

Super International Cricket FAQ

by Hyperactive

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SUPER INTERNATIONAL CRICKET: SNES

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1: INTRODUCTION

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INTRODUCTION

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Here I will just describe differnt introductions, one to do with the SNES, one to do with Cricket, one to do with this game, and another one to do with this guide I made.

SUPER NINTENDO INTRODUCTION

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> My very first console. I got this console way back in about 1997, before I even knew about gamefaqs. The last few days, I have replayed this console to play this game, even though I have a Playstation 1 and also a playstation 2 and a computer. I never sold this when I bought my Playstation, suprisingly.

SUPER INTERNATIONAL CRICKET INTRODUCTION

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> This is seriously one of my favourite Super Nintendo games. The main reason is because this game is fun, and easy. It may not be the top of my games, but still in the top 5. This has the best replay value I have seen in a game, and I absolutely love this game, especially when I can score 1,00 in one innings.

CRICKET INTRODUCTION

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> Cricket, one of my favourtie sports in the world. It is entertaining to watch, and suprisingly easy to play. I play this game very often, as I find it fun. I sometimes play for teams in the summer (In Australia) when there are teams, and I'm good at it too.

FAQ/GUIDE INTRODUCTION

=====

> Ah yes, this guide. It is about my 16th guide for gamefaqs. I would have made a guide back in 2000 when I had my computer and got a friend to post it, but I didn't have the internet, nor did I know about GameFAQs.

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2: CONTROLS

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CONTROLS

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Being the super nintendo and all, the controls for this game are really simple. The Super Nintendo doesn't have as many button as say the Playstation 1 & 2. Here are the controls for this game:

SHOTS

=====

WHAT DOES THE B BUTTON DO?

> Straight down the ground shot or if you are to the right of the pitch of the ball (Right hander) you will play a fine shot by the wicket keeper.

WHAT DOES THE A BUTTON DO?

> The A button does a variety shots, but no matter if you are left or right handed, the A button will play a shot out to the right of screen.

WHAT DOES THE Y BUTTON DO?

> The Y button, n matter if it is a right hander or a left hander, this button will hit a shot to the left of screen, so a cut shot for a right hander, or a sweep or leg side shot for a left hander.

WHAT DOES THE X BUTTON DO?

> The X button will just tap the ball, yep, just a normal tap. I don't know why you would want to use this though, but still.

RUNNING

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HOW DO I RUN?

> In most of the cricket games I have come across, usually it isn't these buttons to run. Anyway, if you want to run, press the down button to run, and then press the up button to run back. On your radar in the top left hand corner, you will see two dots, the one with the right is the one you are controlling, so if he is at the bottom crease, press up to get him to the strikers crease.

HOW DO I RETURN TO MY CREASE IF RUNNING?

> If you are half way down the crease and decide to run back, look on the radar and see the white dot. Use the controls to get that guy back to the crease by pressing thw appropriate button. For example, if you want the batter to run back to the top crease, then press the up button to run back.

CAN I DIVE?

> Yes you can. This time the controls have nothing to do with the white dot. If you want the player running to the batters crease to dive, then press the X button. If you want the player running to the bowlers crease to dive, then press the B button.

BOWLING THE BALL

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HOW DO I BOWL AND SPIN?

> Each button does a different spinner or swing bowl. Pressing the Y button with a spinner will spin the ball to the right, and pressing the A button will spin the ball to the left.

FIELDING THE BALL

=====
> Use the directional pad to move the currently selected fielder to the ball. For example, press left to move the fielder left, press right to move the fielder right, I think you get it know.

> These controls for fielding are easily. If you want to throw the ball to the keeper, press the top button of the right controls, which is the X button. If you want to throw the ball to the bowler, press the bottom button of the right controls, which is the B button. Easy.

> Suprisingly you can shout to prove you think someone is out. If you think something like LBW is out, as a fielder, press the green button (Y) and all the fielders will shout to think it is out. The umpire will then decide weather it is out or not.

> You can dive to get the ball if you want to. This can help save a boundry and afew runs. Press either the X button or the B button to dive and get the ball in your hands.

IF YOU HAVE THE BALL (FIELDER)

=====
> If you press the X button, you can throw the ball to the wicket keeper. If you want to throw to the ball to the bowler, then press the B button and the fielder will throw it to him.

> If you are the keeper near the wickets, or just a fielder next to the wickets, then you can knock them down. If you are close to the wickets at the bowler end, then press the X button to snap the wickets down, or you can press the B button. If you want to snap down the wickets at the other end, then press either the B button when you are next to them, or the A button.

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3: GAME MODES

GAME MODES

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Here I list all the modes of play you can do. All these modes can be found on the main game menu that comes up as soon as you play.

FAST MATCH

=====
> Select this and you will be taken into a quick match. You can only select the amount of overs and player, thats it! Nothing else, no team or anything. This just takes you straight into the action, which we all want.

ONE DAY MATCH

=====
> A one day match is just a match with 1 innings. You can actually select your team that play in it as well as your opponent's team. You can also change your line up and all that crap.

TEST MATCH

> Test match consists of 2 innings and all teams wear white. You can choose your team, and view the coin toss and edit your team and all that sort of stuff. 2 innings is too long for me, and I will stick with just 1.

WORLD SERIES

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> Okay, the biggest mode of the game. This lets you take part in the world series using a team. You can choose how many teams play in this competition. It is knockout, and I personally can't see me sitting there doing this for over 4 hours.

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4: OPTIONS

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OPTIONS

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Here you can change the game variables. On the first screen you come to, select the title called options. Here you can change a whole field of things.

GAME DIFFICULTY

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> Select either: Easy, Medium or Hard. If you are playing vs your friend, put it on Normal, it makes it better. If you are a new to this game, you might want to start off by just going to easy. If you have a tad bit of experience, then go to Normal. If you think you are a expert and a vet at this game, select hard.

FIELDING CROSS

=====
> First of all, the fielding cross is that cross (duh) that tells you where the ball is going to land on the ground. Sometimes it not even right, but you can make the game harder and turn it off and you will not know where the ball is going to land, you will have to just judge by the shadow. It makes no difference to the computer.

COMPUTER SELECTION

=====
> Well, the only thing I can see that this does is it automatically selects your team. It must select your top 11 players or something, but it doesn't go to done. You can alter the team around a bit. I personally have it off as I select my own team members.

STATISTIC BARS

=====
> I think you know what these are. If you don't, when you select your team, you can view there stats. If you have this on, then you will just see bars. If you have this off, you will get a number average. Select which one you want.

MUSIC

=====
> Music, come on, you know what this is. It is the background noise when you play. I say put this on, otherwise the game will be very very dull without that noise. But, choose for yourself.

SOUND MODE

=====
> Here, you can choose from Stereo or Mono. I have no idea what it means by those two, and frankly I don't even care what it means. I just have it on Stereo, and I don't plan to change it.

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5: BATTING AND RUNNING TIPS
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BATTING AND RUNNING TIPS
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Here, I list some tips that will help you get some good runs, and keep your wickets to minimum. Please read, because this is probably the bulk of the FAQ, since you can't have a walkthrough for this game.

PLAY THE RIGHT SHOTS
=====

> Play the right shots for the right ball. For example, never try playing something like a left side shot on a yorker, it is too risky and you will probably be out wither bowled or just out leg before wicket.

WHAT SHOTS TO PLAY?
=====

> What shots to play, you might say. Always play the right shot for the right ball. Seriously, it is hard to get out bowled in this game. Experiment with new shots that you haven't done before and mix them all the around. It's no fun just doing the same shots all around.

EASY RUNS
=====

> The best place I hit the ball to get 4s and sixes are straight down the ground. Do this by pressing the B button and then the two power buttons, which are L and R at the top of the control. Just watch out for the bowler sometimes, he can be sneaky.

VIEW THE FIELD
=====

> Sometimes the computer can be sneaky and change the field around without you knowing. Sometimes this can lead to you doing a shot in the air where you think there is no fielder, but then you get caught out. It pays to loo at the field arrangements by pressing start and selecting it once in awhile.

BE CREATIVE
=====

> The word says it all. What I mean is take risks when you can. If you are 5/20, don't take too many risks, just place the ball around the place, but when you are something like 2/37462749463, then you can experiment with new shots, and start being tricky, like running when the ball goes through to the wicket keeper.

TEAM SELECT
=====

> The best team to play according to this game is West Indies. They have great batters and great bowlers that are fast and can also hit the ball. There worst few teams are (According to this game) Australia and Pakistan.

DIVING

=====

> Big risks can be taken, like challenging throws back. But you might sometimes not make it all the way back to the crease in time, but you can dive to get back in. If you want the bottom player to dive, press B. If you want the top player to dive, press X. This is very useful and will save you a few wickets. The guy can dive nearly 1/4 of the pitch!

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6: BOWLING/FIELDING TIPS

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BOWLING/FIELDING TIPS

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Here is where I list some batting and fielding tips that will help you on your quest to getting the computer out and winning the game.

WHERE TO BOWL

=====

Always try and bowl on the left side if you are bowling to a left hander. Wides are less likely to be called down here, and you can get the batter to play the ball here as well, sometimes getting him to play a shot in the air.

SPIINNING THE BALL

=====

You do not need to do this, seriously, it does jack shit. It may spin the ball, but you can't trick the batter or anything like that, so there is no need at all to do this. You can act like Shane Warne and do some spinners, but it makes no difference.

CHANGE THE FIELD

=====

You can change the field you know? To change the field, bring up the menu by pressing the select button. Then go down to change field. You can select where you want to place fielders by going to custom, or you can choose one of the default settings like Aggressive and the others like that.

PLACE BALL TO THE FIELD

=====

Bowl the balls to your field, for example, don't bowl a ball on the right side of the pitch if there is no one or little fielders on that side. If you have a lot of fielders on the left side, then try to make the batters hit there.

MY FAVOURITE FIELD

=====

Somehow, this always works for me, I don't know about you, but this is my favourite field to use. I always cram the left hand side with fielders (For a right hander) and only put 1 fielder on the right side, usually at silly point, right in front of the batter. Then put most of the other fielders in close or close enough. Then bowl on that side and get the batter to play that weird cut shot and they will most likely be caught out.

FAST THROW

=====
Usually when you throw the ball, it makes it to the wicket
keeper/bowler, but very slowly. There is a way you can get the ball
to the keeper/bowler faster. To do this, press L + X/B and it will
throw it faster, but to the top of the wickets.

SHOUT FOR L.B.W

=====
You need to shout for Leg Before Wicket for it to be given. The
umpire will take no notice of it if you do not shout for it being
out. If you think it may be close, or out, then press Y and the
players will all scream from it, then let the umpire decide.

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7: CRICKET RULES

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WICKETS

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This section describes the ways to get out in S.I.C

CAUGHT

=====
The most common wicket in all of cricket, and probably the most
common way anyone gets out in this game. This happens when the
player hits the ball up in the air, and the fielder/bowler/wicket
keeper catches the ball on the full in their hands.

BOWLED

=====
Thats what those stumps are mainly for. Would would cricket be
without stumps. Bowled is when the ball hits the stumps off a bowl.
For example, the bowler comes in, the batter missed the ball and it
hits the wickets, even if the ball nips back of the players bat.
Once the ball has been touched by a fielder, it can not be bowled
now.

RUN OUT

=====
As you probably know, you have to run in this game. If you run, and
you don't make it back to the crease before the stumps are knocked
down and the bails fall off, you are out. Your bat or some part of
your body has to be grounded.

STUMPED

=====
Ever had that urge that you wanted to charge a Spin Bowler down the
pitch and whack them for six? Well, lets say you do that, but take
away the six part and replace it with miss the ball completely. If
you are out of your crease from charging and the wicket keeper hits
over the stumps, then you are stumped.

LEG BEFORE WICKET

=====
Most commonly called LBW (But you can call it what you want), this
happens when you are in front of the stumps and miss the ball and
it hits you on the leg (or other parts in some different occasions)
and it is going on to hit the stumps. This can be hard for the
umpires to make decisions on, because of sing, ptich, how far down

crease batter is. If the player crouches down and hits them in the shoulder and is going to go on and hit the wickets, it may be given out.

OTHER ONES

Here are a few more "non-common" ones, in real cricket only:

Hit Wicket: This happens when you accidentally step back on your wickets, the bat hits the wickets (With the exclusion of running between wickets), the bails have to come off though and it doesn't matter what part hits it.

Obscuring the Field: Happens when the player purposely knocks the ball away from the fielder, and things like that.

Meh, I really can't think of anymore. There is one called Time out or something which means the batter hasn't got to the crease in a certain time limit.

SCORING

Hit the ball and run to the other crease: 1 run
Hit the ball, run to crease, and run back: 2 runs
Hit the ball, run, come back, run again: 3 runs etc.

Hit the ball to the boundary with bounces: 4 runs
Hit the ball over the boundary: 6 runs

Player bowls a No-ball: 1 run
Player bowls a Wide: 1 run
Leg by's and by's: How ever many player runs

EXTRAS

Extras happen when the bowler namely does something wrong. The first two are, but the second two maybe are not the bowlers fault, it really depends.

NO BALL I

Number 1, No ball happens when the bowler steps his whole foot over the closest bowling line to the batsman, the whole foot has to be over for a no ball to be called. Sliding is ok.

NO BALL II

No ball 2 happens when the bowler bowls the ball, and it goes over the players head/shoulder. If the ball is a full toss, then it can be over the wate and it will be a no-ball. If the ball is a bouncer, then it has to be over the shoulder, or head. Bouncers are only allowed one per over for no extra.

WIDE

Wide, really speaks for itself. Come on, if you don't know what the word wide means, then frankly, your dumb. If the bowler bowls the ball and it goes to wide to hit, or down the leg side in one day matches, it is considered a wide.

LEG BYE

=====
This one is really simple. Lets just say you miss a shot, and then the ball hits you on the leg, pad and you run because you can fit a single or whatever in. The runs you made are classed as Leg Bye's and don't count to the player's score.

BYE

=====
This one is really simple as well. It usually happens against a spinner. If you miss the ball and the keeper misses it as well, and it goes to the boundry or you run, those are classed as byes.

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8: MISCELLANEOUS STUFF
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CROWD REACTIONS

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Sometimes when you hit a four or a 6 or get a wicket, then the crowd react with signs and things like that. Some signs say howzat, or other scenes show things like people waving their hands in the air. If you hit a four or a six, sometimes it shows the ball hitting a seagul.

FREQUENTLY ASKED QUESTIONS

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Q: WHEN WAS THIS GAME RELEASED?

A: I think it was in about 1995, but I'm not sure.

Q: HOW DO I SAVE THE GAME?

A: You can't, play through it

REVIEW

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GRPAHICS:

The graphics in this game are good for the Super Nintendo. Sure, they can be alot better for the system, but they are still good enough to be classed good by me. There is a crowd that are detailed, and also the fielders have different feature and look detailed. I would rate the graphics for this about a 7/10. Because it is only a cricket game, there isn't much you can comment about the grpahics because all there is is the fielders and the oval, so my score is a very rough score.

GAMEPLAY:

Great, just great. First of all, the controls are so easy to learn. You can learn these in a snap and you will be a cricketer great on this in no time at all. The game is very fun to play, and you can become a master at it very easily, because it is that easy. You can dive and all that, and it gives it the realness of cricket. I will give the Gameplay of Super International Cricket a 9/10.

SOUNDS:

Okay as well. Players shout to give it the real feel of cricket, and also the crowd respond to what happening, for example, if youpu hit a

six, the camera will show the crowd waving there arms and if a wicket falls, howzat sign will come up with the crowd being noisy. The umpire acts real as well, and calls wides, leg byes and no balls and all that sort of stuff. I rate the the sounds on this game a 9/10. There not the best, but the crowd and all make it feel very real.

EXTRAS:

There are 5 game modes to play, which include a Fast Match, One Day International, Test match and lucky last, A World Series. Overs and teams can be selected and you can take out players who you don't want in your team and replase them with other team members who you like or are better than that last person. You can play 2 innings in the test matches, but since you can't save, so then it gets very boring.

LIFESPAN:

This is the only game I play on my Super Nintendo now. It's the only one worth playing, and this is just a great game to play. This is my favourite cricket game on the Super Nintendo, and they should of made something like this with better graphics, but the same stupid computer AI on the playstation or a better system.

GRAPHICS: 7
GAMEPLAY: 9
SOUNDS: 9
EXTRAS: 8
LIFESPAN: 9

OVERALL: 9 / 10

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9: ENDING

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Ending

This section describes just the caopyright stuff and all that, as well as submissions. The format of this part will be different to the rest of the guide.

Versions

VERSION 1.0:
First release to GameFAQs

Copyright

If your saying, "You didn't pay for the copyright, that means that you can't copyright it" Then you obviously don't understand the copyright rules then do you?

- - -

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<http://www.gamefaqs.com>

<http://www.gamers-realm.com>

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That's it, no one else, unless I decide otherwise. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aaron Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

- - -

The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Most questions will be answered unless the question is answered in the guide, the title doesn't include the game's title or something like that, and also no spam and stupid e-mails. You are allowed to download this file onto your hard drive, that's the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

Contributors

None yet. This list will grow when I get contributions and hate mail in my e-mail inbox

Thanks

Inferno - Me and Inferno were going to write a Grand Theft Auto 3 guide, but then it didn't work out. I did all the work, and it was taken down. Sorry about that Inferno.

FCB - The FAQ Contributors board here at gamefaqs, great advice and tips and stuff on FAQ making.

E-mailing the Author

Usually I would list the dos and don'ts and e-mailing me, but I won't get any e-mails so it won't matter about this. If you really want to contact me, then my e-mail is: Wayallal at yahoo.com.au

About the Author

My name is Aaron Baker, I reside in Adelaide, South Australia, Australia. My hobbies include Writing Guides, Playing Sports, Video games and more.

What Else I have submitted

Wayalla

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Contributed FAQs and Guides PC (DOS/Windows) Cricket 2000

</computer/doswin/game/35046.html> FAQ

<http://db.gamefaqs.com/computer/doswin/file/cricket_2000.txt>2/6/031.05

5K PlayStation Army Men: Sarge's Heroes

</console/psx/game/25253.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/psx/file/army_men_sarges_heroes.txt>11/1

7/021.068K Ducati World Racing Challenge

</console/psx/game/29632.html> FAQ

<http://db.gamefaqs.com/console/psx/file/ducati_world_racing.txt>11/18/0

22.038K Syphon Filter 3 </console/psx/game/32540.html> Mini-Games FAQ

<http://db.gamefaqs.com/console/psx/file/syphon_filter_3_c_minigames.txt

>10/7/021.031K Syphon Filter 3

</console/psx/game/32540.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/psx/file/syphon_filter_3_c.txt>12/7/022.

8251K Tenchu 2 </console/psx/game/26061.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/psx/file/tenchu_2_e.txt>9/9/021.483K This

is Football </console/psx/game/26624.html> FAQ

<http://db.gamefaqs.com/console/psx/file/this_is_football.txt>2/2/031.43

0K Tony Hawk's Pro Skater 3

</console/psx/game/31950.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/psx/file/tony_hawks_pro_skater_3_d.txt>2

/9/031.082K Urban Chaos </console/psx/game/25360.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/psx/file/urban_chaos_a.txt>11/23/021.050

K Worms </console/psx/game/20447.html> FAQ

<http://db.gamefaqs.com/console/psx/file/worms.txt>2/11/031.041K PlayStat

ion2 Cricket 2002 </console/ps2/game/12195.html> FAQ

<http://db.gamefaqs.com/console/ps2/file/cricket_2002_a.txt>2/11/031.530

K Grand Theft Auto III </console/ps2/game/31127.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/ps2/file/grand_theft_auto_3_i.txt>2/11/0

32.0317K Grand Theft Auto III </console/ps2/game/31127.html> R3 Missions

Guide

<http://db.gamefaqs.com/console/ps2/file/grand_theft_auto_3_r3.txt>1/13/

031.025K Red Faction </console/ps2/game/30494.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/ps2/file/red_faction_c.txt>2/2/031.0221K

Red Faction </console/ps2/game/30494.html> Multiplayer FAQ

<http://db.gamefaqs.com/console/ps2/file/red_faction_multiplayer.txt>1/2

1/0349K Tony Hawk's Pro Skater 4

</console/ps2/game/32979.html> FAQ/Walkthrough

<http://db.gamefaqs.com/console/ps2/file/tony_hawks_pro_skater_4_e.txt>2

/11/031.0106K Tony Hawk's Pro Skater 4

</console/ps2/game/32979.html> Mini-Games FAQ

<http://db.gamefaqs.com/console/ps2/file/tony_hawks_pro_skater_4_minigam

es.txt>1/17/031.08K Super Nintendo Super International Cricket

</console/snes/game/31271.html> FAQ

<http://db.gamefaqs.com/console/snes/file/super_international_cricket_a.

txt>2/9/0332K

Contributed Reviews PlayStation Army Men 3D

</console/psx/review/19909.html> one of the best Army Men games

</console/psx/review/R41570.html> 8/10 Army Men: Sarge's Heroes

</console/psx/review/25253.html> t good as the others

</console/psx/review/R40134.html> 6/10 Army Men: World War

</console/psx/review/25889.html> poor game, just like the whole Army Men

series. </console/psx/review/R40072.html> 6/10 Ducati World Racing

Challenge </console/psx/review/29632.html> word has to get out

</console/psx/review/R39982.html> 8/10 FIFA '99

</console/psx/review/20044.html>One of the best football games on
playstation </console/psx/review/R41270.html>9/10Fighting Force 2
</console/psx/review/24916.html>A reasonably good fighting game that
could of been better </console/psx/review/R39742.html>7/10This is
Football </console/psx/review/26624.html>You will love this one
</console/psx/review/R39784.html>10/10WarGames: DefCon 1
</console/psx/review/20432.html>A must game for..... anyone
</console/psx/review/R39745.html>9/10
Contributed CodesPlayStationDucati World Racing Challenge
</console/psx/code/29632.html>Fogarty's bikeDucati World Racing
Challenge </console/psx/code/29632.html>All LicencesDucati World Racing
Challenge </console/psx/code/29632.html>Todd Mcartor's bike
Contribution SummaryFAQs/Guides Contributed:18 (1517KB)Reviews
Contributed:8 (24KB)Codes Contributed:

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