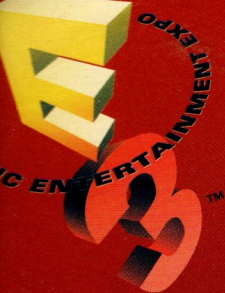
And with completely new AI drivers, who can read the race situation according to their ability, Studio 33 are certainly pulling out all the stops. Looks like they'll have to – Moneybags EA Sports have put millions behind their own Formula One game made by, yep, you guessed it... Visual Sciences.



▲ We would have howled if the cars had looked like lego bricks again. Phew.







# Special!

The Greatest Show On Earth!

## It's a booty call! Blaggage

One day, my son, all of this will be yours. All yours!

Not only is E3 '99 a monument to all that is great in the gaming world, it also houses the biggest load of promotional tat the planet has ever seen (example: a watch that seemed to tell the time only in seconds). However, there were some exceptions, and they're right here for you to blag. Simply chuck us your best gubbins, and the best entry wins the entire lot. Sorted?

**Tommy** Most wanted toy of the show, no question. The amount of people coming up to us asking for one of THQ's goodies was ridiculous. Can't wait for *Rugrats 2*...

**Sean's Pass** Not to be confused, of course, with Sean's ass. Which is just as nice, but didn't get him into E3 for free. Er, moving on... A miniature marvel, this baby joypad.

**Keyring** Rumours have it the red wonder played *Gran Turismo* better than many a third party effort.

**Duffel Bag** Instant credibility points come free with ownership. It means you were in attendance at the exclusive Sony party in LA. Good bag.

**Towel** Smooth, thick and very comforting. The massive milkshakes at Jack in the Box, downtown LA, were superb, but nothing compared to this beach towel.

**Wipeout 3 gear** Perhaps the coolest games t-shirt we've ever seen comes from the achingly hip Designers Republic studio. You need one. And then you can put it in the bag. Result!



Tommy

PlayStation Duffel Bag

Wipeout 3 Bag And T-Shirt

Keyring

Sean's Pass

PlayStation Towel

EA Frisbee

## Game Of The Show!

In the end there's no contest. The Best Game Award's coming home!



Just days before E3 began, we were cruelly ripped away from our exclusive look at *Wipeout 3*. Trains to catch, offices to close, that sort of thing. But there was no time limit at E3. No sir. *Wipeout 3* was without question a showstopper. Apart from the PlayStation 2 demos, it was the only game with constant queues behind the lucky bloke holding the

joypad. And the montage behind it looked wicked too. There was only one track on display, but it was enough. It looked lush, zipped along at a wicked pace, and the two player mode was fantastic. *Wipeout 3* was by far and away the most exciting, most addictive game in Los Angeles those three days. Truly outstanding, astounding stuff.

Game Over

# Final Score

So then. We've flown home. We've got over the jet lag. Time to take stock: what did E3 mean?

The greatest show on earth? We think so. There were a colossal amount of games, sorry, a colossal amount of *fantastic* games to see. We've played 'em all – and we're pleased to report PlayStation has a long way to go yet. Fine, the PlayStation 2 demos were deeply exciting, as was the news of next generation *Metal Gear Solid*, *Gran Turismo* and *Final Fantasy*. But this E3 was about now, and

there's plenty to be excited about. From *Ace Combat 3* to *Tomorrow Never Dies*, taking in a bit of *Fear Factor*, *Resident Evil 3* and *Gran Turismo 2* along the way, PlayStation can only get even bigger!

What with Dreamcast's disappointing show, you'd be fools to go trading in for better consoles just yet. Keep it locked to *PlayStation Power* – it's gonna be a massive, massive year!

## Worst Game: Pong!

It's back! The game that started it all in the 70s comes to PlayStation, and guess what? It's useless!

Right. We'd like to draw a line under crappy retro gaming like this once and for all. *Pong* may have been a good game once. But that was 25 years ago! 25 years! No amount of updating, weather effects or different courts are going to hide the fact that this is simply a game where you bat a ball at each other. Over and over again. Until you die. You wouldn't wear Gola trainers would you? Well, don't play ancient games either. Utter, utter rubbish.



## Next Month



# Free





# Video

You've read about the games that matter. You've heard about the fantastic stands. Now actually SEE the show in all its glory!

**ISSUE #42 ON SALE WED 7TH JULY**



# PlayStation



**PlayStation** *Power*