FREE MASSIVE HEART OF DARKNESS POSTER

£2.95

extreme PlayStation MAGAZINE

Issue 7 July 98



EXCLUSIVE
TOMB RAIDER III
first shots

EXCLUSIVE
HEART OF DARKNESS
first PSX review



EXCLUSIVE
SPICE WORLD
reviewed



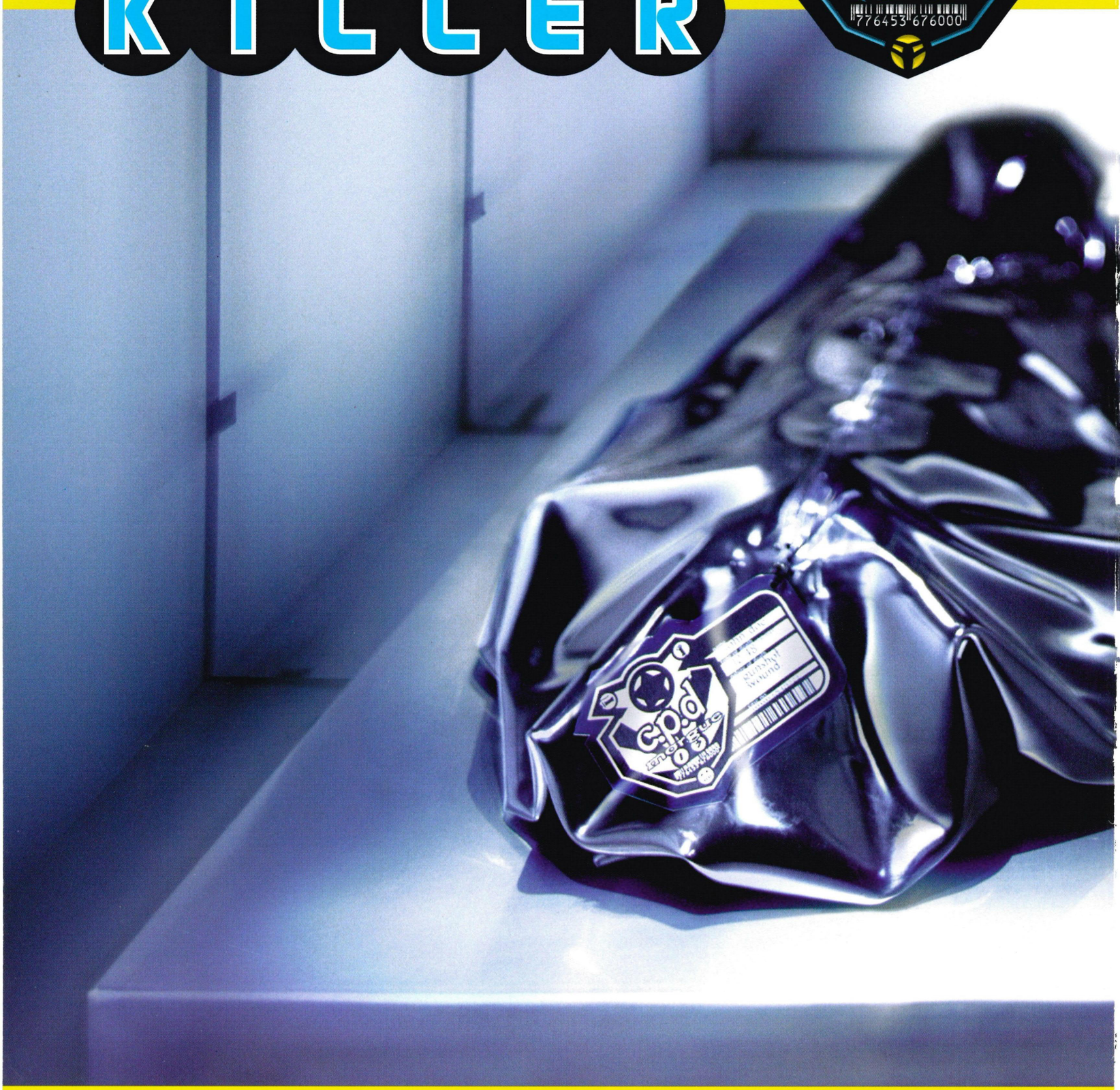
REVIEWED
HEART OF DARKNESS
MR DOMINO
WORLD CUP 98
TOMMI MÄKINEN RALLY
BREATH OF FIRE III
JEREMY MCGRATH SUPERCROSS 98
ADIDAS POWER SOCCER 98
FORSAKEN
VIPER
DEAD OR ALIVE
FRENZY
WRECKIN' CREW
SPICE WORLD
IMPORT
EINHÄNDER
PLATINUM
EXCALIBER 2555AD

Quay MAGAZINE PUBLISHING
A QUALITY PUBLICATION
9 771369 347006 07

HUGE GIVEAWAY CUSTOMISED PLAYSTATIONS SKATEBOARDS GAMES ACTION FIGURES + LOADS MORE

extreme PlayStation • Issue 7 • July 1998

CRIME KILLER™



Interplay™

THE FASTEST RACE AND CHASE FOR YOUR PLAYSTATION

"DISPATCH, THE SUSPECT WILL NOT BE AVAILABLE FOR QUESTIONING. OFFICER 88 OUT."



in the future crime will pay.

PlayStation PC CD ROM

©1998 Interplay Productions. Crime Killer Polygon Engine ©1998 Pixelogic Ltd. Crime Killer and Interplay logo are trademarks of Interplay Productions. All rights reserved.

Editorial

It has been a tough few weeks for the extreme team. Saul, Ian, Christian, Graham and myself boarded our extreme private jet to head off to Atlanta to attend the largest, most respected videogames show in the world, E3. With a cargo of lager, lap-dancers and narcotics, we prepared to enforce our notoriety as the bad boys of the games industry. As we landed, the women replaced their garments, the last of the beer was drank, and our stash was inserted into Saul 'the mule' Trewern's bottom. Sorted, E3 here we come. But we had carelessly overlooked one critical detail; the quarantine laws. Custom officers seized Ian, chucked him into a cage and forbade us to enter the US. They escorted us back to the plane, which we boarded and tragically returned to the UK - not a single videogame seen. Just to make things even worse, Ian was seized again at Heathrow by custom officers, and is at this very moment 'doing bird' with a bunch of rabid dogs - we're thinking of ya, mate!

Anyway, our lead review comes in the form of Heart Of Darkness, a game eagerly awaited by the whole of the industry. Luckily, the game's release has been brought forward to July, allowing us to secure a front cover, free poster and exclusive review. E3, the show that wasn't the same without us, saw the launch of Tomb Raider III. We've the initial shots of the game and the first pics of the new Lara model, Nell McAndrew. Enjoy the read, and farewell from me and the boys.

Darren



Highlights



E3=mc2

While the rest of the videogames universe narked off to Atlanta to attend the world's largest entertainment software convention, we were stuck here on a deadline, dreaming of jet lag, free booze and hired dolly-birds. Nonetheless, there were numerous spies working on behalf of EPM, and we've got their full and frank reports on Page 14. Chief among these is, of course, the return of your favourite pneumatic adventuress in Tomb Raider 3: The Further Adventure of Lara Croft.

Heartb of Darkness



After much speculation, delay and hype, Infogrames have finally given us their super-detailed and mega-massive platform and puzzle-based game, Heart of Darkness. Will it match up to the big talk with its numerous cinematic cut scenes and unappealing lead character? Page 40 holds the answers within its gloom-riddled depths...



'They will Destroy Tokyo

Prepare to enter a world dominated by explosions, mutations and girls with great big eyes (amongst other things). Chris Newham, our resident expert on all matters demon-possessed takes you on a perilous journey through the highly entertaining but often baffling world of Anime and Manga, pausing only to reload his unfeasibly large weapon and to ogle some gratuitous and unexpected nudity (Page 34).

Dakka-dakka-dakka-dakka



Keep your heads down, 'cos there's a merciless crossfire of shoot-'em-ups letting rip this month. Forsaken takes you down tunnel and through dale, wasting all and sundry (with lovely lighting effects) and Viper is a dark and dangerous chopper ride through dim and deadly canyons. Frenzy, on the other hand, takes a more Monty Python approach and throws up some of the most ridiculous and insane targets you've ever been compelled to blow away, while Einhander is a gleaming steel hi-tech destruction ballet.

We're Doomed!

This month our very own crazed loner Ian stalks down a maze of corridors, armed to the teeth and baying for fresh blood. He mercilessly grades, dissects and then mutilates a score of Doom clones on Page 102, picking over the grisly, mangled remains just for his own pleasure.

Contents

GAMESPOTTING

E3 SHOWCASE 14
The weather was lovely, we hear.

EXPOSED

EARTHWORM JIM 3D 22
The invertebrate superhero makes a multi-dimensional return. He's good for the soil, y'know.

N20 26
Blotter-friendly full-on destruction. Leave your lobes in a drawer.

BUGGY 27
Gremlin's well-developed RC simulator pops up for a second viewing.

MORTAL KOMBAT 4 28
Yet more hilarious fatalities and agonising attacks. Better than MK Mythologies (not hard, I know).

BATMAN & ROBIN 30
An impending game version of the terrifyingly tacky last Batman movie.

REGULARS

SIGNALS 06
News felch!

FEATURE: ANI-MAYHEM 34
'Mad Dog' Chris Newham takes you into a world obsessed with guns, gore and schoolgirls.

FEATURE: DOOM CLONES 102
Many, many variations on a successful and oft-imitated theme.

STUFF 98
Two thumping pages this month of all the flyest gear that slots, plugs in and rumbles.

SUBS AND BACK ISSUES 127
Think of the long term financial implications. Go on, do it!

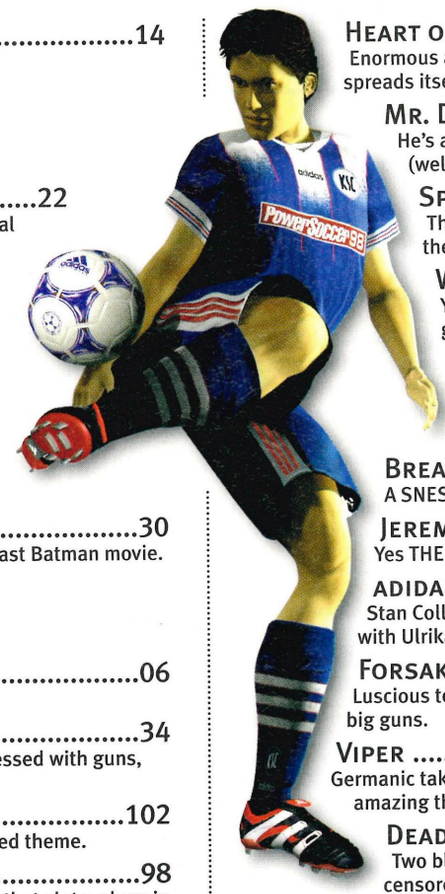
EX-COMMUNICATION 108
The only true and fair forum for the myriad of disparate voices in all of PlayStationdom

SWINDLERS INC. 110
Why don't you try and play the game first, you yellow-livered scum.

EX-TRAS 128
Techno-flatulence, Zoo TV, Kevin Keegan, etc.

NEXT ISSUE 130
Will a new broom sweep clean?

X-RATED



HEART OF DARKNESS 36
Enormous and enthrallingly immersive platform epic spreads itself over six pages.

MR. DOMINO 40
He's a goddamn hero, this square-jawed toppling titan (well, square everything actually).

SPICE WORLD 42
They're a member short, everyone gets sick of them, then the game arrives. Arriba!

WORLD CUP '98 44
Yet another officially licensed-type World Cup game. Not the last though. Oh no.

TOMMI MÄKINEN RALLY 50
He's not as cool as Colin McRae, his car doesn't look as nice and his game's certainly not worth 90%.

BREATH OF FIRE III 52
A SNES favourite RPG gets its third instalment on the PSX.

JEREMY MCGRATH SUPERCROSS 54
Yes THE Jeremy McGrath.

ADIDAS POWER SOCCER '98 56
Stan Collymore? Watch your back, mate. No-one messes with Ulrika-ka-ka and lives.

FORSAKEN 58
Luscious textures, splendid detail, realistic lighting, heap big guns.

VIPER 64
Germanic take on Airwolf, minus the plank-like actors and amazing theme tune.

DEAD OR ALIVE 66
Two black eyes-inducing fighting game, now sadly censored by the Boob Nazis.

FRENZY 70
Cacklingly illogical bi-plane based strafe-fest. A sick mind must have been responsible.

WRECKIN' CREW 72
Reprobate drivers in souped-up hot rods armed with wacky weapons.

▸ IMPORTS

EINHÄNDER 76
Not some kind of Teutonic self-abuse, but an amazing technical shoot-'em-up.

▸ PLATINUM

EXCALIBUR 2555AD 78
A reasonably-priced amalgam of Tomb Raider and a text adventure. Sounds intriguing.



signals

MORE UP-TO-THE-MINUTE NEWS ON THE WACKY WORLD OF THE PSX

FINAL FANTASY VIII FINALLY ANNOUNCED...

After all the rumours, Squaresoft of Japan have finally announced that Final Fantasy VIII is in development. No release date has been set, but Squaresoft promise the English translation won't take as long as it did with the last Final Fantasy game. The forthcoming release boasts several improvements on the last game. All characters will be texture mapped, and all will be seen following the lead character on the map screens. The game's theme is far more futuristic, and the style of the artwork more Westernised.
Although no firm release date has been offered, a playable demo is expected to be released in Japan in the middle of June. Watch this space for further details.

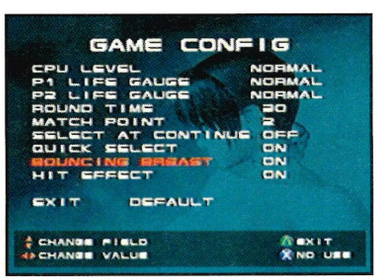
EMULATION SPECULATION

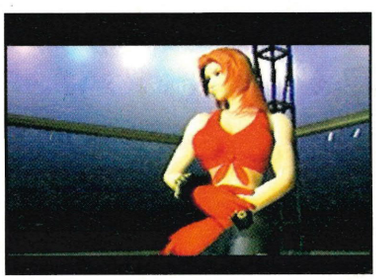


Remember that old rubber-keyed Spectrum you've got in the attic? Remember the old classics such as Manic Miner and Atic Atak? Italian programmer Gabriele Roncolato is to bring their ageing delights to the PSX by creating the Speculator, a Spectrum emulator for the PlayStation.
To date, PlayStation owners wishing to take advantage of the Speculator need a PC and a Datel Pro Action Replay with comm link interface and a cable in order to download the program and games, though Roncolato hopes to incorporate the Speculator and games on a single CD some time in the future. Other planned improvements include sound (the Speculator is currently silent), 128K compatibility and Microdrive emulation.
The Speculator seems a little pointless at the moment as it can't be used without a PC, and there are already several Speccy emulators avalable for this machine. If Roncolato succeeds in transferring the set-up to CD, though, it could be of real interest to those with 'chipped' PlayStations.

STOP PRESS: STOP BREASTS

In an annoying bout of Political Correctness Gone Mad, Sony have tear-jerkingly decided to remove the Bouncing Breast option from their new beat-'em-up Dead or Alive. EPM says: 'Drat, and double drat'.





TROLL BRIDGE? HUGO FIRST

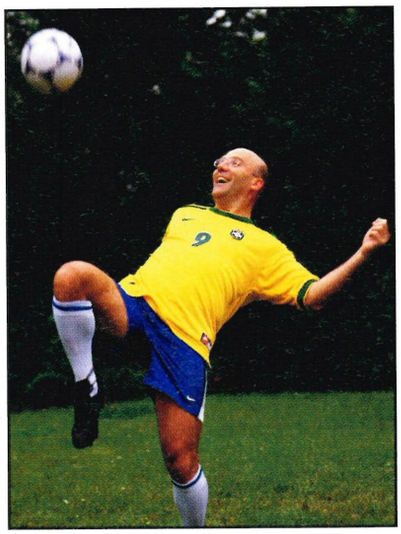
Due to a production cock-up, last month's world exclusive on this cute lil' critter was over-written by another news item. Anyway, here it is at last...
Hugo the Troll is a TV star who's cartoon adventures have been seen in 20 countries around the world. He's soon to make his PlayStation debut courtesy of Interactive Television Entertainment. According to the storyline (and indeed the TV plot), Hugo's family have been captured by the witch Scylla, who needs his wife Hugolina for a beauty spell. To rescue his family, Hugo must master scuba diving and snowboarding, as well as exploring an abandoned mine shaft and ride an old motorcycle. No doubt more will be added later in the day. The game will feature both 2D and 3D action.
Hugo made his first video game appearence on the Amiga. Although successful in Europe, the game was never released over here due to it being extensively pirated. Let's hope the PSX version fares better.



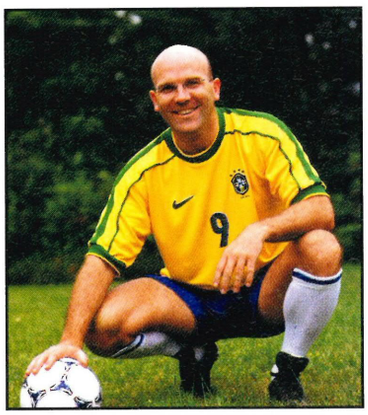
PUBSTATION?

The searingly trendy (and sellable) PlayStation brand is being taken into new and uncharted territories by Sony, who are looking into producing a dedicated after-closing-time TV programme on Channel 4. The show will be aimed at its golden demographic of 18 to 24 year-olds, and a televised awards ceremony of some kind is planned. As well as these, they're also planning to open a PSX-themed pub in salubrious Soho, so it'll be possible to show off your inebriated Gran Turismo skills to a wider audience. EPM says: 'It's your round again'.

INFOGRAMES ON THE BALL...



Infogrames has signed a three-year exclusive licensing agreement with Nike, giving them the rights to produce PlayStation games based on Brazillian footballing ace Ronaldo. In all, seven titles will be produced, the first to hit the shelves late in '98. "I'm thrilled to join the Infogrames team", said Ronaldo. "The chance to play a key role in an interactive product for kids has been a personal goal and represents an exciting challenge". Perhaps his words were translated by a marketing man.



Infogrames' President Bruno Bonnel is equally pleased. "Ronaldo gives us a star personality to work with", he said. "Our designers plan to create a game with 3D graphics that capture Ronaldo's incredible speed, great strength and superb skills. Remember seeing him stretch his arms and fly like an aeroplane when he scores? This will be built into the game too".
Alas, the publicity pictures Infogrames sent feature an old bloke who looks nothing like Ronaldo.

SDR SIGNED



If you read last issue (and if not, why not?), you'll know about SDR, a cool-looking game from Norwegian developers Funcom which, at the time or writing, had yet to find a publisher. Not so now - The game's been signed by none other than Sony!
"With over 240 games published per year", says Martha McGowan, Managing Director of Funcom's Dublin branch, "SD Racing will be one of less than ten titles Sony take on and market".
As explained in last month's Gamespotting column, SD Racing is the closest thing to Mario Kart yet seen on the PlayStation. We congratulate Funcom on securing a deal with Sony and wish them luck placing their other ace racer, Dirt.





H

A

T

E

e.t.a.
26:06:98

PlayStation

ocean

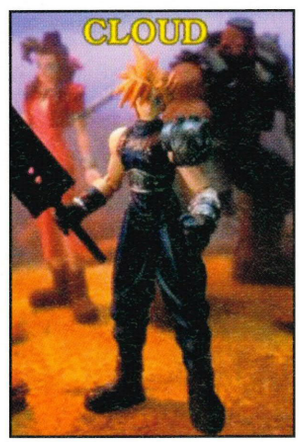
© INFOGRAMES UNITED KINGDOM LIMITED 1998
OCEAN IS A REGISTERED TRADEMARK OF INFOGRAMES UNITED KINGDOM LIMITED.

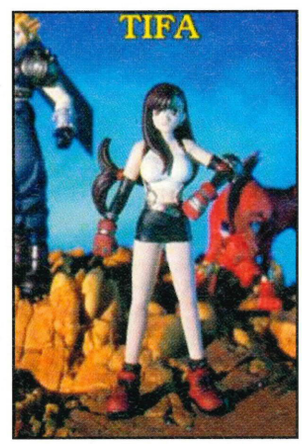
FINAL FANTASY VII- IT FIGURES

Not only is the eighth game in the Final Fantasy series on its way, but toy company Bandai are set to release a series of 4.5" figures based on the game's main characters. The Final Fantasy VII Collectable Edition features six action figures in all, namely Cloud, Aeris, Tifa, Barret, a Chocobo and a Toad. The figures are also available seperately, along with Sephiroth, Red XIII and Vincent.
Final Fantasy VII figures hit the shelves this Summer and will cost £29.99 for the Collectable Edition pack and £8.99 each for individual figures.









EVIL IN RESIDENCE ONCE MORE...

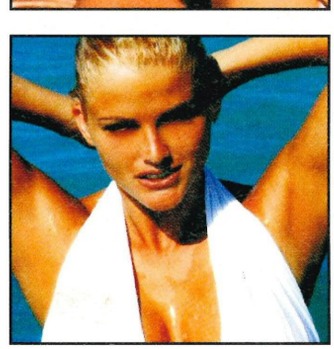
Not everyone agreed with our rave review of Resident Evil 2 back in Issue Four, but the game's selling so well that Capcom has already announced a third game in the series. Resident Evil 3 is pencilled in for a 1999 release in Japan, hitting the UK shores in the year 2000.
At present we've no details on the storyline, no UK publisher has been confirmed and there's certianly no screenshots, but we'll bring you more news as it's made.

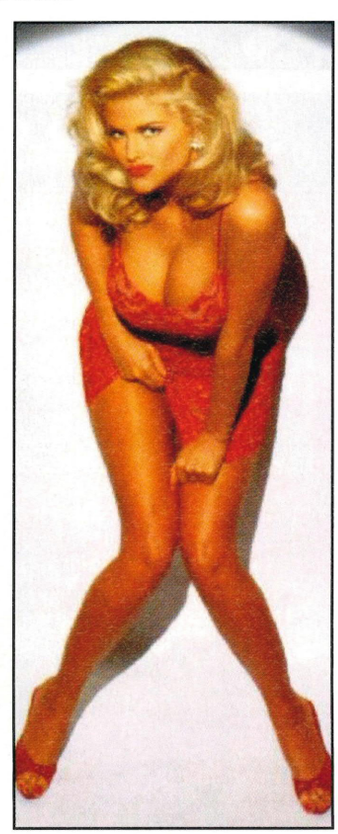


LARA LOOKALIKES

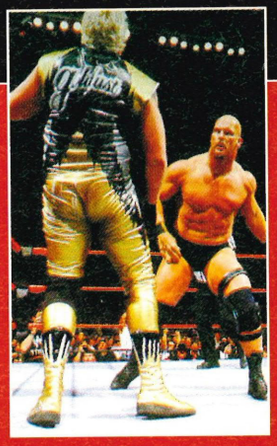
Rumours that Anna Nicole Smith has been pencilled in for the role of Lara Croft in the forthcoming Tomb Raider movie are not true - the script hasn't been finished yet, and casting hasn't even started. Here's a few pictures of her anyway, as this month's Lara Croft wannabe.
Ms Smith first found fame by marrying a 90-year-old multi-millionaire (dirty old man). Unsurprisingly she's since been widowed and is currently fighting members of his family over the estate.



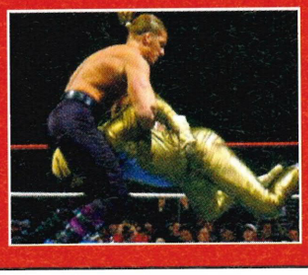




THQ SNATCH WWF LICENCE

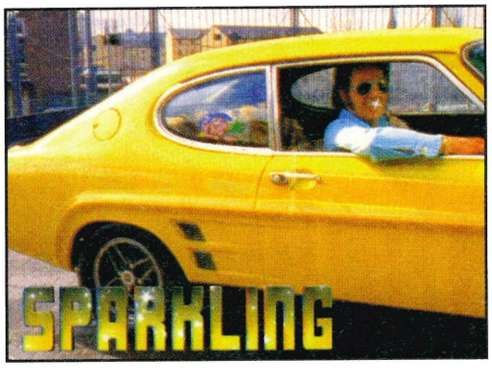


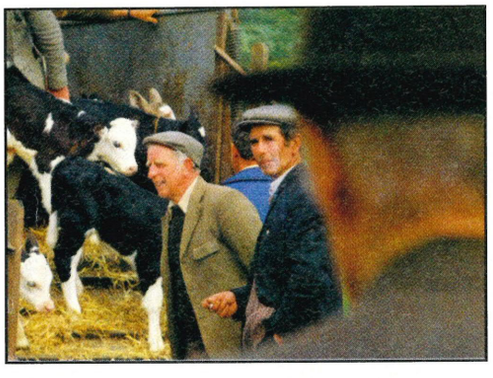
They may have had the WCW licence wrestled from them by EA Sports, but ring veterans THQ promise more PlayStation bone-bending action nonetheless. The Surry-based publisher has secured the rights to produce games based on the rival World Wrestling Federation (WWF) for the next ten years. The first games, expected to feature bone-benders such as The Undertaker, Shawn Michaels, Hunter Herst Helmsley and Ken Shamrock, is expected in the second half of 1999.



Although many WWF superstars have now defected to WCW (Diesel, Razor Ramon, Hulk Hogan, The Ultimate Warrior and Bret Hart to name but a few), the Titan Sports-owned organisation still boasts a solid wrestling roster which should convert effortlessly to the PlayStation. Expect a full preview soon.

POST TASTE

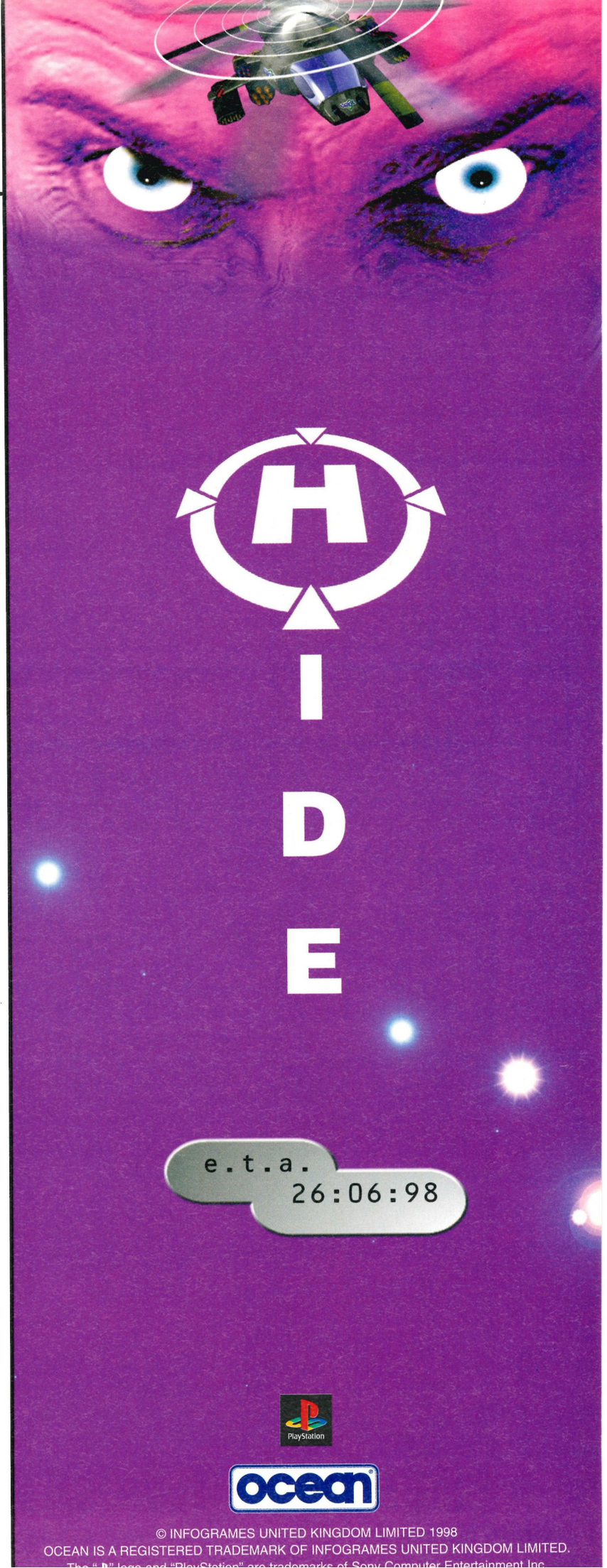




Another month, another pile of postcard competition entries. Every ish we pick out the best and worst picture postcards we've received and give the relevent readers a token prize. This month David Sheridan and Velda Edmondson both win JVC France 98 badges.

David gets the prize for the worst postcard, offering for this subtle image entitled 'real Ireland'. We presume the photographer had too much Guinness. The best postcard we received was Velda's witty retro-chic Irn Bru advert, a Seventies-style cool dude in a Capri, complete with Osmondesque gleaming teeth. If he moved his arm, he'd probably reveal a gold medallion.

If you enter one of our ace compos, think about the postcards you send. If it's very good or outrageously bad, you could win a Post Taste prize...



Classic Moments In Videogame Violence





Baldhead's NHS Training

Okay, so far the games we've included in this series haven't exactly been classics (they haven't even been released yet), but at least you're getting a taste of the violence to come. This month's offering comes from obscure Japanese Street Fighter clone, Guilty Gear (check out this months Signals import page for more info).

The despicable act of gratuitous violence in question is dished out by the character called Baldhead, who's basically a mad doctor with round-rimmed glasses. The move itself comes straight from the NHS school of fighting - Baldhead builds an impromptu operating table, flings his opponent onto it, then proceeds to rip open their guts before blowing them up into a puff of dust. As beat-'em-ups go, this ranks as one of the most imaginative, not to mention gruesome moves we've come across. Which is why it deserves the Classic Moments In Videogame Violence label.

Save The Thumb



Has anyone else noticed that since the arrival of analog control, the occurrence of Painful Thumb Cramp Syndrome due to over-zealous D-Pad pressing has decreased to almost nothing? Racing games in particular have become a lot less physically demanding on our shortest digit, allowing us to view the future without fear of eventual acute arthritis. EPM says: 'That's a thumb's up, mate'.

This Month We 'ave Mostly Been Playin'

▸ Dazza

Heart of Darkness

Even though this is aimed at kiddies, Amazing Studios have stumbled across a storyline that will appeal to young and old. The graphics, gameplay, SFX and music are first class, a real winner.



Mr Domino

Who'd have thought an old man's game could be so much fun? This has to be the find of the year; top marks to JVC for bringing this little gem to our shores.

World League Soccer

Yep, I'm still playing this. For me, this has to be the best footie title released so far this year. Giving a better realism than World Cup 98 and pissing over the likes of Three Lions, Kick Off World and adidas Power Soccer 98.

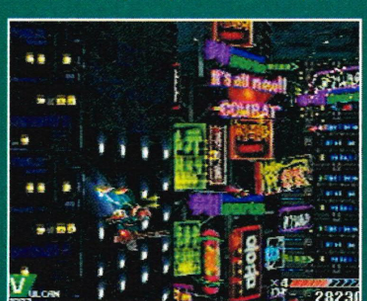
▸ Saul

Heart of Darkness

Takes the idea of Abe's Odysee up a level. Ultra-cool cut scenes coupled with fantastic in-game graphics and challenging gameplay make this my game of the month. Let's hope Infogrames bring Flashback to the PlayStation, though.

World Cup 98

It may be very easy, but World Cup 98 offers some of the best football action on the PlayStation. And, for once, a game with a licence is actually worthwhile.



Einhänder

The best shoot-'em-up ever. Probably. The superb visuals back up some of the most exciting and challenging gameplay I've encountered for a long time.

▸ Ian

WarGames

One of the best games I've played in ages. A perfect mix of arcade action and real-time strategy.

Breath of Fire III

The RPG renaissance continues with this hot offering from Capcom. More of the same, bit if it ain't broke, don't fix it.

Excalibur 2555AD

Fun but flawed, though at Platinum prices it's well worth a look, though not an essential purchase.

▸ Christian

Kula World

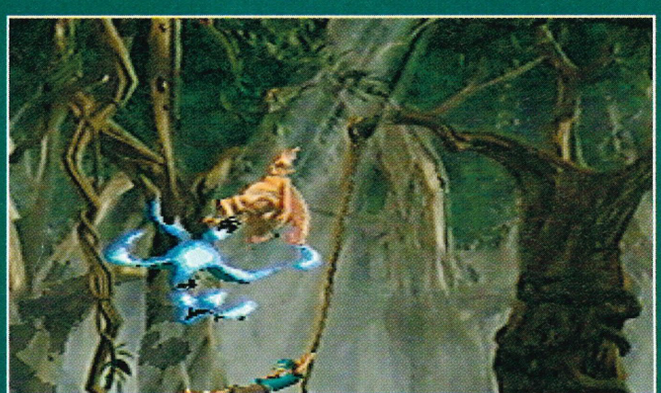
Each new version we get has completely different levels from the last, and now it's even Dual Shock compatible! Superb, underrated visuals and as addictive as crack.

MotorHead

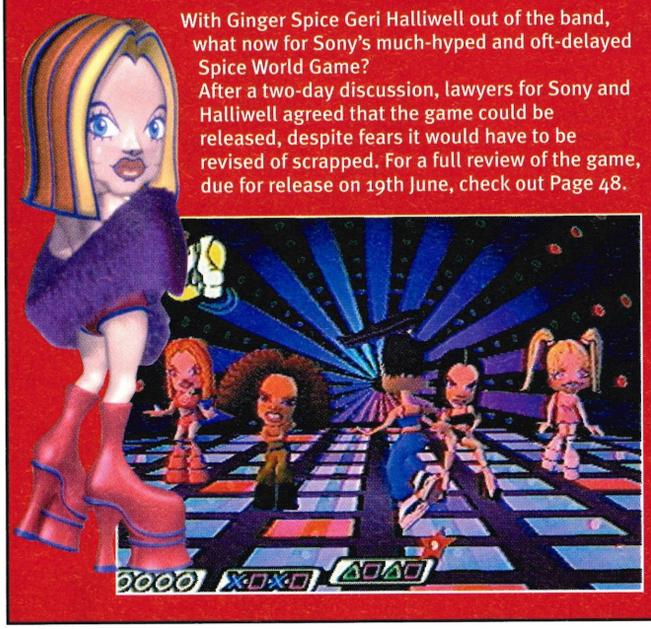
Opening up the fastest cars and maddest tracks has added yet another dimension to this rapid beauty. The best hi-speed thrills about, at least until the arrival of WipEout 2098.

Mr Domino

He's a one, that Mr Domino. Compulsive, original, witty and marvellous to look at. Terminal 'one more go' syndrome is inevitable.



SPICE WORLD TO BE GERI-BUILT?



With Ginger Spice Geri Halliwell out of the band, what now for Sony's much-hyped and oft-delayed Spice World Game?
After a two-day discussion, lawyers for Sony and Halliwell agreed that the game could be released, despite fears it would have to be revised of scrapped. For a full review of the game, due for release on 19th June, check out Page 48.

EUTEXHNYX GO ON-LINE

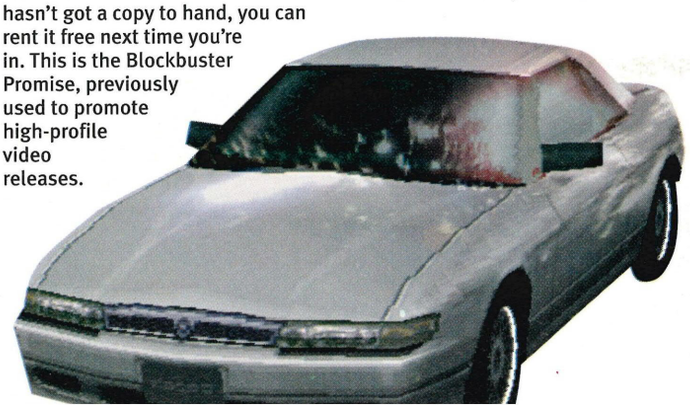
Eutechnyx, developers of Total Drivin' and Monster Mash, have gone on-line. Their web site can be found at www.eutechnyx.com.

QUOTE OF THE MONTH

"What Glenn really fancies is two solid pros" - Ray Wilkins, commentating on the England/Morocco game.

GRAN TURISMO BLOCKBUSTER PROMISE

Want to rent Gran Turismo from Blockbuster? Go for it - if your local store hasn't got a copy to hand, you can rent it free next time you're in. This is the Blockbuster Promise, previously used to promote high-profile video releases.

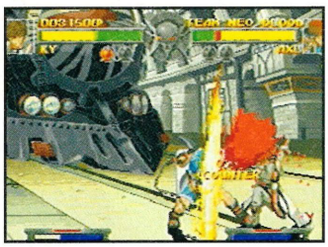




OVERSEAS

What is it with Japan and 2D beat-em'-ups? They still pump out Street Fighter clones at an alarming rate, and it's not about to stop because this month we've got another new one, Guilty Gear. We've also found another Tenchu-style game that could be a potential Tomb Raider beater. Finally, we've got the complimentary odd Jap game in the form of Noel, where the basic aim of the game is to pull birds. Cool...

GUILTY GEAR





There must be a certain type of Japanese player who laps up this type of 2D beat-'em-up, because there are so many out there, counting them would be impossible (we'd run out of fingers). Still, as far as they go, Guilty Gear is a cool effort with some decent animation and well thought-out characters. The action is fast and frantic, and although there's nothing wholly original in the gameplay (all the moves are Street Fighter-based), it's still a lot of fun.

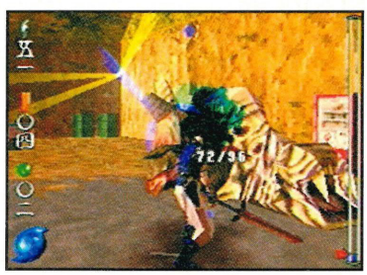
This type of game makes for some excellent short term two-player fun, but don't expect yourself to be drawn into it like Tekken 3. Something that does make it stand out from the crowd is the selection of outlandish special moves to pull off. On top of all the usual Fireball and Dragon Punch stuff, each character has a number of sick but effective strikes. Our favourite is the guy who sets up an operating table, chucks you onto it and rips your guts out in an impromptu operation. Cool.

It doesn't look likely that guilty gear will be released over here, which is no great loss. Having said that, it's a good laugh for a while and it may be worth your spondoolees if 2D beat-'em-ups are your thang.





SOUKAIGI



Soukagi takes a Tomb Raider/Tenchu perspective in that the camera follows you around from behind. On top of the all-out action, though, you also get a good slice of RPG to give the game a little more depth.

The RPG side of things is a little hard to understand but controlling your character couldn't be easier, making Soukaigi extremely easy to get into (at least for a Japanese game). The combat offers up a wealth of different moves, power-ups and weapons so you won't find yourself getting bored on this front.

The visuals are pretty astounding, with the main character being extremely well drawn and animated. You get to battle some massive creatures as well as the usual ninjas and Samurai warriors, which makes for some interesting playing.

It's nice to play an import game you can really get into for once. Okay, it does have a bit of Japanese text, but Soukaigi can still be played and enjoyed. For once, your £70 will be well spent.

NOEL

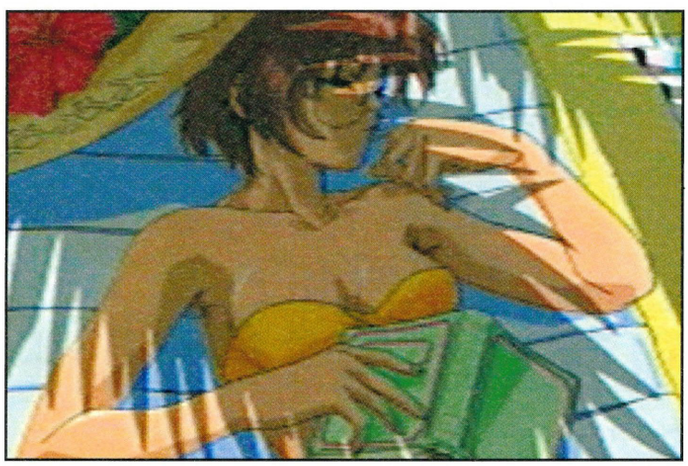


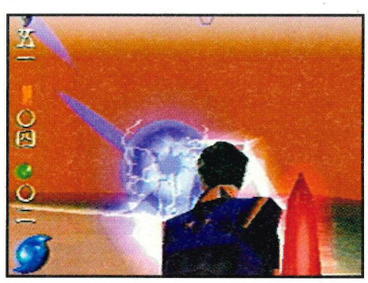
We all know the Japanese are a funny lot, and this release from Pioneer just goes to confirm it. From what we can fathom out, the basic idea is to pull yourself a bird. Why you don't just go to a pub or club and do it for real, I don't know, but as I said, the Japs are a funny lot.

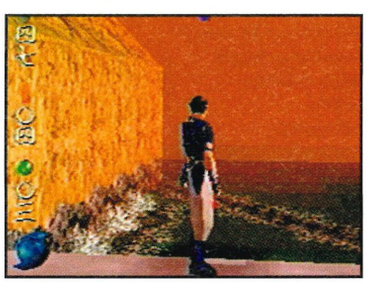
Actually the game's quite amusing, even though the Japanese speech makes it almost impossible for anybody who can't speak the lingo to play it. Still, there's plenty of animated sequences of birds bouncing around on beaches for you to ogle at, which for some sad people may be enough to warrant shelling out the dough for it (it only cost me seventy quid). The pictures of babes in bikinis aren't really enough to recommend Noel. If it gets released over here, though (not likely), I'm sure it may be a rewarding experience to play. Or something.











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 ...

* A MESMERISING BLEND OF TURN-BASED AND REAL-TIME COMBAT.
* HUNDREDS OF AWESOME BATTLES.
* BRILLIANT 3D GRAPHICS.
* COMPELLING STORYLINE AND GAMEPLAY.
* TRANSFORM INTO MANY DIFFERENT FORMS, EACH WITH UNIQUE SPECIAL POWERS.
* SUPERB CHARACTER ANIMATION.







BREATH OF FIRE III

© CAPCOM Co., Ltd. 1998. All rights reserved. Breath of Fire is a trademark of CAPCOM Co., Ltd. CAPCOM is a registered trademark of CAPCOM Co., Ltd.

PlayStation

CAPCOM®

E3

The Electronic Entertainment Expo, the biggest video games show in the world, took place in Atlanta last month. Here are some of the games in development, revealed at the show- including the eagerly anticipated Tomb Raider III.

ACTIVISION

Apocalypse



As reported in Signals last month, this is a 3D action adventure starring the digitised form of top Hollywood explosives-dodger Bruce Willis as hardman Trey Kincade. He's out to put a stop to the Four Horsemen of the Apocalypse and their armageddish intentions by fair means or foul (or most probably with large guns).

Asteroids

Yes it's a 90s update of the venerable vector-based thrust-and-fire arcade classic, but this time in texturised full 3D. There are alien attackers and rival asteroid-clearing corporation's craft to blast as well as the huge spinning rocks, but a choice of ships and some updated smarter weaponry stand you in good stead.

Tai-Fu

Not a game based on tea bags, but what appears to be an anthropomorphised fighting tiger, or something. He is the only surviving member of the Tiger Clan, and a symbol of hope and strength (apparently), and has a variety of seriously violent moves, including the crushing Crane Hover attack seen here.



Tenchu

We've already reviewed this one as an import in Issue Five, but now it's got a guaranteed UK release date from Activision. For those unfamiliar, it's a 3D stealth 'n' slash ninja action/exploration game, with rivulets of spraying blood aplenty, and was good enough to warrant an 85% even in Japanese.

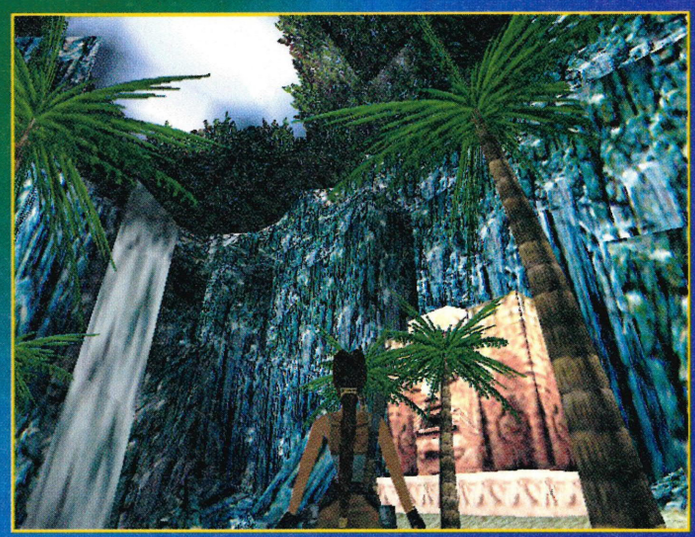
X-Men

The popular X-men series of fighting games have predictably gone 3D, and if these shots are anything to go by the translation will be a visually impressive one. In a manner similar to Masters of the Tëras Käsi, it seems allies can take on one another to find who is the hardest (although everyone knows that Wolverine is the meanest beclawed motherflipper possible).

CORE DESIGN

Tomb Raider III





This is the one we've all been waiting for. Lara's Croft's return game was launched by Core at E3, and it's imaginatively titled Tomb Raider III. Boring names aside, Tomb Raider III is destined to be this year's Number One on its November launch. Yes, we did say 'November', so a simple bit of mathematics will tell you there's less than five months to wait until you can get your hands on a copy. Barring the usual delays, of course.

What's does Tomb Raider III offer over the previous two games, though? Well, the basic exploration and puzzle-solving gameplay will stay the same, but Core have added a host of new features to make it feel fresh and new. The new features include a re-vamped game engine, with a new landscaping system which allows for much higher detail in the terrain. Hopefully this will mean less pixellation on close-ups with the scenery. The new engine also includes a reflection utility which can create cool-looking transparencies and shadows. The lighting has been improved with the addition of multi-coloured lights to add more atmosphere to the game. There's also new effects for moving water, and weather will play an important part in the game with the inclusion of rain, snow and mist. Most of all, though, on the graphical front at least, Tomb Raider III will utilise Hi-Res screen graphics which should be a first for the PlayStation (if Messiah doesn't pip it to the post).

As for Lara herself, on top of a wealth of new moves she also has a speed dash to help her get out of those sticky situations. This is definitely going to be needed because Core have improved the AI of the enemies in the game, making the combat sections much, much tougher. Lara also has the obligatory new clothes, although it hasn't been confirmed what these will be. A new nude Lara cheat has been included too; just stand on your head and tap out the rhythm to 'It's Raining Men' on your pad, whilst rubbing your tummy and eating a tin of beans with a cocktail stick. Honest.

Tomb Raider III will also be Dual Shock compatible, but how this will work, we don't know. Although the basic gameplay will be Tomb Raider in style, Core looks to have added enough new graphical and gameplay feature to make Tomb Raider III a worthy sequel to a worthy sequel. Expect a massive preview very soon.

NINJA:SHADOW OF DARKNESS

Ninja: Shadow of Darkness took a back seat to Tomb Raider III at the show, but it still looks very promising. You take control of the young ninja, Kurosawa, in a battle against deadly demons, black magic and magical creatures. the game is a 3D ninja romp that's been compared to Double Dragon and Ghost & Goblins, on the gameplay front at least.

There are 13 levels of fully-3D, highly-detailed environments with a range of special effects that are reported to push the PlayStation to its limits.

Combat can either be hand-to-hand or weapons-based and there are

over 50 different enemies for you to take on. Huge end-of-level bosses guarantee you won't sail through the levels with ease. The action is viewed in a third-person cinematic camera system which suits the classic blend of fighting action, challenging but logical puzzles and plenty of platform mayhem. Ninja may take a back seat to Tomb Raider III, but from what we've seen so far it could be a potential biggie this Christmas.



ELECTRONIC ARTS E3

Test Drive: Off Road 2

This follow-up lets you take the reins of rugged all-terrain vehicles such as the US Army's 21st century Jeep the HumVee, Land Rover Defender, Dodge Ram V12 and Ford Explorer. Each can be modified to taste, with adjustable suspension, tyres and gear ratios, all of which are highly necessary as you have to face barren deserts, crinkly mountains and frozen tundra, plus for the more daring a lava-riddled course in Hawaii, a swamp track in New Orleans and the icy magnificence of Mount Blanc. The landscapes include breakable objects, treacherous river crossings and muddy areas to navigate. Grit will be needed in the Autumn.

Test Drive 5

September heralds the return of that most stalwart of driving simulators, Test Drive. Now boasting 28 officially licensed cars and 17 cosmopolitan courses, it's drawn in Hi-Res mode and runs at a reasonable 30 fps, with full-on lighting and shadow effects (in an effort to catch up with Gran Turismo, just perhaps?). All sorts of classic and modern muscle cars are included, as well as tracks situated in Edinburgh, Kyoto and; Keswick?

Starcon

This is instalment number four in the Star Control series, and it's space opera action all the way, with the player choosing a particular alien race to control in an enormous mechanised space war for supremacy. All this plus full 3D combat and split screen co-operative or competitive play will be available come Autumn.



Small Soldiers

A big-cash Hollywood licence this one, based on the battle between the Gorognites and the war-like Commando Elite in a blend of strategic and tactical level action. You take the role of Archer, who can direct his monstrous army to deploy troops, set traps and launch assaults over 15 levels and 20 fully three-dimensional worlds, plus head-to-head split-screen (boo!) and an interesting sounding tribal choir-based soundtrack. The game will arrive (probably to ride the back of the film) this Autumn.

Moto Racer 2

Scrambler-based games seem to be going through a resurgence lately, and this sequel looks set to follow the trend. Forty tracks from across the world are present, including Grand Prix, Sahara, Amazon and Brittany, plus a 3D rotating track editor for custom courses. Intriguingly, there's a three-way split-screen option as well, which is bound to be virtually unplayable.

Knockout Kings

An all-star boxing extravaganza this one, with exclusive rights to the digitised frames of fighters such as Muhammed Ali, Lennox Lewis, Evander Holyfield and Larry Holmes. Many of their trademark moves have been motion-captured, including Sugar Ray Leonard's extended chin taunt, Oscar de la Hoya's brutal left hook and Chris Eubank's Make a Complete Twat of Yourself maneuver (this is untrue). It will also be possible to pit fighters from different eras against one another, so dead pugilists like Rocky Marciano, Jake LaMotta and Jack Dempsey can go toe to toe with modern boxers.

LAPD 2100 AD

This game is set in a futuristic Los Angeles, with you as a crime-busting future cop out to bust gangs, neutralise villain bosses and protect the innocent denizens of the City of Angels (not many of them about, I'll bet). Taking the controls of a hi-tech hovercar that can transform into a powerful walker weighed down with pleasingly-destructive weapons such as Gauss guns, plasma missiles and volcano mines. You have to undertake missions such as rescuing hostages, preventing car-jackings and arresting drugged-up cyborgs. Again Autumn is set as the release date.

BIG AIR

A rival to CoolBoarders here, heartily endorsed by champion Shaun Palmer. Again it's Half Pipe, Big Air, Slalom, Boardercross and Freeride time, with split-screen head-to-head option and a ska/punk/alternative soundtrack. Featured courses are situated in Canada, Japan, Scotland, United States, Germany and a presumably very short run in Scotland.

EIDOS

Omikron



Set in a domed city in an alien dimension, Omikron is a real-time arcade adventure which uses textured graphics. The player is thrust by persons unknown into a body he doesn't recognise for reasons he cannot fathom. Plenty of scope for confusion there, then. To escape this strange dimension you must fight, drive, shoot, ride and explore your way through the game. Omikron boasts a huge 3D world, where the player can explore at will. Conversation with other characters uses real-time facial motion capture, a first for video games. There's plenty to see and shoot as well as talk to, and 3D fighting is also offered, though Eidos' comparison with Tekken 3 is probably optimistic.
As well as arcade action and ace adventuring, Omikron also holds 'the most realistic lap dancing bars ever seen in a video game'. Must be good, then.

Vermin!

Well don't they look lovely? We've no action-packed screenshots or sizzling sequence screens (yet), but those rendered babes look cool to say the least. Vermin! (don't you just hate it when they punctuate a game title?) takes place in a grotesque alternate world where technology hasn't advanced since the 17th Century. You play one of three types of vermin, and aim to penetrate the bodies of larger living organisms (just like Darren on a Saturday night) and process their internal organs to survive. Your enemy is Dr Cautious, who's determined to develop inoculations to rid the world of vermin, ie. you. Hmmm... They had vaccines in the 17th Century?
Vermin! is basically a platform game, but with shooting, exploration, digging and resource management thrown in for good measure. How it all hangs together we don't know, but look out for a full preview soon.

Warzone 2100

Another day, another action strategy game. This one's developed by Pumpkin Studios, headed by ex-MicroProse Head of Design Jim Bambra. To win, you must develop command droids that 'learn tactics and develop their own personalities'. These robotic warriors learn from their experiences, too.
As well as combat, you're also faced with resource management. Use your funds wisely, repairing damaged units, gathering resources and developing new equipment. Sound Familiar?
Warzone 2100 will feature sophisticated artificial intelligence, rotatable true 3D landscape, texture mapped terrain, buildings and structures, a two-player link-up option and real-time decision making. We've yet to see a playable copy, but when we do we'll let you know if it's as close to Command & Conquer as it sounds.

VIRGIN

SportsCar Supreme GT

This one is a Grand Touring license and features (according to Virgin) incredibly realistic vehicle physics and track conditions, 3D graphics, intelligent computer-controlled opponents designed to simulate the driving styles of the real-life drivers and authentic cars like Porsches, Panoz Ford Esperantes, the Oldsmobile Aurora and more. Look out too for the fastest production car in the world, the McLaren F1.
The shots we have here are a little fuzzy, but bear with us - it's all that's available at the moment. We'll give you further details and more accurate visuals ASAP.

Thrill Kill

At last - a four-player fighting game. Fighting in the very bowels of Hell, you and your chums face 11 of 'the most outrageous deviants imaginable'. Virgin promise a 'diabolically good' one-player game as well as the team thumper. All the usual punches, kicks and specials are there, but also team gang-up moves requiring more than one character.
Arenas include 'some of the most nightmarish places on this Earth and in the underworld', including an insane asylum, a morgue, a meatlocker, the lost burial grounds and Hell itself. Judging by the screenshots, you also get to pound some meat in the khazi - just like George Michael. Watch out too for the Kill Meter, which gives the most brutal player the chance to annihilate his foes.

GT INTERACTIVE, E3

Streak



Developed by SingleTrac (creators of Twisted Metal), this is yet another hi-tech racing game, this time with a 'miraculous' hoverboard called a GEMBlade acting as your trusty steed. You must race over a huge variety of landscapes including a graveyard, shopping mall and sewer tunnels, leaving a neon vapour trail (or streak, natch) in your quickly-forming wake. Expect it to hit the streets in November (and pray it's nothing like Jet Rider 2, for all our sakes).

Rogue Trip

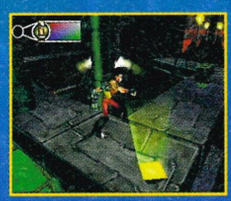
Again from SingleTrac, Rogue Trip isn't about a Saga Tour gone horribly wrong, but instead concerns the tyrannical machinations of a certain Big Daddy (BIIIIIGGG DAAADDDYYY!!!) who has monopolised every holiday spot in the world, even making it impossible for Germans to bag the sunbeds. You are a crazed 'automercenary' who task it is to cut through the big guy's defences, fending off your rival maniacs in a quest to have a relaxing vacation. Along the way you can take out airports, destroy golf courses and vandalise national parks. Sounds very liberating indeed.

Duke Nukem: Time to Kill

Again, we Gamespotted this a while back, but here some more teaser shots anyway. With a full 3D third-person perspective on things, this time Duke's not taking any lip from the alien scum he faced in previous encounters as he takes them on throughout human history. Be ready for the cool-dude witticisms and mindless property damage he's infamous for to continue unabated.

INTERPLAY

Wild 9's



This one's been on the burner for some time now, but Interplay announced it should be out some time in the fourth quarter of '98. Wild 9's boasts a weapon that allows you to torture your enemies, which to us is far more satisfying than simply filling them with age-old hot lead. You can choose to electrocute, drown, choke or impale your enemy as well, so in all in all, it's our type of game. The most fun comes in using The Rig, a torture device that leaves the poor victim burned to a cinder. Cool.

Players take the role of Wex Major, the usual teenager stranded in a far-off galaxy in the middle of a war. Your task is to take Wex through nine wild worlds (hence the name) in search of the evil alien, Karn. You come across various allies on your travel which usually take the form of friendly alien teenagers who've had their homes and families destroyed by the war.

Shiny's infamous attention to detail is going to more present than ever on Wild 9's. Dave Perry, shiny MD, said; "You'll probably see more animation in the small portion of Wild 9's that we're showing at E3 than in both Earthworm Jim games combined!" If Wild 9's lives up to the hype, we could be in for a potential Christmas smash.

Messiah

We first laid eyes on the Messiah technology in September last year, and since then it's come on in leaps and bounds. Then it was just a video of a tasty woman wandering around with her boobs wobbling around like jelly on a plate and her bum moving up and down in an extremely seductive manner (at least for a videogame). Now, though, it's almost a full game that looks ready to set the gaming world alight.

Messiah is the first game to use RT-DAT technology (Real Time Deformation and Tessellation). This basically means real-time life-like humans can be created in Hi-Res. Each character has a real bone structure and textured, supple and moving skin. Hence the ability to make the bird's boobs bounce and bum boogie.

Of course, this technology is PC-based, but Shiny boss Dave Perry states; "The Messiah engine heralds the beginning of a new era for graphics, where scaleability and adaptability, make cross platform development easier".



Hopefully all of the advantages of the new technology should still be in place on the PlayStation version of Messiah.

Besides the new technology, Messiah is shaping up to be an interesting game in its own right. The main character, Bob (obviously Shiny couldn't think of a name to beat Kurt Hectic from MDK), takes the form of an angelic, baby cherub with wings. However, Bob has the ability to assume over 20 different human and animal forms to help him progress through the game.

Messiah only offers six levels, but they're absolutely huge and packed full of challenging puzzles and a glut of enemies out for your blood. One cool feature is the way that as you fight, weapons such as arrows or knives stay impaled in you or your opponent until the fight is over. Messiah isn't for the squeamish, then.

PSYGNOSIS

Attack of the Saucerman

In Attack Of The Saucerman, you take the role of Ed the Grimloid, in his bid to save the planet Earth from his very own people. The game takes you on an all-action third-person 3D romp through six different time zones on Earth, with a bulging 28 different levels.

Ed isn't a normal alien, though. He has a special pod that follows him around everywhere, and helps him out when called upon. For instance, on seeing a baddy you can get your pod to lob a love bomb, which makes them fall in love with you. It's this sort of wacky gameplay that is set to make Attack Of The Saucerman that little bit different from the rest of the 3D platformers available for the PlayStation.

Attack Of The Saucerman isn't due until early next year, but from what we've seen, it looks very promising.

The Contract



The Contract follows the plight of either Simon Mclaren or Natasha Morland. Their fathers were both killed in a mob explosion and they are now part of the contract for revenge. The game is an action movie-style adventure that not only requires all-out attack but stealth tactics as well. Psygnosis have enrolled the help of one Andy McNab, ex-SAS and author of Bravo Two Zero, to help out on the fundamental combat and stealth aspects of the game.

With a deep mob-and-gangster storyline, the choice of two different characters that follow different routes through the game and the usual Psygnosis attention to detail, The Contract is looking set to become one of the big games this Christmas.

Colony Wars: Vengeance

Following the success of last years space opera, Psygnosis are set to launch the sequel, Colony Wars: Vengeance, later this year.

Every aspect of the game has been upgraded, so it should run faster, contain more enemies and more varied missions. One aspect that has changed completely from the original is you can now take part in planet-based battles that happen over some extremely well-drawn and detailed landscapes. There will also be around twice as many weapons as featured in the first game, so hardware freaks should have enough to keep them happy in what will be one of the most anticipated sequels this year.

Global Domination

Global Domination attempts to give the player a perfect blend of strategy, war gaming and arcade action gameplay.

The game is set in 2015, where you start of as a new recruit, with the job of solving small, minor conflicts. After a while, though, you soon make your way to the top until the task of saving the world from the might of World Order Enterprises.

There are 20 pre-set one-player missions for you to tackle, although the scenario editor allows you to make up as many as you like. There are plenty of weapons and vehicles to help you win over the forces of evil, including battleships, subs, satellites and war planes. All of the weapons come from the past, present and future, so there should be a massive variety for you to get your hands on.

Global Domination is a bit of a departure from the norm for Psygnosis, but on paper it looks as though it could be a potential Command & Conquer beater.

Lander

As well as being Psygnosis' first DVD game, Lander will also be coming to the PlayStation.

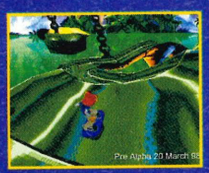
The game takes place in 3032, and you take the part of a pilot on industrial and scientific expedition. However, when you discover an unusual artefact, the story unfolds and you realise you're into something big.

As the story unfolds, so do your playing skills because Lander has a very unique learning curve. You aren't told everything at the beginning of the game so you have to find out a lot by yourself.

If Psygnosis can pull this one off it's gonna' be big. They've set themselves a gargantuan task, though.

ODT
Once again, the fate of your race is in your hands. No surprises here then. However, ODT promises some of the most exciting, action-packed 3D action yet seen on the PlayStation, and if this claim can live up to the tech specs we've seen, it could very well live up to that claim.
You see, each character has over 100 frames of motion-captured technology to give them some of the most realistic animation yet.
The story centres around the plight to save your planet from an epidemic that modern medicine cannot cure. You and four other volunteers are sent to search for the mysterious Green Pearl, which could help save the planet. On your way, though, your ship crashes into the Forbidden Zone, which is where your adventure starts.
Again, a third-person perspective is used, with the main focus of the game on combat (hand-to-hand, weapons or spell-based) and puzzle solving. To make the game slightly different, you get to control four different characters all with different skills. This should help bring a bit of variety to what looks like a very promising game.

Pro 18: World Tour Golf
It's a golf game, innit? Hopefully, though, Psygnosis have the know-how to bring it off and take on the decidedly-dated PGA Tour. There'll be plenty of famous players and three well known courses for you to play on. A golf game relies solely on gameplay, though, and until we've played Pro 18 that's about all we can say.

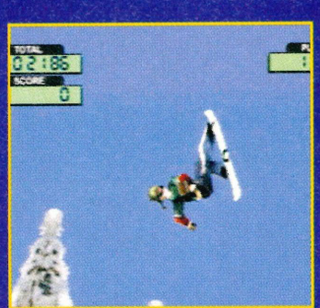


Psybadek
Psybadek is one of Psygnosis' most promising titles so far. You take the role of either Xako or Mia, both dek-boarders. A 'dek' is basically a hover-board, much in the style of the ones used in the game Reboot .
The game is a cool mix of platform shenanigans and the high-speed, big air thrills of hoverdek stunt riding. Unlike Reboot, though, the hoverdek actually plays an integral part in the game because players are required to learn new moves as the game progresses.
The game takes place in four different track-based and open area zones: Mountain, Jungle, Desert and the Underworld. Each zone has multiple levels, all with different obstacles to hinder your hoverdekkin' progress. You also come across enemies like psycho penguins, red devils and huge end-of-level bosses. Each time you rescue someone from a boss, they change their dek with yours, meaning you get a better board every time. Psygnosis claim to have the physics of the hoverdek set perfectly to give you a free-rolling, high-speed feel that gives you a very realistic feel of hoverdeking. If, of course, there was such a thing as a hoverdek.

Sentinel Returns
Older gamers will probably remember Sentinel, the classic strategy game written by the infamous Geoff Crammond. Those of you who don't remember are still in for a treat, though.
Sentinel Returns keeps the classic 'energy transfer' style gameplay from the original but beefs it up with some truly stunning graphics and a musical score by John Carpenter, of Halloween and Escape From New York fame. The atmosphere created by the new sound and graphics is second to none and if the gameplay can match the original, Sentinel Returns is going to become one of the most rated games this year.

SONY

Bust a Groove
This has had a name change since we reviewed the import version, presumably to avoid confusion with the excellent puzzle game series Bust-a-Move. It's based, of course, on serious dancefloor action, with ten superbly animated and conceived frugsters to pick from and battle for style supremacy in a number of manic settings . An October release is pencilled in, so get your jive moves down, baby.



Coolboarders 3
Hitting the slopes in December is the third instalment in the top-selling CoolBoarders series, but his time with an all-new game engine designed from scratch. There will be over 36 different courses to race, along with 20 riders and ten authentic snowboard designs. Events include downhill, boarder cross slalom, half pipe, big air and slope style, with an up-to-eight player multi-tap split-screen mode and, thrillingly, a link cable option. Hurrah!

Crash Bandicoot 3

Yet another sequel here, with your favourite carrot-topped spinning hero coming back for more. This time he's got to travel across time to take on the malicious Dr Neo Cortex through all kinds of hazardous environments, including Medieval England, Ancient Egypt and a prehistoric dinosaur-infested era. Gone is the resolutely 'on rails' flavour of the previous episodes, with more interactivity and path deviation possible, plus a clutch of radical new moves like his super-powered body slam, tornado spin, double jump and laser-guided apple bazooka. He also gets to ride tigers in China, create whirlwinds and explore the sunken city of Atlantis. No release date yet, but Christmas is a good bet.



Medievel
This 'darkly humorous' 3D action-adventure lets you take the role of the undead and somewhat skeletal Sir Daniel Fortesque, a knight on the trail of the wicked warlock Zarok and his insane hordes of necromantically-imbued zombies and shadowy other-dimensional minions, and who must be gotten rid of before he can return to his grave and find peace. On the way he can pick up and use up to 14 different weapons and magic potions, which are all entirely necessary as there are some 50 different enemies and end-of-level guardians to take out. Topped off with numerous FMVs, this looks set to be a fun but spooky romp when it arrives later this year.

NFL Xtreme
Not much info on this one, but it appears to be a more layman-friendly rendering of Gridiron Football that Sony hope will 'redefine the genre'. Fast action and massive polygon players should make it more immediately gratifying and easily enjoyable than a pure American Football simulation.



Popcorn
Popcorn looks like a kissing cousin of Bomberman, combining a platform element with frantic bomb-planting and multi-tap compatibility. In a quest to rid the Earth of pollution, the player must defeat a plethora of bosses (who then conveniently become part of the team). Developed by SCEE affiliates Eighth Wonder, it promises to provide addictive multi-player maze-based action.

Spyro
Brought to you by the producers of the Crash Bandicoot series comes Spyro, a wee dragon ('with heaps of attitude') who must quest to free his family members as they've been turned to crystal by one Gnorc the Nasty. Set over seven free-roaming 3D worlds and 36 levels, Spyro can accumulate power-ups in the form of friends who bestow him with temporary special abilities, and will no doubt be the cutest, most marketable sweetie-pie ever.

Wild Arms

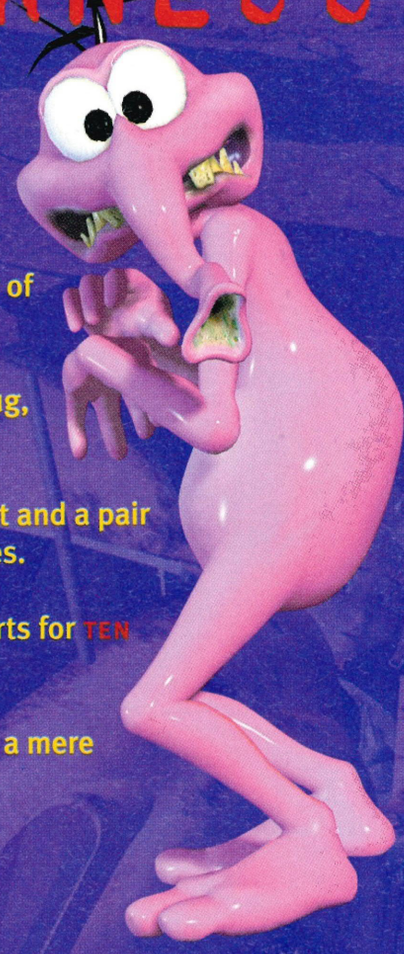
Another sprawling, epic RPG full of goddesses, demons, and big old weapons to accumulate. This time it's the Metal Demons who aim to destroy the planet, and to vanquish these ferrous fiends it's necessary to play through three mini-scenarios that link together. The game's drawn in marvellous Zelda-style sprite-based 2D-O-Vision, with battles rendered in full three-dimensional polygon format. Along with the fighting, there's puzzles to solve, switches to push, items to use and so on and so forth. Will it ride the tail of FFVII or be just the same old low-tech gubbins that RPGs pass for nowadays? We shall see...

THQ

G-Darius
A distant follow-up to the shoot-'em-up elder statesman Darius, this game from THQ is an aquatic blaster steeped in bang-up-to-date polygons and set over a mammoth 15 levels stalked by 30 enormous and bloodthirsty bosses. Two-player action and Dual Shock feedback are supported, and a September release is promised.

COMPETITION

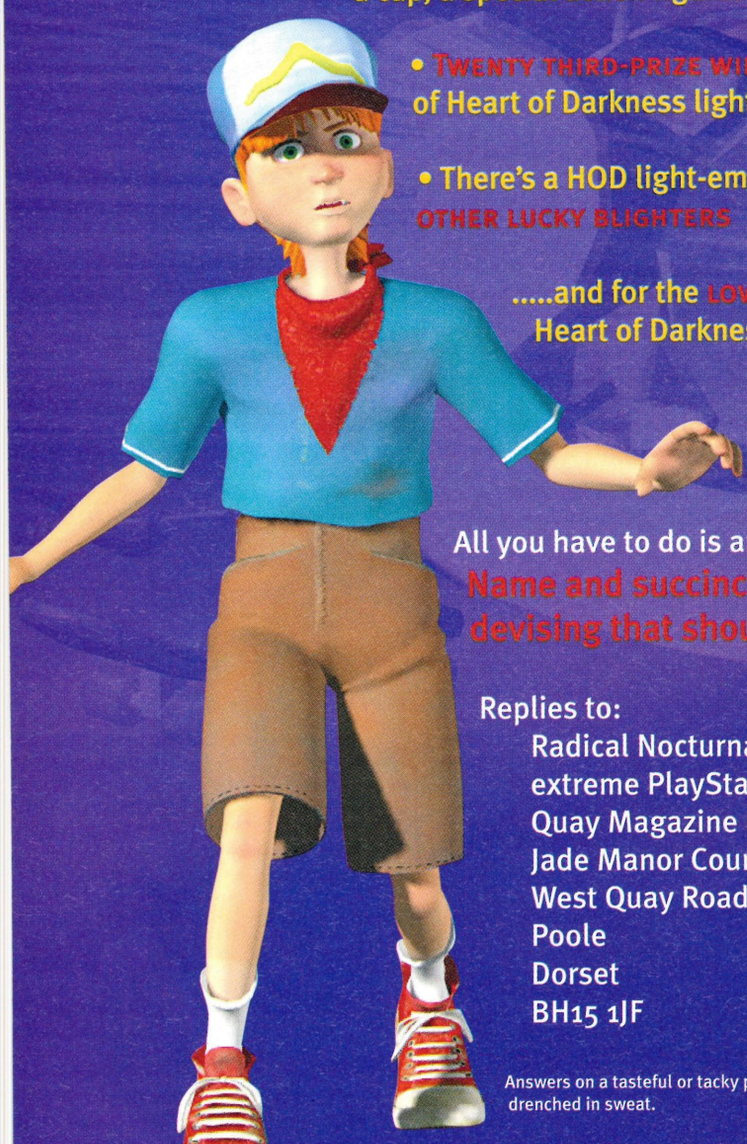
HEART OF DARKNESS



To mark the release of their marvel-making new platform tour de force Heart of Darkness, Ocean have given us an enormous grab-bag full of HOD-themed loot to distribute to the more deserving of you out there. Up for grabs we have:

- For TWO WINNERS, a Heart of Darkness custom skateboard plus a copy of the game, a limited edition mug and a T-shirt.
- For 18 RUNNERS-UP, a T-shirt, Heart of Darkness beverage-carrying mug, a cap, a special action figurine and copy of the game.
- TWENTY THIRD-PRIZE WINNERS get a figurine, T-shirt and a pair of Heart of Darkness lightwave-deflective sunglasses.
- There's a HOD light-emitting torch and more T-shirts for TEN OTHER LUCKY BLIGHTERS

.....and for the LOWEST WINNERS OF THEM ALL a mere Heart of Darkness flashlight.

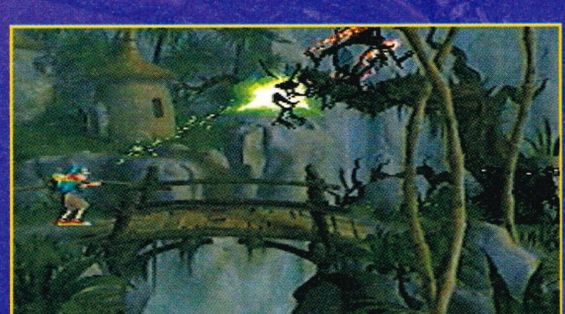


All you have to do is answer this conundrum in a few well-chosen words:

Name and succinctly describe a skateboard trick of your own devising that should only be attempted in the dark, and why.

Replies to:

Radical Nocturnal Competition
extreme PlayStation Magazine
Quay Magazine Publishing
Jade Manor Court
West Quay Road
Poole
Dorset
BH15 1JF



Answers on a tasteful or tacky postcard, to arrive by 3rd August. Remember, the editor's decision is hiding under the bedclothes, drenched in sweat.

HEART OF DARKNESS

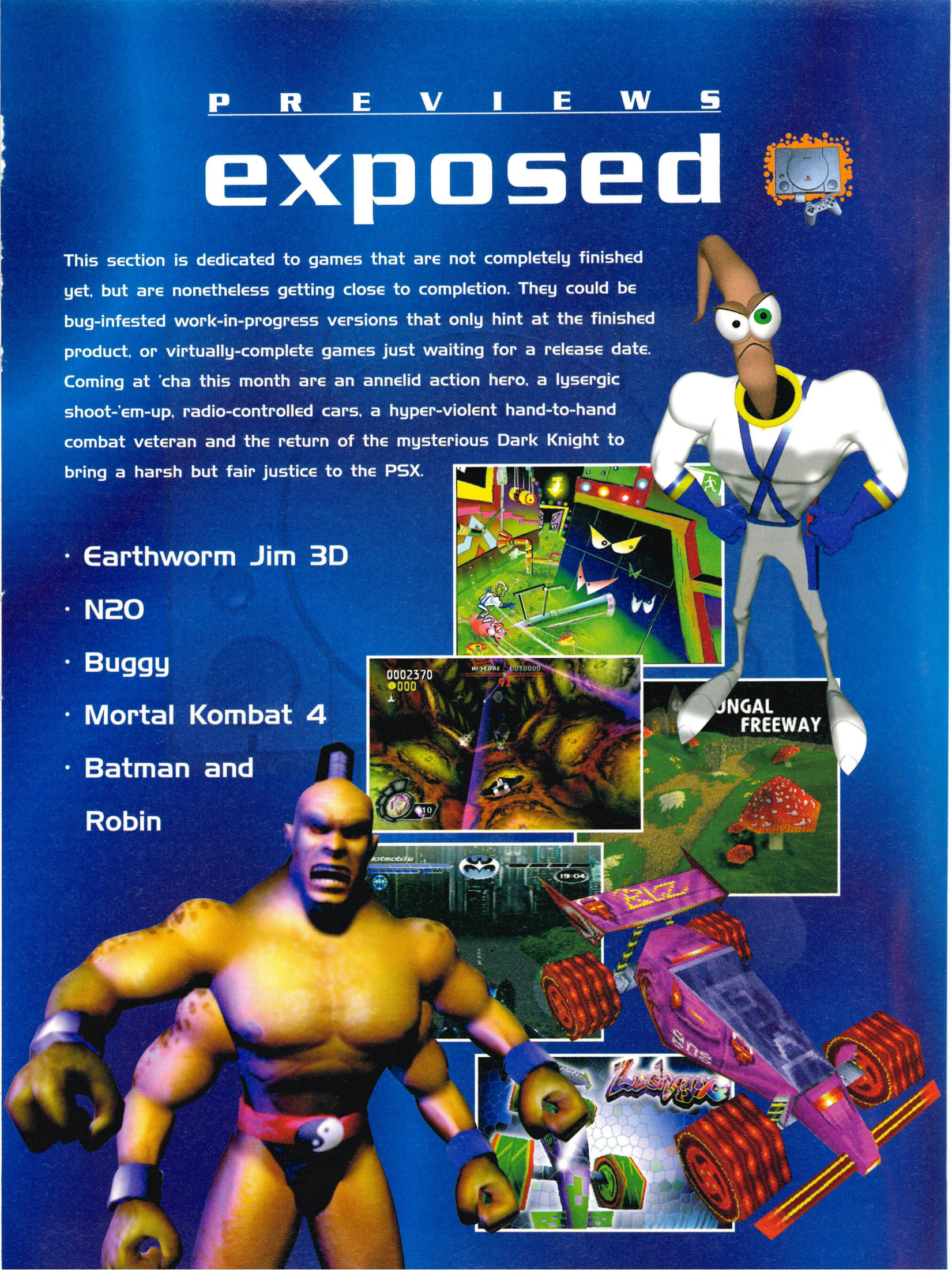
ocean

INFOGRAMES

exposed

This section is dedicated to games that are not completely finished yet, but are nonetheless getting close to completion. They could be bug-infested work-in-progress versions that only hint at the finished product, or virtually-complete games just waiting for a release date. Coming at 'cha this month are an annelid action hero, a lysergic shoot-'em-up, radio-controlled cars, a hyper-violent hand-to-hand combat veteran and the return of the mysterious Dark Knight to bring a harsh but fair justice to the PSX.

- Earthworm Jim 3D
- N2O
- Buggy
- Mortal Kombat 4
- Batman and Robin



Publisher - Interplay Developer - VIS Interactive Release Date - September Genre - 3D Platformer

Earthworm Jim 3D

Try wriggling out of this one...



After rave reviews on 16-bit machines and a mediocre PSX conversion (or should that read 'port'), Earthworm Jim's back. Benefiting from a full 3D games engine and a complete 32-bit graphical makeover, Earthworm Jim 3D is set to bring the series right up to date with an extremely playable and humorous cartoon 3D platform fest.

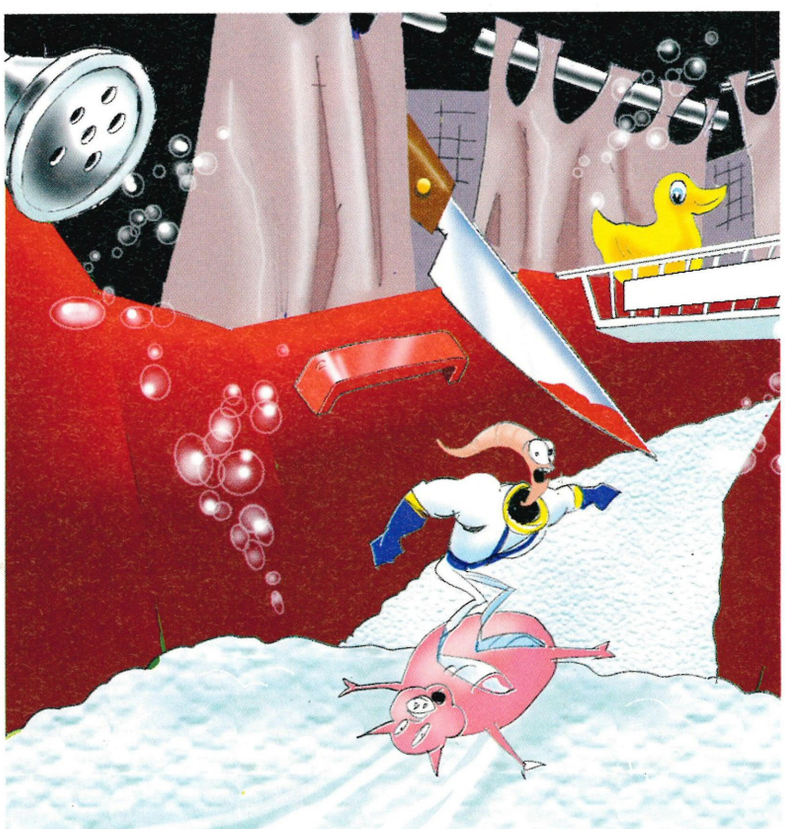
Jim, now an international megastar, is offered a role in the latest Hollywood blockbuster. Unfortunately during filming a stunt cow fell from the overhead wires and landed on our invertebrate friend. It left him in a bad way, too. The accident released the six Fears into his brain, taking over and warping it to their wicked desires.

While Jim is unconscious, you take the role of his ego and explore the six worlds now ruled by the Fears. By collecting brain cells and repairing the damage, you can make your way to the boss characters themselves and put paid to their evil plans. Don't think your task ends there, though - there's the mysterious final boss to confront and conquer...

The game supports full analog control for the PlayStation, enabling Jim to walk, run or tip-toe; essential skills for the wonder worm. If you haven't got an analog stick, these functions are delegated to the shoulder buttons.

As well as the six worlds, there are also several bonus games. When you've found one of these, you can then access it any time and go for your fastest time, highest score, etc.

The game enjoys a full 3D environment; the player can fall off the sides of a platform, though this is quite hard to do in practice. This avoids frustration, with Jim falling to his doom simply because the camera moved and took the player unawares. Not that the camera will catch you



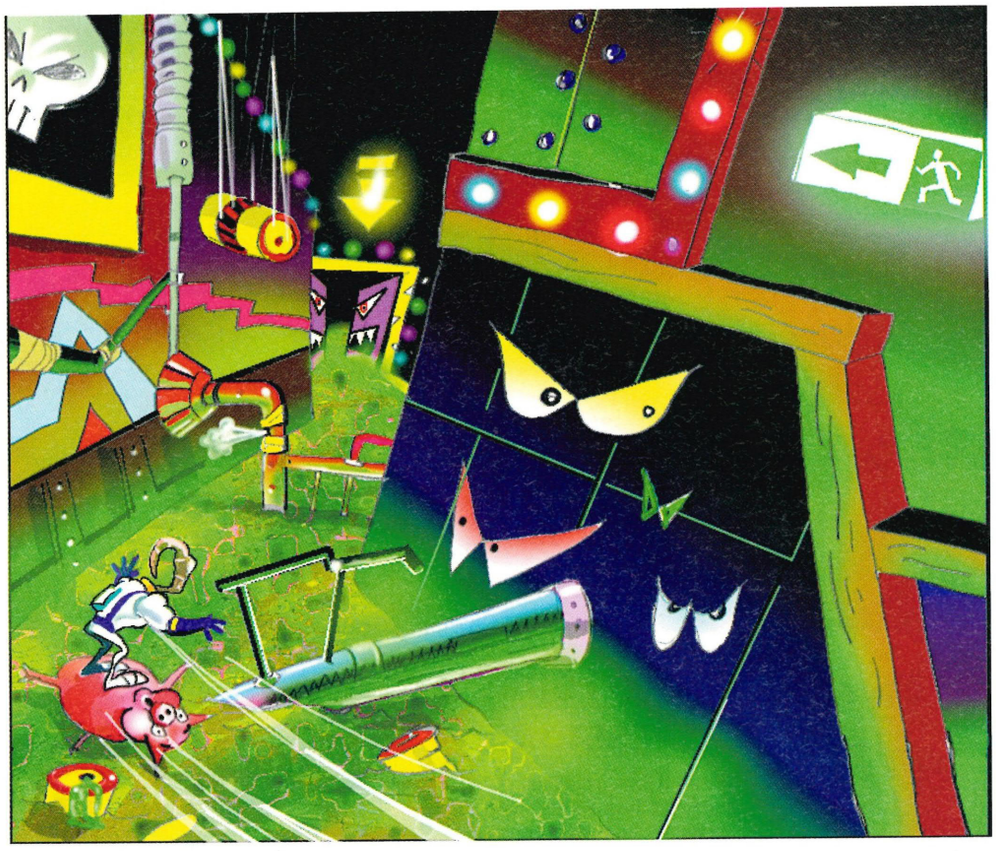
out often - VIS took special care over this aspect of the game. The player has some control over the perspective, but the emphasis is on the camera being where the player wants it rather than forcing him to move it.

With the bosses, there are 67 different enemies in total, so Jim has his work cut out. He can't jump and shoot one of his many weapons at the same time either, so you have to think ahead.

Did we mention the weapons? Well, there are 13 guns in all, including a hair drier which blows back your foes, a rocket launcher, an egg gun which fires poisoned gas, a next-to-useless bubble gun and one that fires false teeth which chomp their way through otherwise-immovable obstacles. Watch out too for the pump pack - by eating spicy Mexican beans, Jim fills his bowels with noxious gas and farts his way up to higher ledges. Nice!

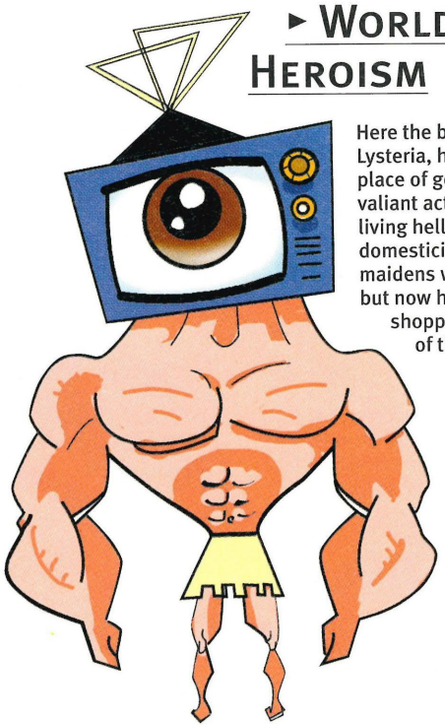
The game is huge - VIS had a hard job of fitting it into the PSX. With several hundred frames of animation for the main character, 100-120 for the bosses and 50-60 for the main enemies, we see what they mean.

There's still some work to be done between now and the game's September release date, but it's shaping up really well. Earthworm Jim 3D could well prove to be the cartoon platformer we've all been waiting for.



Wondrous Worlds

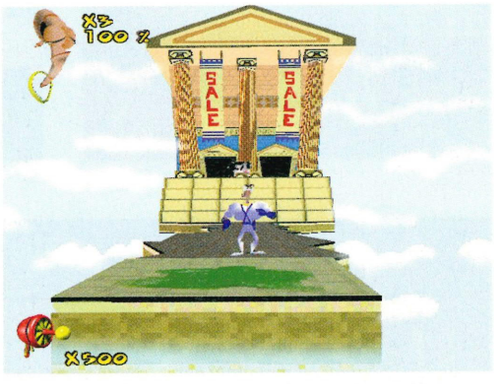
Starting in his own brain, Jim must conquer 32 levels across six exciting worlds before tackling the main boss. You don't have to tackle the worlds in a set order, but actions in one area of the game might be required to open previously-inaccessible sections of another. The screenshots here are artists' impressions of what the final game will look like.

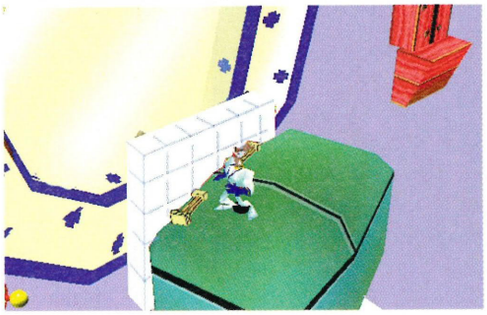


▸ World One: Heroism

Here the big boss, Lysteria, has turned this place of good deeds and valiant actions into a living hell of tortured domesticity. Once fair maidens were rescued, but now housework and shopping is the order of the day.



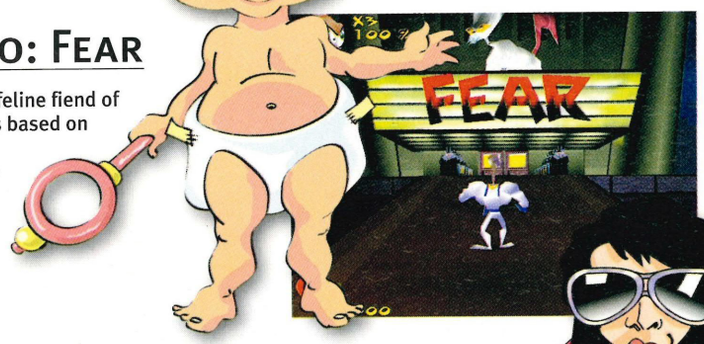


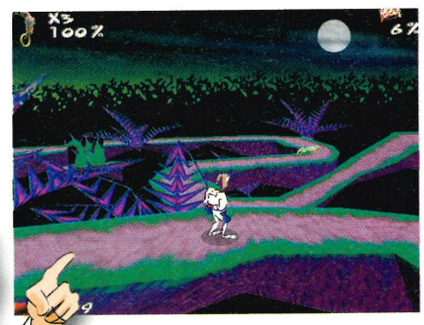


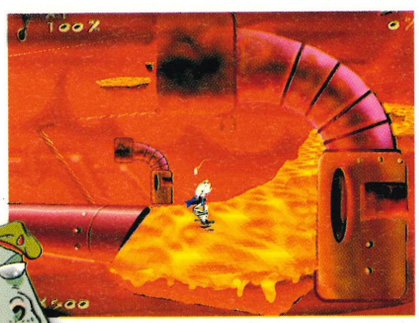


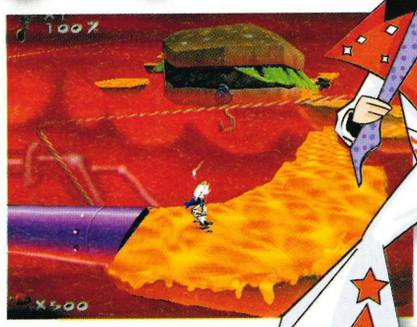
▸ World Two: Fear

Beware of Evil the Cat, the feline fiend of the Fear World. This level is based on all those horror movies Jim watched as a kid. 'B' movie terror is the order of the day, with many Hollywood inspirations. Look out for the Wicker Jim.







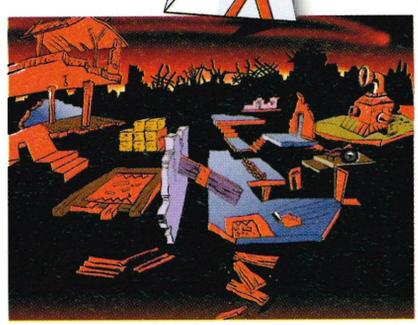


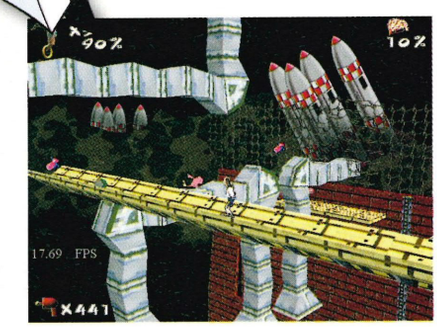
▸ World Three: Happiness

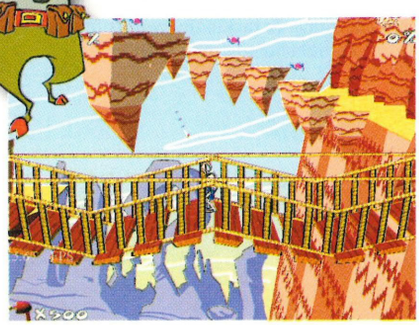
What could make a worm happy? Fast food, of course! Here the secret of the ultimate burger manifests itself as an Elvis impersonator (and we all know what a burger connoisseur he was), pursued by the big boss, Fattie Roswell.

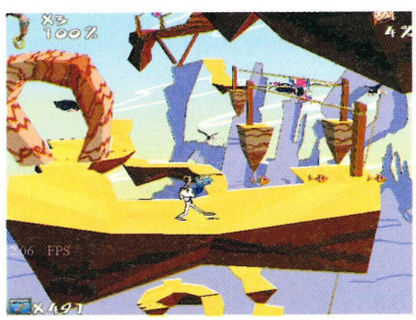
▸ World Four: Aggression

This level sees us in the middle of the Cold War - not the frosty stand-off between the USA and Soviet Union, but between the pigs and cows. The boss, Psycho, has joined in to create further butchers shop-style mayhem. It's up to Jim to stop it...



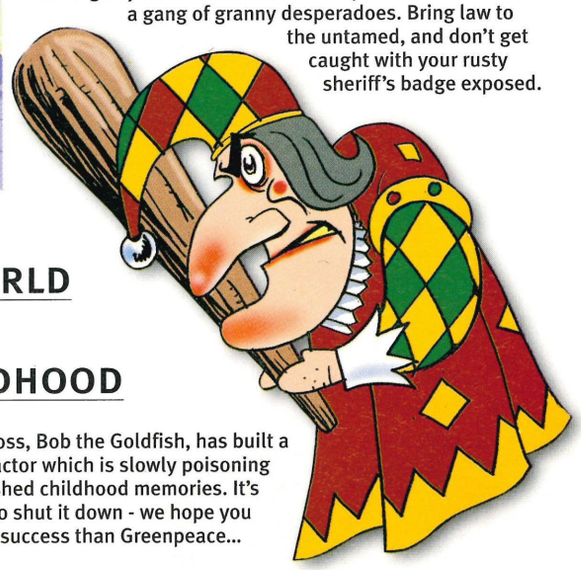


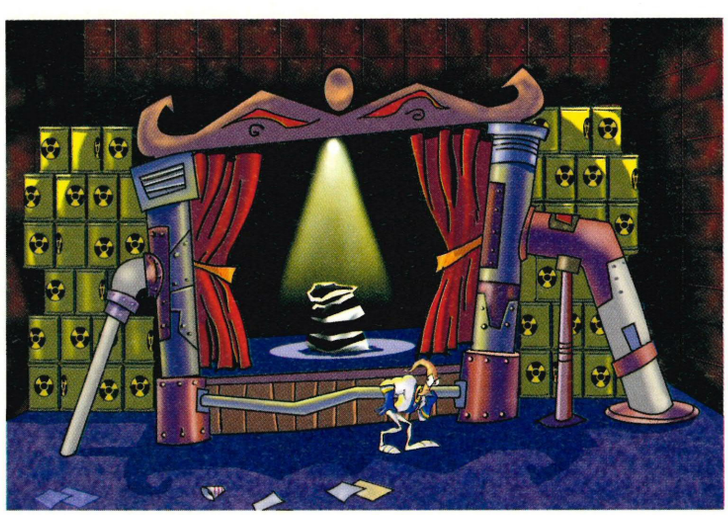




▸ World Five: Fantasy

Here you're the sheriff of a fantasy-style Wild West town. The big city boss - Professor Monkey-For-A-Head - leads a gang of granny desperadoes. Bring law to the untamed, and don't get caught with your rusty sheriff's badge exposed.





▸ World Six: Childhood

Here the boss, Bob the Goldfish, has built a nuclear reactor which is slowly poisoning your cherished childhood memories. It's up to you to shut it down - we hope you have more success than Greenpeace...

▸ Final Boss?

The developers promise an incredible end-of-game boss that finally lifts the lid on Jim's quest through his own consciousness. They're remaining tight-lipped on what it is, though.

The Creators Speak

Dave Sharp, VIS' Senior Producer, lifts the lid on Earthworm Jim 3D and explains just what's going on under all that weirdness...

EPM: What was the biggest problem encountered while programming EWJ 3D?
DAVE: The fully automatic camera, which follows the player well and lets him get on with the game instead of being hassled with the perspective. It always lines up with Jim correctly and you're never attacked by off-screen enemies. The player can move the camera to a small extent, but we're concentrating on making this unnecessary.

EPM: How did you make the animations so cool?
DAVE: Our animator stands in front of a mirror and mimics the action he wants to do in the game, then carries it over. What he did when programming the Pump Pack is anyone's guess...

EPM: Any sponsorship tie-ins, with product represented in the game for a fat fee?
DAVE: That's not really appropriate for a way-out game such as this, but there's plenty of parody. Several brand names are lampooned, as well as a few other games. Look out for the Gecko Witch Doctors, the useless bubble gun and swipes at earlier Earthworm Jim games. There are a few movie references too...



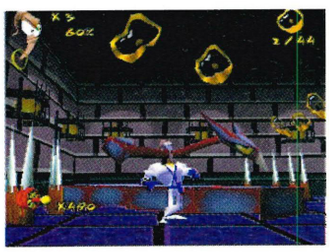
EPM: Any plans for a sequel?
DAVE: The bits we chucked out could make two complete games. We're having new ideas every step of the way, and no doubt some will be included in Earthworm Jim 4. The software engine will be more flexible next time, too.

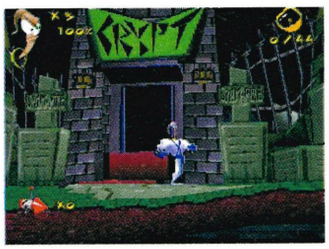
EPM: Why has Jim only got one iris?
DAVE: It's always been that way. Maybe he was poked in the other one, or maybe it's white...

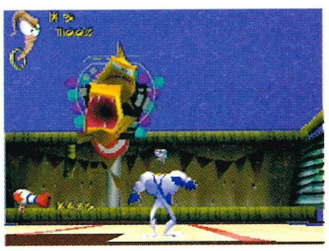
EPM: And what about that big, end-of-game boss?
DAVE: It's a huge joke that ties everything together, but we're keeping quiet about what it is. It's something everyone will look at and say, 'we know exactly what you mean'.

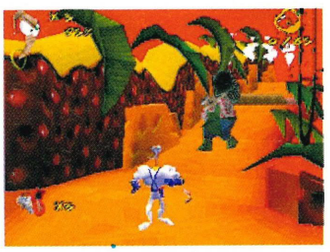
Sizzling Screens

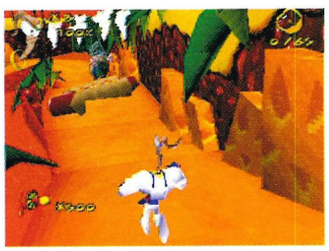
Earthworm Jim 3D is improving all the time. The developers plan to improve the graphics seen on these early PSX screens, adding more textures and beefing up the backgrounds. By its September release, the game should look more like the mock-ups shown elsewhere. No doubt we'll bring you some updated screenshots between now and then...

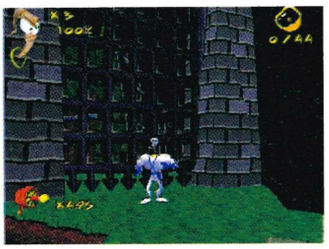


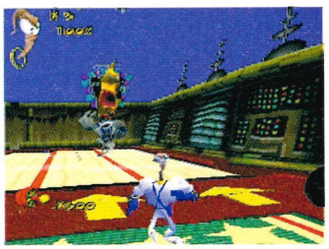


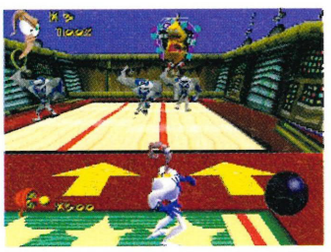


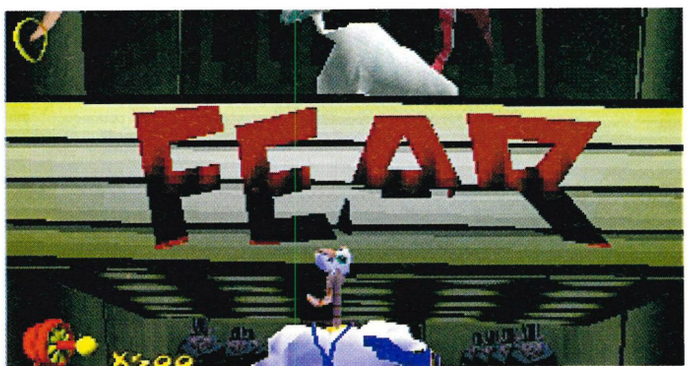












The boss of the Fear level is Evil the Cat, a veteran enemy of Earthworm Jim.



Do the zombie, the cool new dance loved by fans of The Verve...

Publisher - Gremlin Developer - Gremlin Release Date - June Genre - 3D Shooter

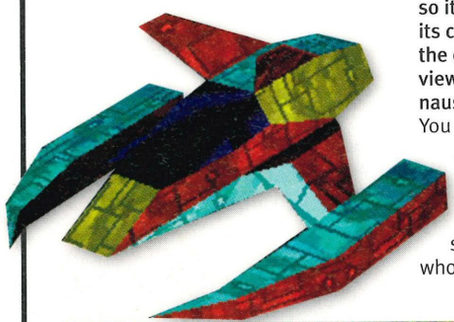


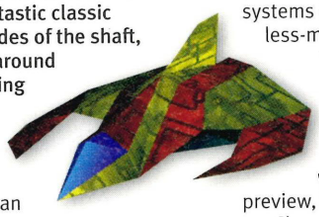
N2O

Oh man, the colours...









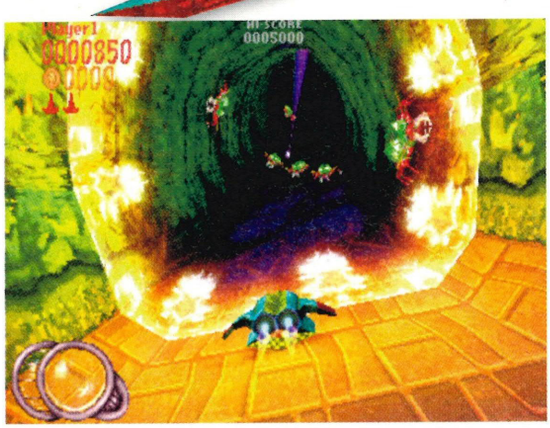
It's been nearly five months now since our first preview of this colour-saturated blaster from Gremlin, but since then we've received this latest and more refined version from Sheffield's finest. To update those unfamiliar with it from before, it's a trigger-happy shoot-'em-up set in a never-ending loop of tunnels which seem to have been transplanted straight from Timothy Leary's lower intestine. In a manner similar to that other drug-tastic classic Tempest, your ship clings to the sides of the shaft, so it's possible to roll completely around its circumference, the floor becoming the ceiling, with the first-person viewpoint following in a nausea-friendly manner.

You choose from a range of stylish gun-toting craft that can have their colour and skin texture custom-adjusted, each with slightly differing abilities favouring firepower, jumping ability, and shield hardiness. These values are vital because a whole host of nasty invertebrate alien bug-types are on your case, and scuttle out of the darkness intent on taking a piece of you home to the hive. Luckily, to help despatch these creepy-crawly buggers there's a wide range of kill-friendly power-ups and special weaponry available that annihilate the segmented hordes with a flick of the shoulder switches. There are Dam Buster-esque bouncing bombs, homing missiles that zoom off down the tunnel and track down distant hostiles and our personal favourite, the ring of flames which progressively scorches the shaft's entire surface clean of aggressors, lighting up the gloom as it whips past destructively.

Dead insects disgorge tokens that need to be scooped up to activate these double-hard bastard guns, so swift maneuvering as well as 'X'-pumping is a must; this can get a bit tricky as the path ahead becomes filled with spangly explosions and mad colour-wash cycles. Each level circles around until it's been cleared of enemies, leading to longer and more treacherous systems of undulous, snaking caverns filled with ever less-merciful drones and big, bad bosses.

Two-player thrills are provided by a split-screen option, leading to either co-operative play (in which extra lives can be exchanged between players) or the more familiar 'every man for himself' style that wouldn't go down well in Sesame Street. Contrary to our last preview, the soundtrack is now provided by Las Vegas' own Chemical Brothers and The Crystal Method, who've donated almost a whole album's worth of appropriately acidified breakbeat-infested tunes, including the thunderous big beat anthem Keep Hope Alive.

When it finally arrives, N2O will provide an engagingly mindless option for those middle-of-the-night moments that benefit best from some spaced-out vegetable visions and artificially low IQ demands, if you know what we're sayin'.







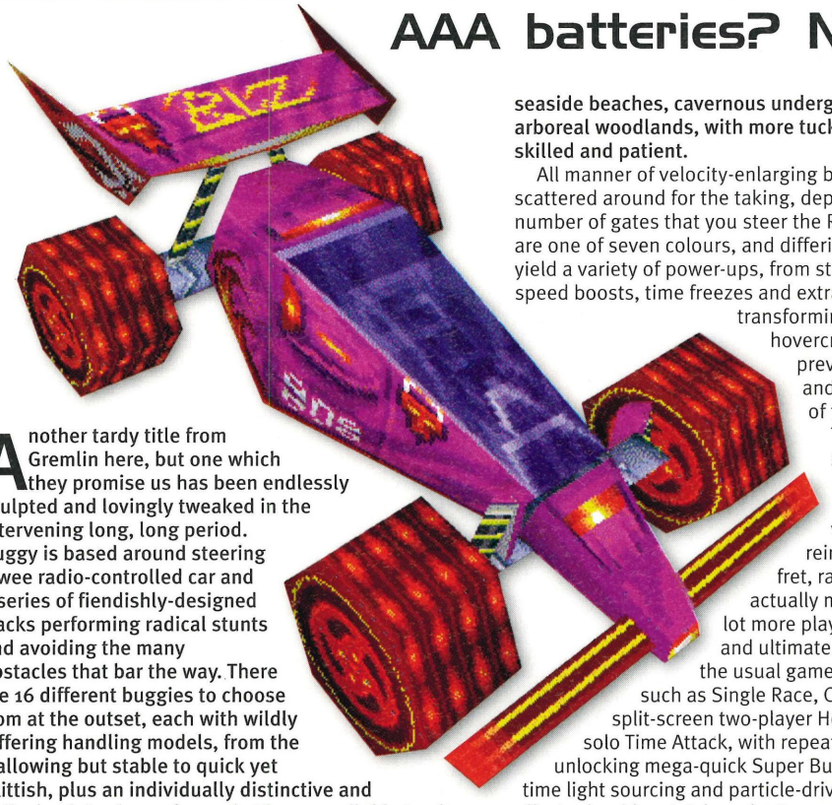


Publisher- GT Interactive **Developer**- Single Track **Release Date**- December **Genre**- 3D Shoot 'em' up



Buggy

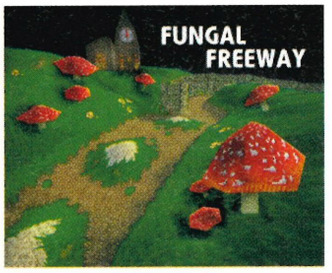
Radio-controlled racing without the need for AAA batteries? Nice.

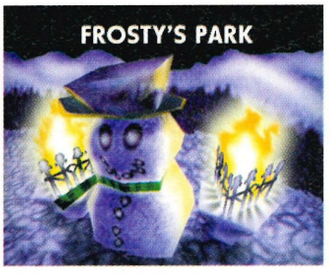


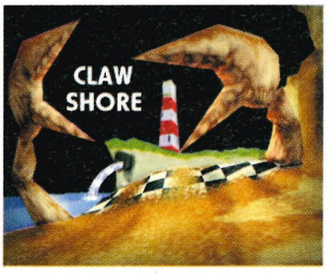
Another tardy title from Gremlin here, but one which they promise us has been endlessly sculpted and lovingly tweaked in the intervening long, long period. Buggy is based around steering a wee radio-controlled car and a series of fiendishly-designed tracks performing radical stunts and avoiding the many obstacles that bar the way. There are 16 different buggies to choose from at the outset, each with wildly differing handling models, from the wallowing but stable to quick yet skittish, plus an individually distinctive and radical paint scheme for each. The 15 available tracks include idyllic Japanese gardens, sun-drenched seaside beaches, cavernous underground grottoes and arboreal woodlands, with more tucked away for the skilled and patient.

All manner of velocity-enlarging bonuses are scattered around for the taking, dependant on the number of gates that you steer the RC through. These are one of seven colours, and differing combinations yield a variety of power-ups, from straightforward speed boosts, time freezes and extra traction to transforming your car into a hovercraft, opening up previously concealed and unreachable areas of the track.

The somewhat over-zealous acceleration of the original demo version has been reined back, but don't fret, rapidity fans; this actually makes the game a lot more playable, controllable, and ultimately much faster. All the usual game formats are here, such as Single Race, Championship, the split-screen two-player Head to Head and solo Time Attack, with repeated victory unlocking mega-quick Super Buggies. Stylish real-time light sourcing and particle-driven smoke and dirt effects should certainly make Buggy pretty to look at when it finally rolls up in the Winter.







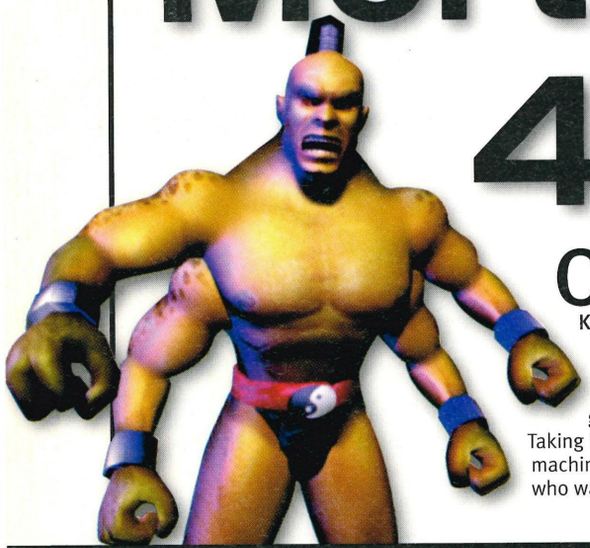






Publisher - GT Interactive Developer - Midway Release Date - October Genre - Beat 'em' up

Mortal Kombat 4



Have your head unceremoniously ripped off with Midway

Old fighting games don't die, they just get a shiny new Technicolor dreamcoat of polygons and three-dimensionality. Mortal Kombat 4 follows in the well-worn heels of Street Fighter ex+ Alpha by taking a tried-and-tested formulae that's already proved popular, and giving it a late '90s vector graphic update.

Taking its lead from the coin-op, the plot follows the machinations of exiled paleface Elder God Shinnok who was ejected from Heaven and imprisoned in the barren Netherealm by the other gods, only to be released by the powerful magic of the mime lookalike Quam Chi. He now seeks to set up his own rival celestial kingdom and gain vengeance by destroying those that cast him out. For some reason we haven't yet worked out, there's then a big tournament in which everyone has a fight.

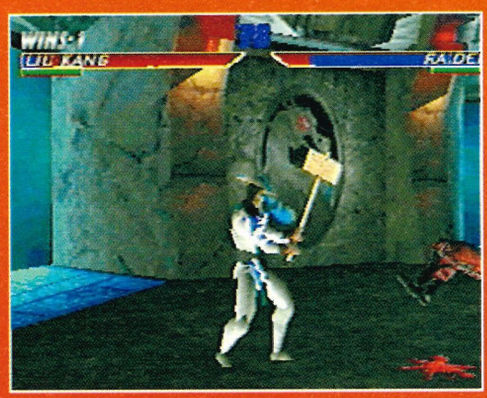
Some of the more popular characters from the previous three instalments (such as the mystical ninja Sub Zero and buff belter Johnny Cage) have survived into this updated version, along with 11 fresh fighters and a clutch of hidden examples to root out as the game unfolds. Having it out in this episode are a mixture of mortal and magical bone-crunching individuals with a widely varied set of capabilities. They include the familiar electrically-charged God of Thunder Raiden, who still flings bolts of lightning and teleports deviously, his ponytailed brother Fujin, who can levitate both himself and his opponents, and the scaly-skinned slugger Reptile whose most effective attack is to hawk up a

HERE COMES THE PAIN

Many different and ingenious methods of agony deliverance are employed by the characters. Here's but a few...



Zombie ninja Scorpion seems to have had a few too many jalepeno peppers at his local Mexican restaurant. Hope his poo chute is asbestos-lined.



'Big Trouble in Little China'-refugee Raiden resorts to using this massive mallet to soundly twat his opponent . Note the resulting pool of blood on the floor. Nice.



Reptile flobs a massive acidic greenie right at the face of squaddie slugger Jax. It'll take more than one man-sized Kleenex to mop up this much phlegm, I tell you.



Liu Kang cocks his leg and shoots his bolt. Most characters have some kind of projectile attack, but they're not as effective as a smack in the chops.







spray of caustic green globules from his bowels. Numbered among the marginally less freaky characters there's blonde crop top-wearer extraordinaire Sonya Blade, who was sent by her government employers to spy on the uprising that Shinnok has set in motion, her alloy-armed lieutenant Major 'Jax' Jackson, the marvellously-thighed splits queen Tanya and the Robin-lookalike Reiko, a general in Shinnok's army who has mysteriously returned from the dead to fight anew.

Fast-Forward Fighting

The action follows a similar fast-forward pace as before, with rapid exchanges of blows at toe-to-toe range punctuated by finest Hong Kong-style leaps across the screen, and concluded by the now-infamous Fatality moves that have provided so much glee in the past, chief among which is Sub Zero's infamous spine-ripping coup-de-grace. Scorpion's flame-belching move shows up again, while Liu Kang's Dragon Morph trick looks superb in the full three dimensions. This time, though, it's possible to side-step your opponent's attacks with a double-tap of the Run button, scooting you out of harm's way. You can also pick up some of the objects scattered about the arena, like skulls and spiky boulders, and hurl them with vigour and ill intent at the other guy.

Gushing fountains of blood accompany most successful attacks (which the BBFC will no doubt be thrilled to hear), while another pain-gaining addition comes in the keenly-edged form of weapons that can be drawn at certain points and used close-in or thrown from afar, creating ever-more sprays of red runny gore. These death-dealing tools can include two-headed axes, wicked-looking throwing knives, Tom and Jerry-style mallets and Krull-inspired spinning blade weapons that whirr dangerously in mid-air. A character can draw them with the right button combination, but they can then be knocked out of their grip if struck with enough force and used in return, so beware.

The long-range energy projectiles and other magical attacks are still present, but their impact has been reduced to prevent bouts of repeated fireball-tossing and encourage vicious close-in sparring. Especially violent blows are met with Barry White-like guffaws of approval from the unseen fight organiser, whose baritone exhortations to "Finish Him!" usually signals an impending violent end and humiliation for the haplessly punch-drunk loser. To help hone these skills, there's the now-ubiquitous practice mode that flashes up your moves on screen and intriguingly includes drones to pummel. Will these be large stupid bees that buzz about, obediently waiting to be kicked? Let's hope so.

Scrap Structure

The fighting can be structured around the usual Vs, Team and Survival formats, with the added feature of Tag Team play, Multi-Player Knockout tournaments and the ultra-difficult Ultimate Endurance option, which really sorts the hard cases from the softies. Multiple backgrounds are present, of course, including a prison, ice pit and Shaolin temple, each with their own type of useable objects dotted about, each of which perpetuate the grim and gloomy vibe of the previous series (while not being quite as well executed at this point as the fully interactive environments in Cardinal Syn, say).

When it appears in the Winter, the completed game promises to run at a speedy and smooth 60 frames per second, and the various effects that are in place so far look suitably spectacular and gut-wrenching, along with a fully-rendered end sequence for each character (á là Tekken). Although the version we've received seems only about 60% complete, it does seem quite a good blast, erring away from the more sim-like tendency prevalent in beat-'em-ups lately and ironically fosters a feeling more akin to a shoot-'em-up instead as you pepper an opponent with flurries of hits. While the polygons look nice and smooth and in spite the 'avoid' maneuver, it still seems to be resolutely 2.5D in outlook. While preserving the flavour of the original MK titles, this doesn't smack of much technical ambition or a push for innovation in the gameplay.

Whether the finished version be able to stand up for itself amongst the likes of Tekken 3 and the impending Dead or Alive remains to be seen, as laurel-resting could be a distinct possibility.



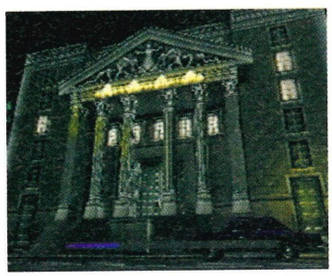




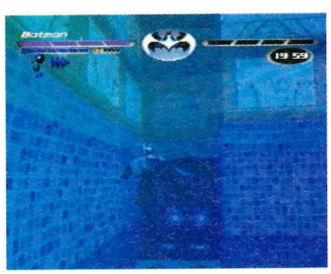




•Publisher- Acclaim •Developer- Probe •Release Date- July •Genre- Arcade adventure









Batman & Robin

Holy licences...



If Acclaim and Probe wanted to sell their game on the back of a well received and successful movie, they bought the wrong licence. Batman & Robin sucked like an industrial-strength vacuum cleaner. The plot had more holes than a tramp's vest, the special effects were about as convincing as an American TV evangelist, Arnie was paid $12 million to wear a suit which all-but concealed his identity and the presence of three goodies just confused the issue. Still, it wouldn't be the first time a crap game leant itself to a great game, would it? Remember Dune? Alien 3? And for the real crumblies among us, Navy Seals?

Wisely, Batman & Robin (the game) takes its inspiration from the characters found in the film, rather than attempting to reproduce the plot. Playing Batman, Robin or Batgirl, you wander the mean streets of Gotham looking for clues regarding forthcoming crimes. The criminals seem incredibly careless - the first two clues you find are pieces of Gotham City Museum posters, on one of which Mr Freeze (big baddie) has scribbled '20 minutes after closing time', and the other outlining a famous diamond that's on display. Hmmm; I wonder what he's planning?

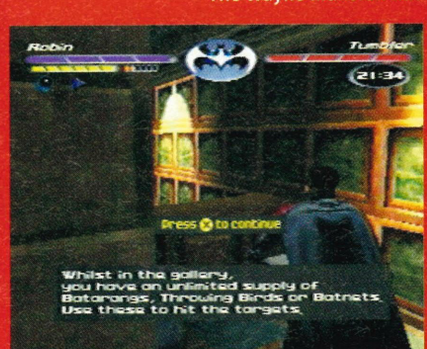
The action is viewed from behind the main character, whether you're on foot or driving the ubiquitous Batmobile or other such vehicle. Control is via the classic 'rotate and move' method, where pressing Left or Right turns your character on the spot and Up and Down move him forwards and backwards respectively. There's a plethora of controls to master too, including Do, Jump, Throw, Run and Aim. It takes a lot of getting used to, but luckily there's a training room in Bruce Wayne's mansion. Go through it with all three characters by swapping personas in the Batcave. Each has its own idiosyncrasies, eg. Batman, being heavy, falls through weak platforms. The lighter, leaner Robin can jump higher, but doesn't hit as hard when using the heroes' beat-'em-up-style fighting moves. Batgirl can access areas the larger characters cannot, too.

Kerpow! Blam! Splatt!

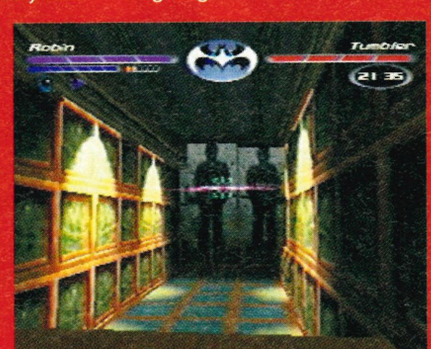
To beat the game, the player must complete three 12-hour nights, which can be accelerated if you wish. The first night sees our heroes on the trail of the evil Mr Freeze (Arnold Schwarzenegger), who's after the diamonds which

SHOOTING GALLERY...

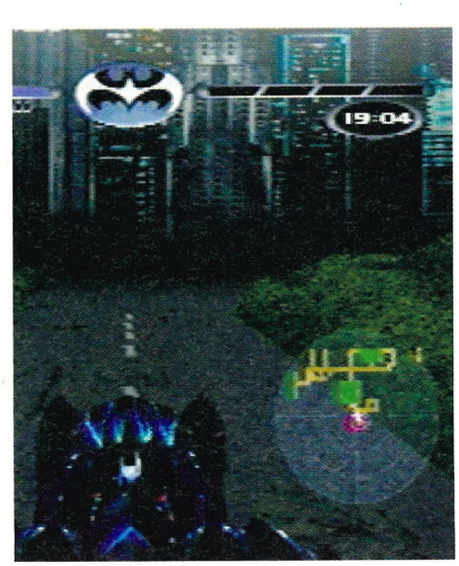
The Wayne mansion has its very own shooting range.



You've an unlimited supply of weapons to fire at the advancing targets...



...like these Throwing Birds.

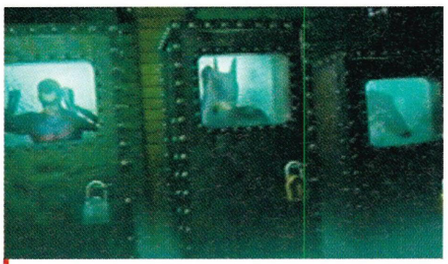




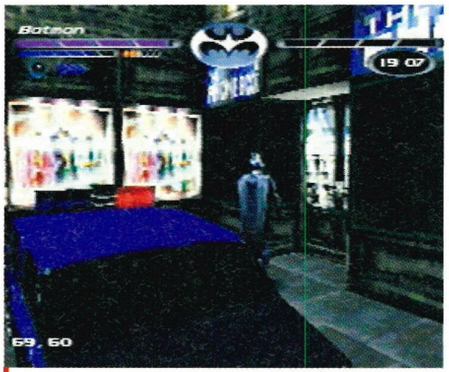


fuel his Cryo-suit. Pick up the clues and cold-shoulder the icy one and you get to meet him in a deadly duel. When he's safely locked up in Arkham Asylum, you face the equally-devastating Poison Ivy and her automaton Bane. These two are turning the city green. What's the antidote to Poison Ivy's Lovedust, which turns the Batfolk's minds and morals to dust? As Ivy is played by the gorgeous, pouting Uma Thurman, do you really want your morals intact? What's the secret of Bane's strength? We assume the game follows the film here, and not real life - the geezer who played him, former wrestler Jeep Swenson, has since died of steroid abuse. You eventually defeat the green-fingered gremlins, but not before they break Mr Freeze out of the asylum.

Ol' Chilly Billy's next plan is even more ambitious - to return Gotham City to the ice age using the powerful observatory telescope. Don't ask us how, we don't know, but if you fail to find the satellite relay chips and thermal shield components you'd better buy yourself a new coat. Needless to say, there follows the final battle with Mr Freeze



IF MR FREEZE WINS, THE BAT-TEAM'S ASSETS ARE FROZEN...



A POLICE CAR INDICATES A CRIME SCENE. BETTER INVESTIGATE...

Frozen Assets

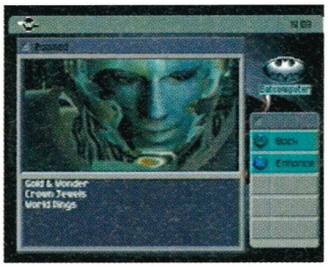
You can't fault Probe's effort for variety - the game covers adventure-style clue deciphering, beat-'em-up baddie battering, Tomb Raideresque platform pounding and a bit of driving to boot, though this part of the game is strictly functional and won't have the makers of Gran Turismo cacking their pants. The camera isn't as user-friendly as it might be and sometimes the controls seem a little awkward, requiring pixel-perfect precision where it wasn't really necessary and making life a little too awkward for the player. Hopefully these aspects of the game will be polished before the final version hits the shelves - a polish is all that's needed.

Working closely with Warner Consumer Products, the team have captured the dark, oppressive feel of Gotham at night, using the film's multicoloured lighting effects. The Batcomputer is dragged into the technology age too, with e-mails and magnification of clues, a far cry from the 60s series' ticker tape model.

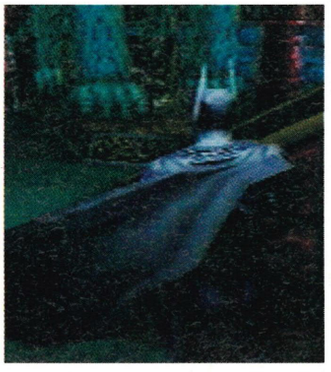
We're looking forward to seeing if this one fulfils its promise. As stated earlier, the controls and perspectives need tweaking, but the real proof of this particular pudding is in the game's depth. Is it a real detective/action thriller, or a 'run around collecting things' opus with shallow fighting and half-hearted driving; a simplistic game with complicated controls? Only time will tell, but Probe Entertainment Ltd aren't in the habit of letting a game's aesthetic packaging overshadow the gameplay message.











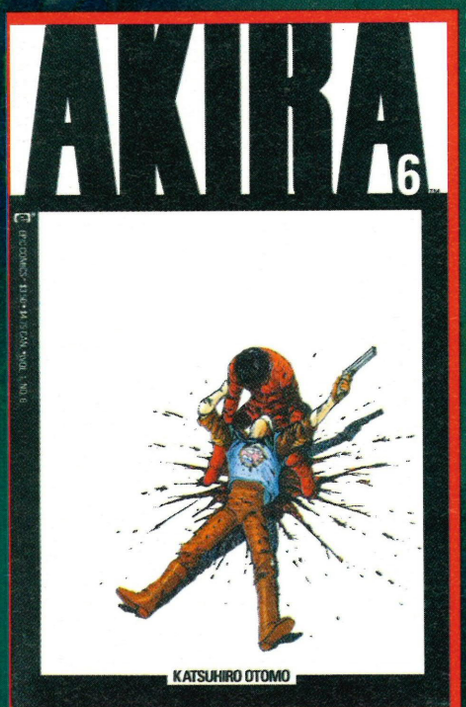
ANIME MAYHEM

WHAT CAN YOU SAY ABOUT ANIME THAT HASN'T BEEN SAID ALREADY? PEOPLE EITHER LOVE IT OR HATE IT, BUT YOU CAN'T DENY THAT WHAT STARTED WITH JUST A CULT FOLLOWING HAS BECOME A MULTI-MILLION-POUND INDUSTRY. THE PEOPLE OF JAPAN HAVE GONE MAD FOR MANGA OVER FOR THE LAST 30 TO 40 YEARS, BUT THE WEST HAS ONLY LATCHED ON IN THE LAST TEN. THE MARKET HAS BECOME MORE COMPETITIVE, AND WE NOW HAVE FOUR MAIN COMPANIES STRONGLY INVOLVED WITH THE ANIME SCENE. THESE ARE THE ENORMOUS MANGA LABEL (OF COURSE), ANIME PIONEER, AD VISION AND KISEKI. OVER THE NEXT FOUR PAGES, WE OUTLINE AND REVIEW SOME OF THE BEST ANIME VIDEOS EVER RELEASED AS WELL AS COVERING THE MANY SPIN-OFFS THE BUSINESS HAS PRODUCED. THESE INCLUDE PLAYSTATION GAMES, COMICS, MODELS AND SOUNDTRACKS.

MANGA

The big and mighty Manga is the label that everyone knows and loves. Their first film to be released over here was the enormously-successful Akira. Taken from the massive-selling comic book, this film set the standard for the rest to follow. The overnight fame it produced for Manga was enough to show the demand for quality Anime in the West was there, and soon the floodgates opened.

Seeing the response it stirred, Manga followed up with several big hit titles. Fist Of The North Star was next, and despite its blood content (which flowed to river levels) it became a huge hit and proved to everyone they were here to stay. At this point in time the BBFC were having problems with how to categorise the films. Because they were only cartoons, the blood, bad language and sex scenes caused concern. This seriousness became more evident when Manga released Urotsukidoji or Legend of the Overfiend and then Urotsukidoji II, better known as Legend of the Demon Womb. With its explicit content, including sex, bad language and violence, the BBFC stepped in and made Manga cut some scenes before its impending release on the British market. Since then, there has been a strict censorship on most new releases to avoid any offence from concerned interests. Manga ran into a few problems after this when they released the longest-running series available at the moment; Guyver. Aimed for a younger audience in an attempt to widen the appeal, they hoped the series would get a certificate of PG or 12. Unfortunately some of them came out with a 15 certificate. This didn't stop the interest, though, and it soon became the most popular Anime video series on the market as well as being the longest running. To this day Guyver holds the longevity crown, but this could soon be challenged by the brilliant Neon Genesis Evangelion series; only time will tell.



While this was all happening, Manga were still banging out massively successful feature-length films. These included Ninja Scroll and Street Fighter II. Ninja Scroll takes you back to the time of feuding Japan and its clans, and one man in particular. Jubei is a ninja with the utmost skill who wanders the land alone, selling his services to those who offered gold or offering them for a worthy cause. His life comes into danger when he stumbles on a village that's suffered a terrible plaque. A team of ninja are sent to investigate the cause and are ambushed by a fearsome man monster, who leaves only one survivor. Jubei saves the ninja named Kagero and gets drawn into a world of treachery and deceit. Even though the film's been available for several years now, it is still one of the most popular pieces of Anime around.



Street Fighter II is based on the popular fighting game from Capcom. The film centres round the evil Bison and his plans to dominate the world by brainwashing the best fighters the world has ever seen. If you loved the game, you'll enjoy the film, but the thing that really sets it apart is the unique soundtrack put together for the Western release. This contains a heavy influence of rock from groups like Alice in Chains. Unfortunately this soundtrack never been released on CD - the music that is available is the tracks from the Japanese version of the film.

By 1994 the momentum of releases had escalated to phenomenal heights, with roughly two videos coming out every two weeks. At first the limited audience who followed Anime couldn't believe their luck, but this soon waned due to their cost and variable quality. With so many releases, there came the inevitable risk that some of the videos weren't up to the quality of previous years, but this was only a small glitch in a roller-coaster of a ride for the company.

Probably the best film ever made came out in 1996. This was, of course, the hugely successful and brilliant Ghost In The Shell that has since gained a cult

> SLOWING DOWN OUR RELEASES ALLOWS US TO CHERRY-PICK THE VERY BEST FROM JAPAN RATHER THAN RELEASING MATERIAL JUST FOR THE SAKE OF IT
> ROD SHAILE (MANGA UK)

following of its own. The story revolves around the concept of human bodies being replaced with androids that operate for Government sections. The ghost in their bodies is the voice of the previous occupant as well as the voices they can hear through the network to which they're linked. Available to accompany the film is the soundtrack. This is a true masterpiece of music that captures the mood of the film and adds that element of eerieness to the visionary work. If you're into your music, this is a soundtrack everybody should have in their collection.



As covered in previous issues, the game Ghost in the Shell is to be released in July. Sony actually went to Manga and asked for assistance in the development of the game, and have now received help in the promotion of it as well. Since then the creator, Shirow Masamune, has been working on a follow-up to Ghost in the Shell in comic form; whether we're lucky enough to be graced with a film version is something time will decide.

Earlier this year saw the release of Landlock, his latest addition to genre. This two-part techno mystical adventure introduces you to a young boy named Lue'der who possesses a mysterious red eye and the ability to control the power of the wind.



In the last year releases have slowed down considerably, but this is not a bad thing as it allows Manga to cherry-pick the very best of the Japanese market. This is evident in their releases so far this year. The big one that looks like it's going to be their main hit is the mysteriously-titled Perfect Blue. The story centres round a pop singer who decides she wants to leave the music industry and progress into acting, but a certain fan has other ideas. The film is out in the Spring, so keep your eyes open for it.

Manga have a huge fan club established in this country. At present there are in the region of 17-19,000 members. Not many of today's top pop bands have fan clubs this large, another indication that Manga is here to stay.

If you're interested in joining the Manga Fan club, send a SAE to Rod Shaile, The Studio, Essex Place, Chiswick, London W4 5UT.



KISEKI

Kiseki were set up in the latter half of 1993 and early 1994. Aiming at some of the more obscure comics and animation titles, they have established themselves in the Anime market as one of the first, if not the first, to offer subtitled Anime films. They have found a large section of the Manga market prefer having the original speech with English subtitles at the bottom. Even though other companies sell similar films, Kiseki claim the largest selection of movies in this format.

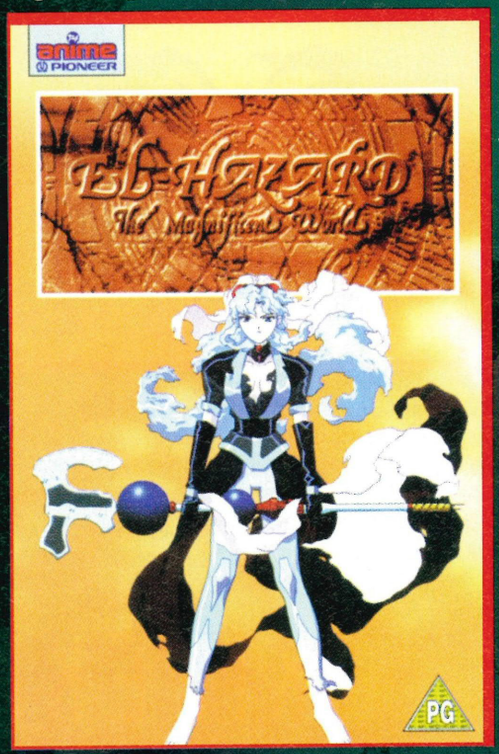
In recent years they have released six to 12 titles a year. One of the most interesting and adult-themed videos available is the peculiarly-titled Rei Rei. There are two stories on the tape dealing with differing things. The first one, Dead Girls Can't Talk, tells the story of the evil Dr Manami who seduces and kills a young innocent schoolgirl. Kaguya. The Goddess of Love, intervenes and uses Ikuko's boyfriend to make a punishment fit the crime. The second is the Lovers' Guide and this is quite possible one of the most explicit Animes available. The story focuses on Satoshi, who isn't getting anywhere in a relationship with Mika. Kaguya, the Prophetess of Passion and Goddess of Love intervenes, and helps Satoshi, who has become scared of women. This is without doubt a very erotic story that unfolds as the young Satoshi breaks down his barriers.

Following on from that, we had the opportunity to view The Gigolo Dorchinpira. This story has a unique twist which makes it even more alarming. We are introduced to Jin, who is one horny, hunky guy, and has a challenge laid down to him by the beautiful Ai Mizushima to make her scream with pleasure. Being a red-blooded bloke he accepts the challenge, which carries a prize of a brand-spanking-new sports car. Unfortunately he doesn't quite live up to the hype and leaves Ai unfulfilled. At this point, a ruthless gang of bikers beset themselves on the young couple, but Ai isn't quite the sex mad person we expected. She turns out to be a hit-woman who's quest is to kill the leader of the infamous Hazakuraki group.

Keep your eyes open for the new release from the Kiseki stable, a film called Big Wars, which looks like it's going to be a big hit.

PIONEER

Pioneer, the company that brought us the mighty Laser Disc, has turned its attention to Anime and become an established forerunner in the market. The British division opened back in October of 1994 with what has become a hugely popular series called Tenchi. Having been allowed to produce the title for the British market, Pioneer had a wide choice of what to release as there was so much material available. If everything goes to plan, we could be in for a whopper series. In America, they have a massive 52 episodes that each last half an hour. If this is brought out in this country in its entirety, it really will be the longest-running Anime series ever made available.



The title they've had the most success with so far is the Armitage III story. This journey takes us to Mars and the year 2179. The planet has been colonised by people from Earth and Second-type robots. These robots were designed to do the menial tasks humans now refused to do. Finally, there is a third group of beings. These are humanoid robots that live, look and sound like humans, living undetected among the population of the planet. That is, until a man called Rene D'anclaude declares war on Thirds, as they are known. At this point our characters come into the fray. Naomi Armitage is a cyper-punk cop who is a Third. Her partner is a human whose other half was killed by a robot. As she tackles the forces opposing the Thirds, her partner, Ross Sylibus, has to decide where his loyalty lies. The voices dubbed into the feature-length film are those of the acting world; Kiefer Sutherland and Elizabeth Berkley do an excellent job.



Watch out too for several mini-series Pioneer have covered. At present they have been involved with seven series, with new episodes of the popular El Hazard saga still being scheduled for release.

The other main title we might all recognise is the Moldiver series that has now sadly finished. This centred around a girl named Ozora and contained not only some very good comedy, but also had a romantic side to it, accompanied by a very good soundtrack available through Pioneer. Also available on CD is the music from the massive-selling Resident Evil 2 video game for the PlayStation. If you like orchestral music and appreciate the more Wagnerian type of sound, this one to add to your collection.

More news which is sure to bring the Pioneer Anime label even more success is the series named Legend of Crystals. The one special thing to consider when you see this title on the shelves is that it is based on the stunning Final Fantasy VII game that broke all records for an RPG on any format. Pioneer hope to release this sure-fire hit on the British market around October; we'll bring you more news as we get it. Pioneer also release Laser Discs based on some of the titles. These are mainly imports, but if you're fortunate enough to own a Laser Disc player, you know the quality and sound lift these already-excellent titles to newer heights.

WE'LL NOT DISAPPOINT FANS OF PIONEER FAVOURITES SUCH AS TENCHI AND EL HAZARD. WE'VE BEEN SCOUTING AROUND IN JAPAN AND PICKED UP SOME GREAT TITLES WHICH HIT THE SHORES IN THE NEW YEAR. OUR IN-HOUSE TEAM HAVE A FEW SURPRISES UP THEIR SLEEVES TOO.
BEN JOLLIFFE, PIONEER

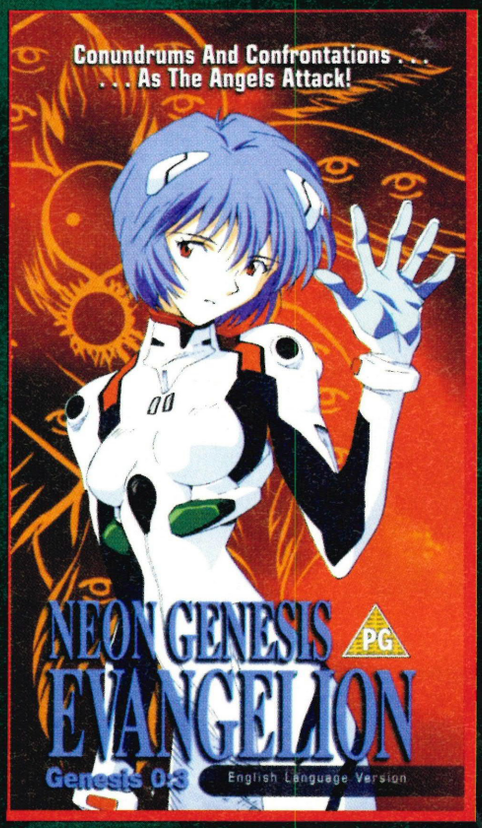
AD VISION



Fairly new to the market (in this county at least) is AD Vision. Having become established in America several years ago and earning themselves a very good reputation, in June of 1996 they released their first UK Anime titles. These were the popular Gunsmith Cats series and Dragon Half. After those releases, they kept up a constant schedule of new titles launched for the British market, but even though things were going well, it didn't really take off for them until May 1997. This was the month the British public saw AD Vision release what has become one of the most popular Anime series ever. Of course, we are talking about the mighty Neon Genesis Evangelion videos.

The story is set in the year 2015, and the human race is picking up the pieces of a global war between themselves and mysterious beings only known as the Angels, who attacked from another planet. Defending the last shreds of the human race is an organisation called NERV and their spectacular Evangelion robots. The Evas can only be operated by children of 14 years of age, who were born exactly nine months after the final battles had been laid to rest and a giant meteor hit the Earth, killing half of the human population. This is where are main character comes into the story, which centres round a 14-year-old boy called Shinji Ikari.

1998 HAS BEEN OUR MOST SUCCESSFUL YEAR, AND WE HOPE TO CAPITALISE ON THIS WITH FUTURE RELEASES.
GLENDA RUNNELLS, AD VISION



Having not seen his father for many years, he gets a call to meet him. What he doesn't know is that his father is head of the NERV organisation. When he arrives at their HQ things become more apparent, as Shinji discovers the only reason he's been called is to help pilot the Eva robots. What nobody released is that the Eva and the young Shinji become one as the robot takes on its own identity and their DNA and harmonics join.

As the story unfolds, you see this young boy struggle to come to terms with his father's blatant lack of concern for his son, as well as Shinji's attempts to get to grips with his new school friends and, of course, the other Eva pilots. With the Angels' attacks becoming more and more regular, Shinji has to fight his own personal feelings and thoughts to help protect Tokyo 3 and the Earth. It's not all conflict and destruction. We are treated to some funny scenarios with Shinji's school pals, who all take a fancy to the beautiful Misato, guardian to Shinji and a Major at the NERV centre. As the series is unfolds, we see signs of corruption and deceit taking place amongst the Government's officials and the truth about what is hidden in the hanger comes to its fruition.

The series is currently at Volume Nine (due for release on the 6th July), and will conclude in early 1999 with the 13th tape.



With the success of the series comes the many spin-offs. The main sellers associated with story are, of course, the model kits and soundtracks. I've only heard Volume One of the music CDs, but the music is taken direct from the series and contains the brilliant 'Fly Me To The Moon' song and opening music score. Also available is the comic strip that ties in with the videos, and is accurate to the story, but unfortunately suffers from only being black and white which seems a shame as the videos are so colourful. There is a rumour that there's a PlayStation game on the horizon for our Eastern friends, allowing you to take control of one of the Evagelions. Only time will tell if we get to see it in this country.

These aren't the only films AD Vision have released; the Ellcia series and 801 TTS Airbats are also available. As for the future, we can see AD Vision becoming bigger and bigger.



COMPETITION
ACE ANIME ACTION
MODEL KITS AND VIDEOS MUST BE WON!

To tie in with the release of the ninth Evangelion video, those lovely people at AD Vision have put up some model kits as well as the new vid for grabs. One lucky winner will collect a Neon Genesis Evangelion Volume Nine video, a poster and four model kits, one of each Evangelion. Five runners up collect the video and a poster.
If you want to win one of these brilliant sets, answer the simple question below:

- **How many videos will there finally be when Neon Genesis Evangelion concludes?**
  - **A. 3**
  - **B. 13**
  - **C. 503**
  - **D. 23**

Answers on a postcard to;
Anime Action Compo,
extreme PlayStation Competition,
Quay Magazines,
Jade Manor Court,
Poole,
Dorset
BH15 1JF





Entries which arrive after 3rd August will be kept in the lavatory in case we run out of bog roll (again).
For further details and information of AD Vision's films, contact AD Vision UK, PO Box 9, Bangor LL57 1ZA or ring them on 01248 42100.

ACKNOWLEDGEMENTS
EPM would like to thank the following people; Rod Shaile (Manga UK), Glenda Runnells (AD Vision), Ben Jolliffe (Anime Pioneer) and all the people at Kiseki. All soundtracks and details of the model kits where supplied by Tony Allen at MVM. If you require information regarding any of the available merchandise, contact him on the phone number in MVM's add. And finally, thanks to Andy at Paradox for supplying us with the comics. If you want any information regarding these, ring him on 01202 661346.

COMPETITION

MOTORHEAD IN BLACK







Those beautiful people at Gremlin have given us three customised PlayStations to give away to you lucky buggers out there. We've got a suave black MotorHead-emblazoned PSX and two Men in Black logo-ed special edition machines. The overall winner gets a MotorHead-ified Scalextric set as well (we got one at the office, and it's partly responsible for this issue being so late). All you have to do is answer this question in a reasonable number of words.

What car would the Men in Black drive in their spare time, and why?

Answers to:

I Like Driving in my Car
extreme PlayStation Magazine
Quay Magazine Publishing
Jade Manor Court
West Quay Road
Poole
Dorset
BH15 1JF

Closing date is 26th July, and remember, the editor's decision is based on a strange and warped logic all of its own.

REVIEWS

X-rated



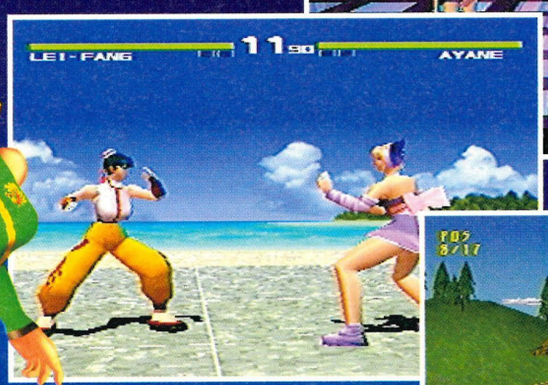
It's a pretty varied bunch of games in X-Rated this month, with no really heavyweight releases to chew on. There's a much-hyped platformer that resurrects the distinctive style of an Amiga favourite of old, yet more footy sims and a couple of unusual racing games plus a few more conventional ones to get the blood pumping. It's shoot-'em-up season by the looks of things, though, with a slew of rapid-fire blasters in vastly-differing styles for your perusal, coupled with another instalment in an established RPG series, a strategic gem from EA and leftfield domino-inspired antics direct from Japan. To top it all we've got a bottom-booting update of R-Type that's currently only out on import. Lap it up, kids.

· PAL
Heart of Darkness
Mr Domino
Spice World
World Cup '98
Tommi Mäkinen Rally
Breath of Fire III
Jeremy McGrath
SuperCross 98
adidas Power Soccer 98
Forsaken
Viper
Dead or Alive
Frenzy
Wreckin' Crew

· Import
Einhander

· Platinum
Excalibur 2555AD









REVIEW GUIDE

Score 96-100%
An as-good-as perfect game that will quite probably transform your life, bring about democracy in Indonesia and deflect any asteroids headed towards the Earth. Puts more lead in your pencil than a tub full of Viagra. Owning it is, of course, The Law.

Score 90-95%
Without doubt an almost-classic title, this honey well and truly puts steam in your strides for months. A definite game among games, it's all-round classy and splendidly playable. Creates a feeling that's much like having a lovely tickly pillow fight with Natalie Imbruglia.

Score 80-89%
Probably a fine example of a particular genre, any title that scores in this band is best played first to check it's to your liking. Be assured, though, that it's a solid title and well worth checking out. Much akin to watching Celine Dion being given a thorough kicking in an after-pub kebab queue scuffle.

Score 50-79%
Things are going a bit off the mark here, and the game in question has probably got a few dodgy quirks . Rabid fans of a particular style could still find something to shout about, however. A bit like listening to Jo Whiley's radio programme, I'd say.

Score 25-49%
A dire cacophony of discordance, a fetid failure of biblical proportions. A game that reaches this puny score will be shockingly shoddy and not worth the plastic it's, er,. printed on. Avoid like a case of swine flu, by Jiminy, or you'll be sorry.

Score 00-24%
Only a game that's deliberately amoral and a maliciously misleading con could get a mark this poor. Containing a black, cynical heart within which hates all that's sweet and beautiful in the world, it must be an outright pack of lies/cash-in/rip-off to warrant such a pasting. The ultimate paragon of human indecency.

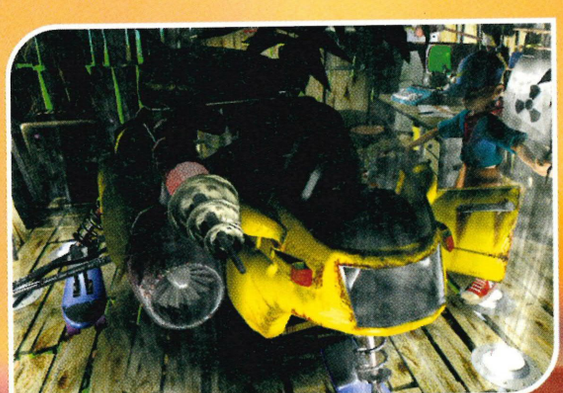
Heart of



Heart Of Darkness flaunts some of the most likeable characters featured in a videogame. Head Honcho, pictured here, is a bong-puffing pot-head who can see into the future.



Like most teachers, Andy's mentor really knows how to treat his kids. After falling asleep again in class, Andy's chucked into a cupboard to think over his actions - or lack of them.



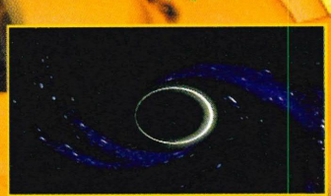
Andy, being a inventive little sprog, has already built an off-planet vehicle to help him enter the twilight world. Unfortunately, he hasn't really toned the controls, hence his premature collision with a mountain. Doh!



Darkness

Andy is a boy petrified of the dark. His phobia keeps him awake throughout the night, causing him to regularly fall sleep in the day. His teacher, instead of trying to cure the boy's insomnia, locks him in a darkened cupboard whenever Andy is found kipping in class. Every day, outside the boy's classroom, can be found a dog, Whisky. The two adore each other.

One day, after a near-miss with the teacher and a certain cupboard, Andy and Whisky head to the park to watch the much-publicised eclipse. As the skies dimmed and the stars aligned, the boy and dog watched in awe, unaware that the Forces of Darkness were planning to snatch the lad. As the light faded, the hijack was implemented but instead the dog was accidentally taken. Being a resourceful kid, Andy has his treehouse already kitted out for such an incident. With his back-pack filled with supplies, plasma gun in hand and plasma helmet on head, Andy hops into his ready-made spaceship and flies to a world shrouded in darkness and filled with his worst nightmares to rescue his beloved companion.


















Heart Of Darkness, on paper, may simply be a 2D puzzle adventure, but take one of the discs (the game comes on two CDs), plonk in into your PlayStation, boot it up and you'll find it's actually a interactive animated film. It resembles and plays very similar to Oddworld: Abe's Oddyssee, but extensive playing reveals that although the games are alike, Andy (Heart Of Darkness' main character) kicks Abe's ass big time.

The programmers behind this title include Eric Chadi, the main man behind classics such as Out of This World and Another World , and Frederic Savior, the programmer of the original version of Flashback for the Mega Drive. HOD (Heart Of Darkness) has taken a staggering five years to produce, which may sound a long time to you and me but when you see the detail and diversity of environments within the worlds it's totally justified.

If think a storyline based on a boy afraid on the dark and rescuing his pet dog from the forces of darkness, sounds a bit girlie, you'd be right -

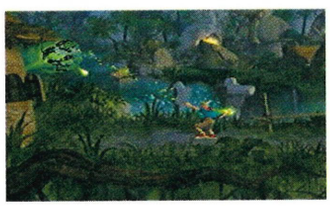
"...It's a wondrous piece of software that shouldn't be missed by anyone..."

but a game survives on gameplay, and HOD oozes this. With a standard of gameplay this high, I wouldn't care the storyline revolved around a fairy looking for fairy dust to make a princesses' dress for a faggot's ball - well, I might - anyway, you probably catch my drift.

HOD is split into eight levels which in turn are split into around 180 distinct locations. Throughout these levels, Andy faces a deluge of vary enemies that thrive on darkness and die in daylight. While traversing through the levels, our boy hero has to solve puzzles to pass by various hazards and obstacles. He also has the aid of his plasma gun (built by himself for the quest) and an energy ball (obtained later in the game) to dispose of the baddies. The animation of Andy is spectacular, and with over 2,000 frames of animation in one direction alone, the shift between actions is seamless. His movements and actions include climbing, swimming, swinging, crawling, jumping, running, and shooting.

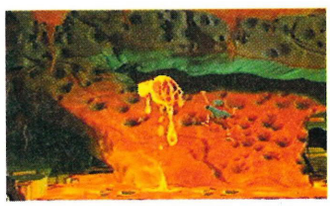
Looking and playing great isn't the end of it. Bruce Broughton has produced a musical score that any Spielberg film would be proud of. And that isn't really surprising as he's composed the scores for Young Sherlock Holmes, Silverado, Amazing Stories, Moonwalker, Rescuers Down Under, Honey I Blew Up the Kid, Tombstone, Baby's Day











ODBALL CITY



• Andy
A kid with a heart, an ingredient rarely seen these days in a videogame. Out to rescue his comrade, Andy will do anything to beat the forces of darkness - which is pretty tough for a boy scared of the dark. With his home-made plasma gun, he zaps the silhouette and shadows inhabiting the many worlds of blackness.

• Master Of Darkness
Da maaan! He controls the dark forces, and needs Andy in his grasp to fulfil his most fiendish scheme. He controls all of the demon shadows within the dark worlds, but cannot command authority over anyone or anything protected by light. His believers, when subjected to daylight, instantly perish.

• Whisky
Andy's best friend, and probably the only individual who understands him. Snatched by mistake by the Master Of Darkness, and held captive in the doom and gloom of one of his dungeons. Your task as the role of Andy is to rescue your pal and take him home safety - Christ, I must be turning all girlie!

Out, and Miracle on 34th Street. To complement the score and create a brilliant ambience, Fabrice Visserot was brought in to produce some 'top notch' sound effects and samples, making Andy's world a believe place.

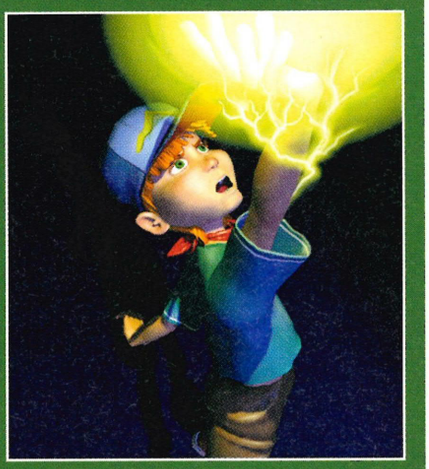
Is Heart Of Darkness A Classic?

Tricky question! Even though HOD has received a glowing review and a high score, there is one factor that has stopped this title from becoming a classic - it's a little on the short side. I happily sat down and played through the puzzles and shoot-'em-up sections thinking this isn't really that difficult - yes, the detail, varying aspects of gameplay, the excellent musical score/sound effects, keep you immersed in Andy's world - but after roughly only ten hours of play I was on the verge of completing world seven, with only one more to go. And what was even more annoying, as I hit the middle of world seven the difficulty setting seemed to go through the roof. I had visions of the programmers debating if they should spend another five years on it to make it bigger, or simply making one of the later levels as ' hard as a butcher's dog' - kidding the player that gameplay hours include the parts that a player dismally repeats over and over until they give up or find a level select. Even after that little moan I would recommend Heart Of Darkness to anyone, young or old! It's a wondrous piece of software that shouldn't be missed by anyone. Yes, it's too short, but anyone 'into' videogames will see that HOD is more than just a videogame - it's a perception experience of the highest order. EPM

DARREN

MAKE MY NIGHT, BOY!

Andy has two weapons at his disposal. He loses his home-made plasma gun quite early in the game but regains it near the end. To help him through the middle section, Andy touches a luminous stone in the underwater section which gives him a strange shock, which from then on allows him to produce energy bolts from his fingertips. This is used to destroy enemies, but also produce plants from seeds.



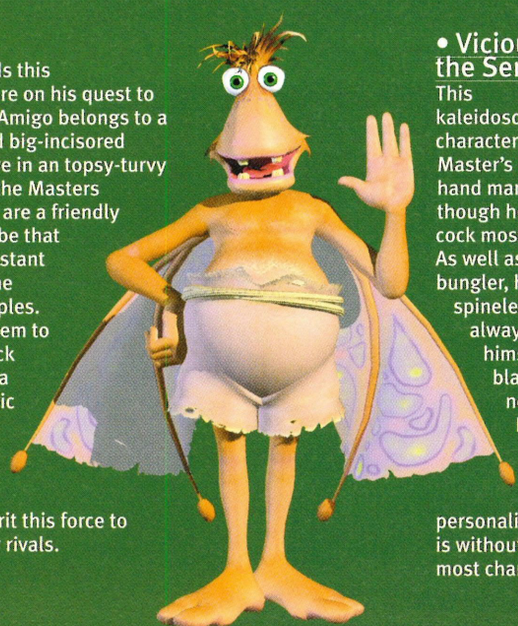






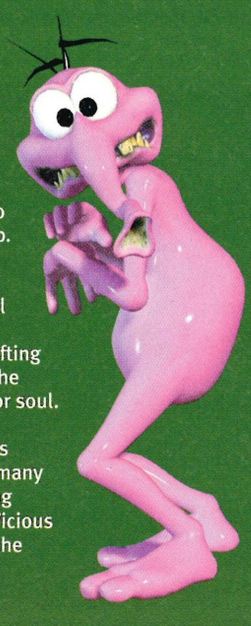
• Amigo

Andy befriends this bizarre creature on his quest to save Whisky. Amigo belongs to a folk of winged big-incisored things that live in an topsy-turvy world within the Masters domain. They are a friendly vegetarian tribe that are under constant attack from the Masters disciples. Andy leads them to a powerful rock that bestows a powerful magic zapper upon anyone who touches it, the tribe inherit this force to 'take on' their rivals.



• Vicious the Servant

This kaleidoscopic character is the Master's right-hand man, even though he seems to cock most things up. As well as being a bungler, he's spineless and will always clear himself by shifting blame onto the nearest poor soul. Heart Of Darkness boasts many sparkling personalities, but Vicious is without a doubt the most charismatic.



Second Opinion

The stunning cut scenes add to one of the most atmospheric platformers I've played in ages, but I'm afraid to say that although Heart Of Darkness is an excellent game, it simply isn't long enough.

Saul



The Score

Publisher	OCEAN
Developer	AMAZING STUDIOS
Released	JULY 98
Version	UK
Price	£44.99
Genre	2D PUZZLE ADVENTURE
Players	1
Memory Card	✓

GAMEPLAY
10

ORIGINALITY
8

LIFESPAN
6

SOUND
10

GRAPHICS
10

OVERALL
90%

in summary

Ground-breaking stuff, though a little short.

Mr Domino

The triumphant return of Domino Rally (sort of)



It's always gratifying to run into a game with a truly fresh and original idea at its centre, not just a variation on an already-existing theme or a mere sideways evolution of a ground-breaking format. Mr Domino is just such a title, having just winged its way in from the Orient with a minimum of hype and fuss, and boasting a new and ingenious style of addictive and infuriating play.

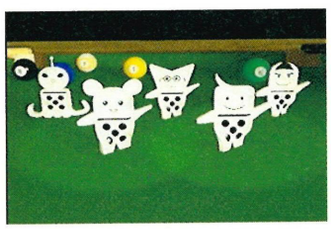
The 'hero', as such, is an archetypal oblong domino tile with a user-definable score on his back and Mickey Mouse-style ears (if preferred), who sidles around a range of wacky landscapes, popping out dominoes behind him to create those endless snaking chains Japanese students love to spend days meticulously setting up, only to have an inconvenient earth tremor knock them all over; har har.

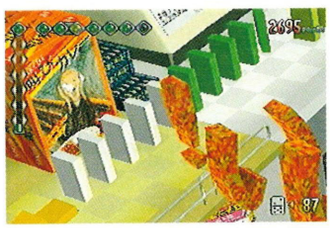
Lolloping along on podgy legs, he must navigate the tricky looping terrain and place dominoes so when toppled they land on floor switches, activating sometimes-complex (and usually hilarious) mechanisms that conveniently provide a push for a strategically-placed piece further down the way (see boxout). This clever tactical positioning of blocks is vital, as there are only a limited number of dominoes available and the time limit is swift-dwindling, so short-cuts opened by such contraptions and long, unbroken runs must be used or failure is the only option.

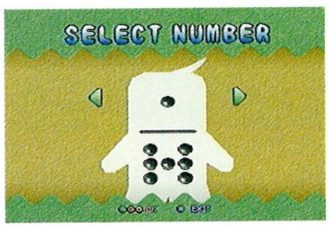
Coloured chevrons on the ground impel or impede Mr Domino, and must be employed to scoot him around a 'lap' or take off excess speed to avoid a hazard. Sometimes hitting the speed boost pads can be disadvantageous, as he often wildly overshoots the spot he needs to be at if going too fast, and it's beyond his abilities to about-turn and retrace his steps. The way ahead is also made tricky by sharp points on the floor that trip up Mr Domino, temporarily disabling his block-laying abilities. Of course, these tend to be placed close to switches, requiring some deft maneuvering to stay on target, which is no mean feat as the dotted star has a lot of pot-bellied momentum which makes quick turns a handful.

> **"...It's always gratifying to run into a game with a truly fresh and original idea at its centre..."**

More often than not, an indirect path is the best one to choose as a kind of 'racing line' has to be taken which gives him as much room as possible to turn. He can move at an amble or sprint, but as time is always draining away, a quick pace has to be kept up or his limbs wither and he gradually turns into a featureless and ordinary grey block, never to run again.









Knock Knock

While the premise of the game may sound quite straightforward, playing it is an awful lot more hectic and difficult than one might think. Co-ordinating Mr Domino's runs around obstacles while picking the right moments to lay blocks is not like falling off a log, particularly as

BONDAGE AND DOMINOTION

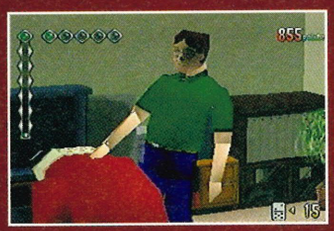
Most of the stuff Mr Domino sets into motion by hitting the right pads is wacky, side splitting and nihilistic, tying you up and being cruel for hours at a time. Observe these prime examples:



To hop off a high spot, Mr Domino straps on a carrier-bag parachute and floats to safety. If he barrels off the ledge without it, he runs out into empty space for a couple of seconds (in fine Wile E. Coyote style) before noticing his mistake and plummeting.



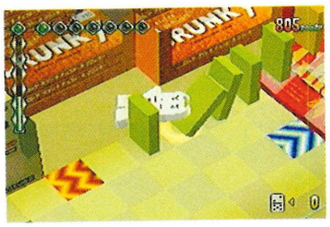
Hit the right switch and a cereal packet which bafflingly bears a rendition of Munch's 'The Scream' comes to life and, yes, screams. Its eyes pop out and knock over a cunningly-placed domino further down the way.



This chap rises from a slumbering position when roused by a falling domino and goes to turn his TV on. Unfortunately for him, a huge boxing glove shoots out of the screen and twats him unconscious, his stunned head prodding another line into toppling.



A Japanese chick strolls out when you open the bathroom's sliding door, but she treads on a shampoo bottle and slips across the floor, splashing head-first into the bath and touching off a fresh sequence.



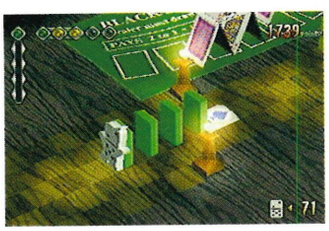
the 'no-turning-back' nature of things make all the moves he attempts vital. The dreaded Reset tiles further obstruct smooth progress, as hitting one of these sends time into reverse, and all your carefully-laid plans go to pot as the dominoes disappear and the switches click back on again. Bugger! Compounding this inconvenience is the fact that the time limit does not reset, leaving you with everything to do and only seconds spare. The Red Cross-emblazoned pads dotted out the place can allay this by adding a limited period of grace, briefly returning Mr Domino to a pristine white form, but the respite is only short-lived.

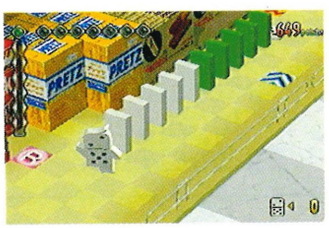
More problems exist in the form of the quirky obstacles unique to each landscape. For example, the supermarket level brings such complications as swinging sweet packets and crumbling ice bridges through the cold cabinet, while the suburban dwelling is patrolled by a scurrying tabby cat, an endlessly reversing back-and-forth Peoplemover and a rival Domino person who shuts the door in your face and mischievously magics fruit into the way with a wave of his (or her?) wand. Learning the most

> **"...There seems to be an increasing (and welcome) trend among the more cerebral games towards having a splendidly high graphical standard, and Mr Domino continues this tendency admirably..."**

efficient path and sequence through all of this is the key to glory-covered success instead of teeth-grinding failure, along with a deft dose of timing coupled with understanding Mr Domino's maneuvering limitations.

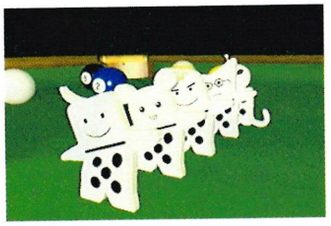
As a matter of fact, the rhythm of the game is much akin to that of Kula World (88% last month), with its one-screen-at-a-time pace that needs a calm and logical approach to complete, and can often lead to a single level causing problems for days at a time before it's finally vanquished. The only potentially frustrating quibble I could find was when knocked by a dangerous object our twelve-edged titan becomes stunned, spinning off to the left or right, which sometimes takes him into the path of the same thing that hit him, thus striking and







Mr Domino goes a bit crackers. Watch that copyright, mate!



dizzying him again! However, this only seems to happen sporadically, and the hazards that cause this syndrome are fairly obvious to spot and avoid.

I Can't Go

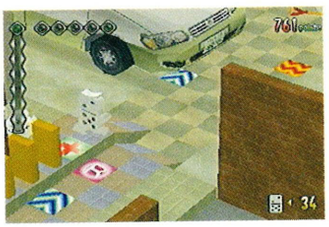
There seems to be an increasing (and welcome) trend among the more cerebral games towards having a splendidly high graphical standard, and Mr Domino continues this tendency admirably. The landscapes are rendered in pin-sharp hi-res, and are strongly reminiscent of Micro Machines V3, especially in the fine textures and detail on the wooden floors and oversized objects scattered throughout the scenery. The relatively low number of objects moving on screen enables a very high frame rate, allowing the oblong wonder to lope along with utmost smoothness, while the animated hazards and set pieces are executed with an almost-unnecessary amount of panache and visual delight, bringing a surprised belly laugh.

Mr Domino's exploits are accompanied by a toe-tapping hip-hoppity kind of ditty that bops along in a candy-flavoured jazz manner, and is just the kind of music you'd listen to if you were a two-inch high Japanese game token. Sound FX are from the same school of thought, being classic computer game woomps and vrings that slot in nicely with the funtasy atmosphere that pervades proceedings.

Exquisite Torture

Mr Domino is an idealised computer game in as much as it's a combination of intense fun and an irritatingly compelling, 'one more go' nature that keeps bringing you back for more exquisite torture. The original and stylin' graphics plus the unusual method of play easily set it apart from the homogenic mainstream, while the





enjoyment garnered through both taking part and winning is doled out in equally generous measures. Just don't tear all of your hair out, OK?

EPM
CHRISTIAN

Second Opinion

JVC have stumbled across an ingenious concept for a videogame. Only the Japanese could have thought of this one, but thank God they did.

Darren

The Score

Publisher	JVC
Developer	ART DINK
Released	JULY
Version	UK
Price	£44.99
Genre	ARCADE-PUZZLER
Players	1
Memory Card	✓

GAMEPLAY
8

ORIGINALITY
10

LIFESPAN
8

SOUND
7

GRAPHICS
8

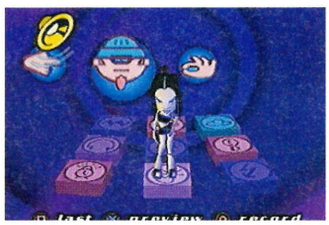
OVERALL
91%

in summary

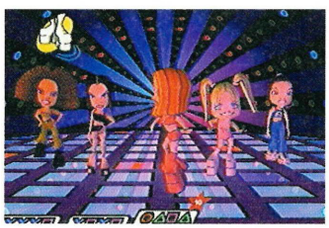
Unusual, daring, left-field, six-sided.

Spice World

Need counselling after Geri's departure? Not any more...







As the biggest pop group in the world start to splinter in front of our very eyes, the long-time-coming video game finally drops onto our doormat. Isn't life ironic, eh? Media over-saturation has made the whole Spice Girls phenomenon teeter on a kind of attention fatigue, where prolonged exposure has made even the hardiest teeny bopper stomachs turn in favour of the less obviously contrived delights of the delectable All Saints. Nonetheless, we should approach this title with a clean and open mind, untainted by our own aesthetic prejudices, and sample it with innocence like the children at who it is surely aimed with laser guidance.

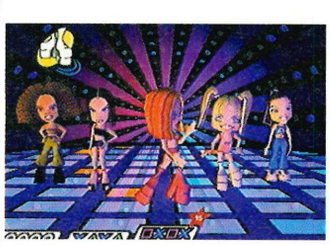
Priced at the unheard-of release day cost of £19.99 (that could be construed as an admission of poor quality by cynical souls), it is unique, being the first brand-new game on the PSX we could think of set in a pocket money financial bracket, opening up a new market (specifically female 5-14-year-olds that would never dream of shelling out their own comparatively-meagre cash on computer games). A hundred thousand Playstation-owning elder brothers gulp at the prospect of having their grey box hijacked...



Sequenced Spice

The game is centred around teaching the (actually quite cool) polygon versions of the girls a dance routine in time with your own custom remix of one of their tracks. This is done via a rudimentary sample sequencer that allows you to pick from nine available snippets of a track and run them together in combinations of up to about a minute and a half long. Control is via a simple bit useable representation of your chosen Spice Bird leaping from iconised tile to tile, activating each sample with a stamp of their platform boots. Editing is straightforward as each tile bears a glyph roughly corresponding to the sample played, but inevitably the more extreme jumps from one part of a song to another don't quite gel perfectly. However, it's good enough to cobble together a few interesting cut 'n' paste versions of the originals (although my breakbeat-led experimental trance odyssey revamp of Say You'll Be There did lack a bit of direction after a while, thanks to the unavoidably fundamental nature of the samples.

A finished tune can be re-done or saved if it kicks booty, allowing you





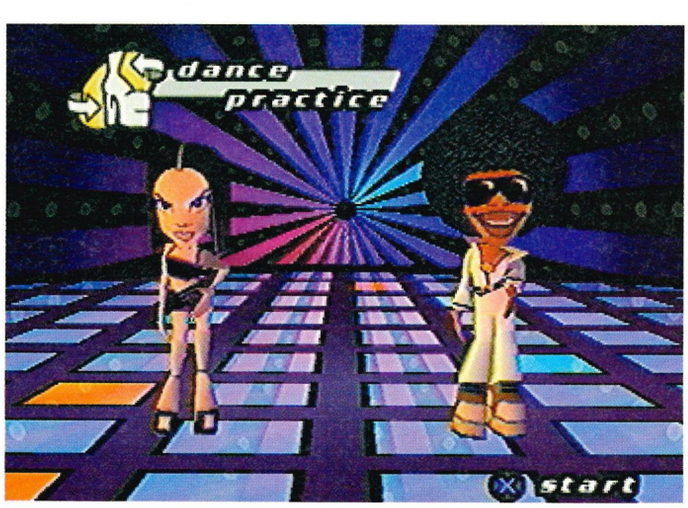
to progress to the dance tutorial section, whose Principal is a superfly disco dude with a mighty afro and a Barry White-like croon. He gives you tips for pulling off your favourite moves from the videos, including Sporty's Kung-Fu kicks and backflips, Posh's pouting and Geri's boobs-pop-out-as-you're-groping-Prince-Charles'-shimmy (hopefully).

In a manner much similar to the hilarious Bust-a-Move, to hit the symbol buttons in time to the beat, memorising the more spectacular frugs to reproduce in the full-on Dance Recording section. This allows you to match some nifty maneuvers with your pre-prepared mix, which can then be either copied to another Spice or, more ambitiously, give them all custom routines that synch with their vocal parts. This, trust me, is remarkably tricky to get just right.

Once this is saved it's off to the TV studio to record a video promo with you calling the shots as director, moving the camera view around, focusing on particular members if desired and zooming in

> **"...Spice World deftly fulfils all the criteria it sets out to, and as a game it does the same, taking into account the intended purchasers..."**

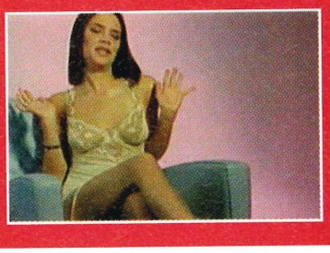
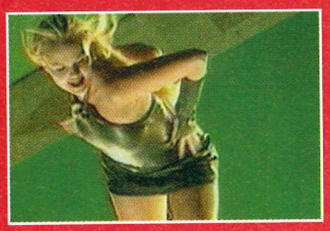
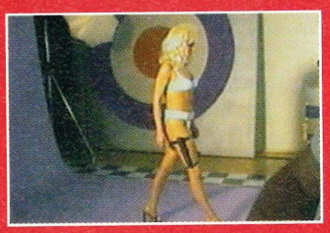




This cool 70s dude introduces Posh to some Shaft, I bet.

WANNABEAVER

The game also includes an exhaustive amount of FMV interview footage, video out-takes and similar stuff from the girls. Here are the best shots we could grab of the girls at their tartiest.



and out to highlight them during their solo bits. While the results aren't exactly Top of the Pops standard, it's still darn funny to see someone's handiwork (as when Darren proudly demonstrated his clip to the rest of us), but obviously it's fairly limited in ultimate creative scope (much like the sequencer package), condemning the enjoyment to being jolly but short-lived. For easily-impressionable and technically-underdeveloped young girlies, though, it is ideal, opening up as-yet unfamiliar vistas of interactivity within their favourite consumable entertainment media.

Analytical Spice

Much as many of the underlying artistic and commercial ethos of the Spice Girls jar with my own somewhat rarefied ideas of what is meritorious and good, its impossible to deny the game has value, albeit one analogous to the nutritional value of candy floss. While it's easy to hate them on a lofty aesthetic level, as a marketing tie-in alone, Spice World deftly fulfils all the criteria it sets out to, and as a game it does the same, taking into account the intended purchasers, its low, low price and the intensely molten nature of pop stardom. On a detached level, it's well presented (which, after a six-month wait, is really the least it could have been) and nicely put together. The menu screens aren't intimidating and the cartoonish caricatures of the girls are actually very well realised, capturing much of their flesh-and-bone counterparts' look and individual mannerisms (although the Geri sprite seems to be an awful lot less top-heavy than in actuality).

> "...the cartoonish caricatures of the girls are actually very well realised..."

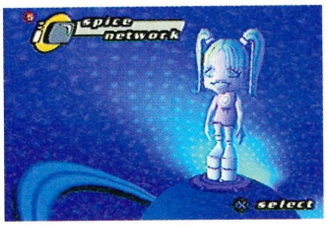
It's a bit like Bust-a-Move: Lite combined with Diet Fluid, ironically taking two of the most original game structures that have popped up in recent months and placing them in a context where originality and innovation would go entirely and uncaringly without appreciation.

Perhaps this game is the first of a new species of computer software, the deliberately and unashamedly disposable game which provides brief but intense thrills akin to those only truly throwaway bubblegum pop can provide; the kind of super-sweet but intellectually unabashed diet your younger female siblings are trained to gorge on virtually from birth. Take a look at it, giggle a bit, then put it aside, and thank the almighty there are no plans for a B*Witched based follow-up. EPM

CHRISTIAN









Second Opinion

Spice World isn't aimed at you; it's for your kid sister. Still, what it does, it does well. It doesn't do a lot, mind you.

Saul

The Score

Publisher	SONY
Developer	IN-HOUSE
Released	OUT NOW
Version	UK
Price	£19.99
Genre	PLATFORM GAME
Players	1
Memory Card	✓

GAMEPLAY
8

ORIGINALITY
8

LIFESPAN
3

SOUND
5

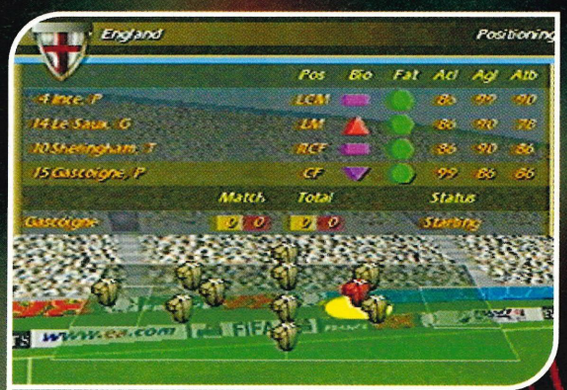
GRAPHICS
7

OVERALL
75%

in summary

Can't wait for Virtua Natalie Imbruglia

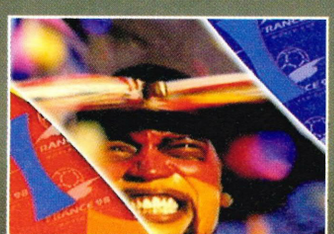
World Cup 98

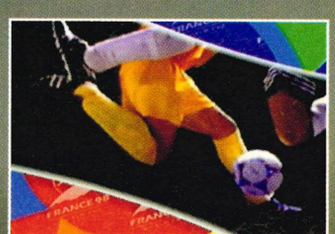


The player positioning screen. I've highlighted Gazza, but there's no option for sending him home.



Alan Ball gets a yellow card for hacking down a German in the 1966 final.






By the time you read this, England and Scotland will have either excelled themselves and made it through to the last 16 in Le World Cup, or failed miserably and skulked home with their collective tails between their legs. If only Glen had taken Gazza, eh?

Still, all is not lost if Glen's 22 don't produce the goods, because EA's newest FIFA game, World Cup 98, gives everyone the opportunity to take part in their very own fantasy replica of Le Cup World Francais Footy™. And when I say everyone, I really do mean it. World Cup 98 is the epitome of commercialism in every sense of the word. You can see it in the TV advertising firstly (watch it, there's hardly any footage of the game itself), but it's not until you get into the game that you realise the ethics behind World Cup 98. It's not about making the superlative football simulation. It's simply about cashing in on the fact that the largest ever sporting event is taking place just over the river in le land du onion et le test du bombs nuclear. Still there's no denying that World Cup 98 is un tres bon game du soccer. Oui.

Right, I'm going to try my hardest not to use any more Franglais for the rest of this review...

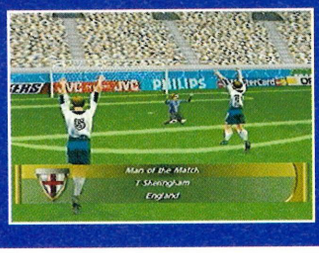


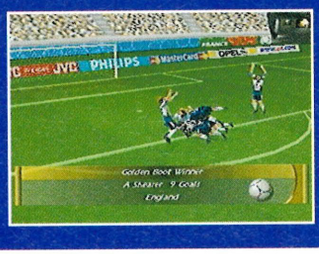



WE ARE THE CHAMPIONS

Where would football be without stupid goal celebration action? Still on BBC 2 and Radio 5, I reckon. World Cup 98 doesn't go for the full jumping around and kissing celebration all the time, but when it does go for it, you certainly know it. Here's some of the winning the World Cup celebrations in the game.







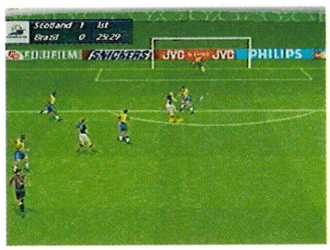


If anyone was going to get the sports licence of the decade, it was going to be Electronic Arts and their FIFA series. The FIFA games may not have been the best football games over the last three or four years, but they've certainly been the most popular, at least in Britain. It was inevitable they'd get the official World Cup game licence, and with it a licence to print money. Have they done the greatest sporting event in the world justice though, and why didn't Glen take Gazza? Just a few questions that will be answered before the end of this very review.

Firstly though, what does the official World Cup 98 game offer over its non-licensed counterparts? For a start, you get to play in all the official stadiums where the matches are set to take place. You can play an exact replica of the tourney, taking control of any team you like, from England to Cameroon. All the players are real, although there are some discrepancies in the final line-up, such as Gazza being in the game but not in Glen's squad. You also get to see funny little cut sequences of the crappy blue and red flying mutant chicken mascot. Basically, World Cup 98 gives the real football fans, and those who just come out of the closet for major competitions, the next best thing to actually being there. And the way the French dealt with the ticket fiasco there's not gonna be many British people there anyway. All the more money for EA, then.







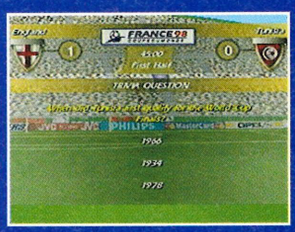
I'm not usually swayed by licences at all, but there's no denying playing an exact replica of the world cup is very satisfying, especially when you manage to take England through to the finals and bring the World Cup back to Blighty. It's also pleasing to play as the real team and hear the commentators naming the players as they get the ball, something World League Soccer (our current favourite) could not do due to licensing restrictions. Still, playing as the official team, in the official tournament would mean nothing if the game didn't play as good as it does.

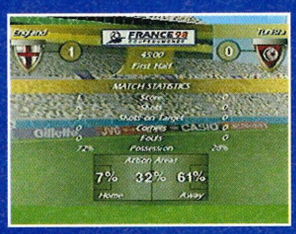
> "...it's very satisfying when you manage to bring the World Cup back to Blighty..."

Until FIFA Road To World Cup, I wasn't convinced that FIFA games

STATISTICALLY SPEAKING

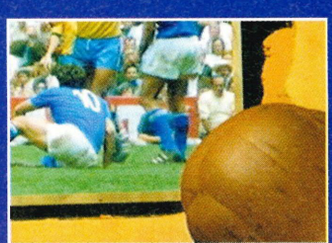
Continuing the tradition of FIFA games, World Cup 98 offers a wealth of different statistics on the match and the teams playing. If you play a friendly, you're told the stats on every game the two teams have ever played against each other, and if you're in the World Cup you're given the stats for every World Cup match they've contested. Also, as an added bonus, there's a little quiz at the end of the first half. The questions are all World Cup-based, and the answer is given at the end of the match. Remember, though, there's no prizes; it's just for fun.

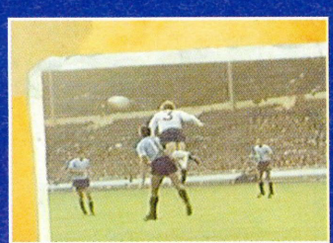


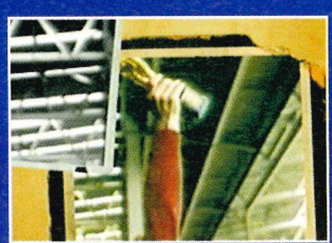


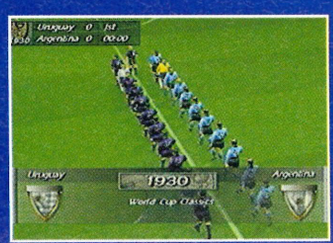
THEY THINK IT'S ALL OVER...

Winning the World Cup gives you access to the excellent World Cup Classics mode where you get to relive selected finals since the first tournament in 1930. This means you can change history and lose against West Germany in 1966 or play as the classic 1970s Brazilian team, and make them look like complete and utter donkeys. Many of the World Cup finals on offer won't do a lot for non-fan or part-time football followers, but real enthusiasts relish the challenge of taking on Argentina as Uruguay in the first-ever final or giving Italy a whipping as Hungary in 1938. The game doesn't change much graphically, but the kits do, with noticeably long shorts as the main change. The stadiums stay the same, which is a disappointment. I'm sure they never had video screens in 1930...









were much cop. I mean, the first few PlayStation efforts were pretty nondescript, weren't they? RTWC did a lot to restore my faith in EA's premier sports series, and although World Cup 98 isn't a massive leap on from its predecessor, it manages to take the game up at least a few steps.

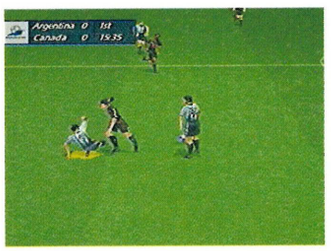
"...After your initial few minutes of play, World Cup 98 starts to deliver one of the best games of soccer available..."

We Still Believe...

The first thing that hits you on playing World Cup 98 is how stupidly easy it is. If you're a RTWC veteran you have a bit of an advantage, but people who've never played a FIFA game in their life are going to find World Cup 98 extremely easy to play. To me this is a blatant attempt to take the game to the masses (which is fair enough), to leave the realm of the video game fan and go into everyone's front room. Much like 2 Unlimited's bastardised form of techno or Hollywood's poor attempts at John Woo-style films. But unlike American John Woos or sanitised techno, World Cup 98 doesn't lose a great deal due to its attempt to reach a broader audience.

In fact, I can't name you a more playable football game out there. I can, however, name several more satisfying and challenging football games, such as Word League Soccer, ISS Pro and Actua Soccer 2. World Cup 98 may well falter on the challenge front, but it makes up for it with mountains of smooth, flowing, realistic looking and ultimately fun football gameplay.

The action can be tailored to suit your needs in the usual extensive, and frankly exhaustive menu system FIFA games always have. I've said it before and I'll say it again - why the hell are FIFA game menus always so difficult and fiddly to navigate? Anyway, there's plenty of options, from referee strictness and AI assistance to off-sides and the very important game speed setting - all possible bases have been covered. The game speed option allows you to tailor the game's pace to play exactly the way you want it, allowing you to play the perfectly-paced game of football to suit your style. I personally like to have the speed set to quite low because this allows for a more intricate, passing-based game rather than a full pelt, boot-the-ball-up-the-pitch outing. No matter what type of game you prefer, you should be able to find the right setting (after you've trawled through those bloody menus).









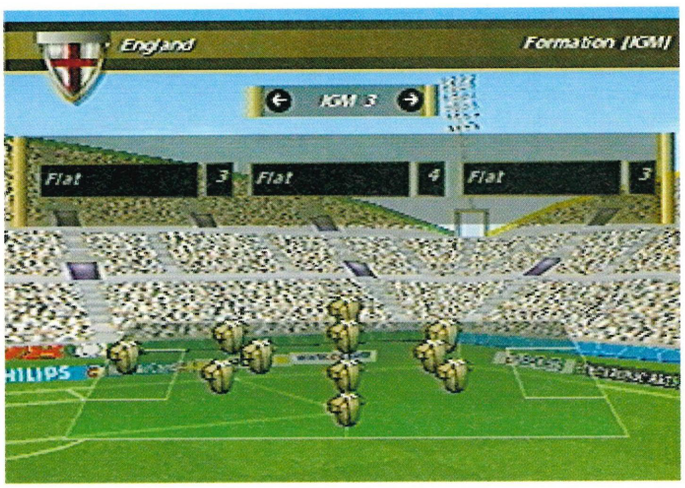
▲ They had video screens at Wembley in the 1966 final, did they?

The controls themselves are actually quite intricate, but it takes literally only a few minutes to get used to them. There are eight controller configurations in total, so again, you should be able to find the perfect one for your style of play. All of them offer the same intuitive layout, and none take you long to get used to.

...We Still Believe...

After your initial few minutes of play, World Cup 98 starts to deliver one of the best games of soccer available on the PlayStation. The animation is smooth (although the scrolling could do with being a little more polished) and the graphics are as good, and at times better than any of the other footy games available. Each player has a mass of moves at their disposal, which means a lot of intricate animation is required. EA have scrimped a little on this front but only those who have owned or played FIFA Road To World Cup will notice. The problem is, and if you ask me it's a big problem, the graphics don't seem to have changed one little bit since RTWC. The gameplay has slightly evolved and World Cup 98 is better for it, but on the visual front, it really hasn't gone any further. In fact, apart from small details, World Cup 98 looks exactly the same



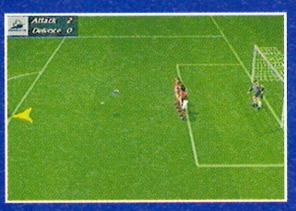


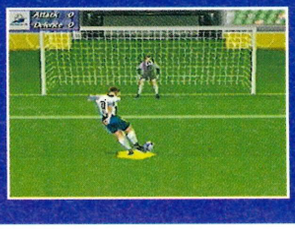
▲ Formations can be tailored to suit different strategies.

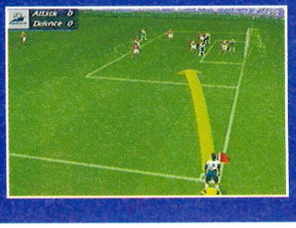
▼ PRACTICE MAKES PERFECT

World Cup 98 offers an extensive training session where you can practice your set-piece manoeuvres or take part in a training game. As World Cup 98 is so easy, you won't need the general training but the free kick and corner training can prove invaluable when playing against the best teams on World Class mode.









which to me is inexcusably lazy.

Still, looking the same as RTWC is no bad thing because the graphics themselves are very good. The feeling of size in all of the ten stadiums is second to none, which is even more awe-inspiring when you realise each of the match venues has been totally replicated from its original French counterpart. The pitch is always lush green, although most football games have different pitch types and in my experience different weather conditions, things I never came across on World Cup 98. I can't understand this. I mean, the French have rain, don't they? Each match is introduced by an equally impressive cut sequence mixing computer animation and video footage of the stadium you're about to play in, just to give you that little bit of extra World Cup atmosphere.

Normally if a sequel was as unchanged from its predecessor as World Cup 98, I wouldn't give it the time of day, let alone a six-page review. There's no denying, though, that the game engine in place on RTWC and World Cup 98 is basically unsurpassable. Okay, so it has its flaws, but what other soccer game allows two players to sit down and play an evenly-matched arcade football game without any practice? Don't get me wrong - World Cup 98 isn't arcade in an ISS Pro style. It's just that it's so easy to pick up and play it can only be compared to an arcade game.

The moves and look of the game are far more simulation than the gameplay though. The skill mode allows for some excellent running manoeuvres where tapping R2 or L2, and a certain button makes your player perform a dribbling move. This could be a side-step, slow-down or a flick-the-ball-over-the-head type move. These moves on top of the through balls, one-twos and varying kicks and lobs give you a massive arsenal of moves with which to take on the opposition and hopefully win.

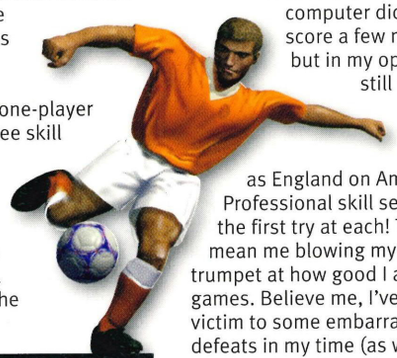
...Football's...

The biggest problem with World Cup 98 isn't that it's almost the same as its predecessor or that there's no different pitch types or weather conditions. It's that it's far too easy. If you've got mates, forget about the last statement because in two-player mode World Cup 98 offers a superb rendition of the world's favourite sport. In one-player mode there are three skill levels - Amateur, Professional and World Class. I started playing on Amateur just to get to grips with it, but by the end of the first half, playing as England against Brazil, I was already four-nil up. By the end of the game I had knocked in nine goals to Brazil's pathetic none. As I continued playing on Amateur, these scorelines were echoed in nearly every match I played. On putting it up to Professional, which is essentially Medium or Normal skill level, the scorelines hardly changed. Okay, I did have to work a little harder to put the ball in the back of the net and the computer did manage to score a few more goals, but in my opinion it was still too easy. I managed to win the World Cup as England on Amateur and Professional skill settings on the first try at each! This is by no mean me blowing my own trumpet at how good I am at games. Believe me, I've fallen victim to some embarrassing defeats in my time (as well as some amazing victories, of course). I was rewarded with far more of a challenge when I switched to World Class skill, but I reckon that a soccer game should offer a hefty challenge on the medium skill level and require at least a bit of an effort on the easier ones.

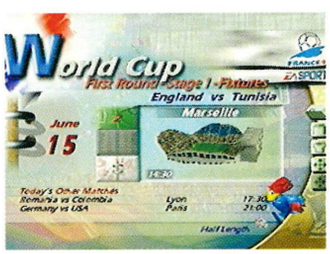






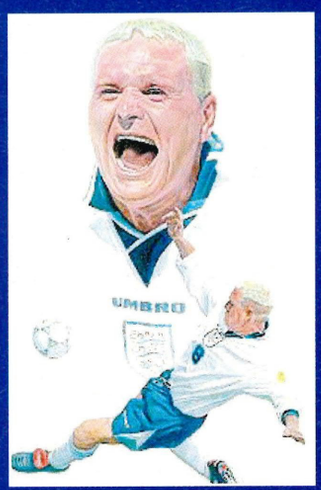


Superb team management options and FIFA go hand in hand - like dodgy menu navigation and FIFA. Fortunately, World Cup 98 doesn't let the side down as it offers an excellent management section. Instead of choosing certain formations you get to pick and choose the number of players in each area, ie, defence, midfield and attack. You can also choose whether each area is set in a sweeper, diamond or flat formation as well as positioning each separate player within a certain circumference from their playing position. This allows you to make your team tactics personal to you; luckily it can be saved because getting your team into the perfect formation does take some time. The best thing about the strategy and formation has to be the way you can change your tactics in the game. Pressing select cycles through three choices you have to set before you start the game. The best way to do this is to have a well balanced tactic plus an all-out defence, and a full-on attack option. The tactics can be changed on the fly so if your goal is being over-run, cycle through to the 'defend' tactic and get more players





WHO ATE ALL THE KEBABS?



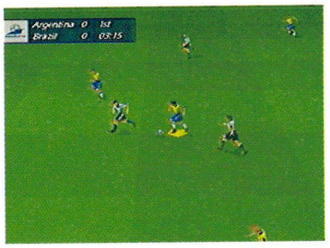
Where's Gazza gone, then? Poor sod. He gives it his best shot and still gets dropped from the team. Still, at least he can get on with his favourite pastimes of beering it up, eating dodgy Greek food and smoking tabs. Seriously, though, when he turns it on Gazza is pure magic, which is why he should've been given the chance to prove himself one last time. Still, Gazza fans won't be disappointed because Gazza is included in this World Cup 98 England squad. Alas, you don't get to see him lozzing a fag butt onto the sideline or eating all the pies at lunchtime.

THEY THINK IT'S ALL OVER...

Winning the World Cup gives you access to the excellent World Cup Classics mode where you get to relive selected finals since the first tournament in 1930. This means you can change history and lose against West Germany in 1966 or play as the classic 1970s Brazilian team, and make them look like complete and







into the box. On the other hand, you can switch to the attack option when you have a quick counter-attack on. Using the different tactics in the game really adds to the depth but you can play without them and still enjoy a great game.

"...Superb team management options and FIFA go hand in hand..."

...Coming Home

FIFA RTWC offered a fantastic opening sequence with an equally great pop tune in the form of Blur's Song 2 to accompany it. In trying to mirror this, EA have got the intro sequence just right, but have failed totally on the music front. Instead of a classic pop tune, what do they go and choose to accompany the intro? Only Chumba-bloody-wumba's cheestastic Tub-bloody-thumping! Idiots. The rest of the game music doesn't live up to RTWC either, but the breakbeat-fuelled audio is just about adequate - that's until you hear the god-bloody-awful Tub-bloody-thumping remix. The sound effects are up to the usual FIFA standard, which of course is very, very good. The crowd noise and chants and various audio paraphernalia really add to the atmosphere of the match. Even the commentary is almost faultless. EA have enrolled Des Lynam and various other big name commentators to add voice-overs that very rarely repeat themselves or become annoying.

World Cup 98 has a bit of cheek, really. We know it's nothing more than RTWC with knobs and the World Cup tournament on. It can't be argued that playing in the World Cup isn't satisfying, though, and for once a sports game licence does add to the game. You get to play in all the official venues, as all the official teams and all the official players. Even I can appreciate this when it comes to the World Cup. Taking the RTWC engine was a calculated move on EA's part, and it's definitely paid off. Just think of the old adage, 'If it ain't broke...'. Still, it is a little lazy and owners of RTWC won't want to own both copies so I'm afraid it's a trade-in for you. New PlayStation owners or those who haven't got RTWC are in for a special treat, because World Cup 98 is easily on a par with our current fave, World League Soccer. If it was a little more original it would definitely have scored higher, but it's just a little too blatant.

World Cup 98 looks the nuts and plays almost as good. It's far too easy apart from on the World Class setting, but this can be forgiven when you start playing against a mate (or several in the multiplayer mode). EA have given us the game the World Cup deserves. A game to reach people who haven't previously played soccer games and truly a game that everyone can play. Escaping the game World Cup 98 will be just like escaping the World Cup itself. You can't, so just give in, go with flow and enjoy it.

EPM
SAUL

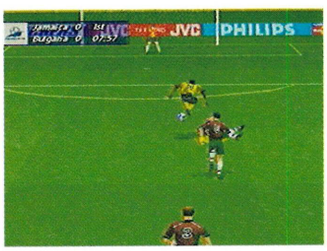
IT'S IN THE SHOPS

How strong are licenses, then? Well the two official licensed football games this year are World Cup 98 and Three Lions, both of which by-passed the magazines completely and went straight into the shops. Usually this means that the product is the proverbial bag-o-shite. Not so with Three Lions or World Cup 98. So, if you've got the big licence, who needs the review scores? Just don't be fooled by every big licence that slips the net and hits the shelves before it hits the pages.











They may be the best, but Brazil sure look ugly here.

The Score

Publisher	EA SPORTS
Developer	IN-HOUSE
Released	OUT NOW
Version	UK
Price	£39.99
Genre	FOOTBALL SIM
Players	8
Memory Card	✓
Analog	✓
Multi tap	✓

GAMEPLAY
9

ORIGINALITY
4

LIFESPAN
8

SOUND
8

GRAPHICS
9

OVERALL
90%

in summary

For once an official licence comes up with the goods, big time.

Second Opinion

Although not a lot differs from FIFA RTWC, World Cup 98 is still a very worthy buy, simply due to the World Cup licence.

Chris

Tommi Mäkinen Rally

Poor old Tommi...



PlayStation gamers don't have a lot of choice when it comes to rally driving games. Walk into a shop looking for PlayStation rally action and there's really only one; Ocean's superb V Rally. Of course, there's always Sony's Rallycross, but up against V Rally it's really no competition. This is all about to change this summer, though, with the release of Codemasters' Colin McRae Rally and this, the Europress effort, Tommi Mäkinen Rally.

Don't expect there to be an alternative to V Rally just yet, though. Tommi Mäkinen Rally doesn't really offer anything new or exciting in the rally game world; in fact it's so flawed we'd even recommend Rallycross over it. The problem is it's obviously been rushed out to pip the superior Colin McRae Rally to the post, which is a shame. If the developers, Strange, had more time to complete the game Tommi Mäkinen Rally could have been a top game.

What's the problem, then? For a start, although we're promised realistic handling physics for the nine different cars, what we get is incredibly boring and similar handling for every single vehicle, be it front- or rear-wheel drive. Each car turns like it's had industrial-strength flypaper glued to the tyres. The game runs at a decent pace, but when cornering it feels as though your sliding through an invisible pool of syrup. There's no skilful power-slides to learn. You simply hit the corner, dab the brakes and immediately slide around it. It takes no real skill and doesn't offer any fun or excitement, unlike V Rally or the forthcoming Colin McRae Rally.

The crashing physics are also extremely lazy and uninspiring. In fact there aren't really any crashing physics because every single crash is the same. Hit another car and you are flung onto your side. This gets incredibly frustrating, especially when the collision detection is so poor that simply touching the back or side of one of your opponents causes you to magically flip onto your side.

The actual racing doesn't offer much excitement either. You're pitted against three other cars who don't have any determination or skill programmed into their AI. The cars simply drive around the course, making no real effort to do anything. Occasionally a CPU car crashes, but that's about as exciting as it gets. The seriously mundane cars give you no reason to try your hardest and although you won't win every time, you won't really worry about it anyway. Surely with just three opponents to race against, the developers could offer a more exciting, realistic, and challenging AI. As it stands, you never get a really exciting race, which is something a game like this relies on.

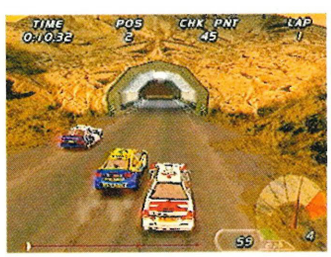
> **"...Each car turns like it's had industrial-strength flypaper glued to the tyres..."**

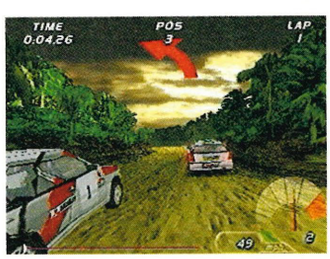
How Many Tracks?

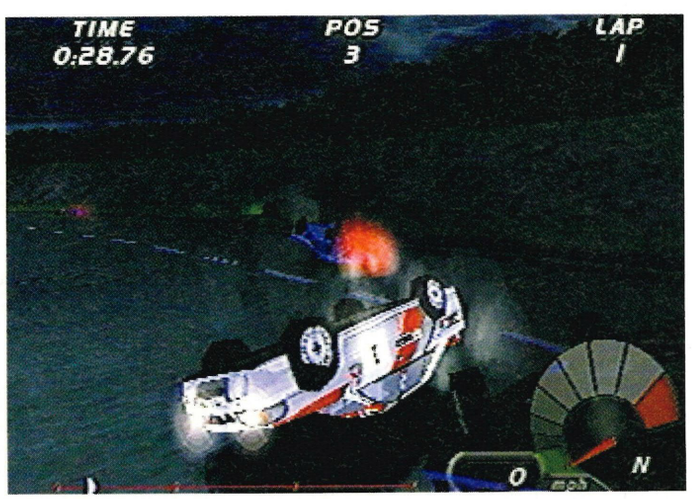
Tommi Mäkinen boasts that it contains 130 tracks, which in our eyes is a pretty bold statement. When it comes down to it, though, many of the tracks are so similar you don't notice the difference. Each track has the same type of bend or hill as there are only a few different track pieces.

The Track Editor adds a little flair to this part of the game, but even building your dream track is no fun when racing on it is so bloody boring. There are plenty of different track styles, although none of them offer any originality. What we get is the usual dust, snow, mud and tarmac environments that every off-road driving game offers.

It sounds pretty bad so far,

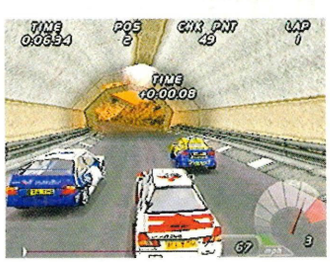






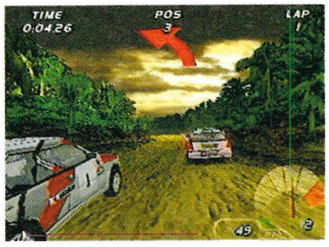
▲ Oh my, what an exciting crash.







The car in front is a white blob.



doesn't it? And I'm afraid it doesn't get any better. There are way too many fundamental flaws bringing Tommi Mäkinen way below the average and making it laughable at times. For a start, it doesn't really matter how you drive. If you're caning it round a corner and use the car as a battering ram, you still end up catching the car in front. Is the idea to penalise skilful driving and reward poor control? If you can't make the corner you should lose time, not catch up with the car in front. It's the basics, really.

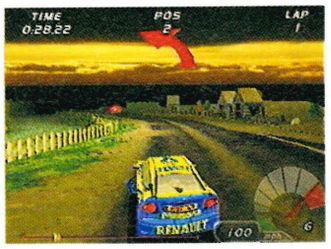
Also there's some ridiculous graphical flaws with our favourite being the way the scenery glitches and cuts out your view. This happens most when driving through the incredibly boring town sections of the game (by the way, how many Rallycross races take place on a town circuit? None, methinks).

> **"...building your dream track is no fun when racing on it is so bloody boring..."**

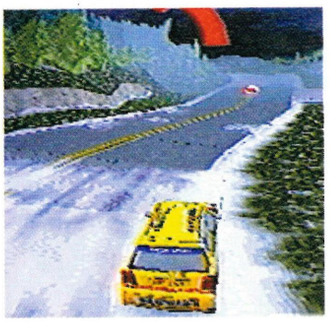
Turning a sharp corner causes the cardboard-looking houses to scroll behind your car, thus blocking the view. It has to be seen to be believed; just make sure you have a needle and thread handy so you can quickly sew your sides back up when they split with laughter.

How Many Flaws?

Believe it or not there's still more (I'm not enjoying this, you know). The other cars look like they're either wheelying or floating along the track. Also, due to the perspective, many of the rival cars look much bigger than yours. This is especially hilarious when a car identical to yours comes up beside you, where the effect is most noticeable. Also, another car-related boob happens when you're playing in the in-car mode. Come up alongside an opponent and it disappears, then, all of a sudden, it appears in front of you again.







This, to me, is incredibly lazy - or could it be rushed programming? There's plenty more I could go on about, but I think you get the idea - Tommi Mäkinen Rally isn't a polished product.

The music's not bad, though. I know this statement isn't gonna make you go out and buy it, but along with a few decent sound effects, the old school-style hardcore soundtrack is about Tommi Mäkinen's only saving grace.

If this had come out before V Rally and Rallycross, I'm sure I would have scored it higher, but seeing as though there's already decent competition out there, I really must advise you not to bother with this game. The mass of flaws simply add to the overall bad game design that wills you not to continue playing after a few games. The driving engine feels ancient and the crashing physics are laughable at best, non-existent at worst. A rally game needs pure adrenaline-rush excitement (V Rally), Or pure simulation feel and depth (Colin McRae). Don't buy this if your after either of the above, because believe me, you will be very, very disappointed.

EPM
SAUL

Second Opinion

How can you describe the awfulness of this in so few words? I'd rather drive a go-kart through a car wash than play this crap.

Ian

The Score

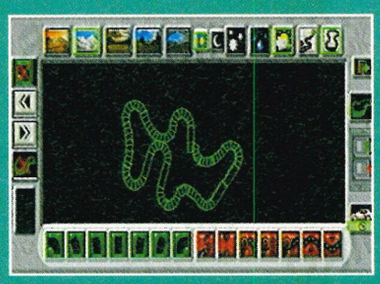
Publisher	EUROPRESS
Developer	STRANGE
Released	OUT NOW
Version	UK
Price	£39.99
Genre	MEMORY CARD
Players	1-2
Memory Card	✓
Analog/Rumble	✓
Steering Wheel	✓

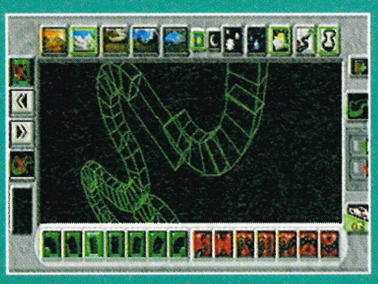
GAMEPLAY
3
ORIGINALITY
5
LIFESPAN
4
SOUND
6
GRAPHICS
5
OVERALL
41%

in summary

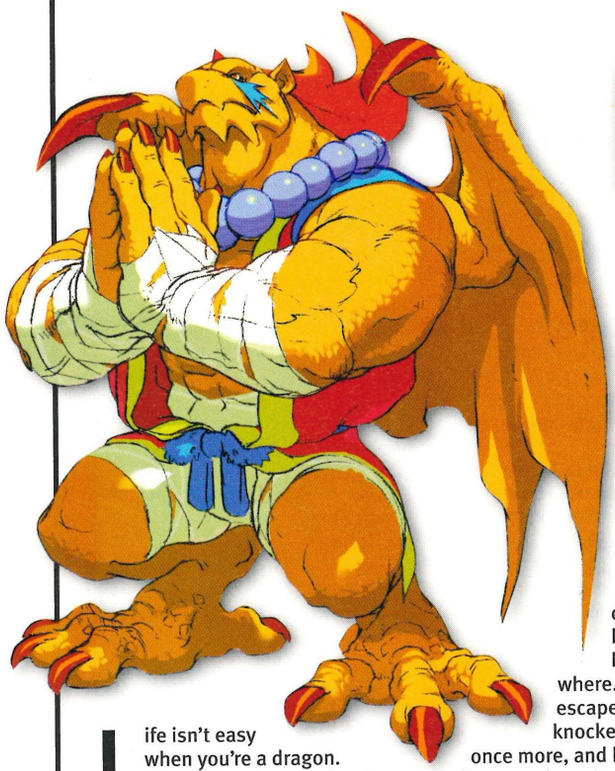
Avoid at all costs, especially with V Rally out and Colin McRae on the way.

TRACKS UNLIMITED





The Track Editor, although definitely not a saving grace, is a pretty cool feature on Tommi Mäkinen Rally. It's fully 3D so you can makes some pretty amazing uphill and downhill sections. The only problem is there are only three types of corner and a very limited track length. However, building and racing on your own tracks is very satisfying; it's just a shame the actual racing is so poor.



Breath of Fire III

Doesn't this series drag-on?

Life isn't easy when you're a dragon. Trapped for thousands of years in a lump of crystal (heaven only knows how you got there), you're eventually found by some hard-working miners who proceed to blow your translucent prison clean apart. Surprised to find you still alive, they attack you, forcing you to burn the very skin from their bones. And you're such a cute lil' critter too. As you seek to escape from the mines, you're attacked by other miners who come to the same char-grilled end. Eventually you escape, only to be confronted by a big bugger who whacks you on the head with a crane, puts your unconscious form into a cage and loads you onto a train bound for heaven-knows-where. Rock the cage to escape and you're knocked unconscious once more, and by the time you're discovered, you've warped into humanoid form. Your rescuer slays the wolves that have taken an interest in your seemingly-lifeless body and takes you home.

So begins Breath of Fire III (or BOF III to its friends), the first of Capcom's Breath of Fire series to hit the PSX. The first two games were huge hits on the SNES, so will the CD version fare as well?

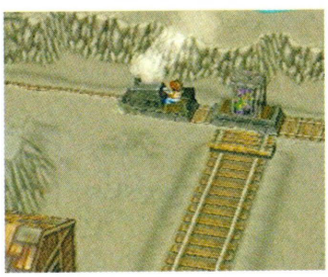
The game certainly breaks no new ground technically. Fans of 16-bit console RPGs will be, erm, instantly familiar with the mechanics of the game. There's no sampled speech, with ogres and giants bellowing threats at you, pub landlords muttering rumours and fair maidens whispering sweet nothings into your elf-like ears. Instead you get the standard text window and some neat, unobtrusive background Muszak. Likewise, the graphics hardly push the PSX to its limits, offering the expected 3D isometric perspective and sprite-based characters, and baddies that just vanish when killed. No Resident Evil-style rendered visuals or Gex-like mobile cameras here. The CD's storage capacity and PlayStation's processing power are instead invested in the gameplay and storyline, offering a huge gaming experience and deep plot rather than quick-thrill aesthetics but short-term lastability.

> **"...a huge gaming experience and deep plot rather than quick-thrill aesthetics but short-term lastability..."**



A couple of technical innovations are worth mentioning, though. Although you have no choice of perspective while playing the game, the camera can be moved temporarily to get a better look at your environment. Also, battles are now fought on the main exploration screens instead of loading in dedicated combat arenas. This makes for a far more realistic offering, as well as cutting down on unnecessary delays. Perhaps if Capcom release BOF IV they'll tackle the ridiculous fiasco which occurs when your character walks from one part of the map to another, forcing the PSX to load another section into its memory. In this game the border of the current

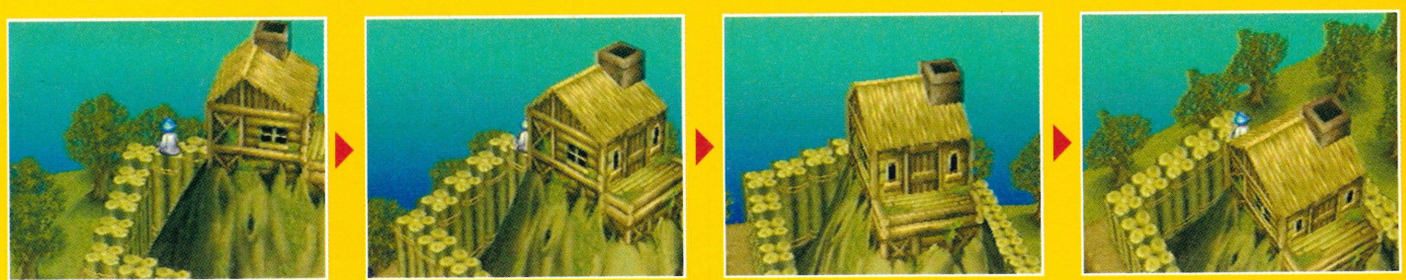






A MATTER OF PERSPECTIVE

By holding R1 and moving the D-Pad, you can move the camera to look behind building or other such obstructions. This removes much frustration and facilitates some nifty puzzles.
Releasing R1 returns the camera to the usual view - you can peep by moving the perspective, but can't fix it there.











stored area falls away like the edge of the world or a piece of a jigsaw, your team emerging on a similarly-bedevilled area when the next has loaded. It looks pathetic and does nothing for the game's atmosphere.

A Crash Course in Combat

As with most games of this ilk, BOF III sees you controlling a team of characters, each with individual abilities and strengths. When you meet a monster, combat ensues. The combat is fought in rounds, the order of attack depending on each pugilist's speed. It calls for none of the arcade sword-slashing skills demanded by, say, Alundra. Instead, for each character the player must choose to Attack, Defend, use an Ability enjoyed by that particular person, Use an item or Examine an enemy's modus operandi. The latter is especially impressive. A character who chooses the Examine option can't attack in that round, but instead watches an enemy of his or her choice, studying their own offensive moves and hoping to learn them for use in later fights. You can also Escape to avoid fighting or Charge, which automates the battle, your characters always picking the Attack option. The menu system is immediately intuitive and very accessible, avoiding the irritating, anal-retentive options screens which curse lesser RPGs.

When one of your characters falls, he doesn't actually 'die' - instead he's incapacitated, and can be revived after the fight. If all your allies bite the dust, though, it's 'game over' as there's no one left to revive them.

Perhaps it's just as well you don't lose fallen friends - when wandering through the open countryside you meet manic monsters and wandering warrior weirdoes with alarming regularity. Yes, the enemies are varied and the battles interesting (and useful - you build your characters by gaining experience as well as finding new artefacts), but do they have to happen quite so often? You can hardly walk ten paces without running into a bug-eyed, sharp-toothed foe intent on ripping you apart. This is a pain in the arse at times, and a big disincentive to explore - the game's certainly lost some percentage points for this.

Another interesting feature are the 18 Dragon Stones found at various points throughout the game. By combining the different stones, the dragon-boy found at the start of the game can become any dragon he chooses. Some are more powerful than others, but the stronger the dragon, the more Magic Points it drains. When your magic is exhausted, you revert to human form. This is a neat idea and allows for much experimentation as you test the different dragons in various situations.

Sizzling Storylines

And the plot? I'm not going to spoil it for you, but as usual, you've a huge overall objective, but also a series of more localised sub-plots to cover on your quest. There are also some neat sub-games too. Remember the fishing game from BOF II? Well it's back. Find a fishing spot and you can once more you can trawl for piscine power-ups, with different fish offering different bonuses such as health, poison cures or magic points.

> "...You can hardly walk ten paces without running into a bug-eyed, sharp-toothed foe intent on ripping you apart..."

BOF III is a cool RPG and a worthy successor to the SNES classics. If it wasn't for the mind-numbing, game-slowing, exploration-deterring regularity of the wandering monster encounters, the game could well have scored into the nineties. As it stands, though, the constant stream of weak foes you can kill in a single round chokes the excellent storyline just a little too much for it to be a classic. It's still a worthy purchase, - the patient will find it very rewarding, and the storyline is interesting enough to keep you playing. You just have to find out what happens next..

EPM
IAN



▲ This is the edge of the area stored in the PlayStation's memory.





Second Opinion

The wandering monsters sometimes make the game like reading a book with the phone ringing every five minutes, but overall it's great stuff. Strong storyline and ace combat.

Darren

The Score

Publisher	OCEAN
Developer	CAPCOM
Released	JULY
Version	PAL
Price	£39.99
Genre	RPG
Players	1
Memory Card	✔

GAMEPLAY
9

ORIGINALITY
7

LIFESPAN
9

SOUND
7

GRAPHICS
7

OVERALL
86%

in summary

Little new, but if it ain't broke, don't fix it.

Jeremy McGrath Super Cross 98





Jeremy McGrath is generally regarded as the best Moto/Super Cross rider of the last few years, which is why Acclaim drafted him in for their first venture into the high-speed world of off-road motorcycling. As we all know, though, a big name doesn't always equal a big game...

The general premise of Super Cross 98 is to give an accurate simulation of the sport, with a few added arcade elements to make the game more accessible to non-fans. To an extent this goal has been achieved, but not without a few sacrifices.

Rather than stick to Super Cross, which takes place in an indoor arena, you also get the chance to have a go at Motocross and race on much bigger outdoor tracks. This gives a good variety of courses and forces you to change your riding style to suit the different terrains.

Graphically, Super Cross 98 is by far the best looking Motocross game we've laid eyes on. The riders are all look realistic, and the movement of the bike is as close to the real thing as is possible. The tracks are all incredibly detailed, from the huge tabletops in the indoor arenas to sweeping downhill bends on the outdoor tracks. One nice touch is the way the track erodes as you ride around it, meaning new berms form on the corners. This effect could be a little more noticeable, but it's still a first for any off-road racing game.

The racing itself is very fast and has quite a realistic feeling; until you hit one of the tracks that jerks all over the place. It seems some of the tracks haven't been optimised correctly, giving you an extremely nauseating experience as you jerk your way over jumps, around hairpins and through mud pools. However, the tracks that do run smoothly offer a great-looking and very realistic Motocross race, topping any of the dirge already available in this genre.

Step-Through

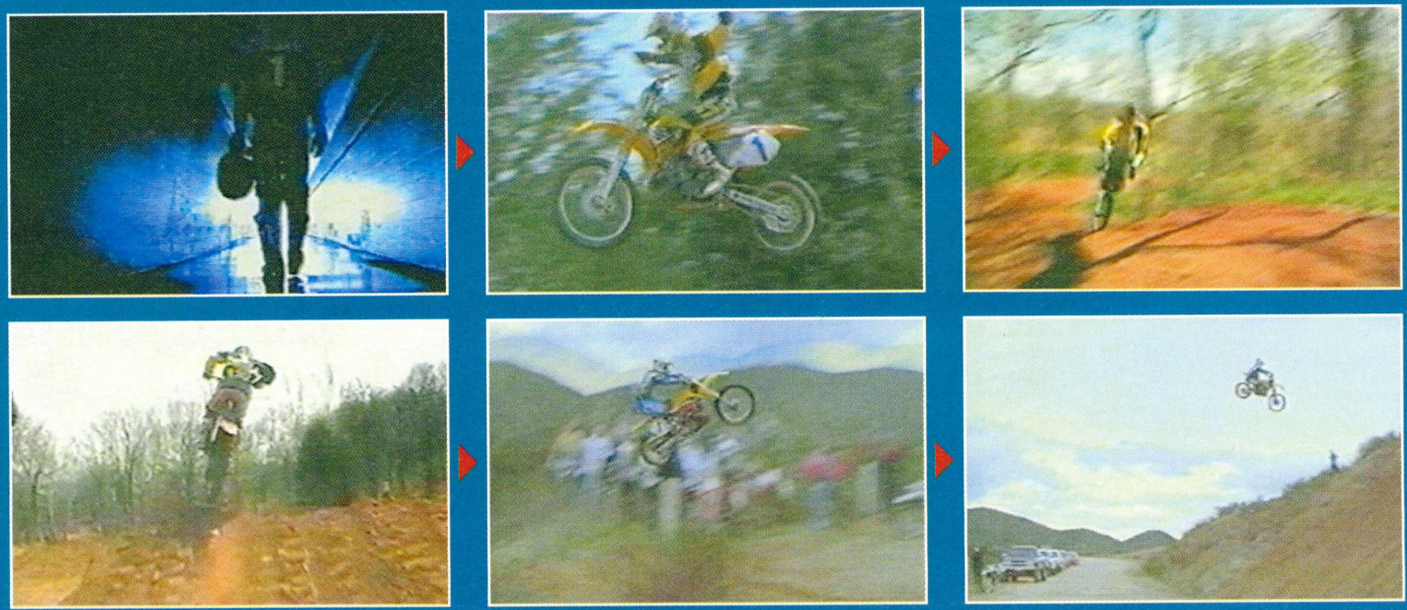
The game itself is very easy to pick up and play, but it takes time before you start winning races. The control is intuitive, although at times not exactly realistic. To get an extra speed boost for overtaking or pulling out of corners, you have to hit R2. This would be a very worthy control method if you didn't perform a wheelie every time you hit 'boost'. Although in real life these bikes are very powerful, the top riders don't always wheelie when they open the throttle up. In trying to make the game more spectacular, the developers managed to make it almost farcical as you end up wheelie-ing your way around the tracks. However, when not taking to one wheel, the action is realistic right down to the correct use of berms. The racing is extremely tight with lots of overtaking, just like the real thing. When you fall

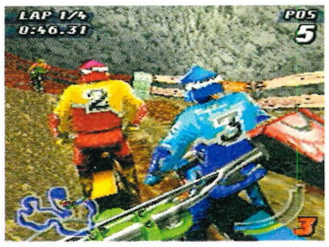
> "...The control is intuitive, although at times not exactly realistic..."

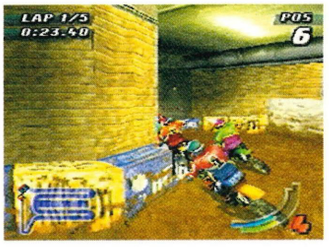


BIG AIR

Jeremy McGrath shows us how it's done on the cool, if a little short, FMV intro.





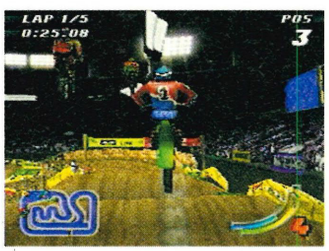


off, you don't find yourself completely out of the race as the CPU riders also make mistakes, giving you a chance to catch up and battle it out for the lead.

Many motorbike games simply use a tweaked car racing game engine, which isn't the case here. Super Cross 98 uses a completely dedicated engine, allowing the little intricacies of riding a Motocross bike shine through. This means taking a different line through the corners and ruts actually helps you out in the race. The landing of jumps also makes a difference to your speed, and the R2 boost button gives an extremely realistic burst of power to use as you come out of corners - shame about that ridiculous wheelie, though.

Although the actual riding is on the realistic side, there are a few areas in Super Cross 98 that let the game down badly, especially in the realism stakes. For a start, there are only six racers in each Moto, whereas in real life a Super Cross Moto may have 20 riders and a Motocross race up to 50. Of course, this would be extremely hard to program, but it would have been nice to see a few more riders on the track. The fast-paced action makes up for the lack of opponents because you're constantly battling it out with at least one of them. Also, the races are nowhere near long enough. The average race on Super Cross 98 is around four laps, whereas the real thing offers races that last for well over half an hour. It would have been nice to be able to change the number of laps per race, but alas, this option isn't available.

Another realism-related qualm I have is the inclusion of short cuts on all the tracks. I mean, if Jeremy McGrath was to take a short cut in a championship Moto, he'd be disqualified; so why bother to include them? And another thing - Super and Motocross organisers make sure there are no obstacles (except for 15-foot high table tops and wrist-breaking whoops) near the track for the rider's safety. So why do we see cones, oil drums and trees (which, incidentally, can be ridden right through) within the track boundaries? The developers may claim they're there to enhance the gameplay, but I beg to differ. These unrealistic elements fail Super Cross 98 badly. If Acclaim had stuck to the basics, they could have had a winner, but oh no, it's got to be arcade influenced hasn't it?



"...Super Cross 98 has a track editor. The editor allows you to make the track of your dreams..."

Chicken Chaser

Another thing that lets Super Cross down badly is that there are only two bikes to choose from, and these aren't even brand makes such as Honda or Yamaha. If there was a choice of bikes that actually differ from each other, it would be another feather in Super Cross 98's cap. Alas...

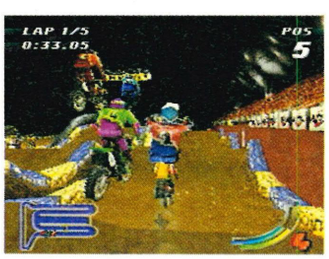
Hold on a minute; have I mentioned the engine noises? No? Okay then. Motocross bikes sound very high pitched, with fast rev limits, powerbands and very fast gear shifting. Why, then, do the bikes on Super Cross 98 sound like the type of sit-down lawnmowers only used by people with money to burn? I ask the question because I really don't know why. Would it have been too hard to visit the local track and sample a few Rock Oil-filled, high-powered engines? No, I don't think so, and in my opinion it's ridiculously lazy. You may think I'm being a bit harsh on the small matter of engine noises, but a Motocross game really should have the high-pitched squealing engines and not dull, monotonous lawnmower sounds.

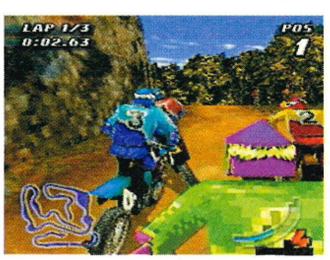


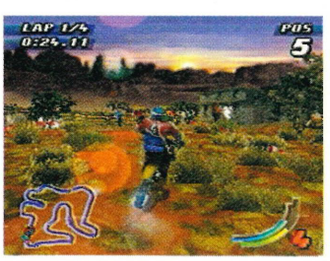
Right, I've got that off my chest. What else? Well, there's only 11 tracks to take on, of which four are night-time or weather variations of the other tracks. This, however, pales into insignificance when I tell you Super Cross 98 has a track editor. The editor allows you to make the track of your dreams with whoops, small jumps, big jumps, massive jumps, chicanes, hairpins; you get the idea. You can spend hours tinkering away with your track design and actually getting to race on it is very satisfying.

Jeremy McGrath Super Cross 98 is inexplicably flawed in more than one area. However, there's no denying if you can dismiss the few poorly optimised tracks, the pathetic engine noises and the realism factors such as on-track obstacles and lack of opponents, there's a decent Motocross game to be played. Honest. The action is fast, challenging and at times realistic. The arcade elements spoil it for me, but some of you may appreciate the inclusion of short cuts and on track obstacles. Fans of Jeremy McGrath or Motocross in general aren't getting the pixel-perfect simulation the PlayStation so desperately needs, but they get a playable if flawed arcade depiction of one of the most exciting sports around.

EPM
SAUL







Second Opinion

This hasn't grabbed me by the knackers. It's about time a developer gave us a Motocross title that equals the best car-based racing titles. The inclusion of short-cuts is mind-blowing lack of homework. Another promising licence bites the dust.

Darren

The Score

Publisher	ACCLAIM
Developer	ATOD
Released	OUT NOW
Version	UK
Price	£44.99
Genre	RACING
Players	1-2
Memory Card	✓
Analog	✓

GAMEPLAY
7

ORIGINALITY
7

LIFESPAN
7

SOUND
3

GRAPHICS
7

OVERALL
71%

in summary

Flawed, but fans will still enjoy it.

adidas Power Soccer 98

No, no, not again!

I'm not a massive football fan - more of a casual England fan. Still, I was well looking forward to the World Cup (nothing to do with the beer and pub atmosphere, I can assure you), until the whole thing got tainted by all the bloody soccer games I've had to review and preview in the last few months. I hadn't really reached this decision until adidas Power Soccer 98 landed on my desk, though. I could handle Three Lions, and World Cup 98 was even enjoyable, but then came this, and it's basically ruined any pre-World Cup football enjoyment I had.

Why so? Well, it's not actually a terrible game, but with such strong opposition from other soccer games, adidas Power Soccer 98 appears worse than it really is.









The main problem is the gameplay itself isn't flowing enough. The best soccer games offer a non-stop smooth and realistic depiction of the real thing, whereas Power Soccer 98 can achieve no more than a slow, tedious and disjointed match. The action isn't smooth and although the animation is up to a high standard, there really isn't any realism here at all. For a start, there's no flowing passes to be had. Every tap of the Pass button suffers in a slight delay before the kick is taken. You can't run onto a passed ball as every pass has to be direct to a player. If you do manage to pull off a through ball, you often find when you try to run onto it, it's as if the ball isn't there as you run straight through! An unforgivable flaw if you ask me, because soccer games rely a great deal on this type of through-ball passing to make an exciting and realistic game.

The running also causes a problem. I'm not a huge fan of football games that seem to glue the ball to your feet, but when it's the complete opposite as it is on Power Soccer 98, it's seems even more farcical. Hitting and holding the run button causes your player to sprint, but when he does, he kicks the ball too far in front of him, allowing the opposition to run in and nab it with ease. The running also looks mutated and is very difficult to control. All in all, a bit of a failure on this front, then.

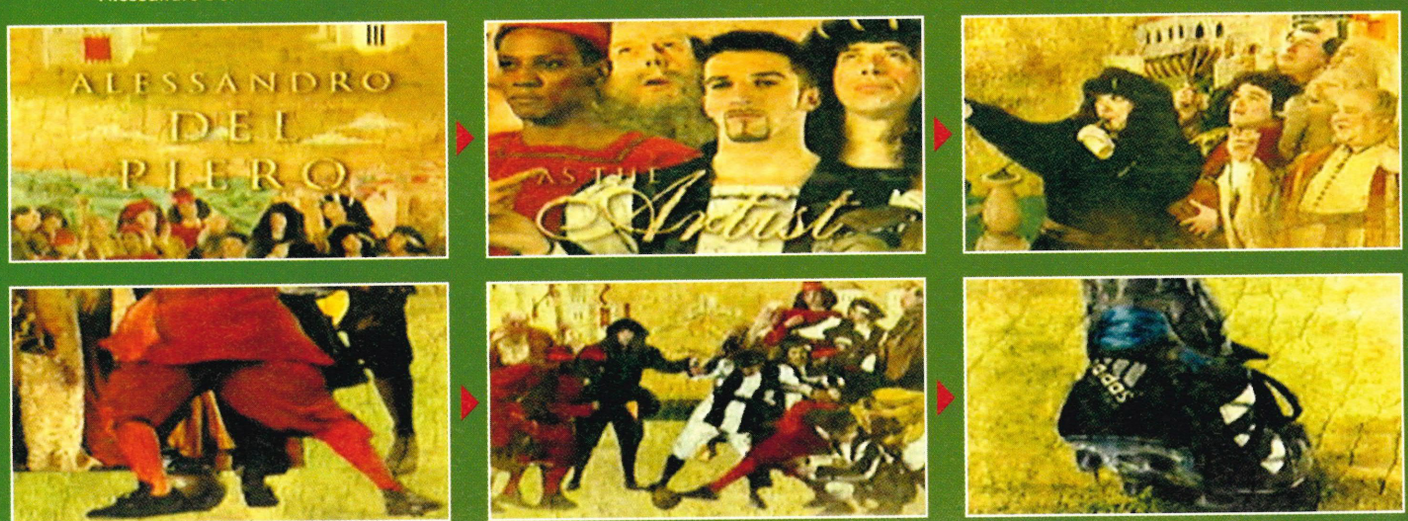
Big Long Hot Pokey Thing

Not to worry, though, because every other aspect of the game is nearly as difficult to control as the running. Long balls offer no real accuracy, and most of the time shooting is a bigger pain in the arse than impaling your rusty sheriff's badge on a big long hot pokey thing. I tried attacking the goal from all possible angles, and taking shots at different distances against teams of widely varying skill, and nearly every time I tried to shoot I ended up being tackled before I had the chance to do anything. It didn't matter who I

> **"...Power Soccer 98 can achieve no more than a slow, tedious and disjointed match..."**

ANYONE FOR PIG'S BLADDER BALL?

Alessandro Del Piero shows us how it should be done, medieval style. Just one of the amusing adidas commercials that adorn the game.

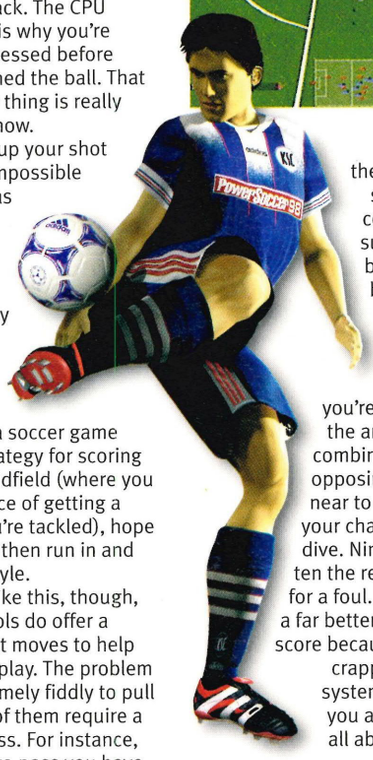


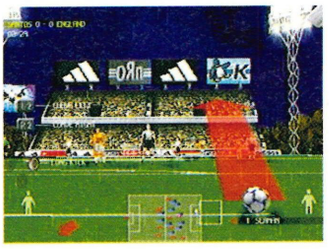
was playing; Tunisia would do exactly the same as Brazil. To gain power on a shot, you hold the button and build up the meter. Whilst doing this, though, you're totally open to attack. The CPU knows this, which is why you're constantly dispossessed before you've even launched the ball. That big long hot pokey thing is really beginning to hurt now.

Having to build up your shot meter means it's impossible to activate a shot as you run onto the ball, something I feel is a necessity on a football game. The only way I found scoring is possible is to knock one in on the rebound. So, what we've got is a soccer game where the best strategy for scoring is to shoot from midfield (where you might have a chance of getting a shot off before you're tackled), hope you get a rebound then run in and tap it in, Lineker style.

It shouldn't be like this, though, because the controls do offer a number of different moves to help spice up the gameplay. The problem is they prove extremely fiddly to pull off because most of them require a double-button press. For instance, to pull off a one-two pass you have to hit X and Square together. Fair enough, but when it comes to remembering all the different combinations for different moves, things start to get really fiddly. Not all of the moves are given to you on the control set-up screen so a few come as quite a surprise. The best one had to be the dive which can be pulled off when you're on the ball. If you're running into the area, hit the dive combination when an opposing player is near to you and watch your character take a dive. Nine times out of ten the referee blows up for a foul. This gives you a far better chance to score because of the crappy shooting system, which you already know all about.









Ouch!

Something that did come as a surprise on adidas Power Soccer 98 was that among various other tournaments and competitions, you do actually get to play the World Cup. The groups and tournament structure is the same as the French tournament, although the games are played in a different order. So, if you choose to play as England, you get Columbia first rather than Tunisia. This doesn't detract from the game at all. The World Cup is a welcome addition to the game, because playing in the actual World Cup gives you something to play for (if only till the whole thing's finished with). It doesn't make up for the lack of fun to be had, though.

Many games have some type of sponsorship these days (World Cup 98 has some sneaky Snickers plugs), but adidas Power Soccer 98 really does take this idea to another level. Instead of having the odd advert or logo dotted about the different areas of the game, it has a number of FMV and Computer Graphics commercials at the start of each match. What for? Why, adidas football boots and sports clothes, of course. How interesting. In fact, these adverts are very well put together, and at times very amusing. Once you've seen each one a few times, though, you don't want to see them again and they start to become very tedious. Besides, if I want to watch adverts I'll get Sky, or watch ITV, and not pay forty quid for the pleasure.





Klinsmann could take some tips from the diving move.

> "...The only way I found scoring is to knock one in on the rebound..."

On the surface, adidas Power Soccer 98 looks like a very competent soccer game. And graphically it is, it's just when you start delving deeper that the problems start to occur. It was only to be expected, though, because the series has never really excelled itself, has it? If there wasn't such stiff competition, this review wouldn't have been so harsh, but there's no getting away from the fact that there are far better football games out there; they're in abundance, actually. Try World Cup 98, try World League Soccer, try Actua Soccer 2, try ISS Pro, just don't bother trying adidas Power Soccer 98.

EPM

SAUL



Second Opinion

This one reminds me of Scotland's performance against Brazil. Shoot from at least 40 yards, or you're dispossessed before you can get into the box. Not good.

Ian

The Score

Publisher	PSYGNOSIS
Developer	SHEN
Released	OUT NOW
Version	UK
Price	£39.99
Genre	SPORTS SIM
Players	1-4
Memory Card	✓
Multi Tap	✓
Analog	✓

GAMEPLAY
5

ORIGINALITY
6

LIFESPAN
5

SOUND
7

GRAPHICS
7

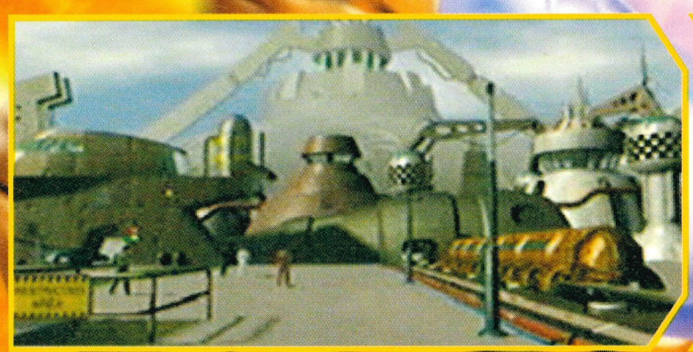
OVERALL

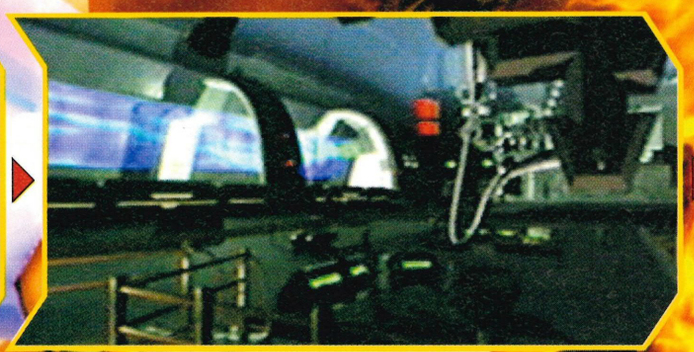
55%

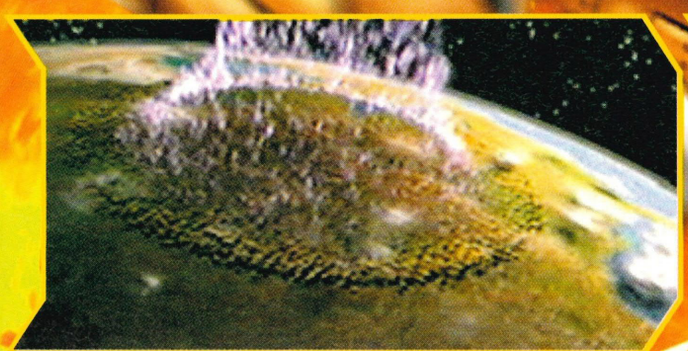
in summary

Barely scrapes into the finals, let alone take the cup.

Forsaken









...The Earth's scientists have been researching matter manipulation.

...In 2113AD they finally have a breakthrough, until the first experiment goes terribly wrong and a massive blast of fusion tears through the very fabric of the planet.

...Within days of the accident, all life on the planet is extinct. The earth has shifted from its axis and is exposed to the scorching radiation from our own, once life-giving sun.

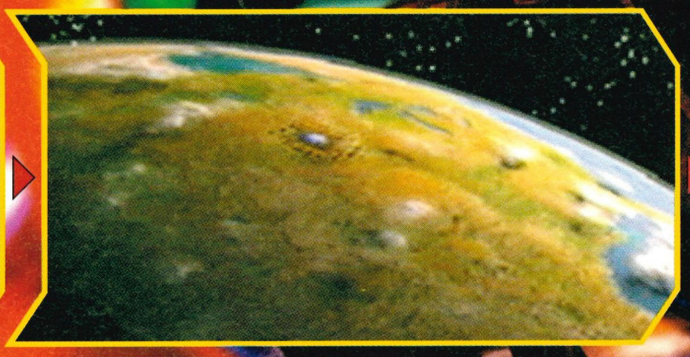
...Meanwhile, the High Senators Of The Imperial Theocracy, the rulers of the Multi-Verse, are informed of the catastrophe that has destroyed the Earth. ...The council launch an investigation and anything relevant or valuable is removed from the planet. Places of importance are left guarded by combat droids and robotic military personnel and vehicles.

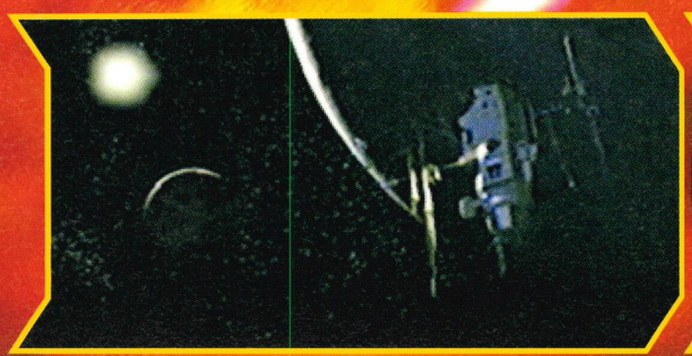
...After the investigation, Earth becomes a free-for-all salvage site where the scum of the universe fight and scavenge for what's left. Every bounty hunter, mercenary, gold-digger, treasure-hunter and fortune seeker has the opportunity to become rich. This situation is considered 'out of control' by the Theocracy.

...You take the role of one of these scavengers as you sit astride your anti-grav Pioncycle and take on the onslaught of Theocracy droids and robots in an attempt to make your millions and maybe earn a little notoriety.

...the Earth is Forsaken, you are Forsaken, this game is Forsaken.













Take Doom, add a little of Quake's graphical finesse and slap a massive dose of Interplay's Descent and you're halfway to describing Forsaken, the latest in a long line of PlayStation first person blast-'em-ups. The full 3D action takes us well away from the basic Doom-a-like, though, and offers a fast, fully-rotating 3D affair that pushes the PlayStation to its limits and beyond.

A bold statement, you may think. But when you see Forsaken in action, you'll be inclined to agree with us. Instead of controlling a foot-bound stereotypical space marine, you're dropped into the trousers of any one of 16 outlandish scavengers and bounty hunters, all of who ride highly-manoeuvrable anti-gravity bikes called Pioncycles.

> **"...You're thrown right into the heart of the action from the word 'go', and it doesn't let up until you've finally completed the game..."**

It's the inclusion of the Pioncycle that gives Forsaken the edge over its gravitilly-challenged peers.

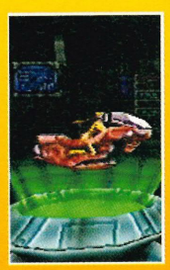
The Pioncycle is capable of full 360 degree movement in any direction, which means the Forsaken game engine has to be able to move quickly in any way possible. Want to fly up that tunnel in the ceiling? No problem, just point your Pioncycle up and go for it. How's about that angled niche with the power-ups? Again, no problem. In fact the Pioncycle is just about a go-anywhere machine, including under water.

After checking out the pre-release Forsaken publicity, I was beginning to wonder whether the PlayStation could handle the challenges the type of movement involved in the game offered. I mean, Descent didn't exactly succeed big-time in the world of complete 3D gaming, did it? And to tell the truth I was expecting Forsaken to be incredibly patchy in the graphical stakes. How wrong I was. Forsaken is as solid as any PC or N64 3D game.

As proof of this, I can testify that I haven't witnessed one graphical glitch in the weeks I've been playing it, which is pretty damn amazing for the



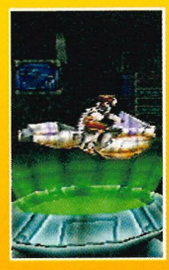
THE CHARACTERS



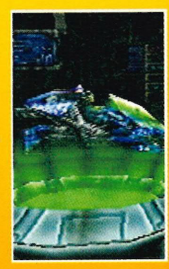
▸NUBIA
Nubia leads an extensive life of crime, and with form that includes anything from armed robbery to computer crime, you know that she's not about to get caught. her bike has maximum acceleration and is above average on handling and top speed. However, her shields and hull are pretty weak, so use her speed and handling to avoid as much flak as you can.



▸SEPTRE
Septre has proved himself as one of the meanest, toughest mercenaries in the galaxy, even though he has been hideously deformed by a powerful genetic disease. How he's managed to become so feared is beyond us, because his bike has no real advantage apart from the fact that the hull is quite strong. All other aspects of the bike are well below average. Perhaps he's a softy but people peg it when they see the state of him.



▸LOKASENNA
As a member of a secret society named Pro-Borg, Lokasenna is obsessed with assimilating everyone and everything into one race, much like the Borg from Star Trek. Why she's hunting around for treasure isn't mentioned, but she does have a wicked Pioncycle to help her out. It's above average in everything but top speed, which makes a her an extremely formidable foe.



▸EX-COP
Ex-Cop has a motto; "Why lock people up when you can blow 'em away?" This gung-ho attitude lead to his immediate discharge from the force when he went mad during a drugs bust, killing nine villains and three police officers. His steed is good on handling and top speed, although the hull strength lets it down slightly. Overall, though, choosing Ex-Cop gives you a fighting chance.



▸FOETOID
Foetoid may look like something out of 20,000 Leagues Under The Sea, but he's far nastier than a rubber puppet. It has no conscience or morals, thus anything that gets in its way ends up as shark bait. Its Pioncycle contains a special chamber that keeps Foetoid alive, which is why it is very strong on defence. It doesn't do to bad on speed either, but the handling is well below average.



▸CERBERO
Cerbero is a blend of human and machine, which makes him the perfect killing machine. Like Foetoid, he has no conscience or morals so is able to kill in blood colder than an Eskimo's cold bits. His bike is average on all counts apart from a very strong shield.



▸NIM SOO SUN
Or, 'The babe with the blades', as she's better known. Nim Soo Sun is an ex-member of a gruesome Xeno-Circus. She now works as a freelance relic collector and is helped by her psychotically unhinged personality. She's on her way to Earth - Jack Nicholson better watch out, 'cause there's a new psycho in town. The Pioncycle she adores is very handy in all departments, and is suitable for beginners to get to grips with.



▸JO
Jo is an intergalactic scavenger for one reason; raiding dead planets allows him to collect all manner of cyber-techno junk to fulfil his techno junkie obsession. You'd imagine, then, his Pioncycle was top of the range. Alas it falls short on shield and hull strength, although it does have the fastest acceleration in the game.



"...I haven't witnessed one graphical glitch in the weeks I've been playing it, which is pretty damn amazing for the speed the game runs at..."

speed the game runs at and the huge amount of enemies appearing on the screen at any one time. All this, plus fully-rotational 3D, no glitching and no slow-down. Forsaken really is a sight to be seen.

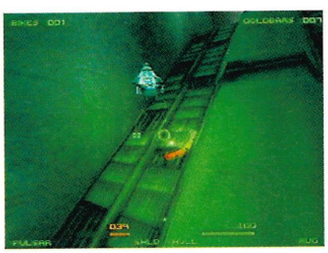
The quality of the visuals hasn't been sacrificed to make room for the technical stuff either. All levels have a certain theme, and although they're quite devoid of everyday artefacts, the interest level is kept very high and you always want to find out what the next room or tunnel holds. You find yourself roaming around lava-filled volcanoes, capsized ships, research facilities and engineering complexes to name but a few. Each level is totally unique in layout and design, which gives the player a whole new set of challenges and problems to overcome on each new level.

Too Tough?

Throughout the game you're constantly attacked by the hoards of droids and sentry units the Imperial Theocracy left behind to stop people like you getting at the treasures of the planet. On top of this, you also have to deal with the other scavengers who attack on sight. The strength and sheer amount of enemies pitted against you make Forsaken an extremely frantic game, but they also make it one of the toughest challenges we've come across in a long, long time.

There's not much of a learning curve either. You're thrown right into the heart of the action from the word 'go', and it doesn't let up until you've finally completed the game. The enemy droids and sentries are extremely tough, with massive firepower and, at times, almost impenetrable shields. Even the



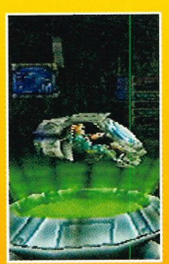






You have the choice of 16 different characters in Forsaken. Each one of this nasty little lot rides a different Pioncycle, all with different performances. Here's a run-down on each character and their bike...

▸LA JAY



More concerned about looking good than saving your hide normally spells death in the world of intergalactic scavenging. However, LA Jay's laid back attitude has managed to keep him alive so far. It may just be the fact that despite its poor shield and hull standings, his Pioncycle has brilliant handling, top speed and acceleration.

▸MEPHISTOFUN



Don't be fooled by the 'Fun' in his name because this guy is a cold, hard killing machine. He started life as one of a faulty batch of combat droids that were ordered destroyed because of control problems. He escaped and is now scavenging the universe in order to survive. His Pioncycle is nothing to write home about in any department, so don't attempt to play as Mephistofun until you're very adept at the game.

▸NUTTA



The original scientist gone mad. Nutta was sectioned after trying to send a patient to sleep with a sledgehammer! He's back on the streets though and Earth had better watch out because this guy is seriously cuckoo. Again his bike is pretty low on the defensive stake but this is made up for in the other departments.

▸CUVEL CLARK



A gambler, a thief and a liar. He believes that you should never work for something when you can steal it. Cuvel Clark isn't after fame or notoriety; all he wants is cold hard cash, and lots of it. His Pioncycle could help him out with this because it's incredibly fast and one of the easiest to handle in the game. Of course, because of this it's lacking in shield and hull strength.

▸EARL SLEEK



Afro, flares, attitude. Yep, that's right, Earl Sleek is Forsaken's token superfly guy. Sensing an easy profit, Earl launched himself into the business while his 'beetches' sat at the 'criiib' making 'mo money' for his coke habit. Probably. Anyway, His Pioncycle can hold its own against the rest of them with its average and above average performance in most areas.

▸HK-5



"Hi, my name's HK-5, and genocide is the only thing on my mind". Not that it's got a mind, because HK-5 is a computer. Forsaken's version of HAL 9000, if you like. HK-5 understands nothing but greed and death and his top-of-the-range combat programming should help him fulfil his greed and dish out some death along the way. However, his bike won't help too much because although it has a maximum shield rating, it falls short in every other department.

▸BEARD



Beard rides a Brough Superior 119 bike, which is the Pioncycle equivalent of a Harley Davidson. His biker attitude has given him quite a reputation, as has the fact he carries his dead buddy everywhere with him in a sidecar. The bike itself is average in all departments, but as with a Harley, it's not the performance, it's the style and kudos that counts.

▸REX HARDY



Rex is a real mutha trucka. In fact he's the most feared interstellar trucker in the galaxy, so don't expect a CB handle like Rubber Duck, or Randy Rex. His meanness has earned him a reputation as a trucking god, and he fully intends to keep this status. As you would expect from a trucker, though, his Pioncycle isn't exactly hot at handling and speed, but it makes up for this in shield and hull strength.

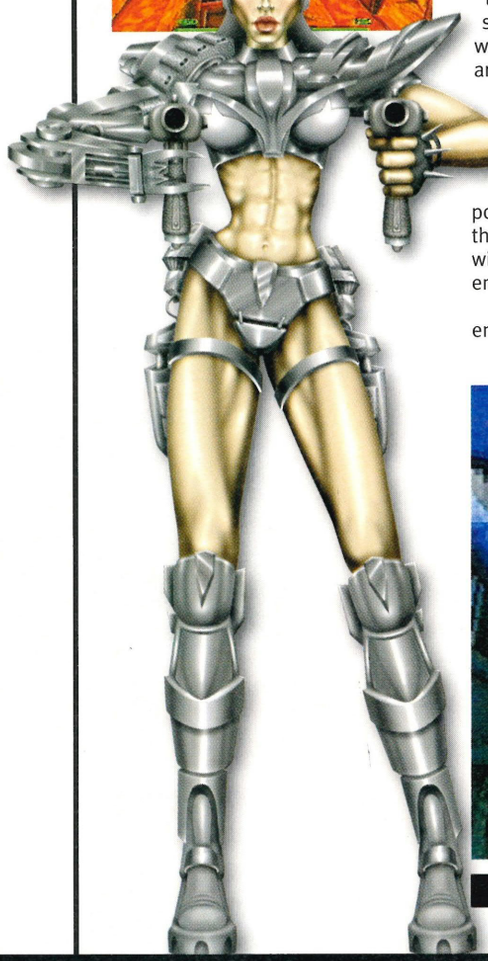












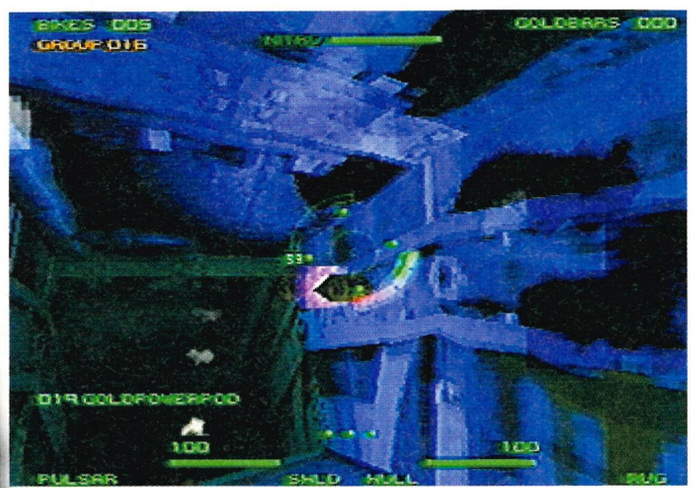
smallest of foes gives you a hard time, partly because they fire so much flack at you, and partly because they're so manoeuvrable. The flying enemy droids don't make it easy for you to take them down. You have to engage in some extremely hair-raising dogfights that take an age just to destroy the smallest of enemy targets. And when there are multiple enemies around, you really don't stand a chance. This ridiculously tough challenge doesn't become frustrating, though. In fact it spurs you on to take out as many enemies as possible, and after a while you find things becoming almost personal with some of the really evasive enemies that you come across.

The only problem I have on the enemy front is there isn't a lot of variety for you to blast away at. Apart from the basic flying droids, there are only a few differing tanks, mech-type things and gun emplacements, which to me seems a little lazy. However, the action is so seat-of-your-pants you rarely find time to take in what it is your blowing to dust anyway.

> **"...Instead of making the puzzles really tough, they've simply made the levels vast and complex..."**

A game with such a high enemy count needs a control method that lets you stand a chance against the oncoming legions of death. Thankfully, controlling your Pioncycle is intuitive, precise and very, very logical. Using the analog controller is the perfect way to control your Pioncycle, but a simple D-Pad will do. With the analog, you get to use the left stick for turning left and right, while the right stick is used for pitching up and down, and left/right strafing. However, the D-Pad can also be used for rolling left and right, which helps in setting your Pioncycle on a level and also in avoiding shots. R1 and R2 are used for speeding up and slowing down, while L1 and L2 unleash your primary and secondary weapons. You can scroll through your weapons by using Square and Circle, and finally the X button gives you a nitro boost once you have collected it. Phew. Sounds complicated, doesn't it? At first it is, but after just a few plays all but the most cack-handed players feel totally at ease with the controls. This means you can settle down to the primary objective; pure, unadulterated, hard-core blasting.

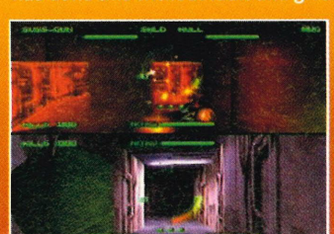


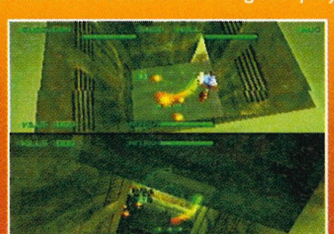


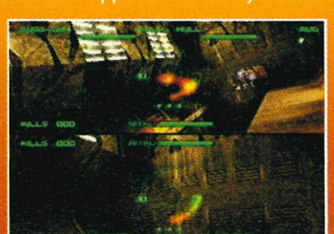
▲ Your Pioncycle is useful for underwater scavenging.

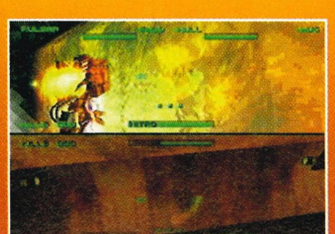
▼ TWO-PLAYER

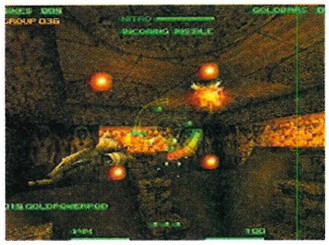
Forsaken offers one of the best split-screen two-player action we've had the pleasure of playing in a long time. The game loses hardly any speed in the transition to split screen, and the graphics stay as perfectly solid as in the main one-player game. The action itself is comparable to a Doom deathmatch in that it's a tension filled, heart-stopping one-on-one winner-takes-all challenge that keeps you hooked for hours at a time. There are five deathmatch levels to play, and each one is large enough to allow a little bit of strategy to enter the full-on combat side of the game. Two-player modes in any type of game are often fun, but it's very rare for a game to capture the visuals, speed and gameplay of the one-player offering and put it into a split screen game. Forsaken has done this without fault and given us one of the most enthralling two-player modes to appear on the PlayStation.











Puzzle Perfect

Although the basis of the game is blasting, each mission throws new objectives at you. This may involve finding your way out of a certain area before it all goes up in smoke, or finding your way into a certain area that can't be reached in the usual fly-your-bike-through-the-tunnel fashion. Although each level has a new objective to complete, you don't find the puzzles too demanding. Instead of making the puzzles really tough, they've simply made the levels vast and complex, which means the real puzzle is in finding the doors and switches to trigger. This really means a lot of aimless flying around, although it doesn't get boring because there's always an enemy or a hazard for you to deal with.

The varying challenge offered by each level comes from the difficulty of the puzzles, the size of the level and, more importantly, the amount of enemies you face. This makes every level sufficiently different, which in turn helps avoid that 'seen it all before' feeling you get on many first person games on the market.

Anyone old enough to remember Streethawk will appreciate the fact that your Pioncycles can be tooled up to the nines. Each bike and character uses the same weapons, and it would have been nice to see some individual special weapon but with the amount on offer, this doesn't warrant worrying about. Your basic weapon is the pulsar, which can be powered up by adding orbs to your weapons array. On top of this you get to use lasers, flame throwers, rockets, missiles, mines and massive, devastating bombs. Primary weapons are usually in plentiful supply, but you have to search harder to find the more destructive secondary weapons. The sheer power of some of the weapons on offer is unbelievable, and if it wasn't for the fact that the enemy presence is so tough, it would be possible to sail through the levels. You don't get to see all of the weapons till quite late in the game, which gives you something to work towards as you play.

Aural Pleasure

This high explosive, futuristic action is backed up by a superb, drum & bass and break-beat soundtrack that suits the style of the game down to the ground. Some of the fierce banging music is up to such a high standard that we at EPM reckon it could easily be released as a separate CD, and make an absolute killing. The sound effects are also of a very high standard. The best thing about the sound overall though, is that the sound effects and music are both at the perfect level, so as to complement each other. So rather than wanting to turn one or the other off, each sit in perfect harmony, providing a highly rewarding audio experience. Other developers take note.



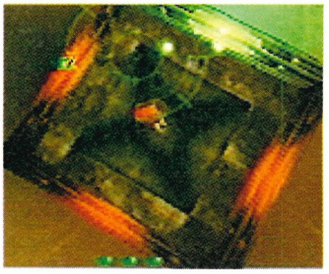
▲ The game's movement can sometimes get disorientating.

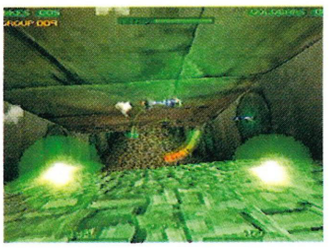
"...Forsaken has to be seen moving to fully appreciate the quality of the game engine and overall visual flare..."

The screenshots in this review don't do Forsaken justice. Forsaken has to be seen moving to fully appreciate the quality of the game engine and overall visual flare. Psygnosis' Tunnel B1 almost reached this standard, but Forsaken takes it one step further by cutting any graphical glitching or slowdown completely, something we thought nigh-on impossible on a fully-3D PlayStation game. Forsaken also tops Tunnel B1 in that it has gob-smacking visuals and full-on, frantic, in-depth gameplay to keep the player hooked.

The setting, storyline and execution of the gameplay provide a suitably futuristic atmosphere to submerse yourself in, well into the early hours of the morning. In fact, Forsaken may even take over your life. The only thing that lets it down slightly is the fact that at times it's just too challenging. Don't let this put you off though; the rock-hard difficulty only gives Forsaken a much longer lifespan, and if you can live with not completing it in a week, you won't regret taking on the challenge that is Forsaken.

EPM
SAUL





Second Opinion

Doom meets Descent, but neither is plagiarised. Instead, Forsaken takes the best of both and seemlessly melds them into a top blaster.

Ian

The Score

Publisher	ACCLAIM
Developer	PROBE
Released	OUT NOW
Version	UK
Price	£39.99
Genre	FIRST PERSON SHOOTER
Players	1-2
Memory Card	✔
Analog	✔

GAMEPLAY
9

ORIGINALITY
8

LIFESPAN
9

SOUND
9

GRAPHICS
9.5

OVERALL
93%

in summary

Mind-blowing visuals backed up with in-depthand challenging gameplay.

Viper



No jokes about large choppers, all right?

These days a shoot-'em-up needs something special, a unique feature to help give it that push into an already overcrowded market place. Viper, though, really doesn't offer anything the average gamer hasn't already seen, and rather than a step forward (which, to be honest, is the least we expect these days), it has taken a giant step back.

The problem is half of Viper's influence has come from Thunderblade, the classic helicopter-based arcade game many of you spent Saturday afternoons pumping ten pences into, and the other half comes from Star Fox. Okay, so both were cutting edge in their day, but Thunderblade's style of gameplay should have been left in the museum with one-button beat-'em-ups and Pole Position, and Star Fox should be left alone because the PlayStation can never equal it, let alone beat it. Viper doesn't try to build on either game,

> **"...it has some stunning sprite-based visuals and animation to keep players happy in the eye candy department..."**

so we end up with basic 1980s gameplay beefed up with some admittedly-cool late 90s visuals.

This, of course, isn't enough. These days a shoot-'em-up demands a plethora of extra weapons, lightning-fast speed and evolving and involving gameplay. The basic premise of Viper is to fly into the screen and blast everything you see. The run-of-the-mill blasting is peppered with the odd boss-type enemy, which often add a great deal to the challenge level, but not the fun factor. There isn't much in the way of new and exciting features, and none of the levels offer anything new over the last one. This makes for an extremely monotonous playing experience, because you have no desire to find out what the next level holds in store for you.

Still, it has some stunning sprite-based visuals and animation to keep players happy in the eye candy department. Office nomads (the type who wander around and tell you whether the game you're playing is any good) commented that Viper looks like Star Fox for the PlayStation, and I'm inclined to agree. The graphical style isn't really the same, but Viper shares plenty of visual ideas with the aforementioned Nintendo blaster. The way you're attacked by groups of air-, ground- and sea-based formations is straight out of the Nintendo rule book, and the various level obstacles such as huge moving cogs and fireballs add to this feel. Using Star Fox as an influence is no bad thing though, as most of you know it's one of the



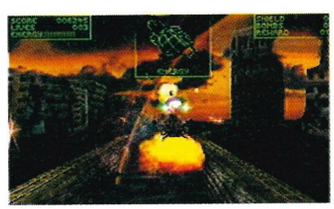
The cool explosions add some light to the proceedings.

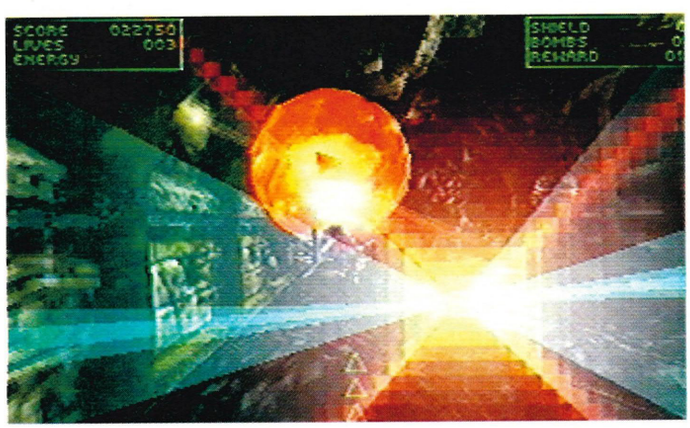






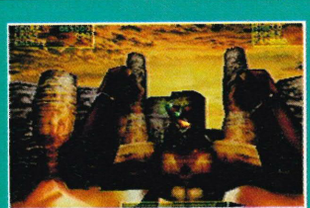


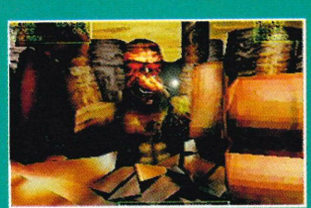




Flying through the purple energy upgrades your weapons.

STUNNING SIMILARITIES

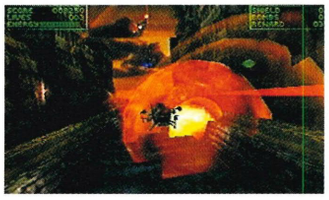


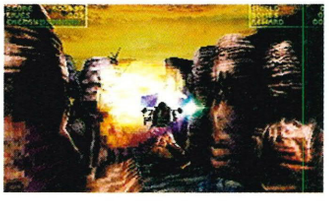


A two-page review's got to have at least one boxout, but Viper doesn't really offer me much of a choice. Some games have loads of stuff that just scream at you to do a boxout on them. Not Viper. So then, the best I could come up with was a few more shots to show the similarities between Viper and Star Fox. These boss shots show how much influence Viper has taken from the bosses on Star Fox 64. So now you know.







best shoot-em'-ups ever.

Even Viper's on-the-rails-but-not style of gameplay mirrors Star Fox. There's no all-round 3D action here, although when I first started playing I did think I was in for a G-Police-style full 3D, go-anywhere game. It only took a few seconds to realise Viper only ever takes you into the screen, with a small area either side to dodge bullets. Even so, every now and then you get the choice of different routes, which attempts to offer a bit of variety and replay value. And succeeds to some degree.

Blind Faith

The main problem with the style of play doesn't come from the on-the-rails system, though. I mean, this has been used to great effect in some games so it doesn't necessarily mean the downfall of a title. What does spell downfall for Viper, then? The ridiculous positioning of your helicopter, that's what. Some bright spark decided to plonk your gunship right in the centre of the screen. Common sense, you may think, but not when this means the craft you're controlling covers the targets in front of you, in effect rendering you blind to everything you're aiming at. This caused me a ridiculous amount of frustration, because you just can't shoot anything with any degree of accuracy. Pretty fundamental if you ask me.

> **"...the craft you're controlling covers the targets in front of you, in effect rendering you blind..."**

This wouldn't be such a problem if it wasn't for the other small point that dogs Viper throughout. For some reason I, or in fact anybody in the office can't explain, Viper is excessively dark. Not in an Aliens or Blade Runner atmospherically dark style, but just dark for darkness sakes. If Viper wasn't so dingy you could see some of the extremely detailed and intricate graphics at their best. As it stands, the time that has obviously gone into taking Viper to the higher echelons of PlayStation visuals has been completely and utterly wasted, because you can hardly see them. Somebody's got some explaining to do, methinks.

Pushing The Limit?

Viper isn't all bad, although from the first part of this review you'd be forgiven for thinking I hate the game. I don't. It's just the lack of any selectable weapons (essential in a modern shoot-'em-up), the dodgy placing of your chopper, the darkness and the overall lets-not-push-the-limits philosophy detract from what is at times an enjoyable shoot-'em-up romp. How so when it's so inexplicably flawed? It's due to the action being incredibly fast and frantic that Viper warrants more than just a few plays. With nothing but frantic action to back it up, though, Viper becomes mentally tiring after a few days of play and I can't see many people staying with it till the end.

The initial excitement of such a full-on action fest is backed up by some incredibly deep and orchestral-style dance music. A contradiction in terms, you may think, but the blend of orchestral sounds and dance beats works perfectly in this context. The spectacular sound effects finish off what is one of Viper's only saving graces - the audio.

Finding fault with Viper hasn't been a difficult task. Finding something good to say about the game has been one hell of a challenge, though. Viper has so many flaws that smack you in the face on your first play. Forgetting or dismissing these flaws is basically impossible, but if you're after a simple, no-brainer shoot-'em-up, Viper does the job with ease. This ain't much of a boast, though, because we all know unless you're a hardcore fan, this type of gameplay is very short-lived and only fun for a short amount of time. Viper can hold its own against the legions of average shoot-'em-ups that adorn the shelves, but like them, the fun just doesn't last.

EPM

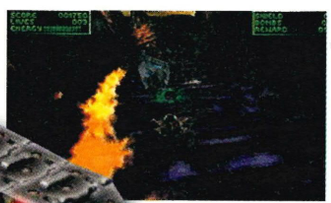
SAUL



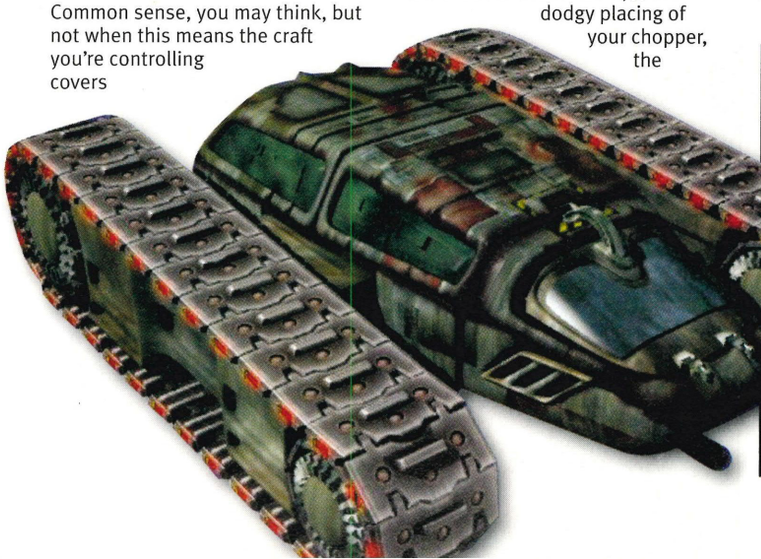
Second Opinion

The basic shoot-'em-up flaw strikes back. Despite cool graphics, there's almost no gameplay.

Ian







The Score

Publisher	OCEAN
Developer	X-AMPLE
Released	JULY
Version	UK
Price	£39.99
Genre	SHOOT-EM-UP
Players	1
Analog	✔

GAMEPLAY **6**

ORIGINALITY **4**

LIFESPAN **4**

SOUND **8**

GRAPHICS **8**

OVERALL **61%**

in summary

Could have been good; too many flaws, though.

Dead or Alive

Tecmo goes for the jug-ular

It seems the histrionic criticisms of family-type groups and concerned anti-video game MPs who say such things encourage a thirst for violence are all fair enough. The appetite out there for face smashing-themed games is almost as large as software producers' penchant for churning them out month after month. Continuing this painful trend, here's yet another knuckle-buster that pulls no punches, and does absolutely nothing to allay the bleatings of the panicked moral majority.



Every review you read of this game will probably start the same way; 'With the [add your own superlative] Tekken 3 arriving in September, what's the point in releasing a fighting game? What could Dead or Alive have that Tekken 3 doesn't?', etc... To an extent this is fair enough, as the impending Namco behemoth is a storming bit of software, and sets new and dizzy heights of graphical sophistication and gameplay marvelousness. A similar syndrome happened with Gran Turismo a couple of months ago, as a clutch of racing games were hurried out to beat its all-conquering arrival (including the splendid MotorHead from Gremlin), and were, in the main, ignored or dismissed.

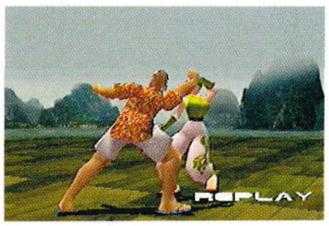
As a traditionally-shaped beat-'em-up with all the properties one has come to expect from the genre (long hit combos, painful grab moves, multiple costume changes, hidden characters; y'know the kind of thing), it has an awful lot in common with much that has gone before as well as T3. Naturally, just to make the minimum grade, each of these characteristics must be of a tip-top standard and without any creaky bits. To lift its head above the countless other titles in the same bracket, it needs to exhibit

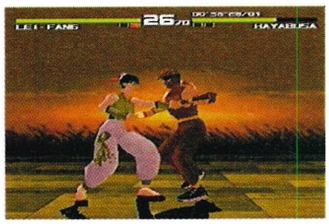












some feature (or dare I say gimmick) that raises both the eyebrows and the blood pressure, and opens up some new dimension of play in the silicon fighting universe. Does Dead or Alive have what it takes to take on the hard-hitters and emerge without an embarrassingly flattened nose, or is it just a pretender contender? Crack yer knuckles, drop into a fighting stance and read on...

Punchbag Pedigree

With its coin-op pedigree, you can rest assured Dead or Alive isn't a clinical simulation like Bushido Blade. The action is quick and frenetic, with speedy swirls of kicks and punches being the order things, interrupted by eye-watering holds and throws plus gymnastic special moves that are simultaneously graceful and painful. Unlike T3 there's no left or right strike buttons, only basic punch, kick and hold controls. These can be slaved to the shoulder switches to help pull off more complex attacks. Most of the moves themselves are not terrifically hard to execute, but there are plenty of tricky pad rolls and diagonal taps that are more challenging, yet familiar fodder to any hardcore fighting fanatic.

Unforgivably in this day and age there's also no side-step feature, which in addition to limiting the game tactically, presents awful problems avoiding a potentially disastrous ring-out (more on this later). In spite of these annoying omissions, the combat in Dead or Alive does have an element of sophistication in the shape of the 'counter' moves that can be employed to reply to an enemy's blow. The punch or kick is knocked aside and the now-vulnerable opponent gets a swift hit to an exposed area. This can also be used to dodge a charging attacker, slipping aside to let them pass by and then delivering a sharp jab or boot to their back area. However, a counter can be countered itself , sometimes leading to entertaining to-and-froing about the arena as both protagonists search for a gap to exploit.

> "...The action is quick and frenetic, with speedy swirls of kicks and punches..."

Blocking is achieved through the irritating pull-back method (which personally I think is overly restrictive, a design failing also present in Tekken 3, making it impossible to back off if an opponent's delivering a strike). Once set in motion, throws are less conclusive than in other games thanks to the counter system. Longer combinations are possible with varying degrees of difficulty (depending greatly on the character chosen), and these aren't the seemingly endless 'juggle' sequences that keep an opponent's lifeless body airborne for seconds at a time. That's not to sat that it's impossible to pull of this kind of



▲ The sun shines out of Gen-Fu's arse thanks to Ayanes's kick.

▼ BIG BLOKES AND BOUNCING BABES...

While not particularly breaking the mould of fighting game character stereotypes, the various pugilists available are a mixed and aesthetically-pleasing bunch of fives.



AYANE

She's a ninja by trade, but instead of wearing a sinister black mask and tabi boots she flits about in a flouncy puffball skirt with a massive ribbon bow-tied at the small of her back. Ayane's windmilling kicks are quite a handful, just like what's lurking in the front of her shirt.



BASS

Fish or frequency? At a massive 346 pounds, this thinly-veiled Hulk Hogan clone has got plenty of momentum, which makes his pro-wrestling techniques particularly bone-crushing. At 46 years, Bass is no spring chicken and this is reflected in his relatively slow pace around the ring. Just make sure he doesn't grab a hold of you....



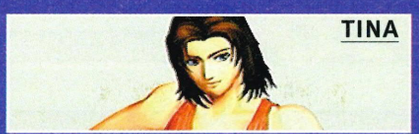
GEN-FU

He's eligible for a pension book, but don't try to mug him on the way back from the post office. Using the mystical kung-fu derivative Shini-Rokugo-Ken, Gen-Fu's diminutive stature belies his striking power, particularly at close range.



BAYMAN

A hitman by trade, this hulking Russian-born soldier of misfortune uses the oddly-named but nasty Commando Sambo style. He's got an enormous array of incredibly-painful locks and limb-snapping moves that are pretty hard to pull off but make your opponent wince in sympathy.



TINA

This tough but feminine babe is Bass's daughter, and this is reflected in the spectacular wrestling moves Pops has taught her. A lot quicker than her old man, she shares much of his joint-popping skill, while at 38 inches her frontal assets are the biggest in the game.



HAYABUSA

This mysterious Japanese chap runs an antiques shop during the day, but his nocturnal hobby involves using breakdance-influenced Ninjitsu skills to kick some serious booty. Many of his deadliest moves come from an intimidating handstand position (á là Eddy Gordo) so don't get put off by his feet wiggling in your face.

"THEY GO UP-DIDDLY-UP-UP..."

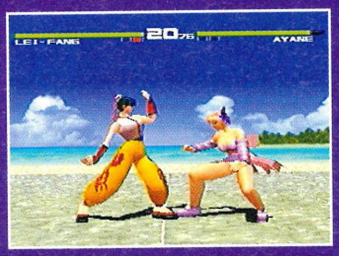
The single genius feature that makes Dead or Alive stick out and become an office favourite is the fascinating behaviour exhibited by the chests of the female contenders. In an inspired bout of PC-busting panache, the programmers have spent dozens of man-hours perfecting a perfect physics model that accurately simulates the bouncing of women's breasts.

Yes, it's a hammer blow for feminism for sure, and for our illustrious editor, served to combine the two great obsessions of his life - computer games and big bosoms. He was all a fluster, I can tell you....

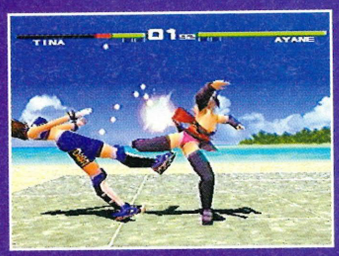
Anyhow the screenshots don't really do justice to the lovely oscillations of the girlies' gazongas when they're in full motion, but rest assured your mates will love it to death (and your girlfriend will tut disapprovingly).



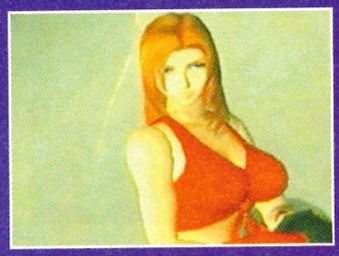
The twin tugs of gravity and inertia manipulate Lei-Fang's fulsome funbags...



In tandem with Ayane's own perter examples they swing back on the upstroke.



Ayane again giving us all a glimpse of gusset as well as an inviting chasm of cleavage.



Wrestler girl Tina shows us it's a dead heat in the Zeppelin race for sure....

gravity-defying maneuver, but it's a lot less institutionalised than some other games, which IS a good thing, kids.

The damage inflicted during attacks tends to be a little over-zealous, though, even when the damage meter has been put to its largest setting, meaning bouts seem to be over barely after they've begun. Now I'm all for a speedy pace of play and a dangerous environment, but when a strike snips off half your health bar at a stroke it's no joke, and leaves you hungry for a more prolonged bust-up than is provided.



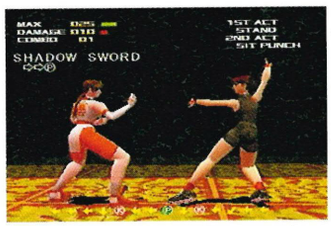
Ring-outs aren't greeted by the usual boring default win, but instead trigger off hidden landmines that explode on contact, sending the haplessly limp fighters rocketing skyward, only to plummet head first back to the earth. While allowing the rounds to continue, it can be a little tedious to receive a knockdown blow and then be blown up further, and it does seem to break up the flow of play unnecessarily. Compounding this is the fact that the ring itself is quite compact, making it too easy to go out of bounds, which combined with the lack of a dodge move means if you're forced back to the edge of the fighting area there's no way to escape being pushed out onto the explosives without punching your way through your opponent. Instead of the flash but ultimately hollow pyrotechnics, it would've perhaps been better to have an optionally bigger ring that allowed for a bit more space to fight in (and, of course, a blimmin' side-step move to prevent the game being basically just another 2.5D punch-up).

> "...The undulating attraction of the buxom binary babes is made possible by the powerful polygon wizardry present..."

Double Dummy

All the usual structures of play are available (Versus, Tournament /Arcade, Team Battle, Time Attack and Survival) plus a Kumite option that lets you repeatedly take on all ten characters in turn in order to attain as high a success rating as possible. As is the norm with modern fighters, there's also a training mode that flashes up key presses on-screen as well as usefully displaying a selected move from the command list. A dummy opponent can be set to perform a pair of definable actions such as block then counter, which allows for very specific practice against particular weak areas of your repertoire, or they can be set to fight at an increasing level of competence.

Victory in the Tournament option





Nice legs. Painful hold. Great trainers!

VIDEO NICEY









also unlocks secret extra characters and snazzy special outfits that further reveal the wobbly bits on the female fighters. In fact, these very bits are where a significant element of the game's appeal lies, for better or worse (see boxout). The undulating attraction of the buxom binary babes is made possible by the powerful polygon wizardry present that, while not quite rivalling the surface detail on Tekken 3, does have a slightly different visual appeal all of its own. As the textures are less complex it has allowed the characters of both genders to possess extremely smooth and curvaceous limbs that are beautifully shaded and look great whirling through the air. In addition, each fighter usually has some item of clothing or a hairstyle that shifts about with movement, beit the chicks' ubiquitous short skirts flouncing up and down, Ayane's huge ribbon bow swishing about behind her or Gen-Fu's white ponytail.

The frame rate is admirably high, which makes even the largest of moves look slick and fluid, and while the detail on the character's bodies hasn't been sacrificed for speed (as had Vs last issue) the backgrounds are fairly simple wallpaper that tends to look a touch empty and barren, and they don't help by being seen-it-all-before environments (seaside, cityscape, various sunsets, an icefield, a disco) that fail to inspire much. However, this was the right sacrifice to make, and the excellent results are obvious to see even when the graphics are static.

On the sonic front, things are fine with the combat FX being the requisite smacks and crunches one expects, interjected with the fighters' shouts and groans and the kabooms of mines going off on contact. Unsurpisingly the music sounds like a bastardised refugee from the Price is Right's theme tune, but it is a Japanese game after all.

Is It or Isn't It?

So the big bad question remains - is it worth shelling out for this game in lieu of Tekken 3's juggernaut-like appearance? Well I'm going to wimp it out and say 'Maybe'. If the Namco title wasn't coming along, I'd heartily recommend it . Dead or Alive is undeniably a quality bit of programming that's got a not-insignificant amount of depth and stylish design, and while it has some fairly annoying minor flaws in the gameplay dynamics, it's still solidly satisfying to have a bash at. While the character design holds few surprises, they've all got plenty of appeal, and even though the boob-wobble could be quite genuinely called a gimmick it's again highly entertaining. However, although the special moves and grabs are nasty to see at first, they've not quite got the hard edge of T3 and aren't as original in their form and toe-curling sadism, which when considered in tandem to the less fully-realised combat system serves to make this game the Pepsi Max to Tekken 3's Coca Cola.

Cursed by circumstance and bedevilled through comparison, I almost feel sorry for Dead or Alive. But then again, mercy's for the weak so I'll have to say you should hire it for a weekend and enjoy the experience fully, and then save your pennies for Heihachi and chums' bone-shattering return.

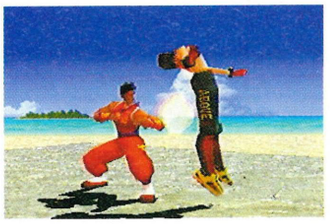
EPM

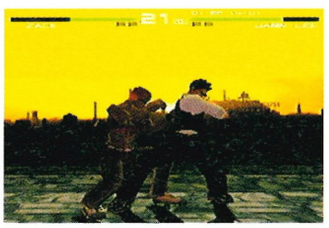
CHRISTIAN

> **"... even the largest of moves look slick and fluid..."**



Bayman's kinky rubber wetsuit gets Ayane's skirt flying.





Second Opinion

Boucing boobs are always a plus point but even this doesn't take a decent fighting game, up to the standards of Tekken 3.

Darren



Score

Publisher	SCEE
Developer	TECMO
Released	JULY
Version	UK
Price	£34.99
Genre	BEAT 'EM-UP
Players	1-2
Mammary Card	✓
Dual Shock	✓

GAMEPLAY
8

ORIGINALITY
6

LIFESPAN
7

SOUND
6

GRAPHICS
9

OVERALL
84%

in summary

Until September and the big boy's arrival, this'll keep your fists firm.

After a fairly dry couple of months for intro movies, Dead or Alive has done us proud with this stylish and technically impressive blurry beauty.



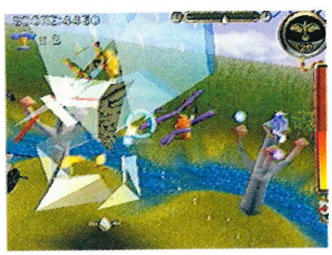




Frenzy

It's not biplane sailing with SCi's latest shoot-'em-up

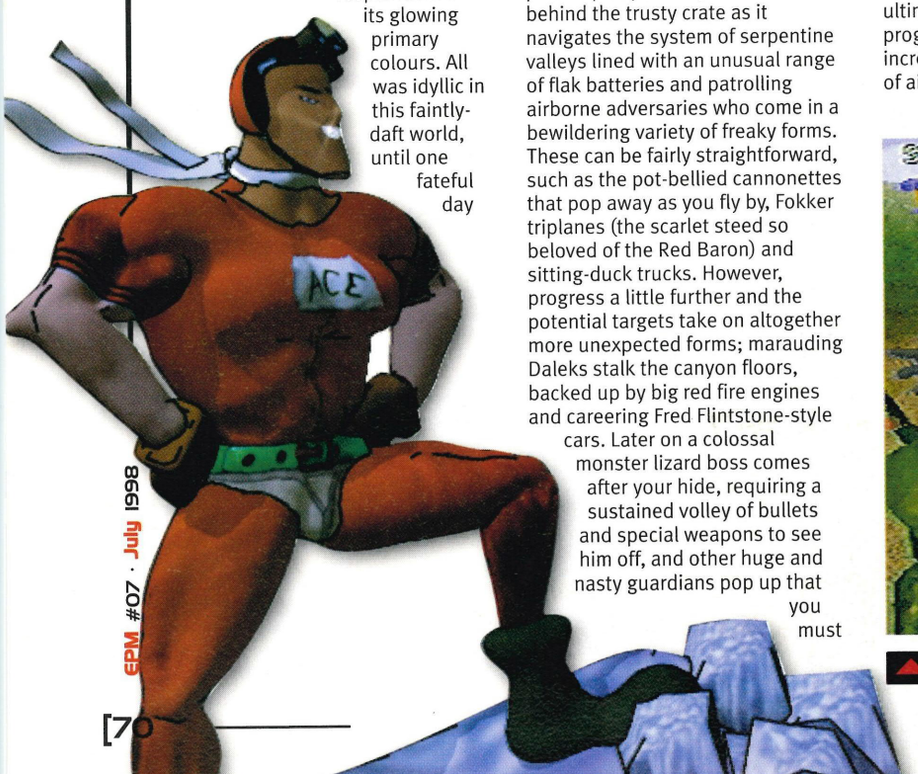






The more Pythonesque brand of cartoonish humour rarely seems to make an appearance in computer games, with sheer silliness being viewed with a snooty level of disdain by most po-faced software developers. That is until now, and the frankly ridiculous arrival of Frenzy, a game that takes great delight in being as dangerously daft as possible.

The place and time is an ambiguous pre-war Europe that was, until recently, a peaceful place, resplendent in its glowing primary colours. All was idyllic in this faintly-daft world, until one fateful day when the villainous criminal mastermind Count Von-To-Ten put his dastardly plan for global domination into action. He has created a doomsday device called The Transmogrifier, which is installed in a vast and top-secret mountain fortress and protected by a private army of underlings. Instead of opting for a full-on frontal assault, the powers-that-be decided to send a solo pilot in a cutting-edge biplane to sort out the bad guy and save the sub-continent. As the only volunteer for this 'up-that-creek-without-a-paddle' mission, you take the reins of this twin-winged wonder, and must fly the gauntlet of bizarre and whacked-out protagonists before they shoot you down in a ball of flames and twisted, mangled wreckage.



Uppity, Gaudy, Freaky

The action is resolutely shoot-em-uppity, displayed in gaudy third-person perspective just above and behind the trusty crate as it navigates the system of serpentine valleys lined with an unusual range of flak batteries and patrolling airborne adversaries who come in a bewildering variety of freaky forms. These can be fairly straightforward, such as the pot-bellied cannonettes that pop away as you fly by, Fokker triplanes (the scarlet steed so beloved of the Red Baron) and sitting-duck trucks. However, progress a little further and the potential targets take on altogether more unexpected forms; marauding Daleks stalk the canyon floors, backed up by big red fire engines and careering Fred Flintstone-style cars. Later on a colossal monster lizard boss comes after your hide, requiring a sustained volley of bullets and special weapons to see him off, and other huge and nasty guardians pop up that you must summarily smithereen (see boxout).

Defeating these key creatures disintegrates a chunk of the landscape, revealing a new path to take. The terrain changes radically from level to level, starting off as a mundane pastoral glide through grass-covered hillocks and verdant valleys, but soon changing to granite gullies that melt away into rivers of molten lava or an industrialised and metal-plated vision of a mechanised future. To help clear a path of scorched earth ahead of the plane there are an array of weapons at your fingertips, including a straightforward machine gun, dumb bombs and winged homing missiles, but these can also be augmented by more exotic providers of firepower such as stink bombs, penguin torpedoes and the ultimate lightning gun. As things progress, all these become increasingly necessary. The swarms of airborne and ground-hugging gits become ever thicker and less merciful as you blast through levels set in a shark- and submarine-infested underwater trench, an icy winter wonderland (stalked by a homicidal Santa Claus) and a spooky horror-themed area haunted by all the usual movie clichés, but now they're as tall as skyscrapers...

> **"...The movement of the biplane around the landscape is highly stylised, not being subject to any inconvenient laws of physics..."**

Explosive Detonations

Frenzy has plenty going for it on paper; an unashamed shooting-fest through and through, it unpretentiously sets its sights on being a simple game to pick up and play, with the entertainment provided by the outrageous and original enemies in all their forms. As its title suggests, the gunfire is largely indiscriminate as there are too many enemies to hit within human ability, all of which when hit tend to burst apart into many pieces, further adding to the general confusion and chaos on screen. Incidentally, these explosions are excellent, being cleverly-plotted particle-driven representations that put many more 'serious' games to shame.





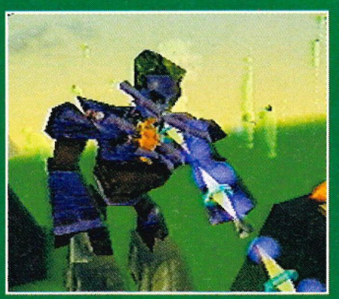
▲ Godzilla's crapper younger cousin puts in an appearance.

BOSS GUARDIANS

Check out these end-of-level leviathans, some of which fly in the face of accepted logical reasoning.



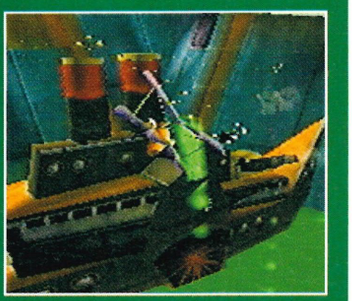
This enormous brain in a jar is the result of some terrible B-movie-style experiment that's gone horribly astray. The unfortunate cerebellum needs to be put out of its misery, so it's best to blow it into little grey-pink lumps of sticky goo.



A towering Transformer-style robot bars the way here, who takes great pleasure in firing nasty great bolts of energy your way. Will he change his form into a truck or hi-fi or something? No, he'll just keep on blasting away until you're a goner.



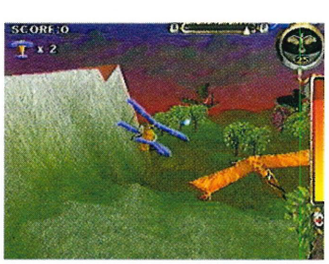
The Lava stage is stood sentinel over by an eponymous giant lamp. Har-de-har-har. Now this towering refugee from a hippie's lounge has to be shot at until it shatters (or becomes deeply unfashionable again).



A Victorian-era paddle-steamer dreadnought lurks in a lake of corrosive green acid, bristling with weaponry and bad intentions. High explosives are the only answer, so you can send it to a General Belgrano-inspired grave.



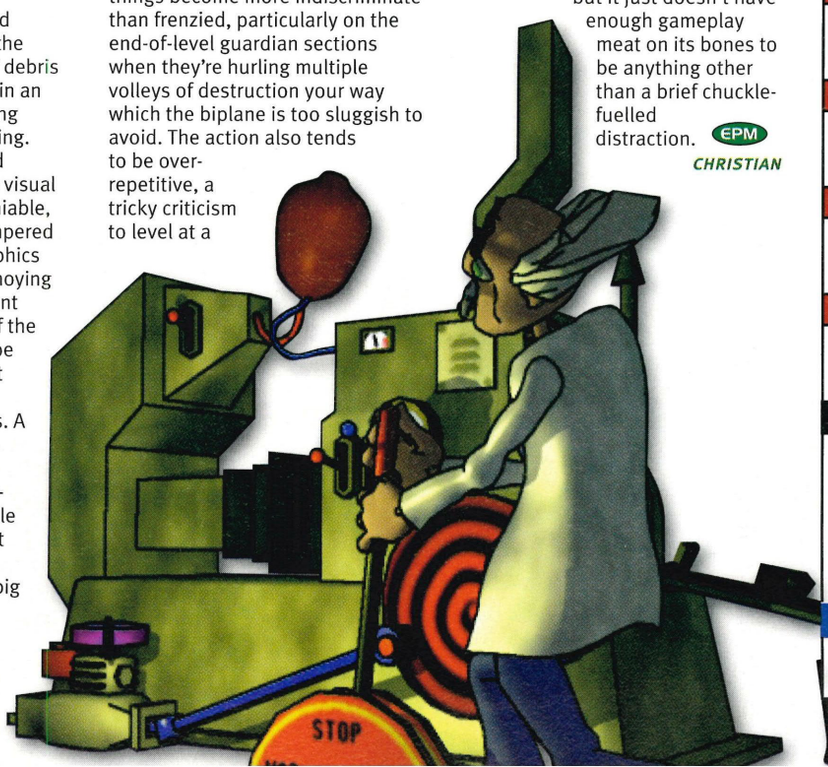




A detonation sends jagged shrapnel spinning out from the centre, with arcing pieces of debris trailing smoke behind them in an actually quite realistic-looking approximation of the real thing. Combined with the witty and ingenious target design, the visual appeal of the game is undeniable, but this is unfortunately tempered by the movement of the graphics which are plagued by an annoying tendency towards intermittent slowdown. The movement of the biplane around the landscape is highly stylised as well, not being subject to any inconvenient laws of physics. A simple speed control makes the aircraft scoot forward or come to an aerodynamically-unconcerned dead stop, while the shoulder buttons allow it to strafe (or slide) left and right, useful for circling the big bosses and peppering them with gunfire while avoiding their return shots. However, this silly but playable control system is let down by the irritating way the camera view can become stuck behind hills or other tall objects, making it impossible to see the plane and get it out of the sticky spot before the endless fusillades of unfriendly fire blow it full of large holes.

It's in the withering rate of fire that the main flaw within the game lies; there's just so much going on things become more indiscriminate than frenzied, particularly on the end-of-level guardian sections when they're hurling multiple volleys of destruction your way which the biplane is too sluggish to avoid. The action also tends to be over-repetitive, a tricky criticism to level at a shoot-'em-up I know, but the flying-down-a-U-shaped-chasm rhythm of the game doesn't vary much and the enemies' behaviour and attack patterns are also fairly consistent, despite their radically-altering appearances. This is truly unfortunate as the idea and thinking behind Frenzy is laudable, but it just doesn't have enough gameplay meat on its bones to be anything other than a brief chuckle-fuelled distraction. EPM

CHRISTIAN



Second Opinion

Looks interesting at first, but fails on too many points to mention in this small second opinion box. Sorry.

Darren

The Score

Publisher	SCI
Developer	IN HOUSE
Released	SUMMER 98
Version	UK
Price	£39.99
Genre	SHOOT 'EM UP
Players	1
Memory Card	✓
Passwords	✓
Analog	✓

GAMEPLAY
6

ORIGINALITY
7

LIFESPAN
5

SOUND
6

GRAPHICS
6

OVERALL
59%

in summary

Plenty of wit, not enough thrills.

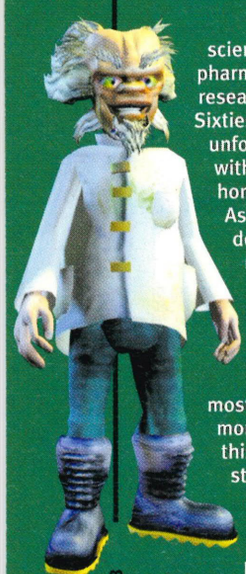
Wreckin' Crew

Vroom with a view



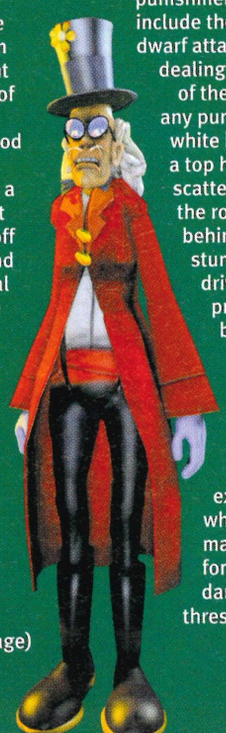
WHEELED WEIRDOS

Dr. Nitrous



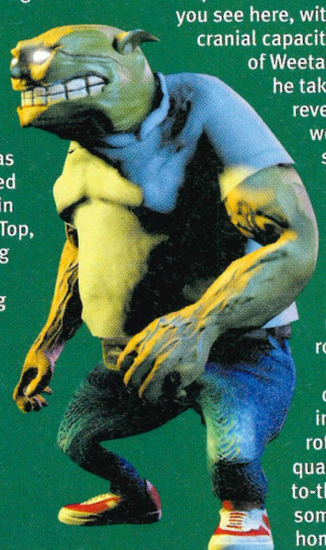
This deranged scientist was a high-flying pharmaceutical researcher during the Sixties until he had an unfortunate accident with a bathtub full of home-brewed LSD. As a result, the good doctor's understandably a little wobbly at times, going off on strange and twisted mental tangents at the most inopportune moments. Due to this, his driving style can become a touch erratic, which is luckily offset by his Ford Popular's hi-tech engine enhancements. Armed with a tazer (see pic), acid flask spills and a teleporter gun, his great interest (apart from road rage) is apparently girls in tight PVC shorts, so he can't be all bad.

Sircuss



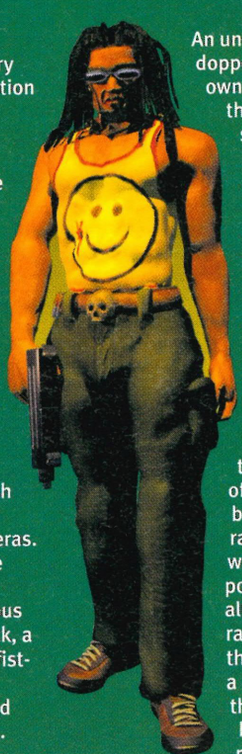
An aristocratic renegade ringmaster with a penchant for punishment, his special weapons include the infamous clinging dwarf attack , the hypnotic hex-dealing conjurer who pops out of the trunk to mesmerise any pursuers and a flood of white bunnies magicked from a top hat that scatter into the road behind. His stunt-driving prowess has been honed by a life in the Big Top, meaning his cornering ability is excellent, which makes up for a weak damage threshold.

IQ



IQ is the freakish result of a experiment in genetic manipulation and deliberate cellular mutation on an ordinary high school dropout. The intention was that he became an intellectual and physical superman, but instead he was warped into the hideous shape you see here, with all the cranial capacity of a bowl of Weetabix. Now he takes his revenge on the world that so cruelly deformed him by driving a heavily-armed car very fast with no regard for roadside cameras. His offensive capabilities include a vicious rottweiler attack, a quake-inducing fist-to-the floor and some low-browed homing missiles.

Kenny L. Ravitz



An uncanny doppelganger of our own beloved editor, this vicious yardie speed demon has been a tearaway all his life, living for turbocharged thrills and the heady tang of neat Jack Daniels on his lips. Kenny definitely doesn't want you to go his way, especially when you get on the receiving end of his massive bass bin attack that rattles your insides with low-frequency power. He's strong all round, with rapid-fire Uzis to the left or right and a macabre habit of throwing full body bags into your path.

Speeding insanely around twisting turns like a Manchurian joyrider and cutting loose with an arsenal of quirky weapons are the order of the day in Quickdraw's Wreckin' Crew. The racing line isn't half as important as line of fire, and a smooth cornering technique makes you a sitting, and then very dead, duck.

Taking its cue from old-timer coin-op Power Drift (and of course that infamous Nintendo stalwart Mario Kart), Wreckin' Crew pits a motley bunch of automotive misfits against one another in a speed-freaked cross between vicious combat and hard-nosed driving. Developed over the last two years, its aim is to run against the current grain of serious racing simulations and 'put the FUN back in', which I suppose contentiously implies the more rarefied styles of car game aren't fun in of themselves. The starting point for this injection of mirth is the avowedly cartoon-styled look of things, with gaudy customised classic American cars of the Forties and Fifties taking the place of the usual sleek racing thoroughbreds we're all over-familiar with. The circuits aren't the standard racing-bred fare of most other games. These skewed courses include an urban sprint through New York streets, a picturesque Mediterranean blast, downtown Sydney and a tortuous scramble through a theme park and its car-filled parking lot. The emphasis is placed quite firmly on mayhem over lap times, with weapon calibre being just as important as cubic capacity.

> "...Wreckin' Crew pits a motley bunch of automotive misfits against one another..."

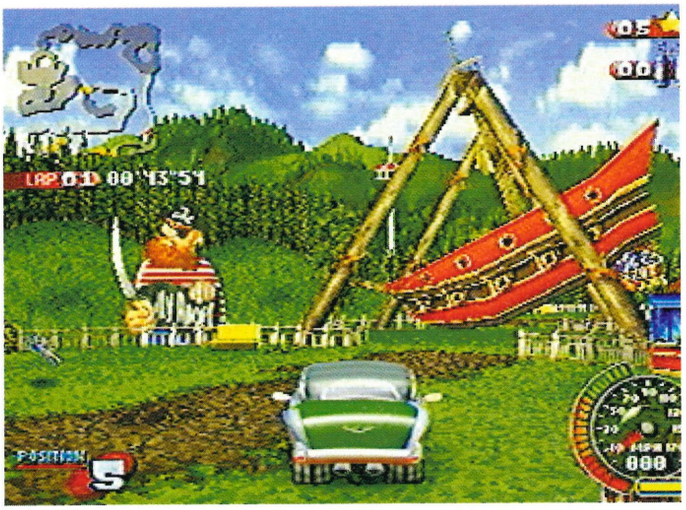
Big Fat Stars

At the outset there are eight eccentric characters to pick, each with their own non-standard array of offensive weapons (see boxout) and augmented by the numerous power-ups and speed boosters littering the tracks. First are the small yellow stars that need to be accumulated to empower special attacks, and have to be driven over sharpish before the opposition snatch them up and use them against your driver. Great big fat stars are also dotted about (often in inopportune positions) which are worth five of their wee stellar cousins, so it's often worth a detour to grab them.

Hitting a static object or being struck by enemy fire can dislodge your hoard of stars, but luckily it's possible to return the favour and grab them back. Nitro gas canisters







▲ A shortcut is needed through this Alton Towers refugee.

Wreckin' Crew is populated by a bunch of crazed whackos that are so strange it's almost disturbing to play as them.

Lady Bird



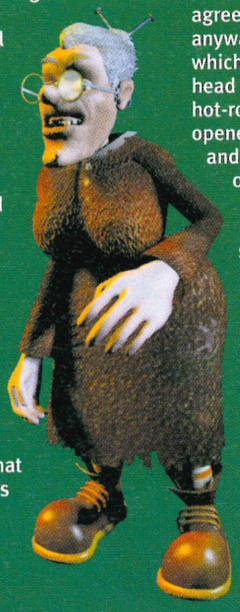
Lady Bird was a sheltered and innocent convent schoolgirl until one afternoon she stumbled in the cucumber patch and found a new and interesting aspect to her previously pious life. Since that day she hangs out with the denizens of picturesque King's Cross, and has developed a healthy (and often violent) disrespect for men through her business dealings. Now she's out to bust anyone's ball bearings on the racetrack with her attractive Chaos Magnet special weapon and painful blowtorches bolted on the side of her vehicle. Lady's poor car handling and low toughness make her fast acceleration and high top speed vital.

Kid Kranium



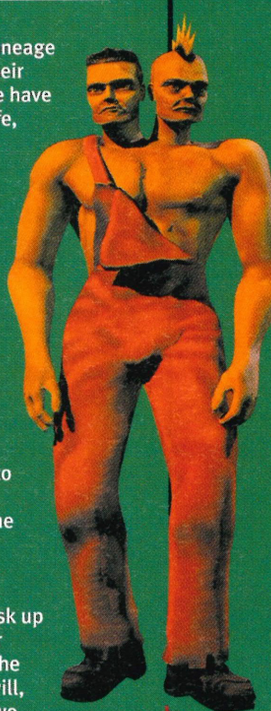
Spoilt and precocious, this snot-nosed young brat packer has inherited more money than he can spend from his mysteriously suicidal (and successful) parents. He's a veritable brainbox as well, making him insufferable all round. Kid Kranium's massive wad has enabled him to purchase the fastest and best-handling car of the lot, while his ingenious method for slowing down tailgaters involves lobbing bundles of hard cash out the back, which everyone just has to slow down and pick up.

Ma



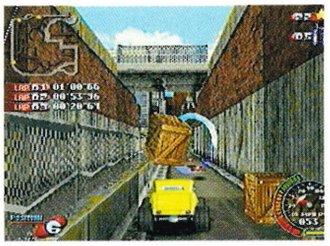
She's older than the hills, but you're unlikely to find a nastier hillbilly granny. Her ancient pick-up goes like a brick, but she can come down on an opponent like a ton of them by utilising her extremely 'individual' arsenal of farmyard-inspired munitions. A blunderbuss is backed up by her rear-facing pig slurry dumper, and topped off by Ma's special home-made moonshine machine releasing inebriating clouds of alcoholic vapour that get the other racers well and truly Schindler's.

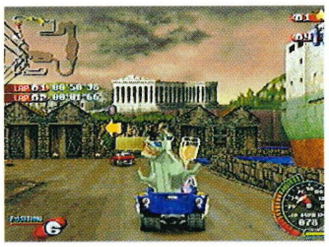
Kane and Able



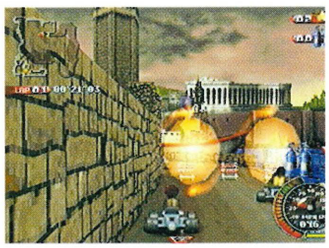
With a questionable lineage that was the talk of their village, Kane and Able have had a rough time in life, being surly Siamese twins who couldn't agree on much anyway, let alone which direction to head in. However hot-rod racing opened up a new and profitable vista of co-operation, and now they drive side-by-side utilising their strangely mystic powers to twat the opposition. Kane and Able can summon up a whirlwind to thoroughly whisk up an enemy car or shrink them to the size of toys at will, while having two heads means simultaneous attacks to the left and right are possible.











are also plentifully distributed around the laps, with each providing a vital speed boost at a tap of the triangle button. Blue rings that act in the same manner and can be linked together with some deft maneuvering to keep a car's speed high for extended bursts.

Damage inflicted by other racers can be put right by running over a repair kit, but to help keep things competitive your health recharges automatically over a one minute period anyway. Other power-ups and hazards include teleport points that zap your vehicle to another part of the track entirely, possibly revealing short-cuts or concealed areas bristling with bonuses, a shield icon provides a limited period of protection, mines cause damage and impede your progress and a time-freezing stop-watch slows the rest of the pack down to a snail's pace. As well as these, there are various mystery pick-ups and hidden keys that either grant a surprise bonus or open up other, more hairy-arsed tracks.

Reasonable Gun

Each driver has three different forms of offence to employ against the homicidal opposition. The primary weapon's a straightforward gun (or something similar) that shoots out to the right or left and inflicts a reasonable (but not excessive) amount of damage on anybody unfortunate enough to get in the way. This kind of aggression can be 'blocked', though, by squeezing two shoulder buttons simultaneously, which in the heat of battle proves a bit fiddly. Collect enough stars and a more interesting (and lethal) arsenal becomes available, namely weapons firing forwards and to the rear. These are unusual methods of aggression to say the least, including such delights as ejecting body bags that spin out a pursuer, chickens and pigs dumped onto the track (making going treacherous to say the least), explosive radio-controlled cars chasing along the road and, most bizarre of all, a circus midget that latches onto the boot of your car limpet-like and royally screws up its handling. Some are stronger or weaker proportionally, depending on the character chosen, but this is usually balanced by their top speed, handling or resilience, so a choice must be made between velocity and violence.

> "...the combination of high speed and destruction is a fine mix..."

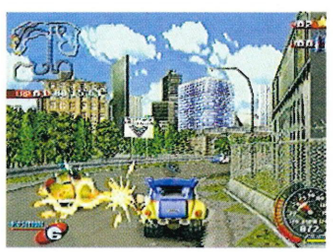
Wreckin' Crew is structured in a fairly standard manner, with a quick Arcade option, progressive Tournament mode and solo Time Trial available. Victory in the various grade tournaments gradually brings into play special hi-speed stunt arenas that carry any bonuses accumulated through into the next race, while finding the concealed keys opens up the Challenge Cup, pitting you head-to-head with the loathsome Bizley the Biker, whose flamethrower and landmine-armed nastiness is added to your roster on his defeat. Two-player split-screen is also supported, with a full grid or an all-out one-on-one duel available. The four standard tracks can be raced by day or night and in reverse, meaning there are effectively eight different courses at default, with a couple more tucked away for those skilful and patient enough to unearth them.

Mild at Heart

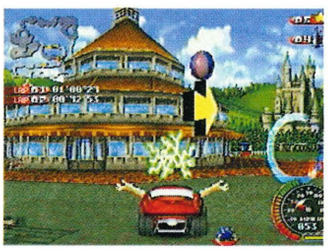
As an idea there's nothing wrong at heart with Wreckin' Crew - the combination of high speed and destruction is a fine mix (see Vigilante 8 last issue for proof), but playing the game is an unsatisfying and diluted experience. The cars shift along at a decent enough rate, but the driving model is spectacularly over-simplified to a point way beyond being arcade-friendly, making the steering wheel option an ever-so-slightly pointless addition. There's no way to actually lose control; just miss the corner and run wide or undershoot and smack into a waiting wall. I suppose this lapse can be forgiven as the game doesn't set out to be a racing simulation as such, but it does make the combat aspect all the more important for the sake of depthy play. However, to undertake any kind of meaningful fighting an opponent must be alongside your car (a fairly rare occurrence), and it's usually best to concentrate on staying on the track rather than fumbling about trying to pepper one of many other racers, or they all streak off into the distance anyway.

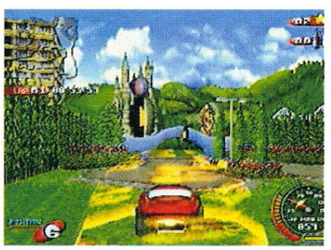
The special weapons need to be 'charged up' by running over stars, which more often than not lie in inconveniently off-line sections of track demanding a detour of sorts, which immediately makes it harder to keep up. To even have a chance, the Nitro feature has to be employed almost constantly, which again lessens the driving side of things to a succession of truncated blasts which are almost certain to end with a thud into one of the many, many obstacles in the way (in a manner that's alarmingly similar to the nasty Jet Rider 2); so much so that it's rare to keep up a decent rate of knots for much longer than a couple of seconds.

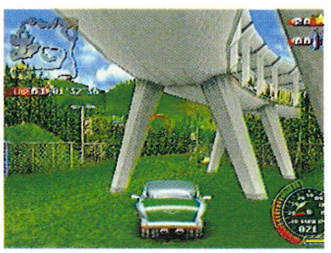
Making things even harder is the way in which the third-person

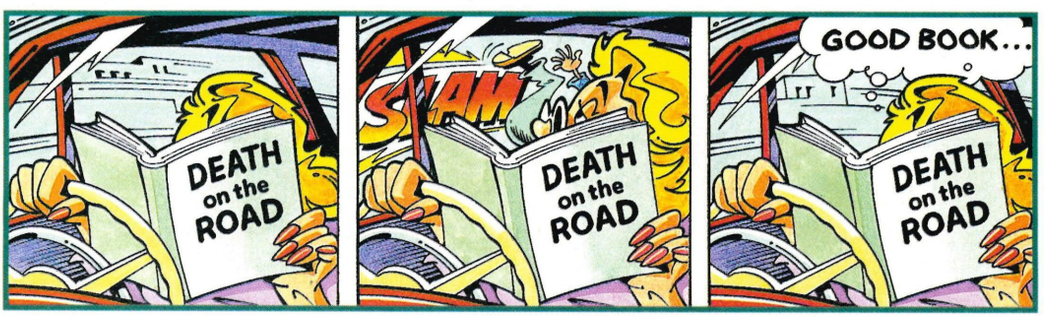


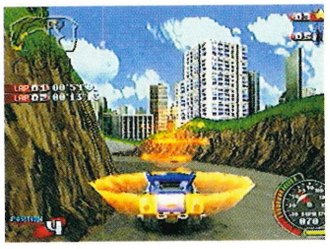
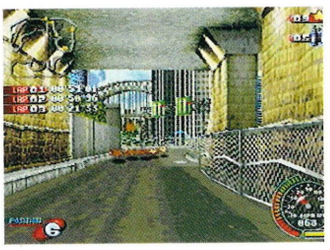
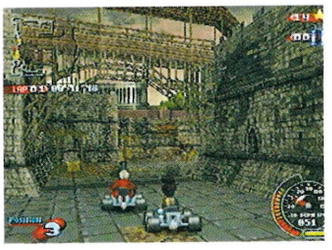










camera angle switches suddenly to the useless and impractical first-person viewpoint when going through a tunnel, meaning the area of track you're using as a reference point suddenly moves mid-corner and then springs back out again on the exit. The bonnet view is a waste of time because it's impossible to see to the sides of your car, which is of course where your main guns aim. It's a similar story with the rear-firing special weapons, as the only way to tell if an enemy is directly behind is by looking for a weeny marker that appears behind your own car, and as there are very few straights to speak of it's mostly a matter of good fortune if you manage to take anyone out. I'm also assured by the manual that there's a Turbo Start, but as you can't rev the engine activating it is a matter of pot luck.

Gah!

"...To even have a chance, the Nitro feature has to be employed almost constantly, which again lessens the driving side of things..."

Not Spritely

The graphical technique used to render the landscape and objects in Wreckin' Crew is another facet to what is amiss with the game. While the surrounding buildings, track and so on are drawn using true 3D vectors and textures, the cars and icons are the now almost obsolete flat sprites. This means the vehicles merely sit on top of a perspective-based view, getting larger or smaller according to their relative distance from your point of view. Combined with this, your car has a scant number of jerky stages from straight ahead to hard left or right, a naff phenomenon thankfully rarely seen on the PSX lately. It just doesn't cut the mustard in this post-Gran Turismo world, and has scary 16-bit SNES echoes to boot.

In addition to this, all the generous extra bonuses gained when passing 'GO', the magically-replenishing health and general over-abundance of power-ups all over the place smack of a game that's been endlessly re-tweaked over its suspiciously-long two-year development to make it more playable. Cynical? Yes, Mate.

Gammy Gameplay

All this is not to say there's no enjoyment to be had from playing Wreckin' Crew, but it's only a short-lived frisson at first before the gammy gameplay becomes apparent. Despite the exhortations of the press release, there isn't really any depth to it beyond learning the tracks and accumulating a couple of not-particularly-different characters, plus the frustrating lack of racing thrills which aren't augmented the by half-hearted (if wittily designed) automotive destruction.

While not being actively shoddy, it definitely lacks any real technical ambition or innovative playing, taking the playable formula of Mario Kart but missing out the vital X-factor that made it fun to play (if a bit sappy).

EPM

CHRISTIAN





▲ The tension escalates as you race through a shopping mall.



Second Opinion

It sounds like something that might break the toilet, and it doesn't play much better. Still, it looks nice.

Saul

The Score

Publisher	TELSTAR
Developer	QUICKDRAW
Released	JULY
Version	UK
Price	£39.99
Genre	ARCADE RACING
Players	1-2
Memory Card	✓
Negcon	✓
Steering Wheel	✓
Analog	✓

GAMEPLAY
5

ORIGINALITY
6

LIFESPAN
5

SOUND
5

GRAPHICS
6

OVERALL
58%

in summary

Needs a booster shot of fun and a remedial course of playability.

EINHÄNDER

They've conquered the RPG, now Squaresoft aim for the shoot-'em-up

Once the most popular genre on any format, the shoot-'em-up has lately found itself stuck in a rut of gigantic proportions. No shoot-'em-up has set the world alight since Xenon 2 and R-Type, and although there have been some decent efforts, the shoot-'em-up has taken a back burner for far too long. Enter Einhänder from the mighty Squaresoft. Can it do an R-Type?

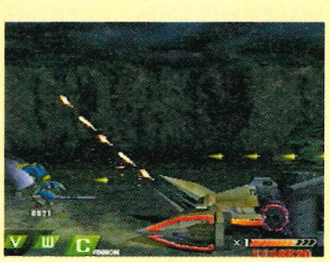
Yep. In fact it can do a R-Type times two. It's the absolute nuts, you see. I never thought I'd be as excited about a shoot-'em-up as I am with Einhänder. It's one of the best games, let alone shoot-'em-ups, I've played in years. So what if it's not an RPG, a racing game or a Tomb Raider clone?. Who gives a toss? Einhänder is pure, unadulterated blasting action.

What makes it so special? Well, coming from Squaresoft is a start. A game from this top Japanese team is almost bound to have some of the best quality graphics, sound and gameplay around, and Einhänder is no exception. And if you thought all the original ideas for shoot-'em-ups had been used, you'd better think again.

Einhänder is set in the future, and it's the usual big war, one-hero-in-a-fantastic-ship business. This makes no difference to the gameplay, though, which takes the form of a side-scrolling R-type blast-everything-you-see type game. This, however, is where the similarities end.

Squaresoft's graphical prowess shines through on every level. Instead of flying flat along the screen, you often find the camera moving around to give you a diagonal or full into-the-screen view. This gives the game a pseudo-3D feel which really sets the atmosphere alight. As well as the different plains of camera movement, you also get the incredibly detailed enemy craft coming at you from all angles. You may have an enemy gunship fly past in the background, looking inconspicuous. Follow it, though, and it flies out around and into the foreground and then into your line of fire. This type of sprite scaling is done extremely smoothly and in numbers, without any slowdown. At times you get a squadron of ten ships doing this type of maneuver, which looks absolutely phenomenal. Although Einhänder is not a 3D shoot-'em-up, graphical sequences like this make it possible to fool the player into thinking it is.





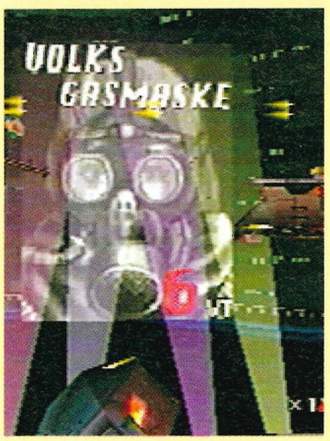


Super Sprites

The sprites themselves couldn't be any better either. Every enemy ship looks highly original. You're constantly amazed at what happens on the screen because of the sheer amount of effort that has gone into making the environment and the enemy as original, detailed and perfectly drawn as possible. It's quite hard to comprehend how much thought has gone into drawing the enemy ships. Just believe me - you will be amazed. It's not a case of repeated squadrons of enemy ships coming at you either. You come across some enormous enemy vehicles that can't be completely destroyed. For instance, on Level Two you fly towards a massive armoured train. As you're about to hit it, the camera moves and your ships flies around it. You can't destroy the whole thing, but to progress you have to take out all the gun emplacements and the hundreds of ships it launches at you.

Of course, all of these fantastic targets are here for one reason, and one reason only. To be blown up, and boy do they look good when they disintegrate into flames and shrapnel. The explosions are some of the best I've seen on any game, especially as so many can occur at the same time.

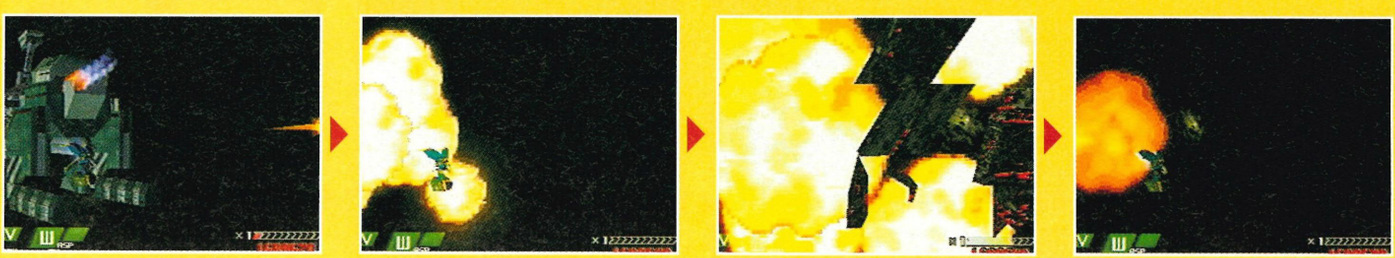
One of Einhänder's best features, besides the visuals, of course, is the non-stop blasting action that oozes out of it. At the start of the game you have the choice of three different ships, all with the same basic design, but with the ability to carry different amounts of weapons.



> **"... if you thought all the original ideas for shoot-'em-ups had been used, you'd better think again..."**

To collect a weapon you first need to destroy the enemy carrying it, then fly close to it to allow your mechanical arm to pick it up. Depending on which ship you're using, you can carry up to three weapons which can be scrolled through using the shoulder buttons. Because of the mechanical arm system, each special weapon can be moved to different positions on your ship to give you an advantage in different situations. The weapons themselves are some of the best I've seen on a shoot-'em-up. You come across anything from mini-guns and cannons to lightning

KABOOM!



WEAPONS

Here's a selection of our favourite hardware available on Einhänder.

VULCAN
An extremely high-powered and fast-firing minigun. Very useful because it can fire at an angle, and comes with 600 rounds at a time.



CANNON
High-powered one-shot weapon that sees off most targets in seconds. Can only be fired straight ahead, but its power makes up for this.



WASP
The Wasp is a multiple rocket launcher. The rockets are semi-seeking, although you need to line yourself up slightly to get a good hit.



SPREADER
Simply fires a spreading vertical line of shots, which is perfect for when you're being overrun by the enemy.



HEDGEHOG
The Hedgehog fires explosive charges on a vertical axis. Not much cop for the left to right sections, but devastating in the upy-downy bits.



BLADE
Much like a Star Wars light Saber, only much bigger and attached to your ship. It's very hard to use, but devastating.



beams and energy blades, and each has its own strengths and weaknesses, so you have to collect and use them and the right time.

Tough Cookies

Having such powerful weaponry is a God-send, because Einhänder is one tough cookie to crack. Just getting past the second level is challenge enough, and for a while you think about giving up. I know I did, but if you persevere you get so much more from the game. Although it's so tough, Einhänder never gets you into that smashing-the-joypad-against-the-wall mood. You just simply feel the need to beat it, and unlike many games today, it does hold that 'I've got to see the next level before I stop' factor. Also, there's no way of saving your progress. Instead you have ten continues, so if you want to finish the game you have to do it in one session, which is how a shoot-'em-up should be.

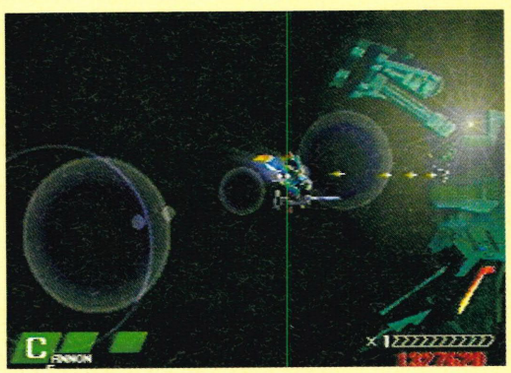
> "...Apart from Tekken 3, Einhänder is the only import game I would shell out any dough for..."

Everything is so right on Einhänder that I really can't think of one down-point. The fact that it's a Japanese game doesn't even ruin any enjoyment because you don't need to understand the text. All you need to know is how to move and shoot, and that takes you just a few seconds when you first start. From here on in, it's non-stop blasting all the way.

Apart from Tekken 3, Einhänder is the only import game I would shell out any dough for. Okay, Parasite Eve and Tenchu may be top games, but the Japanese versions just aren't suitable for us. If you want a no-holds-barred shoot-'em-up, with superb sound and fantastic graphics and gameplay to back it up, Einhänder is the only option. There's no word about when it will be released officially over here, but I'd bet on somebody picking it up very soon. In the meantime, import PlayStation owners, GET BLASTING!

EPM

SAUL



Check out the quality of this lens flare.



Blast the neon signs to get down this street.



Second Opinion

The 2D blaster's almost a lost art these days, but Squaresoft bring it right up to date with this number. An official UK release must surely follow...

Ian

The Score

Publisher	SQUARESOFT
Developer	IN-HOUSE
Released	OUT NOW (IMPORT)
Version	JAPANESE
Price	£60 (MAY VARY)
Genre	SHOOT-'EM-UP
Players	1

GAMEPLAY
10

ORIGINALITY
8

LIFESPAN
9

SOUND
9

GRAPHICS
9

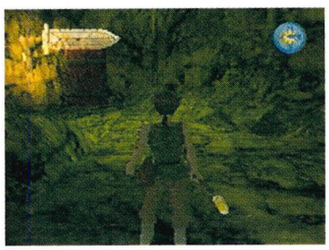
OVERALL
95%

in summary

The definitive shoot-'em-up.

Excalibur 2555AD

The Space Men and King Arthur?





I could sit here finding fault with this one all day, but none of its flaws stop it being fun. It's dated, simplistic and rough round the edges, but every time you die you have to have one more crack at completing the level.

Basically, the game's a Tomb Raider clone, complete with a female main character but without the jumping - Excalibur has graphic adventure pretensions rather than platform aspirations. The player wanders around a catacomb of caverns, killing monsters, picking up objects and solving puzzles. It doesn't really shine in any department, but manages to entertain nonetheless.

Technically, the game's weak without being maliciously shoddy á là Tommi Mäkinen. The graphics are quietly functional without really shining, the animation adequate but unimpressive, the sounds useful but unspectacular. Nothing to write home about, but nothing to make you spit blood either.

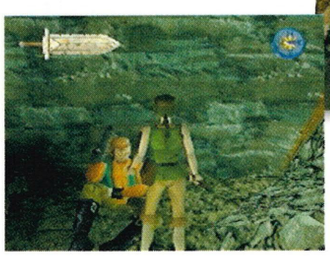
Likewise, the game's combat elements are straightforward to the point of being sparse. Armed with an enormous weapon (oo-er; we mean her sword), your character battles her way through the caves chopping chunks out of scorpions, skeletons, zombies, berserkers and thugs, among others. Many of the people you meet as you explore are dressed in modern clothes, though - the game's atmosphere is a deliberate mix of sci-fi and fantasy, but not always a comfortable one.

Monster Mash

The weapons-based 3D fighting system wouldn't shame Soul Blade. You have three different sword strikes at your disposal, all of which can be charged by holding the relevant button. There's also a block, but no combos or fighting strategies. You just stand in front of your foe and beat the bejesus out of it until it falls, hoping not to exhaust your energy bar in the process. There's a small amount of timing involved, but not much. Basically, you just slash like an incontinent on a pub crawl. Also, it's often easier to run around the monsters and ignore them rather than fighting. They do follow, but at a very slow pace and they never chase you out of a room.

In certain caverns, fireballs fly across the room, forcing you to time your trundling. These offer a really cheesy way of killing monsters - put the fireballs between you and your foe and let the monster come to you. He almost invariably gets twatted by the flames.

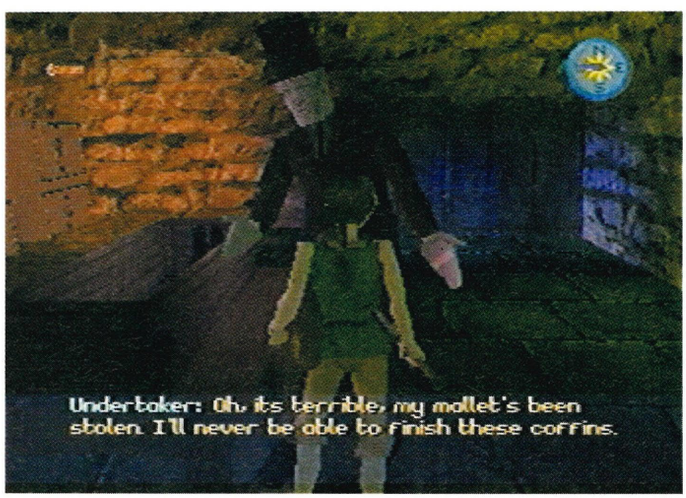
> **"...Nothing to write home about, but nothing to make you spit blood either..."**



The adventure and exploration elements is also very basic. An on-screen map makes getting from A to B a cinch (hurrah!), and the puzzles are usually a case of finding and swapping objects. Find the glass, give it to the barman who gives you the bottle of booze which you give to the spiv; the puzzles are so simplistic they make the old 8-bit Dizzy games look like mastermind material. This doesn't stop them being fun, though. Sensibly, the playing area is restricted until you've solved certain puzzles, preventing the levels becoming too large and sprawling. The player is always focused on the task in hand, not wandering around aimlessly. Objects you pick up are clearly identified against the cavern floor, but often hidden behind walls or pillars.

With so little to shout about, you'd expect Excalibur 2555AD to be a disaster - it isn't. Because there are no enemies or traps which are dramatically stronger than the rest, energy loss is a matter of attrition. You tend to lose because you failed to conserve your strength rather than because you came up against a big pluck-off baddie or a mind-bending puzzle, and have to have one more go to try and finish the bite-sized level and get the new passcode. That's what gaming's all about. EPM

IAN



▲ Fetch it yourself, you lazy b**tard



The Score

Publisher	TELSTAR
Developer	TEMPEST
Released	OUT NOW
Version	UK
Price	£19.99
Genre	3D ACTION ADVENTURE
Players	1
Memory Card	✔
Analog	✔

GAMEPLAY	7
ORIGINALITY	6
LIFESPAN	8
SOUND	6
GRAPHICS	6
OVERALL	78%

in summary

Surprisingly addictive, and a barg at £20.

New Generation Consoles

Tel: 0113 234 1116

Open: Mon-Sat 10am-7pm, Sun 12pm-5pm.

No 1 for mail order and service. First with all new releases - we lead, others follow

UK PLAYSTATION GAMES

ACE COMBAT 2 ..... £29.99
ACTUA GOLF 2 ..... £27.99
ACTUA SOCCER 2 ..... £27.99
ALUNDRA £33.99
AYRTON SENNA 2 ..... £29.99
BLOODY ROAR £32.99
BUBSY 3D £24.99
BUSHIDO BLADE £29.99
BUST A MOVE 2 ..... £17.99
BUST A MOVE 3 ..... £24.99
CASTLEVANIA £24.99
COOL BOARDERS 2 ..... £29.99
COURIER CRISIS £24.99
CRASH BANDICOOT £17.99
CRASH BANDICOOT 2 ..... £33.99
CROC £26.99
DARK FORCES £26.99
DEATHTRAP DUNGEON £33.99
DESTRUCTION DERBY 2 ..... £17.99
DIABLO £33.99
DIE HARD TRILOGY £17.99
DISC WORLD 2 ..... £32.99
DUKE NUKEM 3D £26.99
FELONY £24.99
FIFA 98 ..... £29.99
FIGHTING FORCE £24.99
FINAL DOOM £19.99
FORMULA 1 97 ..... £37.99
G POLICE £29.99
GEX 3D £32.99
GRAN TURISMO £34.99
GRAND THEFT AUTO £28.99
HERCULES £32.99
INDY CAR 500 ..... £33.99
ISS PRO £17.99
JERSEY DEVIL £29.99
JET RIDER 2 ..... £29.99
JONAH LOMU RUGBY £24.99
JURASSIC PARK £24.99
MARVEL SUPER HEROES £31.99
MASTER OF TERAS KASI £31.99
MEN IN BLACK £32.99
MICRO MACHINES V3 ..... £17.99
MORTAL KOMBAT TRILOGY £17.99
MOTOR HEAD £32.99
NEED FOR SPEED 3 ..... £32.99
NIGHTMARE CREATURES £28.99
NUCLEAR STRIKE £24.99
ODD WORLD ABES ODDYSEY £24.99
PANDEMONIUM 2 ..... £26.99
PGA GOLF 98 ..... £29.99
PREMIER MANAGER 98 ..... CALL
RAGE RACER £25.99
RASCAL £32.99
RAYMAN £17.99
RED ALERT £32.99
RESIDENT EVIL 2 ..... £37.99
RIVEN £38.99
SHADOW MASTER £29.99
SONY DUAL SHOCK PADS £21.99
STREET FIGHTER COLLECTION ..... CALL
STREET FIGHTER EX £29.99
SUPER PUZZLE FIGHTER 2 ..... £19.99
TEKKEN 2 ..... £17.99
TEKKEN 3 ..... CALL
TETRIS PLUS £24.99
THEME HOSPITAL £33.99
THREE LIONS ..... CALL
TIME CRISIS + GLINCON £48.99
TOCA TOURING CARS £31.99
TOMB RAIDER £17.99
TOMB RAIDER 2 ..... £32.99
VR POWER BOAT RACING £29.99
WAR CRAFT 2 ..... £24.99
WAR HAMMER 2 ..... £32.99
WORLD CUP 98 ..... £32.99
WORLD LEAGUE SOCCER ..... CALL
WCW NITRO £32.99
WCW VS THE WORLD £29.99

US NINTENDO 64 GAMES NEW RELEASES

1080 SNOW BOARDING £49.99
BANJO & KAZOOIE ..... £LOW
DIDDY KONG RACING £49.99
FIGHTERS DESTINY £54.99
FORSAKEN £54.99
GOLDENEYE £54.99
GT 64 ..... CALL
JEOPARDY £49.99
MISSION IMPOSSIBLE ..... £LOW
MORTAL KOMBAT 4 ..... £49.99
MYSTICAL NINJA £49.99
QUAKE £54.99
QUEST 64 ..... £54.99
RAMPAGE £49.99
SNOWBO KIDS £49.99
VIRTUA CHESS £49.99
WCW VS NWO £54.99
WETRIX £49.99
WORLD CUP 98 ..... £54.99
YOSHI'S STORY £49.99

SPECIAL OFFERS

BLAST CORPS £29.99
DIDDY KONG RACING £39.99
DOOM £24.99
DUKE NUKEM £29.99
FIFA 98 ..... £54.99
HEXEN £24.99
ISS 64 ..... £54.99
MARIO KART £29.99
MULTI RACING CHAMP £29.99
SAN FRANSISCO RUSH £29.99
SNOWBOW KIDS £44.99
STAR FOX + JOLT PACK £49.99
STAR WARS £29.99
YOSHI'S STORY £44.99

UK NINTENDO 64 GAMES

BANJO & KAZOOIE ..... CALL
BLAST CORPS £33.99
DIDDY KONG RACING £38.99
DOOM £37.99
DUKE NUKEM £37.99
EXTREME G £37.99
FIFA 98 ..... £42.99
FIGHTERS DESTINY £44.99
FORSAKEN £44.99
GOLDENEYE £39.99
GT 64 ..... CALL
ISS 64 ..... £39.99
LYLAT WARS + JOLT PACK £45.99
MACE £39.99
MARIO £38.99
MARIO KART £38.99
MISSION IMPOSSIBLE ..... CALL
MYSTICAL NINJA £44.99
NAGANO OLYMPICS £44.99
PILOTWINGS £37.99
QUAKE £39.99
SNOW BOARD KIDS £34.99
TETRISPHERE £33.99
TOP GEAR RALLY £39.99
TUROK £33.99
WCW VS NWO £39.99
WETRIX £34.99
WORLD CUP 98 ..... £44.99
YOSHI'S STORY ..... CALL

JAP NINTENDO 64 GAMES SPECIAL OFFERS

1080 SNOW BOARDING £49.99
BOMBERMAN £19.99
BRAVE SPIRITS WRESTLING £49.99
F ZERO ..... CALL
FAMISTA 64 ..... £49.99
FIGHTERS NEXTRRAM £44.99
GASP £29.99
ISS 98 ..... CALL
MARIO KART £24.99
MULTI RACING CHAMP £24.99
TAMAGOTCHI £49.99
YOSHI'S STORY £24.99

JAP PLAYSTATION GAMES NEW RELEASES

BIOHAZARD 2 (R.EVIL 2) £34.99
BOMBERMAN WORLD £39.99
BUSHIDO BLADE 2 ..... £39.99
COWBOY BEBOP £49.99
DEAD OR ALIVE £49.99
G DARIUS £54.99
GRAN TURISMO £39.99
GUN BIKE £54.99
KING OF FIGHTERS £54.99
PARASITE EVE £59.99
POCKET FIGHTER £54.99
R TYPES ..... CALL
TEKKEN 3 ..... £39.99
TENCHU £54.99
THUNDERFORCE 5 ..... £49.99
X MEN VS STREET FIGHTER £49.99

US PLAYSTATION GAMES

BLASTO £44.99
BLOODY ROAR £44.99
DEAD OR ALIVE £49.99
DEATHTRAP DUNGEON £44.99
EINHANDER £49.99
GRAN TURISMO £44.99
KLONDA £49.99
PUNKY SKUNK £44.99
RESIDENT EVIL 2 ..... £49.99
ROAD RASH 3D ..... CALL
STREET FIGHTER COLLECTION £49.99
TEKKEN 3 ..... CALL
VIGILANTE £44.99
X MEN £39.99

US PLAYSTATION RPG GAMES

ALUNDRA £49.99
BREATH OF FIRE 3 ..... £49.99
FINAL FANTASY TACTICS £49.99
FINAL FANTASY VII £49.99
GRAN STREAM SAGA £49.99
KINGS FIELD 2 ..... £49.99
SAGA FRONTIER £49.99
TACTICS OGRE £49.99
WILD ARMS £49.99

SATURN IMPORTS

BURNING RANGERS £29.99
CASTLEVANIA £49.99
DEAD OR ALIVE £49.99
HOUSE OF THE DEAD £29.99
KING OF FIGHTERS 97 ..... £49.99
POCKET FIGHTERS £49.99
VAMPIRE SAVIOUR £49.99
X MEN VS STREET FIGHTER £49.99

Please note all games listed are brand new . For any game not listed, call for price

New releases coming on all systems daily • Ring for details • Best deals on part exchange • Lots of back catalogue games in stock on all systems • Trade enquiries welcome • Wide range of N64 second-hand games from £24.99

Next day delivery • Over 200 Import PlayStation games in stock

10 Mill Hill • Leeds • LS1 500 (near Railway Station/City Centre) Tel:0113 234 1116 Fax: 0113 234 1117

Also at: 3 The Parade • Stonegate Rd • Leeds • LS6 4HZ • Tel: 0113 230 6007 • Fax 0113 230 5031

DELTA VISA

Enquiries now being taken for Dreamcast

Our Web Address: http://www.newgeneration.demon.co.uk

SWITCH AMERICAN EXPRESS MasterCard

STUFF

IT'S A BLOODY JUNGLE OUT THERE!

IT'S NOT JUST GIMMICKY JOYPADS IN THIS ESPECIALLY GARGANTUAN BURST OF STUFF THIS MONTH, SO THERE'S A MORE COLESLAW-LIKE VIBE TO YOUR FAVOURITE PERIPHERAL PARADE. WE'VE GOTA STRANGE VIBRATING STRAP-ON THING, A GADGET THAT FINALLY ALLOWS CHEATS TO PROSPER, A DUAL SHOCK DOPPELGANGER, THE REAL DEAL (AGAIN), PLUS THE NEW RANGE OF DIGITAL CONTROLLERS FROM SONY THAT ARE NOW SHEATHED IN SEXUALLY ALLURING MULTI- COLOURS. AND REMEMBER - DON'T FAKE THE FUNK ON A NASTY DUNK.

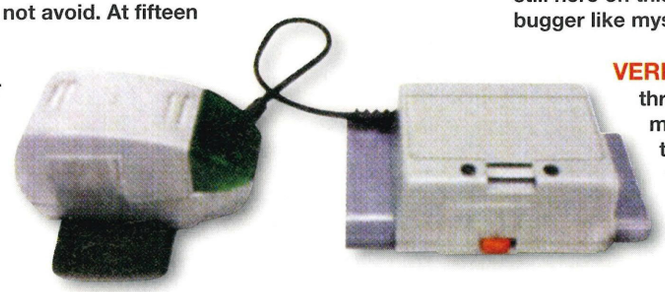
BLAZE PLAYSTATION JOLT PACK

RRP - £11.99

This unique widget takes a lateral approach to providing the same force feedback twitches and rumbles that stimulate the Dual Shock Pad by installing itself between the PlayStation and your controller and reading the impulses. A Velcro strap attaches the pack to your wrist and jiggles it in sympathy to the action on screen, while a green light also flashes in time with the rumbling to heighten the already-heady sensations it produces.

VERDICT - Needs two AAA batteries to work which is tedious, particularly as the power-draining blinking beacon is more or less superfluous. Intriguingly, though, the strap is just the right circumference to fit around one's nether regions, so driving along the rumble strip in Gran Turismo will be something to relish, not avoid. At fifteen pounds it's an indulgence, but if you're desperate for a jiggling punctuation to the on-screen action, so be it.

6/10



JOYTECH ANALOGUE CONTROLLER PLUS

RRP - £24.99



A third party clone of the official Sony version, and not a bad one at that. The rubber domes are good and grippy, while the sticks are weighted almost as well as the original's. A pleasing difference, though, is that the extended hand grips seen on the non-vibrating analog pad but missing from the Dual Shock are still here on this baby, which if you're a big-handed bugger like myself is a definite bonus.

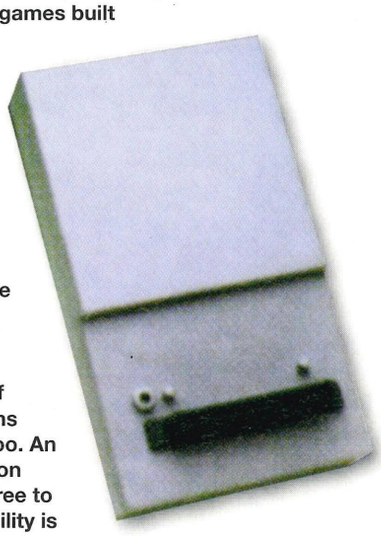
VERDICT - Four different colours (including sexy see-through black) plus a solid rumble and build quality make this pad both aesthetically pleasing and technically impressive. However, the D-Pad is a bit wiggly and weak-feeling, and at £25 is the same price as the top marque Sony, making its purchase a little pointless.

7.5/10

BLAZE XPLORER

RRP - £29.99

The idea behind this box of trickery is similar to the Action Replay and Game Shark gizmos we've seen previously. It has hundreds of cheats for current and classic games built in, and can apparently store up to 10,000 more, so those tedious multi-press button codes only have to be entered once. It's also supported by a dedicated website and memory card updates, and can be linked to a PC (via a soon-to-come cable) to be used as a screen grabber, allowing your favourite PSX moments to become desktop backgrounds!



VERDICT - Extremely useful if cheating is your bag, and seems reasonably well put together too. An easy boot-up and code selection system makes it fairly hassle free to operate, and the PC compatability is an interesting addition. It is a serious investment at almost thirty quid, though, but in the right hands would be undeniably useful.

8.5/10

GAMESTER PSX RUMBLE FORCE STEERING WHEEL

RRP - £59.99



As a few of you may have noticed Gran Turismo has a bug that forces you to unplug a steering wheel (if in use) and replace it with an ordinary controller just to change the options. With this new wheel, Gamester have thoughtfully included an adapter that solves this problem, along with providing the same kind of rumbling as the Dual Shock. The sensitivity and strength of these can be adjusted to taste via two natty twist dials.

VERDICT - Even more sturdily built than previous Gamester wheels, and bristling with useful extra knobs and plug-in bits. The buttons on the wheel feel a little wimpish, though, and the butterfly gear change switch is a touch dead-feeling, but the all-important weighting of the pedals and steering is firm enough to instil confidence during those panicked hard braking and massive oversteer moments.

10/10

SONY DUAL SHOCK CONTROLLER

RRP - £24.99

We've just got to showcase this jiggling joy again, as it's upped the ante from the already-revolutionary Analog pad to include traction-inducing vulcanised rubber thumb rests, the twin-speed wobbles (of course) and a pleasingly weighty but well balanced superstructure. The Ferrari 355 of video game control.



VERDICT - A serious wedge is needed to purchase one, but trust us-it's worth it. The increased feelings of control and build quality are unparalleled, and the various subtle refinements (such as the cleverly recessed mode switch) make it a finely-honed piece of kit. Soon available with an all-black hull, which will score a full ten, but until then it's worth a stellar...

9.75/10

SONY COLOURED MEMORY CARDS

RRP - £14.99

With these new see-through and somewhat effeminately-coloured cards now on the street, there's no excuse for losing those oh-so-precious six-block Gran Turismo saves. Not the biggest-brained cards out, yet utterly reliable.

VERDICT - The colours are increasingly outlandish, but the silicon guts inside spare no expenses. It might be necessary to have a couple handy for emergencies, though.

9/10



THE GLOVE PREVIEW

Threatening to either revolutionise the way one controls the video game or become an expensive and unusable white elephant is this bit of cyberpunkular technology. Called The Glove (in a no-doubt wild fit of inspiration), it utilises a web of sensors to reflect movement, while the fingers are studded with multiple control buttons. It will feature both digital and simulated analog modes, so it'll be conceivably possible to drive a car via waggling your digits. We'll bring you a full and in-depth inspection when the makers Reality Quest send us one.



SONY DIGITAL JOYPAD

RRP - £17.99

As you see, these are now available in a clear crystal black guise, dirty thumbprint-attracting virginal white and sexy ninja jet black. While not as adaptable as an Analog, it's still the sturdiest and longest-wearing joypad around, and lacks some of the ergonomic shortcomings of the third-party controllers..



VERDICT - Dependable, useable and lovable, it would be foolish to ignore this old warhorse. The new paint jobs are also an aesthetically pleasing bonus to an already cool peripheral.

8.5/10



Gameplay

FREE POSTER WITH EVERY ORDER! Please ask when ordering!

PRICE! CHOICE!

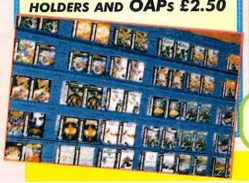
THESE HAVE MADE US WHA
LARGEST MAIL ORDER SUPP

CAN YOU AFFORD NOT TO BUY YOUR GAMES FROM US?

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD



WHY NOT VISIT OUR NEW CLUB SUPERSTORE WHICH HAS JUST OPENED IN LEEDS AT THE ADDRESS ON THE ORDER FORM! ALL ITEMS IN THE STORE ARE AT THE SAME DISCOUNTED PRICES AS OUR MAIL ORDER DIVISION. PLEASE NOTE THAT THERE IS NO CHARGE TO BUY FROM US BY MAIL ORDER BUT A ONE OFF MEMBERSHIP FEE OF £5 IS PAYABLE IF BUYING FROM OUR SUPERSTORE. NUS CARD HOLDERS AND OAPS £2.50





THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

£108.99

ALL PLAYSTATIONS COME WITH ONE SONY PAD, A PLAYABLE DEMO CD FEATURING 6 GAMES

PRICES INCLUDE FREE 48hr DELIVERY TO MOST AREAS IN THE UK *SUBJECT TO STOCK

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sony and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we will either collect it from your door and replace it free of charge or send an engineer to repair it in your home!!

PLAYSTATION & SONY MEMORY CARD & EXTRA PAD	£121.99
PLAYSTATION & ANY GAME AT £29.99 OR LESS	£135.99
PLAYSTATION & ANY GAME AT £37.99 OR LESS	£140.99
PLAYSTATION & ANY OTHER GAME	£144.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £29.99 OR LESS	£147.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £37.99 OR LESS	£154.99
PLAYSTATION & MEMORY CARD, PAD & ANY OTHER GAME	£157.99

PLUS GET £1.00 OFF EVERY GAME PURCHASED AT THE SAME TIME!!

If you would like advice or more information prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

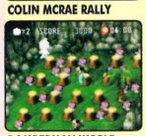
SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW SONY PLAYSTATION!

SONY OFFICIAL MEMORY CARD	JUST £11.99
FIRE 1MB MEMORY CARD	JUST £ 8.99
8MB 120 SLOT MEMORY CARD	JUST £15.99
SONY OFFICIAL JOYPAD	JUST £ 6.99
SONY DUAL SHOCK ANALOGUE JOYPAD	JUST £21.99
SAITEK MEGAPAD	JUST £ 8.99
DUST COVER	JUST £ 5.99
RGB SCART CABLE	JUST £ 7.99
LOGIC 3 CARRY CASE	JUST £14.99

UK PLAYSTATION GAMES

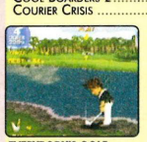

COLIN MCRAE RALLY


DEATHTRAP DUNGEON

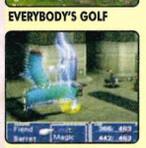

BOMBERMAN WORLD

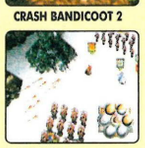

ALUNDRA

ACE COMBAT 2	£29.99
ACTUA GOLF 2	**£23.99**
ACTUA ICE HOCKEY	£22.99
ACTUA SOCCER	£17.99
ACTUA SOCCER 2	**£24.99**
AGENT ARMSTRONG	£24.99
AIR COMBAT	£17.99
AIR RACE	£24.99
ALIEN TRILOGY	£17.99
ALUNDRA	**£33.99**
ATARI GREATEST HITS	£26.99
ATARI GREATEST HITS 2	£27.99
AUTO DESTRUCT	£25.99
AYRTON SENNA KART DUEL 2	£24.99
BLOODY ROAR	£29.99
BOMBERMAN WORLD	**£29.99**
BREAKPOINT TENNIS	£19.99
BREATH OF FIRE 3	£33.99
BROKEN SWORD 2	£29.99
BUBBLE BOBBLE & RAINBOW ISLAND	£25.99
BUGRIDERS	£19.99
BURNING ROAD	£16.99
BUSHIDO BLADE	**£29.99**
BUST A MOVE 2	£17.99
BUST A MOVE 3	£23.99
CAESARS WORLD OF GAMBLING	£24.99
CARNAGE HEART	£22.99
CASPER	£25.99
CASTLEVANIA - SYMPHONY OF THE NIGHT	£18.99
CHESSMASTER 3D	£19.99
CHILL	£19.99
CIRCUIT BREAKERS	£29.99
COLIN MCRAE RALLY	**£33.99**
COLONY WARS	£24.99
COMMAND & CONQUER	£18.99
COMMAND & CONQUER RED ALERT	**£34.99**
COOL BOARDERS 2	£29.99
COURIER CRISIS	£19.99


EVERYBODY'S GOLF


CRASH BANDICOOT 2


FINAL FANTASY 7


DARK OMEN

CRASH BANDICOOT	£18.99
CRASH BANDICOOT 2	£34.99
CRIME KILLER	£31.99
CRITICAL DEPTH	£19.99
CROC	£23.99
CRUSADER NO REMORSE	£22.99
DARK FORCES	£27.99
DARK STALKERS REVENGE: NIGHT WARRIORS	£14.99
DARKLIGHT CONFLICT	£17.99
DARK OMEN: WARHAMMER 2	**£32.99**
DEAD BALL ZONE	£25.99
DEAD OR ALIVE	£29.99
DEATHTRAP DUNGEON	**£33.99**
DESCENT	£14.99
DESCENT 2	£14.99
DESTRUCTION DERBY	£18.99
DESTRUCTION DERBY 2	£18.99
DIABLO	£32.99
DIE HARD TRILOGY	£17.99
DIE HARD TRILOGY & PREDATOR GUN	**£29.99**
DISCWORLD 2	£34.99


FORSAKEN


MOTORHEAD

DOOM	£20.99
DUKE NUKEM 3D	**£23.99**
DYNASTY WARRIORS	£19.99
EVERYBODY'S GOLF	**£29.99**
EXHUMED	£24.99
EXPLOSIVE RACING	£19.99
FADE TO BLACK	£17.99
FANTASTIC 4	£18.99
FELONY 11-79	£19.99
FIGHTING FORCE	£20.99
FINAL DOOM	£19.99
FINAL FANTASY 7	**£36.99**
FORMULA 1	£18.99
FORMULA 1 '97	£38.99
FORMULA KARTS SPECIAL EDITION	£16.99
FORSAKEN	£33.99
FRENZY	£29.99



DIE HARD TRILOGY & PREDATOR GUN £29.99!

FROGGER	£34.99
G POLICE	£27.99
GEX 3D	**£30.99**
GRAN TURISMO	**£37.99**
GRAND THEFT AUTO (AGES 18+)	£29.99
HEART OF DARKNESS	**£34.99**
HERCULES	£34.99
HEXEN	£19.99
IMPACT RACING	**£14.99**
INDEPENDENCE DAY	£33.99
INDY 500	£34.99
INT'L SUPERSTAR SOCCER PRO	**£17.99**
INTERNATIONAL TRACK & FIELD	£17.99
JEREMY MCGRATH'S SUPERCROSS '98	£32.99
JERSEY DEVIL	£24.99
JETRIDER 2	£29.99
JONAH LOMU RUGBY	£22.99
JUDGE DREDD	£21.99
KING OF THE FIGHTERS	£29.99
KINGSFIELD	£29.99


GRAN TURISMO

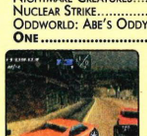

GRAND THEFT AUTO

KLONOA	£29.99
KULA WORLD	£34.99
KURUSHI	£25.99
LEGACY OF KAIN	£27.99
LETHAL ENFORCERS 1 & 2	£27.99
LIFE FORCE TENKA	£24.99
LITTLE BIG ADVENTURE	£19.99
LOADED	£18.99
LOST WORLD: JURASSIC PARK 2	£23.99
LUCKY LUKE	£29.99
MAGIC THE GATHERING	£28.99
MARVEL SUPER HEROES	**£29.99**
MASS DESTRUCTION	£22.99
MAXIMUM FORCE	£27.99
MDK	£23.99
MECH WARRIOR 2	£19.99


HERCULES


MARVEL SUPER HEROES

MEGAMAN BATTLE & CHASE	£28.99
MEGAMAN 8	£28.99
MEGAMAN X3	£24.99
MEN IN BLACK	£31.99
MICRO MACHINES 3	**£17.99**
MIDWAY GREATEST HITS 2	£27.99
MONOPOLY	£33.99
MONSTER TRUCKS	£36.99
MORTAL KOMBAT 4	£34.99
MORTAL KOMBAT TRILOGY	£18.99
MORTAL KOMBAT MYTHOLOGY	£27.99
MOTO RACER	£24.99
MOTOCROSS INTERNATIONAL	£24.99
MOTORHEAD	**£31.99**
MOTOR MASH	£19.99
NAGANO WINTER OLYMPICS '98	£25.99
NAMCO MUSEUM VOLUME 2	£24.99
NAMCO MUSEUM VOLUME 4	£29.99
NAMCO MUSEUM VOLUME 5	£29.99
NAMCO SMASH COURT TENNIS	£29.99
NASCAR RACING '98	£32.99
NBA HANGTIME	£29.99
NBA LIVE '98	£32.99
NBA PRO '98	£32.99
NEED FOR SPEED 3	£32.99
NEWMAN HAAS RACING	£32.99
NFL MADDEN '98	£27.99
NHL BREAKAWAY '98	£28.99
NHL HOCKEY '98	**£26.99**
NIGHTMARE CREATURES	£29.99
NUCLEAR STRIKE	£22.99
ODDWORLD: ABE'S ODDYSEE	£22.99
ONE	**£29.99**


NEED FOR SPEED 3


POINT BLANK


PGA GOLF '98


RIVEN


MICRO MACHINES 3

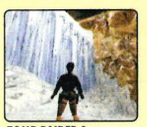

RESIDENT EVIL 2

ON-SIDE SOCCER	£17.99
OVERBLOOD	£14.99
OVERBOARD	£24.99
PANDEMONIUM	£18.99
PANDEMONIUM 2	**£24.99**
PARAPPA THE RAPPER	£24.99
PERFECT ASSASSIN	£33.99
PGA GOLF '97	£19.99
PGA GOLF '98	£32.99
PITBALL	£16.99
PITFALL 3D	£29.99
PLAYER MANAGER	£29.99
PO'ED	£18.99
POINT BLANK	**£29.99**
POINT BLANK & GUNCON	**£49.99**
PORSCHE CHALLENGE	£18.99
POWERMOVE PRO WRESTLING	£24.99
POY POY	£27.99
PREMIER MANAGER '98	**£31.99**
PRO PINBALL TIMESHOCK	£28.99
RAGE RACER	£29.99
RAMPAGE WORLD TOUR	£24.99
RAPID RACER	£19.99
RASCAL	£34.99
RAYMAN	£17.99
RAY TRACERS	£24.99
REBEL ASSAULT 2	£33.99
REBOOT	£33.99
RED ASPHALT: ROCK N ROLL RACING 2	£22.99
RELOADED	£18.99
RESIDENT EVIL 2	**£39.99**


SOUL BLADE


VIGILANTE 8

RETURN FIRE	£17.99
RIDGE RACER	£18.99
RIDGE RACER REVOLUTION	£18.99
RIOT	£35.99
RISE OF THE ROBOTS 2: THE RESURRECTION	£16.99
RISK	£34.99
RIVEN	£39.99
ROAD RASH	£18.99
ROSCO MCQUEEN	£29.99
SAN FRANCISCO RUSH	£27.99
SENTIENT	£26.99
SHADOW MASTER	£34.99
SIM CITY 2000	**£24.99**
SKULL MONKEYS	£32.99
SNOW RACER	£31.99
SOUL BLADE	£34.99
SOVIET STRIKE	£18.99
SPAWN	£29.99
SPICE WORLD (SPICE GIRLS)	**£18.99**


TOMB RAIDER 2


THEME HOSPITAL

STAR WARS: MASTERS OF TERAS KASI	£32.99
STEEL REIGN	£29.99
STREETFIGHTER EX PLUS	£29.99
STREETFIGHTER COLLECTION	**£33.99**
STREET RACER	£19.99
SUIKODEN	**£18.99**
SUPER PANG COLLECTION	£26.99
SUPER PUZZLE FIGHTER 2	£24.99
SUPERSONIC RACER	£17.99
SYNDICATE WARS	**£21.99**
TEKKEN	£18.99
TEKKEN 2	£18.99
TEMPEST X3	£16.99
TEST DRIVE: OFF ROAD	£18.99
TEST DRIVE 4	£19.99
THEME HOSPITAL	**£32.99**
THEME PARK	**£18.99**
THREE LIONS - ENGLAND'S GLORY	£33.99
THUNDERHAWK 2	£18.99
TIGER SHARK	£19.99
TIME COMMANDO	£27.99
TIME CRISIS	£29.99
TIME CRISIS & GUNCON	£50.99
TOBAL NO.1	£19.99
TOCA TOURING CARS	**£32.99**
TOKYO HIGHWAY BATTLE	£18.99
TOMB RAIDER	**£17.99**
TOMB RAIDER 2	**£32.99**
TOMMI MAKINEN RALLY	£31.99
TOSHINDEN 2	£16.99
TOSHINDEN 3	£29.99
TOTAL DRIVIN'	**£17.99**
TOTAL NBA '98	£29.99
TRANSPORT TYCOON	£19.99
TRASH IT	£29.99
TRUE PINBALL	£17.99
V RALLY	£22.99
V RALLY & TOTAL DRIVIN' BUNDLE	**£41.99**
VANDAL HEARTS	£19.99
VICTORY BOXING	£32.99
VIGILANTE 8	**£33.99**
VIRTUAL POOL '97	£24.99
VMX RACING	£31.99
VR BASEBALL '97	£22.99
VR POWERBOAT RACING	**£17.99**
WARCRAFT 2	£28.99
WAR GAMES	£31.99
WARHAMMER: SHADOW OF HORNED RAT	£34.99
WCW VS THE WORLD	£29.99
WCW NITRO	**£29.99**
WING COMMANDER 4	£19.99
WIPEOUT	£18.99
WIPEOUT 2097	£18.99
WORLD CUP '98	**£32.99**
WORLD LEAGUE SOCCER '98	**£31.99**
WORMS	£17.99
WWF IN YOUR HOUSE	£22.99
XEVIOUS 3D	£29.99
X MEN: CHILDREN OF THE ATOM	£30.99
Z	£29.99


WORLD CUP '98


WORLD LEAGUE SOCCER '98

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

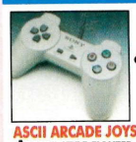
Gameplay only supplies official UK products. All products guaranteed by Gameplay and Sony CEE or their respective manufacturers. Gameplay is an unofficial Playstation reseller and is Britain's largest mail order supplier of Playstation games. All rights reserved. All trademarks recognised.

QUALITY! SERVICE!

T WE ARE TODAY: BRITAIN'S LIER OF COMPUTER GAMES!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat, 9-6)
0113 234 0666
CUSTOMER SERVICE (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com

JOYPADS



SONY JOYPAD
STILL THE HIGHEST QUALITY SPARE JOYPAD ON THE MARKET
£8.99



SONY DUAL SHOCK ANALOGUE JOYPAD
FEATURING DUAL ANALOGUE STICKS WITH IMPROVED GRIP PADS, ENHANCED ERGONOMICS FOR GREATER COMFORT AND A NEW 2 LEVEL RUMBLE FEATURE TO BRING EVERY BUMP AND CRASH TO LIFE!
£22.99 OR £21.99 WITH A GAME



ASCII ARCADE JOYSTICK
ARCADE STYLE FIGHTER STICK WITH INDEPENDENT ADJUSTABLE BUTTON SPEED CONTROL AND AUTO-TURBO WHICH FIRES UP TO 36 PUNCHES PER SECOND!
£42.99



SAITEK MEGAPAD
8 ADJUSTABLE BUTTONS WITH TURBO-FIRE, AUTO-FIRE & SLOW MOTION. MICROSWITCHED D-PAD. OUR FAVOURITE PAD!
£9.99



ASCII GRIP
SINGLE-HANDED ERGONOMIC JOYPAD WITH PROGRAMMABLE BUTTONS. MOST EFFECTIVE WITH CURSOR-CONTROLLED GAMES
£12.99



FIRE HYPER PAD
REPLICA SONY PAD WITH TURBO-FIRE, AUTO-FIRE AND SLOW MOTION. MANY COLOURS INCLUDING NEW GLOW IN DARK!
£9.99



ASCII JOYPAD
STANDARD JOYPAD BUT MORE ERGONOMICALLY DESIGNED. EASY TO HOLD FOR LONG PERIODS
£11.99



NAMCO ARCADE JOYSTICK
£39.99



WILD THINGS ARCADIA ARCADE JOYSTICK
8 BUTTONS INDIVIDUALLY PROGRAMMABLE. TURBO/AUTO-FIRE & SLOW MOTION. CHUNKY DESIGN
£19.99



NEGCON JOYPAD
PAD WHICH TWISTS IN THE MIDDLE TO GIVE THE FEEL OF A STEERING WHEEL
£35.99



ASCII ARCADE STICK
ARCADE STYLE STICK WITH 360 DEGREE MOVEMENT AND MICROSWITCH TECHNOLOGY. MOST EFFECTIVE WITH FIGHTING GAMES.
£26.99



ASCII RESIDENT EVIL JOYPAD
PERFECTLY CONFIGURED FOR USE WITH RESIDENT EVIL AND RESIDENT EVIL 2
£19.99



DOMINATOR JOYSTICK
DIGITAL AND ANALOGUE MODES, HAT SWITCH, AUTO-FIRE AND SLOW MOTION, 8 FIRE BUTTONS, LCD DISPLAY
£19.99



FIRE INFRA-RED JOYPAD SYSTEM
COMPLETE WITH TWO 8 BUTTON JOYPADS AND A RECEIVER. RANGE UP TO 18 METRES. REQUIRES BATTERIES.
£27.99

INNOVATIONS REPLICA PAD £6.99
JOYPAD EXTENDER CABLE £7.99

HINT BOOKS

A-Z OF PSX SECRETS & SOLUTIONS	£10.99
BIG PLAYSTATION BOOK	£11.99
BUSHIDO BLADE OFFICIAL GUIDE	£11.99
CRASH BANDICOOT 2 STRATEGY GUIDE	£11.99
FINAL FANTASY 7 OFFICIAL GUIDE	**£14.99**
NUCLEAR STRIKE OFFICIAL GUIDE	£10.99
ODDWORLD OFFICIAL STRATEGY GUIDE	£10.99
RESIDENT EVIL 2 UNAUTHORISED GUIDE	£11.99
SECRETS STRATEGIES & SOL'S VOL 2	£15.99
TOMB RAIDER SECRETS	£9.99
TOMB RAIDER 2 OFFICIAL GUIDE BOOK	£10.99

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

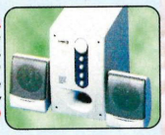
FAX ORDERS ON
0113 234 0770
(24 HOURS A DAY)

SPEAKER SYSTEMS

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



Screenbeat Top 25
Sits on any portable TV, 25W peak power, bass booster
£14.99



Maxim Woofer System
300W PMPO, active sound, dynamic bass super woofer, 3D surround, satellite speakers, power supply
£64.99



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
£37.99



Screenbeat SB300 Super Woofer System
100w Peak Power, Dynamic Bass super Woofer, Variable Bass, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
£89.99

GAMESTER RUMBLE PSX STEERING WHEEL

NEW BUILT-IN RUMBLE FEATURE! ADJUSTABLE SENSITIVITY AND RUMBLE STRENGTH ALLOW YOU TO REALLY GET THE MOST FROM ALL YOUR DRIVING GAMES. NO BATTERIES REQUIRED! COMPLETE WITH FORMULA 1 STYLE GEAR CHANGE AND FOOT PEDALS AND SUCKERS TO MOUNT ONTO A TABLE OR FLOOR.
£59.99



TOP GEAR/TOP DRIVE STEERING WHEEL



Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons.
Leather wheel cover. Works on N64, PSX & Saturn...£54.99



TOP GEAR WHEEL & COLIN MCCRAE RALLY
RRP £114.98 OUR PRICE
ONLY £86.99
TOP GEAR WHEEL & GRAN TURISMO
ONLY £89.99



PLAYSTATION POWER PACK
CONTAINS OFFICIAL SONY MEMORY CARD, OFFICIAL SONY JOYPAD AND A COOL PLAYSTATION RECORD BAG
£27.99

LOGIC 3 UNIVERSAL CONSOLE CARRY CASE
CUSHIONED INTERIOR, PARTITIONS AND POCKETS, DURABLE LIGHTWEIGHT AND WATERPROOF.
£15.99



2nd Games

Gameplay has just started stocking pre-owned games in addition to our new games and we intend to ensure that these are the best quality you can find anywhere.

- ✔ All games must pass a 10 part examination before being resold to ensure "nearly-new" quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive prices for buying and selling.

This is how you can sell us a game:

1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.

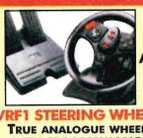
OTHER ACCESSORIES



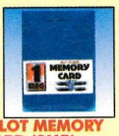
OFFICIAL SONY 1MB MEMORY CARD
SAVE UP TO 15 HIGH SCORES, LAP TIMES AND GAME POSITIONS. AVAILABLE IN GREY, RED AND CLEAR.
£12.99



PREDATOR LIGHT GUN
AUTO-FIRE, AUTO-RELOAD, AUTO-SPEED SELECTION. ALSO WORKS WITH SEGA SATURN
£14.99 OR £13.99 IF BOUGHT WITH A GAME



INTERACT V3 WHEEL
300° ROTATION, ADJUSTABLE WHEEL POSITION, FULLY PROGRAMMABLE.
£54.99



1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
REPLICA OF THE OFFICIAL SONY MEMORY CARD. RED, GREEN, BLUE, BLACK, CLEAR, GREEN OR YELLOW
1MB £9.99 2MB £12.99



PROTECTOR LIGHT GUN
START, PAUSE AND SPECIAL WEAPONS BUTTONS, 3 SPEEDS FOR MANUAL RELOAD, LIGHTWEIGHT DESIGN FOR LONG USAGE.
£11.99



VRF1 STEERING WHEEL
TRUE ANALOGUE WHEEL WITH PROGRAMMABLE BUTTONS AND PEDALS. CAN BE USED BETWEEN YOUR LEGS FOR COMFORT. WORKS ON PSX, SATURN & N64
£41.99



120 SLOT MEMORY CARD (8MB)
EIGHT TIMES BIGGER THAN THE OFFICIAL SONY MEMORY CARD FOR ONLY AN EXTRA £3!! EXCELLENT VALUE!
£16.99



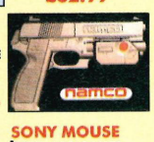
REAL ARCADE LIGHT GUN
TIME CRISIS COMPATIBLE, PUMP-ACTION RECOIL, AUTO-FIRE AND RELOAD, FOOT PEDAL
£32.99



HARD CASE
PROTECTS PSX GAMES IN TRANSIT OR JUST FOR SAFE STORAGE
£9.99



SONY MULTI-TAP
ALLOWS UP TO 8 PEOPLE TO PLAY AT ONCE (PADS NOT INCLUDED)
£28.99



NAMCO GUNCON
THE MOST ACCURATE LIGHT GUN AVAILABLE
£LOWEST - CALL



RGB SCART CABLE
IMPROVES SOUND AND PICTURE QUALITY.
£8.99
ALSO COMES WITH AN ADAPTOR TO CONNECT YOUR PSX TO A HI-FI
£10.99



SONY MOUSE
IDEAL FOR GAMES WHICH USE A CURSOR, E.G. SIM CITY, DISCWORLD, ETC. COMES WITH OFFICIAL MOUSE MAT
£21.99
REPLICA MOUSE
£14.99

"ENGLAND" 1MB MEMORY CARD £9.99
DATEL 360 SLOT (24MB) MEMORY CARD .£24.99
DATEL 720 SLOT (48MB) MEMORY CARD .£29.99
LOGIC 3 4MB MEMORY CARD - NO DATA COMPRESSION THEREFORE IT WORKS WITH GAMES THAT OTHER MEMORY CARDS DO NOT, E.G. SIM CITY 2000£21.99
DUST COVER.....£7.99
LINK-UP CABLE.....£7.99
NEW SCORPION LIGHT GUN (JAMES BOND)£19.99
ERAZOR GUN - RECOIL, AUTO-FIRE, AUTO-RELOAD, SPECIAL WEAPONS BUTTON £22.99
RF LEAD- COMES WITH HI-FI ADAPTOR £12.99

FIRE XPLORER CHEAT CART CONTAINS 100S OF BUILT-IN CHEATS FOR ALL PSX GAMES TO REALLY LET YOU GET THE BEST FROM YOUR GAMES. YOU CAN ADD MORE CHEATS (FOR FREE!) AS NEW GAMES ARE RELEASED.....£25.99







PlayStation News Line
08900 395 395
Up to the minute PlayStation developments from release dates to cheats to industry gossip! Updated every Wednesday. 50p per minute.

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

- ✔ **SALES LINES OPEN:** MON-FRI 9am - 8pm, SATURDAY 10am - 7pm, SUNDAY 10am - 4pm
- ✔ **NO QUIBBLE EXCHANGE POLICY** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4). WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION)*.
- ✔ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ✔ **ORDER WITH CONFIDENCE** FROM ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY! OVER 850,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✔ **1ST CLASS DELIVERY FREE OF CHARGE** TO U.K. MAINLAND. WE PROVIDE THE **FASTEST** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. (PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE). NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- ✔ **1000'S OF TITLES AVAILABLE.** WE ALSO STOCK GAMES & ACCESSORIES FOR N64, SATURN & OTHER CONSOLES AND CD ROM
- ✔ OTHER COMPANIES MAY TAKE YOUR **MONEY** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!***

*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

GAMEPLAY

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

NAME:.....HAVE YOU ORDERED BEFORE? **YES / NO**
ADDRESS:.....
.....
POSTCODE:.....SIGNATURE:.....
TEL:.....FAX:.....

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE*. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD **£2.00** HERE FOR EXPRESS CLEARANCE	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY) **EXP(7)**

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

Sent to press 22/6/98

Meet My Doom...

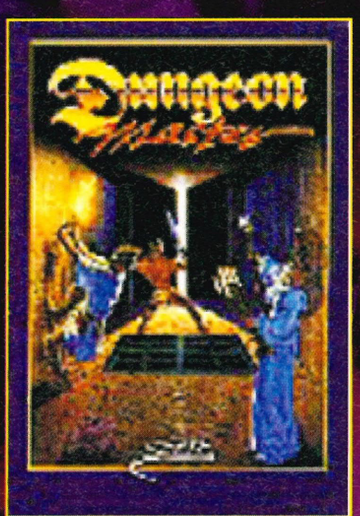
The 3D blaster is so prolific on the PlayStation it demands a genre all of its own. Whether youre on foot or driving a mech or other such war machine, we give you the low-down on everything from the top titles to the tepid trash

Early Inspirations

If Doom launched the genre, from where did it get its ideas?

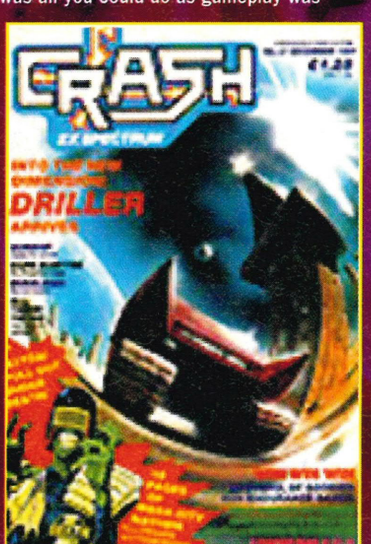
Obviously, the first Doom-style game was the one that gave its name to the genre - there couldn't be a Doom clone offering before Doom. The game wasn't entirely without influences from earlier titles, though. Doom's 1994 PC release made the most of new technology and lifted the 3D game to new and previously-impossible heights, but the roots of the genre go back much further.

Back in 1982, JK Greye released 3D Monster Maze on the ZX81. Viewed in the now-familiar own-eye perspective, the player ran around a maze looking for the exit door. You had no way of fighting the Tyrannosaurus that was chasing him, and as the ZX81 had no sound, you couldn't hear it coming. It wasn't true 3D either - you could only turn in 90° steps, but the graphics were convincing enough for the ZX81.



Faster Than Light's early 16-bit offering Dungeon Master was nothing at all like Doom in terms of gameplay. It was, though, the first RPG where the action was viewed from the party's own position instead of a third person perspective. Again movement wasn't smooth and the player could only face along the four compass points, but it represented freedom of movement previously unknown, and did a great deal to shape the 3D gaming environment.

Perhaps the earliest games with full 3D movement were the Freescape titles such as 1987's Driller. These let you wander unhindered through then-amazing polygon-built worlds. Cynics might argue that was all you could do as gameplay was almost non-existent, but they took the 3D game a stage further.

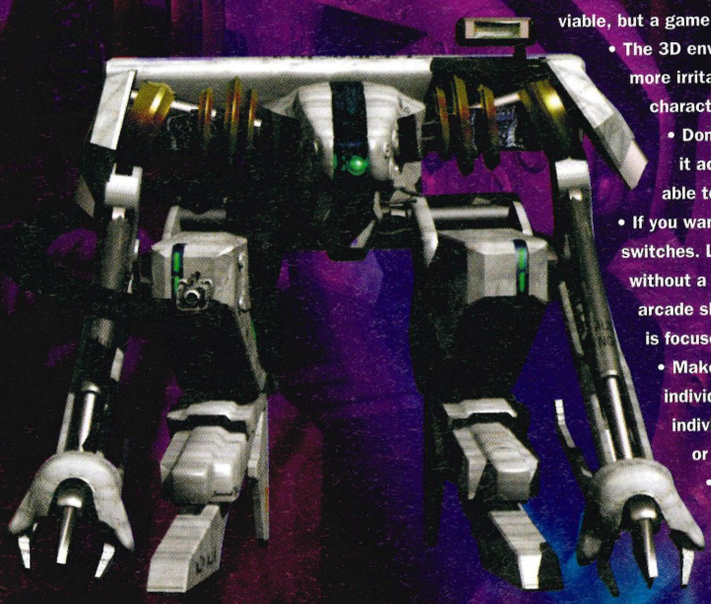


Corporation saw the fusion of Dungeon Master's environment and Doom's blasting, with the player lurching around a 3D world shooting enemies, but not enjoying full freedom of movement offered by the Freescape games. This only came with id Software's precursor to Doom, Wolfstein 3D, which saw you battling hordes of Nazi soldiers. Now the player enjoyed full 3D movement, and wasn't restricted to stepping through an invisible square grid and facing only in the four compass directions. The only real restrictions on the environment were that all walls, ceilings and floors met at 90° angles and the floor could only be on one level - no steps or lifts. This was to change in 1994, though, when id Software released Doom onto an unsuspecting public - history starts here.

Triumph or Disaster

A guide to what makes a good Doom-style game, and pitfalls a top title should avoid.

- A Doom-style game should define its goals and then achieve them. Frantic shoot-'em-up action? Exploration, with lots of tricks and traps? Environment-based puzzles which have you moving and thinking on your toes? All are viable, but a game which lacks direction is rarely fun.
- The 3D environment must move and animate smoothly. There's nothing more irritating than an own-eye perspective game where the main character seems to have a spring for a neck.
- Don't frustrate the player by making his environment look freer than it actually is. Don't confuse with low steps you should logically be able to climb, but actually can't.
- If you want to use environment puzzles, don't limit them to keys and switches. Let the player see an impressive power-up which is unreachable without a series of jumps, platform rides, etc. Whether the puzzle demands arcade skills or lateral thinking is up to the developers, but a good game is focused in this respect.
- Make the features as different as possible. Weapons should have individual strengths and weaknesses. Creatures should behave with individuality rather than simply offering different number of hits to kill or damage when it attacks.
- Make the player think, using the environment to his advantage rather than just running in and blasting. Especially pleasing are neat vantage points from where a player can snipe at monsters which would otherwise be encountered later.



DOOM

id SOFTWARE/ GT INTERACTIVE (PLATINUM)



What can we say about this game that hasn't been said already? By today's standards it's somewhat limited - you can't jump, duck, look up or down or scramble up a step that's taller than ankle height, but its brilliant atmosphere and design win through.

Unlike several latter-day, missing-the-point clones, Doom's enemies have a character of their own, differing enemies behaving in a noticeably different way - they're almost alive.

The weapons have distinct strengths and weaknesses too. What a change from games where the better guns and stronger baddies are basically the same as the weaker ones, but with their attributes tweaked. The game's levels are well designed too, being sensibly paced and a neat mix of exploration and fighting.

90%

DUKE NUKEM

GT INTERACTIVE



"All hail to the king, baby!" This is the big one - Duke Nukem's the game which finally bettered Doom, making its ageing inspiration look distinctly dated.

Unlike most games of the genre, Duke Nukem uses a crosshair instead of offering automatic elevation when the gun's lined up with a foe. Duke can aim up and down, and also jump and duck. As well as the usual weapons and devices, there are some cool previously-unseen items such as pipe bombs which can be thrown and detonated at will, and laser bombs which, when set, activate when a laser trip-wire is broken.

Nukem boasts similar environment-based puzzles as Doom. For example, at the start, by jumping on a crate and then to a window ledge and on to a higher ledge, you find a secret area. The levels are wonderfully varied too, including underwater sections, inside a submarine and fighting to win back the underground.

This is without a doubt one of the better 3D shooters available.

91%

KRAZY IVAN
PSYGNOSIS

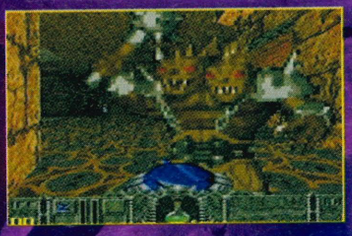


Rumour has it Arnold Schwarzenegger was pencilled in for the excellent between-level FMV sequences, but he proved too expensive. Perhaps the money saved should have been spent on more playtesting.

We can forgive the game's graphics, which are primitive by today's standards. Scenery is sparse, though the action is smooth and the enemies move credibly - the developers were wise to sacrifice aesthetics rather than gameplay. What we can't forgive is the playability bug which allows you to tap Left or Right and the opposite lower shoulder button to circle a boss enemy, keeping him in your sights while staying one step ahead of his own attacks. The heart of the game is toppling several big baddies per level, the smaller foes being more of a distraction. This makes the game incredibly easy, ruining an otherwise fun mech offering.

43%

HEXEN
RAVEN SOFTWARE/GT INTERNATIONAL



Doh! Hexen was programmed around the Doom game engine, which Raven Software licensed from id. Alas, despite some interesting but jerky medieval-style graphics and the addition of new functions Run and Jump, Hexen is just plain dull.

The 'huge map' approach works poorly; it would be better broken into bite-sized pieces like its reluctant parent. Exploration and puzzle-solving elements are sparse and shallow, and the combat is usually a case of striking while walking backwards. The Doom engine just wasn't designed for hand-to-hand fighting.

Raven did a good job of translating Doom's oppressive atmosphere into a swords and sorcery-style setting, but left behind the subtle excellence that made Doom such a great title, leaving a bland, flat experience.

33%

MECHWARRIOR 2
ACTIVISION



This 1997 conversion of the 1995 PC original was completely re-written for the PlayStation. It's a seriously cool techno-blaster too.

MechWarrior 2 goes all-out for arcade shoot-'em-up action, but the missions (48 in all) offer clearly-defined objectives like protecting a structure or intercepting an enemy unit. This adds some depth and variety, but it isn't quite as deep as it pretends. Controls are awkward at first, but getting used to them is all part of the learning curve.

The game's major let-down is the drab scenery, offering featureless backdrops to the top mech combat. The graphics move smoothly enough, but the wide open spaces make the periods of inaction between battles seem longer than they really are. It's worth pointing out the game was ground-breaking in its day, but in the Summer of 1998 it's less impressive.

71%

DESCENT
INTERPLAY



Descent is fearsomely well executed, running incredibly smoothly and oozing character and atmosphere, but many gamers find it too clever for its own good. Apart from getting lost, there's the nightmare controls to get used to - can you imagine battling a baddie in a craft that can face in any direction as well as rotating on the spot with no gravity to indicate which way up you are? Its supporters claim this is all part of the learning curve (which it is), that the 360° 3D works very well by rotating and scrolling the environment rather than the player's craft (which it does) and the maps are a realistic and challenging interpretation of flying through an artificial construct in space (which they are). Others simply throw the CD across the room in frustration.

Quality stuff, but not for everyone.

78%

DESCENT 2
INTERPLAY



Some sequels take the series a step forward, offering a bigger, better, smoother, faster game. They benefit from constructive criticisms offered by the magazine reviews, and take the opportunity to fix any minor flaws in the first game. Gaining in experience, their developers tease even more technological marvels out of the game engine. Other sequels are like Descent 2.

Developers Parallax Software added all sorts of extra weapons and gizmos, but the graphics engine seems to have collapsed. The scenery is more detailed at the expense of the first game's oppressive atmosphere, and get in close and it pixelates horrendously, as do the terrible explosions. To cap it all, it's about as smooth as George Michael's chin and as subtle as his pick-up techniques. For die-hard fans of the original only.

50%

KILEAK THE BLOOD
SCEE



There's nothing wrong with the game engine in this mech offering. The graphics are crisp and clear, controls instinctive and movement silky smooth. There's even an immediate-vicinity map included as part of the head-up display, as well as the larger version you can access at any time along with your status information. Yes, the programmers have a technical product they can be proud of here. Trouble is, they forgot to put the game in.

Kileak has you wandering through endless empty passages, into endless empty rooms. YAWWWN! When you eventually find an enemy, they're characterless, idiotic-looking robots which instil no sense of urgency at all. YAWWWWWN! The narrowness of the passageways takes all the tactics out of fighting - step back and fire until the foe falls. YAAAAWWWWN! There are keys to be won, but this is usually a case of killing the right alien and picking it up. YAAAWWWWWWN!

Kileak the Blood is about as entertaining as juggling on the radio. ZZZZZzzzzz...

28%

ALIEN TRILOGY

ACCLAIM (PLATINUM)



Now this is more like it. Alien Trilogy is a clone through and through - it really is Doom with a film licence. The graphics aren't up to today's standards, but the dark, oppressive nature of the game wins through. Each mission has defined objectives - it's not just finding the exit. Nor is it a simple case of flicking the right switches, though this is a part of the game. You might have to secure an area, reactivate a terminal or simply clear a passage for forthcoming troops.

As should be expected from an Aliens game, the enemies are genuinely scary. The face huggers, for example, are so small you often lose sight of them, letting off several shells in panic as you check your radar and desperately try to get the mini monster into your sights. Larger aliens are similarly terrifying, and as you can usually hear them before you see them, you're always on your toes.

As a £20 Platinum release, this one can't be faulted. It's exciting, atmospheric and gives a real high-budget sci-fi flick experience.

90%

SHADOW MASTER

PSYGNOSIS



In hindsight, we feel this one was a little over-rated at 83% in Ish Two. It's not baaaaad, but there are better 3D blasters around.

Shadow Master is graphically superb, with hugely varied robot sprites designed by top sci-fi artist Rodney Matthews and impressive scenery which, though a little uninspiring, are attractive in their own right. Unfortunately, in their quest to strip the Doom genre to its bare bones and rebuild it as a pure shoot-'em-up, the developers sacrificed too much variety. The enemies teleport into the battlezone as you approach; the best tactic is invariably to drive (you're in a car) at high speed until foes appear, slam the jalopy into reverse while firing and then creep forward, all guns blazing. Robbed of Doom's exploration and puzzle-solving elements, this makes for a very flat game. Its frantic, action-packed pace makes Shadow Master fun for a while, but it lacks lastability.

74%

BLAM! MACHINEHEAD

EIDOS



Never trust a game with an exclamation mark in its title. This particular game isn't a disaster, but there are plenty of better mech games around.

Blam!'s graphics are chunky and colourful, the controls logical if a little uninstinctive and the game moves at a reasonable pace. Trouble is, it's just so dull. Walk around blasting things, take the Unreality Key to the Unreality Terminal to open new areas, wander around and shoot a little more... It's like lying on your sick bed watching mid-afternoon television.

Some of the later missions are more involved and therefore more interesting, but Blam! Machinehead hasn't the atmosphere to keep you playing long enough to reach them. Besides, no game should be a chore.

55%

DARK FORCES

LUCASARTS



This Star Wars tie-in offers an uncomfortable mix of dubious and genius. Technically it can't be faulted. It's smoother than Princess Leia's armpits, controls are well set out and instinctive and the aesthetics give a real Star Wars feel.

Having set mission objectives makes for better atmosphere than just finding the level exit. Unfortunately the levels themselves are too large and sprawling; you often wander around for ages looking for unexplored territory, tripping over the bodies of Stormtroopers you previously killed. Finding and completing your mission objectives is very satisfying, but wandering around looking for them can get tedious in the extreme.

Dark Forces is a good game, but not a great one. If you find it cheap it's worth a look, but there are better Doom clones on the market.

79%

TUNNEL B1

OCEAN



Doom in a car. You drive through tunnels, taking out enemy gun emplacements and upgrading your weapons by finding extra kit. The controls are a little messy, and the very low perspective irritating. I wish they'd fix the suspension on the car too - every time you turn a corner the damn thing tilts like the Advanced Passenger Train, and we know how successful that was.

The map is extremely logical and easy to follow - but then, how much scope is there for getting lost in the middle of a tunnel? However, the levels and enemies are very samey, offering little variety.

After a few minutes playing Tunnel B1 you realise it's not the disaster it seems at first glance. A few hours later, though, you realise it's also very short lived. Okay for a weekend, but hire it rather than buying.

68%

LIFEFORCE TENKA

PSYGNOSIS



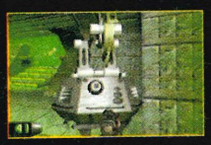
It's games like this that make the original Doom look really dated. You can run, jump, crouch, slide and even look up and down. Alas, its technical prowess isn't matched by the game itself. For starters, there's no bloody map so you're on your own when it comes to finding your way around. The baddies are a little samey, though the graphics are generally clean and functional, if a little sparse and unexciting. The status graphic, offering a radar and heartbeat as well as the usual health and shields, is awkward and obtrusive too.

Although not a complete disaster, at the end of the day Tenka's just another missing-the-point Doom clone, which scores heavily for technical competence but loses the plot in the gameplay department. It's a bit like a school dinner - it gets the job done, but is flavourless and unappetising. Even if you see it cheap, there are much better examples of the genre.

52%

DISRUPTOR

INTERPLAY



The graphics on this title are phenomenal, being crisp and clear with no pixelation whatsoever. Look out for some top between-stage FMV too. The enemy units have individual behaviour characteristics - observe and assimilate, you won't get a second chance. The game as a whole has a neat atmosphere too, being much brighter than the usual Doom game. This gives it a fast-paced action feel rather than a deeply oppressive atmosphere. The adrenaline rush is there, but it comes from the urge to win rather than fear. The health and ammo ratings are set just right too, forcing you to manage your resources without becoming tedious and frustrating. You should look for chances to snipe at foes who are too far away to hit you back too, restoring a tactical element missing in many 3D blasters.

Disruptor's only real downer is its limited size - 12 levels just aren't enough. As a full pricer this would slash the mark, but as you can get it second hand for the right side of twenty quid, it's still value for money.

89%

EXHUMED

BMG



What a great game. The Ancient Egyptian feel of Exhumed (Powerslave in the States) works brilliantly, and the creatures you face demand differing tactics, eg. Lean forward to kill the tiny scorpions, let the fish come to you before chopping them with the machete. Letting swooping birds close in is also wise, as panic fire from a distance is unlikely to hit, and all your strafing skills are required to topple the missile-firing Annubis Warriors.

The heart of Exhumed is in the puzzle-based exploration. As you progress, you find items which enable you to swim, hover, jump further, fly and climb. Obviously, these items open up new areas of the game, allowing passage through what was previously a dead end.

Careful thought is needed here - if your memory's poor, taking notes as you go helps immeasurably. It's fiendishly tough, and even when you've completed it you can come back for more, seeking out the hidden Team Dolls. A great cerebral 3D blaster.

92%

BRAHMA FORCE

JVC



Doom in a mech once more. You can never accuse this game of keeping the player short of information - the head-up display is positively brimming with stats and devices. The aesthetics are first rate too, with crisp, clear graphics and cool sound. Unfortunately, as Christian pointed out in Ish Four, several flaws bring the game down.

Incoming information temporarily stops the game, and half the time it's purely cosmetic. Your HUD locks on to a nearby enemy, even if it's behind a wall, removing the element of surprise, and although the presentation is good, it gets samey after a while.

Brahma Force is not a top title, but nor is it a mingy munter. The clues concealed by the playing area's unfortunate inhabitants provide an interesting addition to the stalking and shooting, and FMV's a treat, too. Issue Four's 80% was a little generous, though.

76%

EPIDEMIC

SCEE



The unofficial sequel to Kileak. Basically, it's more of the same with improved graphics, animation and sound. The gameplay suffers the same problems as its predecessor, though. The environment consists of boring, generic corridors, the enemies are dull and unexciting and the puzzles flat and simplistic. Most involve finding an object in one place and taking it to another, and unlike the Doom games, these items aren't always well advertised as you approach. Finding them is a tedious affair, forcing you to look behind every feature in an otherwise-empty room.

On the positive side, the game's plot develops throughout the game. This is no compensation for such sparse gameplay, though. It's a classic case of too little game spread over too much playing area.

51%

FINAL DOOM

ID/GT INTERACTIVE



Doh! Only 30 levels? Not the 64 enjoyed by the PC game (and claimed on the box)? What's going on? There's nothing wrong with the contents of Final Doom. The graphics are better, with less pixelisation, and the sound seems a little clearer. The levels are some of the toughest, most involved offerings ever seen in a Doom game too. But why are there so few of them?

Final Doom is the Doom saga's swan song, after which id moved on to develop games like Quake (coming soon to the PSX). If only there was more of it, the series would go out with a bang as it deserves, but sheer quality means it doesn't go out with a whimper.

80%

PO-ED

INTERPLAY



Bloody hell. We thought we'd seen everything until this perplexing Doom variant cropped up. Instead of the usual hard-assed Marine, mean mechanoid machine or wizened warrior-wizard, you play - a chef! That's right, a chef. You bang chickens on the backside with your frying pan. HONEST! A strange variation on the theme indeed.

Alas, PO'ed isn't entirely successful. The graphics aren't up to the usual PSX standard, with many walls being textureless polygons and too many monsters pixelating when in close. Also, the first few levels could bore for England, which is annoying as later stages are more involved.

PO'ed has its tongue firmly in its cheek, and generally-speaking its humour works well. Being able to jump over incoming missiles is a neat touch, but overall the game isn't up to the sizzling standards of other Doomesque dabblings.

69%

That's all for now - stay tuned next month for a special feature on perplexing puzzle PlayStation creations.

GAME BOY POCKET CAMERA £34.99
GAME BOY POCKET PRINTER £41.99

GET £5 OFF IF YOU PURCHASE BOTH OF THESE AT THE SAME TIME

Printer Sticker Paper Rolls £6.99

Link Cable £6.99





FAST DELIVERY SERVICE

Usually within 3 working days for games and accessories in stock.

POSTAGE FREE FOR UK

TEL: 01993 844885

EXCITEMENT DIRECT

OR FAX ORDERS TO 01993 840750

PLAYSTATION

CALL FOR LATEST PRICE INCLUDES 2 JOYPADS & 1 MEMORY CARD

ALL MACHINES ARE FULLY GUARANTEED FOR 1 YEAR

ASK ABOUT OUR EXTENDED WARRANTIES

IF YOUR MACHINE IS FAULTY WE WILL COLLECT IT FROM YOU AND REPLACE IT FREE OF CHARGE



IN SUPPORT OF THE WORLD CUPSPECIAL EDITION FOOTBALL

1MB MEMORY CARD ONLY **£12.99**

GET £2 OFF ANY FOOTBALL GAME IF PURCHASED AT THE SAME TIME

RESIDENT EVIL 2 ONLY £34.99

If bought at the same time as the ASCII Resident Evil 2 Pad (£22.99)

ACE COMBAT 2	28.99	EXPLOSIVE RACING	18.99	MICRO MACHINES 3	17.99	SHADOW MASTER	29.99
ACTUA GOLF 2	26.99	EXTREME SNOWBOARDING	30.99	MIDWAY GREATEST HITS	28.99	SHADOW WARRIOR	36.99
ACTUA HOCKEY	29.99	FANTASTIC FOUR	18.99	MONKEY HERO	CALL	SNOW RACER	28.99
ACTUA ICE HOCKEY	25.99	F1 POWERBOAT	CALL	MONOPOLY	33.99	SOCCER 97	29.99
ACTUA SOCCER 2	25.99	FADE TO BLACK	17.99	MORTAL KOMBAT TRILOGY	18.99	SOVIET STRIKE	17.99
ACTUA TENNIS	31.99	FASTBREAK 98	CALL	MOTOR HEAD	29.99	SPAWN	19.99
AGENT ARMSTRONG	37.99	FATAL FURY	26.99	MOTOR MASH	19.99	SPEEDSTER	32.99
ALIEN TRILOGY	17.99	FELONY 11-79	23.99	N20	23.99	SPICEWORLD & FREE Spice Girls poster	19.99
ALUNDRA	33.99	FIFA: ROAD TO THE WORLD CUP	29.99	NAGANO WINTER OLYMPICS	33.99	STAR WARS MASTERS OF THE TERAS KASI	34.99
APOCALYPSE	32.99	FIFTH ELEMENT	CALL	NASCAR 98	32.99	STREET FIGHTER COLLECTION	32.99
ARC OF TIME	19.99	FIGHTERS IMPACT	CALL	NBA FASTBREAK	32.99	STREET FIGHTER EX PLUS	31.99
ARMORED CORE	30.99	FIGHTING FORCE	18.99	NBA IN THE ZONE 2	19.99	SUPER MATCH SOCCER	27.99
ATARI GREATEST HITS	19.99	FIGHTING FORCE & TOMB RAIDER 2	43.99	NBA PRO 98	32.99	SUPER PANG COLLECTION	27.99
AYRTON SENNA KARTS 2	31.99	FINAL DOOM DOUBLE PACK	24.99	NEED FOR SPEED 3	31.99	SUPER PUZZLE FIGHTER 2	24.99
AZURE DREAMS	33.99	FINAL FANTASY VII	35.99	NEWMAN - HAAS RACING	33.99	SYNDICATE WARS	18.99
BABY UNIVERSE	CALL	FORMULA 1	18.99	NHL 98	30.99	TEKKEN	17.99
BATMAN & ROBIN	32.99	FORMULA 1 97	37.99	NHL FACEOFF 98	28.99	TEKKEN 2	18.99
BATMAN FOREVER	19.99	FORMULA KARTS SPECIAL EDITION	22.99	NHL BREAKAWAY 98	23.99	TEKKEN 3	CALL
BEAST WARS	32.99	FORSAKEN	33.99	NHL OPEN ICE	31.99	TEKKEN 3 (JAP)	56.99
BLASTO	CALL	G POLICE	30.99	NHL POWERPLAY	17.99	TENCHU (JAP)	CALL
BLOODY ROAR	32.99	GEX 2: RETURN OF THE GECKO	29.99	NHL PRO 98	33.99	TENNIS	32.99
BOMERMAN	30.99	GRAN TURISMO	37.99	NIGHTMARE CREATURES	29.99	TENNIS ARENA	17.99
BRAHMA FORCE:	33.99	GRAND THEFT AUTO	29.99	NUCLEAR STRIKE	23.99	TEST DRIVE 4	24.99
BREATH OF FIRE 3	CALL	GUILTY GEAR	32.99	ODDWORLD: ABE'S ODDYSEE	23.99	TEST DRIVE OFF ROAD	27.99
BROKEN SWORD 2	28.99	HARDCORE 4X4	18.99	ONE	30.99	TETRIS	28.99
BUG RIDERS	19.99	HEART OF DARKNESS	32.99	OVERBOARD	19.99	THEME HOSPITAL	32.99
BUSHIDO BLADE	29.99	HERC'S ADVENTURE	29.99	PANDEMONIUM 2	24.99	THREE LIONS	33.99
BUST A MOVE 3	23.99	HERCULES	34.99	PARAPPA THE RAPPER	25.99	TIME CRISIS & GUN	49.99
CARDINAL SYN	28.99	INDY 500	33.99	PHOENIX	CALL	TIME SHOCK PINBALL	28.99
CASPER	19.99	INT. MOTOR X	33.99	PITFALL 3D	31.99	TOCA TOURING CARS	32.99
CHILL	23.99	INT. S'STAR SOCCER PRO	17.99	PFA SOCCER MANAGER	34.99	TOMB RAIDER	17.99
CLOCK TOWER	28.99	INT. TRACK & FIELD	17.99	PGA TOUR GOLF 98	28.99	TOMB RAIDER 1 & TOMB RAIDER 2	40.99
COLIN McCRAE RALLY	35.99	JACK NICKLAUS	32.99	POINT BLANK	28.99	TOMB RAIDER 2	31.99
COLONY WARS	24.99	JEREMY McGRATHS SUPERCROSS 98	CALL	POINT BLANK & G-CON GUN	49.99	TOMMI MAKINEN RALLY	CALL
COOL BOARDERS 2	30.99	JERSEY DEVIL	24.99	PORSCHE CHALLENGE	18.99	TOSHINDEN 3	23.99
COMMAND & CONQUER	33.99	JET RIDER 2	29.99	POWERMOVE PRO	37.99	TRANSPORT TYCOON	19.99
COMM & CONQ RED ALERT	33.99	J.JOHNSON AMER FOOTBALL	CALL	POY POY	27.99	UEFA	35.99
CRASH BANDICOOT	18.99	JONAH LOMU RUGBY	23.99	PREMIER MANAGER 98	32.99	VANDAL HEARTS	21.99
CRASH BANDICOOT 2	34.99	JUDGE DREDD	24.99	QUARTERBACK CLUB 98	32.99	VIPER	32.99
CRITICAL DEPTH	19.99	JURASSIC PARK 2: LOST WORLD	21.99	RAMPAGE WORLD TOUR	25.99	VIGILANTE 8	33.99
CRIME KILLER	35.99	KICK OFF 98	CALL	RAPID RACER	26.99	VMX RACING	30.99
CROC	24.99	KICK OFF WORLD	29.99	RASCAL	34.99	VR POOL	19.99
DARK OMEN: WARHAMMER 2	32.99	KINGS FIELD	19.99	RAYMAN	17.99	VR POWERBOAT RACING	29.99
DEADBALL ZONE	35.99	KIONOA	33.99	RAY TRACERS	21.99	VR SPORTS BASEBALL 99	33.99
DEADBALL ZONE 2	CALL	KURUSHI	25.99	REBOOT	32.99	V RALLY	21.99
DEADLY SKIES	35.99	LEGACY OF KAIN	24.99	RELOADED	18.99	VS	33.99
DEAD OR ALIVE	30.99	LETHAL ENFORCERS 1& 2	27.99	RESIDENT EVIL	17.99	WAR CRAFT 2	24.99
DEATHTRAP DUNGEON T-SHIRT	£7.99	LITTLE BIG ADVENTURE	19.99	RESIDENT EVIL 2	39.99	WAYNE GRETSKY 98	32.99
DEATHTRAP DUNGEON	31.99	MACE	35.99	Get £5 off RE2 if you buy the Resident Evil Pad at the same time		WCW NITRO	31.99
DESCENT 2	16.99	MADDEN 98	26.99	RESIDENT EVIL - DIRECTOR'S CUT	26.99	WCWVS THE WORLD	29.99
DESTRUCTION DERBY	17.99	MAGIC THE GATHERING	33.99	RIDGE RACER	18.99	WILD ARMS	30.99
DESTRUCTION DERBY 2	17.99	MARVEL SUPER HEROES	29.99	RIOT	17.99	WING OVER	34.99
DIABLO	32.99	MASS DESTRUCTION	19.99	RISK	33.99	WIPEOUT 2097	18.99
DIE HARD TRILOGY	17.99	MATCH DAY 3	27.99	RIVEN	35.99	WORLD CUP 98	33.99
DIE HARD TRI. & PROTECTOR GUN	24.99	MAXIMUM FORCE	19.99	ROAD RASH	17.99	WORLD LEAGUE BASKETBALL	CALL
DISCWORLD 2	31.99	MDK	19.99	ROAD RASH 3D	32.99	WORLD LEAGUE SOCCER 98	33.99
DUKE NUKEM	24.99	MEGAMAN 8	28.99	ROCK AND ROLL RACING 2	21.99	WRECKING CREW	33.99
DYNASTY WARRIORS	19.99	MEGAMAN BATTLE & CHASE	28.99	R-TYPE	CALL	WWF IN THE HOUSE	22.99
EPIDEMIC	17.99	MEN IN BLACK	31.99	SAN FRANCISCO RUSH	28.99	XENOCRACY	33.99
EVERYBODYS GOLF	30.99	METAL GEAR SOLID	32.99	SCREAMER 2	34.99	X MEN	32.99

PLAYSTATION WHEELS

ASK ABOUT OUR EXTENDED WARRANTIES



TOP DRIVE STEERING WHEEL
With programmable stick shift and racing pedals. Works on N64, PSX & Saturn. **£54.99.**

VRF1 ARCADE STEERING WHEEL
Analogue wheel with programmable buttons for the ultimate driving simulation
£37.99 (or with pedals £47.99)





V3 RACING WHEEL
300 wheel rotation, adjustable wheel positioning, unique table-top or under-leg mounting option. Programmable fire buttons and separate analogue foot pedals. **£54.99**
(or £63.99 if bought with any game)

MAD KATZ STEERING WHEEL WITH PEDALS
With built in Force pak. True Analogue steering, accelerator and brake. Memory card slot. **£51.99**
ENDORSED BY SONY

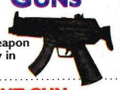




GAMESTER STEERING WHEEL
Features include Formula 1 style gear change and foot pedals. Mounts onto a table with suckers.
£54.99 Get £2 off any driving game

PLAYSTATION LIGHT GUNS

ERAZER LIGHT GUN
Recoil feature with machine gun action special weapon button, switchable auto reload & auto-fire. Now in camouflage colours **ONLY £22.99**



PREDATOR LIGHT GUN
3 speed auto-fire, bullet auto-load, pre-set number of bullets, LED lights **ONLY £14.99**



THE PROTECTOR
Ammunition reload, precision light sensor for targetting accuracy, special weapons, launch button, independent auto-fire **ONLY £12.99**



SCORPION GUN
Jolt action, Auto reload and Auto fire, Ultimate Accuracy or Ultimate firepower **ONLY £19.99**



HYPER BLASTER GUN ONLY £23.99
Made by Konami and officially endorsed by Sony. Pixel perfect accuracy with bomb button

THE REAL ARCADE LIGHT GUN
State of the Art light gun. Adds another dimension to shooting games.
ONLY £34.99



PLAYSTATION CONTROL PADS

ASK ABOUT OUR EXTENDED WARRANTIES

8 BUTTON CONTROLLER
Available in various colours or Red, Green, Blue, Yellow, Clear, Clear Yellow, Clear Green or Clear Blue - **£9.99**
HYPER DUO (various colours): Hyper Pad & 1 MB Memory Card **£18.99**

NOW AVAILABLE IN CHROME FINISH



PS DOMINATOR JOYSTICK
8 fire buttons, hat switch control, digital and analogue modes select, auto-fire and slow motion with LED display panel **£23.99**





GLOW IN THE DARK PAD - NEW £10.99



ALPS INTERACTIVE GAMEPAD
Ever feel like driving a Porsche? This gamepad offers you the power, performance and handling. It's sleek, ultra-smooth and has a great feel. It's a high-tech, finely-tuned and tested controller designed by professional game players. This is the ultimate controller **£28.99**



BARRACUDA
This 4-Axis dual analogue controller will raise gameplay to new heights. Works with every game. Programmable buttons, slow motion and auto fire **£19.99**



ULTRA RACER
Revolutionary mini hand-held steering wheel. Great control.
£25.99



NEGCON JOYPAD Pad twists in the middle to give the sensation of a steering wheel **£42.99**



PROGRAM PAD
Crystal clear design, 10 programmable fire buttons, dynamic non volatile memory stores settings even when switched off, auto-fire and slow motion **ONLY £21.99**



INFRA RED JOYPAD SYSTEM
Includes two 8 button joypads and a receiver. Range up to 18 metres **£27.99**

SONY SHOCK ANALOGUE PAD
Includes analogue thumb controls and rumble effect **£22.99**
Mad Katz or Joy Tech Dual Shock Pad **£19.99**



OFFICIAL SONY JOYPAD - £9.99

LASER POINTERS £23.99

Projects a visible dot over 100 yds. Batteries included. or £26.99 with 4 different design heads

OTHER ACCESSORIES

STICKER KITS - Bulldog, England Flag, Classy Carbon, Gold and Silver **£9.99**
(ENGLAND FLAG DUST COVERS £9.99)
Also available for N64.



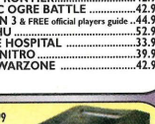
WRIST RUMBLER	£14.99
INTERACTOR. FEEL THE FORCE - This back pack enables you to experience the blows, kicks and explosions. N64 & PSX Compatible.	£24.99
OFFICIAL SONY 1 MB MEMORY CARD	£13.99
MEMORY CARD – 15 SLOT (1 MB)	£9.99
SPECIAL EDITION FOOTBALL 1MB MEMORY CARD	£11.99
MEMORY CARD – 30 SLOT (2 MB)	£12.99
MEMORY CARD – 120 SLOT (8 MB)	£16.99
MEMORY CARD – 240 SLOT (16 MB)	£19.99
MEMORY CARD – 360 SLOT (24 MB)	£24.99
MEMORY CARD – 720 SLOT (48 MB)	£29.99
GAMEBOY BOOSTER – Play Gameboy games on your Playstation	£33.99
EXPLORER CHEAT CARTRIDGE	£25.99
DATEL ACTION REPLAY – 100s of built in cheats. Blast open the biggest and best games. Add, store and delete more cheats	£38.99
COMBAT CHAMPION – Cheats card for fighting games	£17.99
RACING CHAMPION – Cheats card for racing games	£17.99
NAMCO GUNCON ADAPTOR – Enables you to use any gun with Namco games	£13.99
STEREO SCART CABLE – With Namco Adaptor	£9.99
RGB SCART CABLE	£6.99
LINK CABLE	£7.99
S VIDEO CABLE	£8.99
JOYPAD EXTENSION CABLE	£8.99
R F UNIT	£12.99
SONY MOUSE AND MAT	£21.99
SONY MULTI-TAP - UP TO 8 PLAYERS	£28.99
GAME KILLER CHEATS	£21.99
MULTI - CASE	£17.99
PLAYSTATION CARRY CASE	£12.99
PLAYSTATION DISC WALLET - strong cover, holds 6 game	£3.49
PLAYSTATION WIPES (14 wipes)	£2.49
SONY PLAYSTATION CLEANING KIT	£9.99
OFFICIAL TOMB RAIDER 2 STRATEGY BOOK	£9.99
OFFICIAL RESIDENT EVIL 2 GUIDE BOOK	£10.99
OFFICIAL ALUNDRA GUIDE BOOK	£11.99
OFFICIAL DEATHTRAP DUNGEON STRATEGY BOOK	£11.99
OFFICIAL GRAN TURISMO BOOK	£10.99
OFFICIAL WCW vs NITRO GUIDE BOOK	£10.99
OFFICIAL TEKKEN 3 STRATEGY GUIDE	£10.99
DEATHTRAP DUNGEON T-SHIRT	£9.99
T-SHIRT WITH SLOGAN "COME PLAY WITH ME"	£9.99



IMPORT PLAYSTATION GAMES

ALUNDRA	42.99	MASTER OF THE TERÄS KÄSI	42.99
BLASTO	42.99	NEED FOR SPEED 3	37.99
BREATH OF FIRE	42.99	NUCLEAR STRIKE	15.99
BREATH OF FIRE 3	42.99	OGRE BATTLE	42.99
DARK OMEN	37.99	RESIDENT EVIL 2	35.99
DEAD OR ALIVE	42.99	SAGA FRONTIER	42.99
DIABLO	35.99	TACTIC OGRE BATTLE	42.99
EINHANDER	42.99	TEKKEN 3 & FREE official players guide	44.99
FINAL FANTASY VII	42.99	TENCHU	52.99
FINAL FANTASY TACTICS	39.99	THEME HOSPITAL	33.99
GEX	42.99	WCW NITRO	39.99
GRAN TURISMO	44.99	WWF WARZONE	42.99
MARVEL SUPER HEROES	39.99		

BANJO KAZOOIE	£40.99	SNOWBOARD KIDS	£33.99
DIDDY KONG RACING	£41.99	WORLD CUP 98	£45.99
GOLDENEYE	£40.99	WCW VS NWO	£40.99
GT CLUB 64	£CALL	YOSHIS STORY	£40.99
MYSTICAL NINJA	£44.99	4MB MEMORY CARD	£14.99
QUAKE	£40.99		



9am to 8pm Monday - Friday • 10am to 7pm Saturday • 11am to 4pm Sunday & Bank Holidays

NAME:.....

ADDRESS:.....

.....POSTCODE:.....

TEL:.....

CARDHOLDERS SIGNATURE:.....

CASH ☐ CHEQUE ☐ (IMMEDIATE CHEQUE CLEARANCE) POSTAL ORDER ☐ CARD ☐

CARD NUMBER

EXPIRY DATE ☐☐ ☐☐ ISSUE NO. ☐☐ (Switch Only)

ITEM	PRICE
	£
	£
	£
HAVE OUR BROCHURE (IT INCLUDES DETAILS OF NEW RELEASES) SENT DIRECT TO YOUR DOOR FOR THE NEXT 3 ISSUES FOR JUST £1.10 (OVERSEAS £2.50)	£
POSTAGE IS FREE FOR ALL ORDERS SHIPPED WITHIN THE UK. OVERSEAS POSTAGE £3.50 PER SOFTWARE ITEM OPTIONAL NEXT DAY DELIVERY £5.50 AND £1.50 FOR EACH SUBSEQUENT ITEM. P&P	£
TOTAL	£

VISA SWITCH DELTA Access

EXTREME PLAYSTATION

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE

CHEQUE PAYABLE TO: EXCITEMENT DIRECT, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ

INEVITABLY SOME ITEMS MAY NOT YET BE AVAILABLE. PLEASE PHONE TO CHECK AVAILABILITY. PRICES CORRECT AT TIME OF GOING TO PRESS. E & OE. EXCITEMENT DIRECT LIMITED.

EXCHANGE POLICY ON GOODS - If you are unhappy with your goods for any reason, simply return them in perfect condition within 3 days of receipt by recorded delivery and subject to a fee (10%, minimum £5), we will swap it for another item. We reserve the right to refuse exchange if the item is not received back in PERFECT condition.

Ex-Communication

GUIDE RAIL

Dear EPM,
I have only one thing to say to you. Cut it out right now. Your player's guides are bugging me. In Issue Five there was a Resident Evil 2 walkthrough - the game was only out the day before I purchased your mag. Then in Issue Six there was a Lucky Luke guide, and the game wasn't even on the shelves yet. I wish, if you're going to print a guide, you would wait until the game's been out at least a month before doing so. Printing one sooner is bloody daft, especially if games companies are asking people to buy games at prices of £20 to £50 a go. You're not giving games players a decent run for their money, as it's so easy to cheat if all you have to do is open a book. You're wasting pages too, when you could dump the cheats and guides and have more UK reviews.
Francis P Traynor, Glasgow

EPM: Oxymoronically, we both agree and disagree with you, Francis. Player's guides do remove the challenge and make the actual solving of puzzles within a game become hollow and pointless if one just gives up trying and looks in a solution. The joy in playing video games is in beating them yourself, not relying on someone else to do the thinking for you. However, cheats and walkthroughs are popular with you the readers, and hence it is our duty to fulfil that potential need the best we can. As for publishing a guide just as a game is being released, at least you have the option of not looking at it if you don't want to. It's better to have the choice, we'd have thought. Does anyone out there have thoughts on this opinion-splitting matter?

CHIP OFF THE OLD BLOCK

In last month's piece on chipped stations, you explained the warranty is null and void once your PlayStation is chipped. Fair enough, but what if, like me, you've had your PSX over two years and the warranty is no longer in effect?

EPM: Er...

The price of games still remain costly (bar Platinum), as does the longevity of the wait for games reviewed in magazines. Most people see something new and want it; it's only natural, a reaction to something good. So why do we have to sit and wait six to nine months while the Japanese and Yanks have out-played the game and gone on to something new?

EPM: A lot of it is to do with the awful twin-headed hydra of publishing and marketing, where certain games developed in the Orient take some time to be picked up by a European and UK publisher. Take Mr Domino (p46), for example. It came out ages back in Japan, and even created a cult following with merchandising (including snazzy Mr Domino backpacks), but wasn't picked up by JVC until a couple of months ago. A lot of the time, licensing publishers want to see if a game is successful abroad before they'll commit cash to buy it for publishing in the UK.

Tekken 3 has been advertised since the start of the year, and still it's not here until September (you hope) except for £70.00 on import (but you have to get your PlayStation chipped first). Catch 22, eh? Well I've done it, CHIPPED it and loving it; Tekken 3, Gran Turismo, etc. Why will it bugger up my little grey box as you stated? This I need to know, not out of fear but from curiosity as to where you got this information; or are you just scaremongering those with chipped stations? Great mag, decent reviews and very informative. Keep up the good work.
Steve Williams, Manchester.

EPM: Apparently the recordable gold discs that pirate games are copied onto are of a slightly different format to the black discs that legal games come on. This makes the laser struggle to keep focus after a while, as the more reflective golds do nasty stuff to the laser, or something. It's all a bit rumour-based and scurrilous, but they really do put a strain on the workings.

PIRATE GOLD FM

Dear EPM,
This was the first time I've checked out your mag and I was deeply impressed with the overall contents and layout. It was worth every penny. My question to you is about gold discs. I myself live in Derby city centre and know of at least three computer stores there selling gold discs for as little as six quid. How can you really expect people to turn their nose up at the prospect of getting Res Evil 2 and Tekken 3 cheaper than Platinum games, and how long do they expect us to hold the faith and not slam-dunk our way into the dodge world of pirated games?
Daniel Bayliss, Derby

EPM: It does seem a bit hard to argue with these highly tempting low prices, but again all we can say is beware; 'tis dodgy business, and convictions for receiving or passing on pirate software are becoming more frequent, with increasingly draconian penalties.

WHEN IRISH EYES AREN'T SMILING

Dear EPM,
Having just purchased a PlayStation, I was delighted with your magazine I found in a newsagent's in Roscommon town. The mag costs £4.17 in this shop, and in others here as well. When I saw your price of £2.95 underneath the shop's sticker I was naturally disgusted. Is it not possible for you to put an Irish price on the cover, as I feel we are being cheated on many British magazines. However, I have spotted some with an Irish price already on the front.
Susan Coleman, Roscommon

EPM: Part of the problem is that you have to pay VAT on printed matter in Ireland, unlike in the UK, plus there is the inevitable cost of importing the mag and the relative price of the pound and the punt, which currently disfavours exports from Britain. £4.17 still seem a lot to have to pay, though, even for a publication as priceless as EPM. Sorry, Susan.

DEMO DEMANDO

Dear EPM,
First of all, thanks for such a great mag. Great reviews, brilliant previews and original ideas such as Gamespotting, Stuff and Second Opinion, but what I think this magazine really needs is a demo disc with each issue. No matter how good it is, every issue gets boring when you read every inch of it. With a demo CD each month your faithful readers (myself included) could play the best games as well as read your opinion in the excellent reviews, keeping us happy until the next issue of your superb mag. Although this would certainly mean a price increase, it would still be great value.

EPM: Unfortunately Sony have excluded all but a single favoured magazine from purchasing the blank black discs for demos, so there's not much hope for a demo CD I'm afraid, unless they have a change of heart.

Finally, could you answer a few questions for me:
1. I have heard rumours about Final Fantasy Tactics. When can we expect a UK release?

EPM: There's no firm data on this yet, but FFVII made so much money it's unlikely that this potential cash-cow will remain unreleased. In the meantime, check out Signals for details on Final Fantasy VIII.

2. More and more games are becoming link-up compatible. I have never played a link-up game, but have been told by friends they are great fun. Are they worth all the money and hassle?

EPM: Unfortunately you're a bit wide of the mark, Laurence, as in fact fewer games get a serial link option nowadays; just crappy split-screen two-player modes that are a poor cousin to the real deal. Playing link-up is amazing fun, especially on games such as the original Formula 1, WipEout 2097 and Command and Conquer: Red Alert (Darren and Saul's personal favourite, current score 2-13). Petition games producers to stop the rot, stop being slack and put this splendid mode of play back in. Notable culprits are the otherwise-wonderful Gran Turismo, MotorHead and the upcoming Colin McRae Rally - criminally, none have a serial option.

Thanks to those awfully nice people at Gameplay, this month and every month, the writer of the Star Letter wins a game of his or her choice. This month's worthy winner is Francis P Traynor of Glasgow, who didn't say what he wanted, so he gets a surprise game of THEIR choice. Future correspondents take note - if you win without stating your choice of game, you get what you're given.

3. I currently own FFVII, Tekken 2, Time Crisis, Crash Bandicoot, Porsche Challenge and adidas Power Soccer. What games do you reckon I should get?

EPM: Off the top of my head: GT, Kula World, Tempest X3, Motorhead, Point Blank, Treasures of the Deep, Soul Blade, Micro Machines V3, WipEout 2097, Resident Evil - Director's Cut and Tomb Raider 2. Many of these are cheap on Platinum, so they're frankly unmissable.

Laurence Dyer, Oxford

GRAN TURIS-NO?

Dear EPM,
A few days ago I purchased Gran Turismo, and although the way you have to save your money to buy the best cars is really cool, I have to admit I was rather disappointed with the gameplay. I'm also quite disappointed with Christian, who gave the 'Gameplay' rating, as I definitely wouldn't give it a '9'.
Although the graphics in the in-car view are stunning, I didn't get the feeling of speed at all. I also found myself getting very bored very fast (which I didn't expect when I bought it).
Another thing is that it seems quite easy; I only bought it three days ago and already I've accessed all the tracks and all the cars. When I bought GT I expected something a bit more spectacular because of all the reviews saying it is the best driving machine ever (which it's not; Formula One '97 is).
Michael Graham, County Down

EPM: The high gameplay rating for GT reflects the way it is instantly fun and playable, even for a novice, but has an almost infinite amount of scope for development of driving style and going ever faster around the available tracks. The goal is not just to open up all the cars or circuits (which is quite a straightforward task in itself), but to use them to go ever faster, honing your technique and searching for an ever-decreasing margin between being in control and out of it. The whole game is a much more mature experience than the straightforward Task-Reward structures that have been the norm in less forward-thinking games, and like F1 '97, the real game comes through in gradually developing a skill rather than simply 'beating' it.

SHORT AND CURLY

Dear EPM,
I've been counting the number of reviews Saul's been doing compared to the rest of the team and I'd like to say, 'try and get out a bit more, Saul, there's a good chap!'
Ross Horsley, Hartlepool

EPM: That's too true, mate, he did cane a few games last month, but we've managed to rein him back this issue (mainly by giving him all the duff games to do).

BREAST FOOT FORWARD

Dear EPM,
In the magazine, could you please put in some more PORN. Me and my friends really want some more; please could you print some women TOTALLY NUDE.
David Barstow, John Hall, Devon Glover

EPM: If Darren had his sordid way, it would be 132 pages of cover-to-cover porn, chaps. Rest assured EPM will be peppered with top chicks, although the credo 'quality not quantity' will be the phrase to remember, unlike some of our less verbose rivals I'm forbidden from mentioning.

MUM'S THE WORD

Dear EPM,
A letter of complaint about the complainers; I've never heard such bullshit in all of my 32 years of life as the crap I've been hearing lately concerning certain PlayStation games containing violence, crime and abusive language. I've heard there's a possibility of such games being banned due to the outcry of angry parents and other killjoys with nothing better to do with themselves. They claim games like these are a bad influence and unsuitable for younger people and kids. My question is, HOW and WHY? I'm a mother of three avid PSX users, and my kids own a copy of Grand Theft Auto. It happens to be my 11-year-old son's favourite game; he's never off it, but he's bright enough to know it's a game. Although he's enthralled, he'd never rush out and joyride, shoot a few people or use abusive language in public. He knows, as do most kids, what's right and what's wrong, what's reality and what's fantasy and what is unacceptable behaviour.
I have to say, therefore, that the kids of these angry, complaining, whinging parents must not have been taught anything regarding morals or common sense if they're so easily influenced. Surely, then, it's the parents themselves who are to blame and not the games' creators. Why don't they teach their dim-witted kids some lessons in behaviour and common sense instead of blaming anyone and everyone for their own responsibility as parents, eh? Thanks for allowing a gripe at THE GRIPERS.
Ms Christine Clarkson

Got a moan? Don't leave well alone! Send your merry missives, INCLUDING YOUR GAME OF CHOICE in case you get the coveted Star Letter, to:

EX-COMMUNICATION
EXTREME PLAYSTATION
QUAY MAGAZINE PUBLISHING
JADEMANOR COURT
WEST QUAY ROAD
POOLE
DORSET
BH15 1JF

e-mail...
epm@quaynet.co.uk

EPM: Respect to you Ms C, for your liberated and intelligent views on parenthood and video games. You are an example to all reactionary and blinkered parents the world over.



swindlers inc.

Last month's cheats were dedicated to Pamela Anderson, beaten up by husband Tommy, so we'd better offer this month's collection to Ulrika Jonsson. Collymore, stick to rubber dolls. Their performance in bed is on a par with yours on the football field, and you're both full of hot air too.

Cardinal Syn

▸ Fight as Bimorphia
Press →, →, →, ↓, ■ when the 'Press Start' title appears at the opening screen. A sound confirms the correct code entry.

▸ Fight as Juni
Press ↑, ←, ←, ↑, ■ when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

▸ Fight as Kahn
Press ↑, ↑, ↓, ↓, ▲ when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

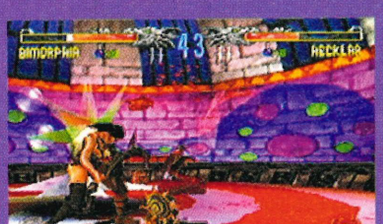
▸ Fight as Moloch
Press ↑, →, ↓, ←, ■ when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

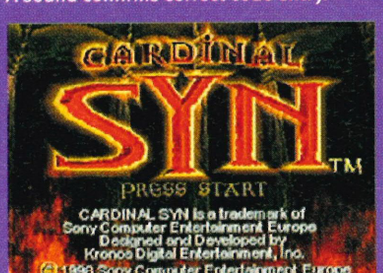
▸ Fight as Mongwan
Press ↓, ↓, ↓, ↑, ▲ when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

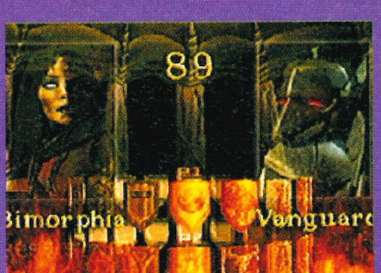
▸ Fight as Redemptor
Press ↑, ↓, ←, →, ● when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

▸ Fight as Stygian
Press ←, →, ←, →, ▲ when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.

▸ Fight as Vodu
Press ←, ←, ←, ↑, ● when the 'Press Start' title appears at the opening screen. A sound confirms correct code entry.







Theme Hospital

▸ Level Passwords

Two	✕, ●, ■, ▲, ▲, ●, ■, ✕
Three	●, ●, ▲, ■, ✕, ▲, ●, ▲
Four	■, ▲, ●, ■, ✕, ✕, ▲, ●
Five	●, ▲, ■, ●, ✕, ▲, ●, ■



Klonoa: Door to Phantomile

▸ Balue's Tower (extra vision) Bonus Level
Save all 72 Phantomilians.

▸ Music Test
Complete the Balue's Tower bonus game. A music test option now appears on the level selection screen.

▸ Control Title Screen
Press L2 and R2 at the title screen to blow the leaves off the screen.

▸ Level Select
Complete the game, then return to the title screen. Select the 'Continue' option, then select 'Vision Clear'.



Top Tip

Warhammer: Dark Omen

From the Main Menu, select 'Options' to display a sub-menu then enter the following codes to access the required chapter or activate the relevant cheat.

▸ The Black Grail
Press ←, L1, ●, L2, ▲, R2

▸ Carnstein and Jewel
Press R1, ▲, R2, R2, ■, R1

▸ The Hand of Nagash
Press R2, Left, R2, ↑, ↓, ←

▸ Liber Mortis
Press ●, ▲, ■, →, R1, R2

▸ Victory
Press L2, →, ■, →, R1, R2

▸ Long March
Press R1, L2, ▲, ■, ←, R2

▸ View Credits
Press ←, →, ■, →, R1, R2

▸ Chapter Skip
Press R2, R1, L2, R2, R1, R2

From the Deployment Screen, press Select to display the sub-menu then enter the following codes to activate the required cheat

▸ Battle Skip
R1, R1, L2, L2 R1, R2

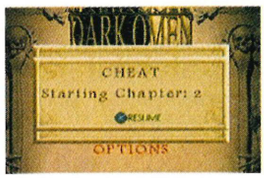
▸ Extra Money
R1, L1, R1, L2, R1, R2

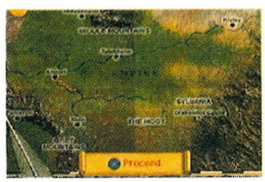
▸ A Touch of Death
R1, L1, R2, R2, R1, R1

▸ Fast Reload
R2, R1, R2, R1, L2, R1

▸ Select Opponent
L2, L2, R2, L2, R1, R1

▸ Small Heads
L2, L2, L2, L2, R1, R2





Poy Poy

Suicide bomb:
--Rapidly tap ✕, ● to fill the glove power bar until it explodes.



Assault Rigs

▸ Invincibility

During the game, press ←, ✕, ←, ✕, ←, ←, ✕, →, ✕, →, ✕ and ✕.
The phrase 'Invincible! Yes indeedy' appears to confirm correct code entry.

▸ All Weapons and Items

During the game, press ←, →, ←, ←, →, ←, →, →, ↑, ↓, ↑, ↑, ↓, U↑, ↓ and ↓. The phrase 'Max weapons added... Oh yes' appears to confirm correct code entry.

▸ Passwords

1 .....Welcome
2 .....Nextgen
3 .....This way
4 .....Joy joy
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
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







FREE UK POSTAGE
please send cheques/PO's payable to
The Games Station
The Willows
High Street
Wickford
Essex SS12 0XX

WHY NOT VISIT OUR SHOP IN WICKFORD?

Games Station
Startout Ltd. trading as Gamestation

ORDER LINE 01268 574150
FAX ORDERS 01268 574152

PLEASE CALL FOR UNLISTED TITLES

ACTUA SOCCER 2 ..... 29.99	F1 POWERBOAT ..... CALL	RESIDENT EVIL 2 ..... 38.99
ACTUA TENNIS ..... CALL	FIFA ROAD TO WORLD CUP 29.99	RIDGE RACER 17.49
ADIDAS POWER SOCCER 17.99	FIGHTERS IMPACT ..... CALL	RISK 34.99
ADIDAS SOCCER 98 ..... 29.99	FINAL FANTASY VII 34.99	RIVEN 39.99
AIRONAUTS 34.99	FLYING CORPS 31.99	ROAD RASH 17.99
ALIEN RESURECTION ..... CALL	FORMULA 1 97 ..... 36.99	ROAD RASH 3D 32.99
ALIEN TRILOGY 17.99	FORMULA KARTS SPECIAL EDITION 22.99	SAMURAI SHOWDOWN 33.99
ALUNDRA 36.99	FORSAKEN 32.99	SAN FRANSISCO RUSH 27.99
APOCALYPSE X COM 32.99	GRAND THEFT AUTO 29.99	SENTINEL RETURNS ..... CALL
ARMORED CORE ..... CALL	GRAN TURISMO 36.99	SIM CITY 3000 ..... CALL
ARMS RACE 29.99	HEART OF DARKNESS ..... CALL	SNOW RACER 34.99
AYRTON SENNA 2 ..... OUT	HEXEN 2 ..... CALL	SOVIET STRIKE 17.99
BABY UNIVERSE ..... CALL	INDY 500 ..... 34.99	SPACE JAM 19.99
BATMAN & ROBIN 29.99	ISS PRO 18.99	SPICE WORLD 19.99
BREATH OF FIRE 3 ..... CALL	ISS PRO 2 (98) ..... CALL	STAR WARS MASTERS OF TERAS KASI 32.99
BRIAN LARA CRICKET 98 ..... 34.99	JACK NICKLAUS ..... CALL	STREET FIGHTER COLLECTORS EDITION ..... CALL
BROKEN HELIX 36.99	JEREMY McGRATHS SUPER CROSS 34.99	SUIKODEN 2 ..... 36.99
BUBBLE BOBBLE 2 ..... 26.99	JET RIDER 2 ..... CALL	SUPER PANG COLLECTION 26.99
BUST A MOVE 2 ..... 17.99	KICK OFF WORLD ..... CALL	SUPERSONIC RACERS 2 ..... 35.99
BUST A MOVE 3 ..... 24.99	KLONO 29.99	TEKKEN 17.49
CARDINAL SIN 29.99	LOST WORLD JURASSIC PARK 24.99	TEKKEN 2 ..... 17.99
CARMAGEDDON 32.99	MACE 31.99	TEKKEN 3 ..... 36.99
CIRCUIT BREAKERS ..... CALL	MARVELS SUPER HEROES 31.99	TETRIS 29.99
COLIN McRAE RALLY 34.99	MEGAMAN 8 ..... 28.99	THEME HOSPITAL 32.99
COMMAND & CONQUER 2 RED ALERT 34.99	MEGAMAN BATTLE & CHASE 29.99	THREE LIONS 33.99
CONQUEST EARTH 35.99	MEN IN BLACK 32.99	TIME CRISIS & GUN 49.99
CONSTRUCTOR 31.99	MK MYTHOLOGY 26.99	TOCA TOURING CARS 28.99
COOL BOARDERS 2 ..... 29.99	MONOPOLY 34.99	TOMB RAIDER 17.99
CRASH BANDICOOT 17.99	MORTAL KOMBAT 4 ..... CALL	TOMB RAIDER 2 ..... 29.99
CRASH BANDICOOT 2 ..... 29.99	MORTAL KOMBAT TRILOGY 17.99	TOMMI MAKINEN 34.99
CRIME KILLER 36.99	N2O 29.99	TREASURES OF THE DEEP 29.99
CROC LEGEND OF THE GOBBOS 25.99	NEED FOR SPEED 3 ..... 32.99	UEFA FOOTBALL 34.99
CULT STATUS 32.99	NEWMAN HAAS 32.99	VIGILANTE 8 ..... CALL
DARK OMEN 33.99	NUCLEAR STRIKE 19.99	VIPER ..... CALL
DEAD OR ALIVE ..... CALL	ODDWORLD ABES ODYSSEY 29.99	VR POWERBOAT RACING 29.99
DEADLY SKIES 34.99	PANDEMONIUM 2 ..... 32.99	VR SPORTS 34.99
DEATHTRAP DUNGEON 34.99	PGA TOUR GOLF 98 ..... 28.99	VS ..... CALL
DESTRUCTION DERBY 2 ..... 17.99	PLANE CRAZY 34.99	WARCRAFT 2 ..... 19.99
DIABLO 32.99	POPULOUS 3 THE THIRD COMING 32.99	WARGAMES ..... CALL
DOOM & FINAL DOOM 29.99	PORSCHE CHALLENGE 17.99	WARHAMMER 2 DARK OMEN 32.99
DRIVE BY SHOOTING ..... CALL	PREMIER MANAGER 98 ..... 32.99	WCW NITRO ..... CALL
DUKE NUKEM 3D 26.99	PRO PINBALL TIME SHOCK 29.99	WCW V THE WORLD 29.99
DYNASTY WARRIORS 29.99	RALLY CROSS 28.99	WIPEOUT 2097 ..... 17.99
EARTHWORM JIM 3D ..... CALL	RAYMAN 17.49	WORLD CUP 98 ..... 32.99
EVERYBODYS GOLF 29.99	RESIDENT EVIL 17.99	WORLD LEAGUE BASKETBALL 34.99

PLEASE CALL FOR BEST PRICE

WORLD LEAGUE SOCCER 98 ..... 32.99	XENOCRACY THE ULTIMATE SOLAR WAR 34.99
WORMS 17.49	
WRECKING CREW 36.99	
X MEN 29.99	

JOYSTICKS AND ACCESSORIES

ACTION REPLAY PRO DATEL 39.99	MEMORY CARD + PAD JOYTECH 19.99
BIG GRIP JOYSTICK JOYTECH 19.99	MEMORY CARD 120 SLOT DATEL 16.99
BLASTER LIGHTGUN MAXPLAY 17.99	MEMORY CARD 15 BLOCK JOYTECH 9.99
BIG GRIP JOYSTICK MAXPLAY 17.99	MEMORY CARD 360 SLOT DATEL 26.99
CHEAT BOOK 8.99	MEMORY CARD 720 SLOT DATEL 33.99
COLOUR CONTROLLER + JOYTECH 10.99	PREDATOR LIGHTGUN LOGIC 3 ..... 18.99
DUEL SHOCK PAD 24.99	PROTECTOR LIGHTGUN LOGIC 3 ..... 16.99
EXTENSION CABLE JOYTECH 5.99	RFU UNIT PAL 1 JOYTECH 9.99
GAME KILLER DATEL 21.99	RGB SCART CABLE LEAD JOYTECH 7.99
LINK CABLE JOYTECH 5.99	TOP GEAR STEERING WHEEL + PEDALS 54.99

Station Exchange
If you are unhappy with your purchase for any reason, then return the product in perfect condition within 48 hours of receipt by recorded delivery and subject to a fee (10% or £5 minimum), we will swap it for another item (that we stock). We reserve the right to refuse products if the products are not received back in perfect condition. (This does not affect your statutory rights).

Orders by cheque please leave 8 days to clear. Please send cash byregistered post for your own protection. No cash on delivery. We do not debit your credit card until your order is despached.
We stock games for Nintendo, Sega Saturn, PlayStation and PC CD Rom.

Games Station
Cut out this order form and post to:
Games Station
The Willows, High Street,
Wickford, Essex SS12 0XX

Name..... Have you ordered before? Yes/No
Address .....
.....
Postcode..... Signature .....
Tel: ..... Fax: .....

Description	Price
	£
	£
	£
	£
	£
	£
Sub Total	£
P&P	£
Total	£

Delivery costs:
Next day Mainland from £4.00
Overseas Europe:
£2.00 per item. ROW £3.00 per item

CASH ☐ CHEQUE ☐ PO ☐ CARD ☐

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPIRY DATE ☐☐ / ☐☐ ISSUE NO: ☐☐ Switch only

Prices correct at time of going to press

EXTREME PLAYSTATION OFFICIAL

SALES 40,324

(ABC Jun-Dec 1997)

GET YOUR COMPANY NOTICED IN THE UK'S BEST INDEPENDANT PLAYSTATION MAG

TO ADVERTISE IN THIS SPACE CALL

01202 679000

PLAYSTATION UPGRADE SERVICE

£15.00

!ENABLES YOUR PSX TO PLAY IMPORTS!

(KITS AND CHIPS AVAILABLE SEPARATELY)

PLAYSTATION VALUE PACK - ALREADY CHIPPED

(WITH 12 MONTH WARRANTY) £150

PSX COLOUR CONVERTER

(PLAY IMPORTS IN COLOUR WITHOUT SCART) £25

P.U.K.

ABBEY HOUSE

227B ABBEYDALE ROAD, SHEFFIELD, S7 1FJ. TEL/FAX 0114 2217115, MOBILE 0958 940158

NINTENDO64

Computer friendly

WE BUY, SELL & EXCHANGE

CONSOLES, GAMES & ACCESSORIES

FREE Games Catalogue on request

PLAYSTATION REPAIRS

9/10 SUCCESS RATE ON ALL FAULTY PLAYSTATIONS

CALL: (01525) 370709

Mail Order Hotline (01582) 475699

EUROPEAN TECHNOLOGIES

PLAYSTATION AND N64 PRODUCTS AT TRADE PRICES

PS VCD Adaptor, allows you to watch VCD's on your PS	£82.50
Sony Dual Shock Pad	£35.00
New! Vibrate Steering Wheel & Pedals	£85.00
VRFX-1 Steering Wheel & Pedals for PS/N64/Saturn	£45.00
256 Save Memory Card for PS *incredible price*	£15.00
2.5 Meter Scart Card for PS with gold plated connectors better quality than Sony's own lead	£3.50
NTSC PAL Adaptor for PS, allows Import Games to work in colour with any ariel PAL TV – also has sterio and video output	£12.50
Playstation Decode Chip & Instructions – bulk orders welcome. Call for discounts	£5.00
Saturn Decode Chip & Instructions	£15.00
Saturn 5 in 1 action replay cartridge inc 4Mb Ram	£19.50
Wild Card V64	£240.00
Game Doctor Replacements PSU's (UK Manufactured)	£32.50
Professional NTSC-PAL convertors	£42.50
Playstation time Crisis Gun adaptor for standard Scart lead	£2.50

LOTS OF OTHER PRODUCTS AVAILABLE PLEASE CALL. TRADE DISCOUNTS AVAILABLE

We can beat any UK or European Distributors Prices. Please Call or Fax for a Quote.

Call: 09587 901581 Fax: 01753 512041

EUROPEAN TECHNOLOGIES

PO BOX 1103, Slough PDO, SL2 2YS

All prices exclude postage and packing

WILD IMPORTS

TEL: 01908 640040 TEL: 0468 403341 FAX: 01908 640162 EMAIL: IMPORTS1@AOL.COM

U.S.A. DVD MOVIES

STARSHIP TROOPERS, TOMMOROW NEVER DIES, AS GOOD AS IT GETS, NOTHING TO LOSE, GI JANE, LA CONFIDENTIAL, PULP FICTION, THE JACKEL, MONEY TALKS, RED CORNER, THE MAN WHO KNEW TO LITTLE, BOOGIE NIGHTS, COPLAND, MIMIC, DECONSTRUCTING HARRY

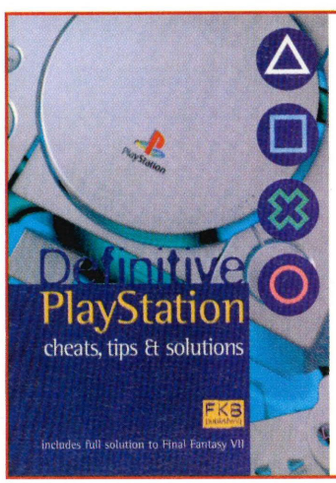
U.S. DVD PLAYERS

PIONEER DV 505	£499.99
PANASONIC A300	£579.99
PIONEER DVL 909	£899.99
PANASONIC A110	£449.99
TOSHIBA SD3102	£499.99
ALLREGION CHIPPING	£CALL

UNIVERSAL PLAYSTATION (Plays UK, US & Jap Games) £149.99
(includes 2 joypads, memory card, scart lead & 1 year warranty)

TATICS ORGE (US)	£44.99	VIGILANTE 8 (US)	£44.99	1080 SNOWBOARDING (US)	£49.99
DEAD OR ALIVE (US)	£44.99	BREATH OF FIRE 3 (US)	£CALL	QUAKE (US)	£49.99
TEKKEN 3 (US)	£44.99	BIO FREAKS (US)	£CALL	BANJO & KAZOOIE	£CALL
ATARI HITS 2 (US)	£39.99	SANFRAN RUSH(US)	£39.99	ISS 2 (US)	£CALL
FINAL FAN. TACTICS (US)	£39.99	PINBALL 3D (US)	£34.99	JAP N64	£CALL

REAL ARCADE GUN, Recoil Action, Namco compatible, Foot Pedals £44.99 inc P&P
NEXT DAY DELIVERY AVAILABLE ON ALL PRODUCTS TRANSAX CHEQUES CLEARED INSTANTLY
WE WILL TRY TO BEAT ANY ADVERTISED PRICE!!!
ALL MAIL TO: WILD IMPORTS PO BOX 3503 MILTON KEYNES MK3 7ZS OPEN MON-SAT 10AM-6PM
WILD IMPORTS, 47 BRUNEL BUSINESS CENTRE, THE CONCOURSE, BLETCHLEY, BUCKS, MK2 2ES



Definitive PlayStation Cheats, Tips & Solutions

Includes the full Final Fantasy VII Solution. £8.99 from all good computer game and book stores.

Video game centre

WE STOCK: PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD), NINTENDO 64.

PLAYSTATION UK		PLAYSTATION IMPORT		IMPORT SALE	
FORSAKEN	£34.99	TEKKEN 3	£49.99	FIGHTING FORCE (US)	£19.99
HOTSHOTS GOLF	£32.99	TEKKEN 3 + DUAL SHOCK	£74.99	KONAMI GOLF (US)	£4.99
KLONOA	£32.99	IMAGE FIGHT & X-MULTIPLY	£49.99	2 EXTREME (US)	£4.99
RESIDENT EVIL 2	£44.99	CHORO Q3	£39.99	STREET RACER (US)	£9.99
GRAN TOURISMO	£39.99	3 WONDERS	£59.99	NEED FOR SPEED 2 (US)	£14.99
WORLD CUP '98	£36.99	BIOHALARD 2	£44.99	PROJECT OVERKILL (US)	£14.99
ALUNDRA	£39.99	DEAD OR ALIVE	£49.99	SKELETON WARRIORS (US)	£7.99
V.R. POWERBOATS	£29.99	SAMURAI SHODOWN 3	£29.99	DEFCON 5 (US)	£4.99
THEME PARK	£19.99	METAL SLUG	£39.99	WARHAWK (US)	£4.99
CRAZY BANDICOOT	£19.99	TACTICS OGRE	£59.99	TOSHINDEN (US\JAP)	£4.99
RAPID RACER	£19.99	BREATH OF FIRE III	£49.99	J.LEAGUE (JAP)	£7.99
NBA LIVE 97 (USED)	£9.99	CRASH BANDICOOT 2	£24.99	JUMPING FLASH (JAP)	£7.99
WARHAWK (USED)	£9.99	FINAL FANTASY TACTICS	£49.99	JUMPING FLASH 2 (JAP)	£14.99
THUNDERHAWK 2	£14.99	ALUNDRA	£49.99	TOSHINDEN 2 (JAP)	£14.99
TOCA TOURING CARS	£34.99	COOLBOARDERS 2	£39.99	RUNABOUT (JAP)	£19.99
DEVILS DECEPTION	£34.99	MARVEL SUPER HEROES	£39.99	BOMBERMAN WORLD (JAP)	£49.99
TEST DRIVE 4	£34.99	BRAVE FENCER	£59.99	PHILOSOMA (JAP)	£14.99
SPAWN	£32.99	POCKET FIGHTERS	£59.99	V.TENNIS (JAP)	£7.99

870 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR
P + P FREE ON ALL GAMES. WE ALSO HAVE A FULL RANGE OF UK GAMES
ACCESS and VISA welcome
TEL/FAX: 01202 527314

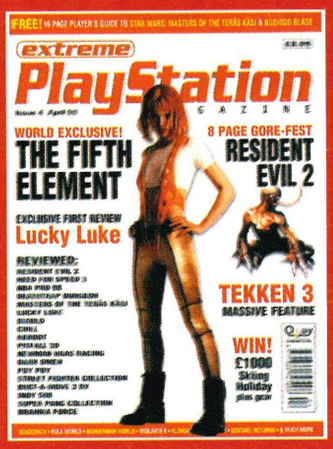














SUBSCRIPTIONS

BACK ISSUES

Get the UK's best independent PlayStation mag delivered direct to your door, for only £2 per issue!

Please send me the following copies of extreme PlayStation:

Issue 1..... copies @ £3.95 (EU £4.95; World £6.95) £ .....
Issue 2 ..... copies @ £3.95 (EU £4.95; World £6.95) £ .....
Issue 4 ..... copies @ £3.95 (EU £4.95; World £6.95) £ .....
Issue 5 ..... copies @ £3.95 (EU £4.95; World £6.95) £ .....
Issue 6 ..... copies @ £3.95 (EU £4.95; World £6.95) £ .....
Total £ .....

Name .....

Address .....

.....

.....

.....

Postcode ..... Tel .....

Please send a cheque or postal order made payable to:

Quay Magazine Publishing Ltd • Jade Manor Court • West Quay Road • Poole • Dorset BH15 1JF

UK £26 • EU (Airmail) £35 • World (Airmail) £65 • 13 issues per year

Please start my year's subscription to extreme PlayStation from issue.....

Name .....

Address .....

.....

.....

.....

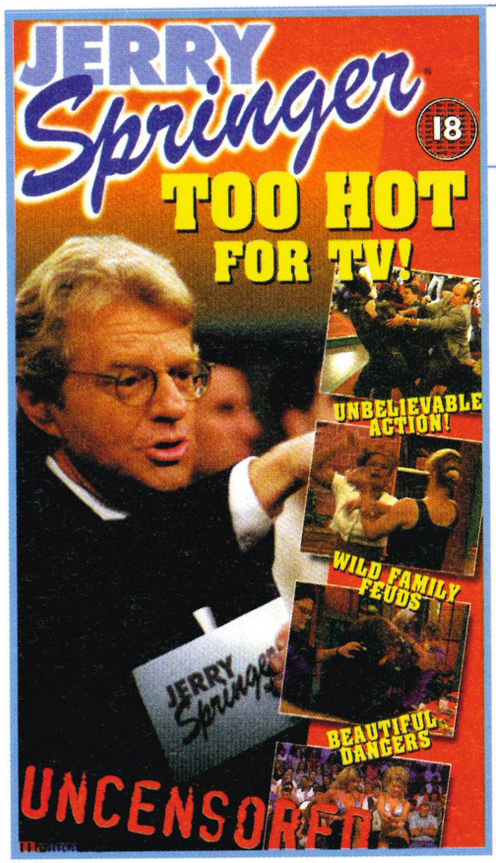
Postcode ..... Tel .....

Please send a cheque or postal order made payable to:

Quay Magazine Publishing Ltd • Jade Manor Court • West Quay Road • Poole • Dorset BH15 1JF

EXTRAS

YET MORE ODDS AND ENDS WITH NOTHING WHATSOEVER TO DO WITH THE PLAYSTATION. WE THINK YOU'LL LIKE THEM, THOUGH...



DONT EVEN GO THERE!



America's Jerry Springer Show is the most controversial chat show this decade. For Springer no subject is too tacky, no angle too low. Assorted deviants, social rejects and dysfunctionals slug it out (often literally) over subjects such as 'I'm a teen call girl', 'You're sleeping with my man' and 'I cut off my penis'. Rather than identifying (or at least sympathising) with the guests, viewers are left feeling glad they're not part of their seedy world - zoo TV.

Even on the televised shows fights break out, so imagine what's on this 86-minute video of material deemed 'Too Hot for TV'? At the start, feuding sisters come to blows and burly security guards run in from the wings and separate them. Watch out for a feature about obesity in front of a table full of grub, which descends into the inevitable food fight, and 'My dream is to pose nude', where an attractive 20-something gets her kit off for the cameras until her partner intervenes.

Although exciting, as the scenes are out-takes deemed unsuitable for TV, you're not given the full discussion - people charge across the stage and attack each other for reasons unknown to the viewer, robbing the clips of their context. This isn't true for the bonus programme 'Secrets and Surprises', though. Here guests open their hearts to each other on live television. One poor sod bursts into tears when his girlfriend tells him she's sleeping with someone else. Could be worse - one 'woman' tells her partner she's really a man. You wonder about the mentality of people who debase themselves like this for a few minutes of TV exposure, but what the hell? It makes great aprés-pub viewing.

Jerry Springer: Too Hot for TV is published by Medusa Pictures and costs £13.99, but we have ten to give away. To win one, just answer this simple question:

• Which of the following would be a suitable Jerry Springer topic? Is it,
A: My cat's off its food
B: We don't like our neighbour's curtains
C: My transsexual partner had an affair with a dead squirrel
D: Exciting embroidery for the Summer
Answers on a postcard to Sock It To 'Em, Jerry Competition at the competition address.

MUSIC

Kicking off with World Cup fever is **VIVA BRASIL. MCI** brings together a throng of Brazilian drums and powerhouse samba that's as suited for the terraces and clubs as it is for the beach or car. Featuring music from Brazil's leading artists, it also contains bite-sized snippets of mad Brazillian commentators, making for some interesting listening... The first of our breaks-fuelled compilations is **FSUK2**. It's mixed by the all-conquering **Freestylers**, hence the eleven Freestylers productions on the album. The first part offers some of the very best new-breaks, including the cool Eighties-influenced **Drop Tha Bom**, by non other than The Freestylers. The second part is more big beat orientated, but worthy of a listen with tracks by **FREAK POWER, AUDIOWEB** and **JUNGLE BROTHERS... ADAM FREELANDS COASTAL BREAKS II** stays on the breakbeat front, but delves deeper underground than FSUK could ever hope to. Coastal Breaks II fits the new school breakbeat sound perfectly, with its badass deep bass, crisp funky breaks and acid & techno-tinged sounds. **DEEJAY PUNK-ROC, COLDCUT** and **TIPPER** all serve up tasty platters of breakbeat cool on one of our favourite compilations for a long time... **MUKI's CABIN FEVER** on **MANTRA** Recordings offers a worthy alternative to the often harsh sound of new breaks. The luscious strings and harmonies create an extremely mellow atmosphere, taking in a wide range of music styles. Techno, drum & bass, house and electronica are all mutated into MUKI's spacious, relaxing sound that never fails to soothe the brain... Don't expect to do much chilling with **MOVING SHADOW's** new mix CD, **98.1**. It feature's 12 cuts mixed by **ROB PLAYFORD**, of the finest drum & bass from the MOVING SHADOW stable. It's only CD single in length (about forty minutes), but it only costs 99p!... Next, an artists' album from hardcore stalwart **SHARKEY**. If you're expecting a full-on festival of banging beats, pianos and pitched-up vocal you'll be disappointed because Sharkey has pulled out all the stops to make his debut album as diverse as possible. Alongside the high quality hardcore lies a selection of quality trip-hop, neo drum & bass and techno which is quite a feat for somebody who used to be an MC. Look out for this man... Finally, there's another **HARMLESS** compilation, **STOMP**, mixed by legendary house DJ, **GRAHAM GOLD**. Graham goes for a less mainstream look at the Saturday night massive's favourite sound, which includes tracks by **BBE, RUFF DRIVERZ** and the soon-to-be-huge (we think) **HIP HOPERATION**. Perfect for those pre-club dry your hair and drink some beer sessions



FART MACHINE



Ffffpphhht... Pthhh... Pwwwwwwup... Our Managing Director seems to have a chronic case of wind; he's been vigorously farting and vehemently denying it all afternoon. Little does he know we've concealed a Fart Machine under his chair. Every ten minutes or so, one of us walks over to his desk and asks a question. A cunning collaborator, (Ian) activates the Fart Machine using an infra-red remote control unit while his chum wrinkles his nose, ignoring the MD's insistence that he isn't farting. This is the modern whoopee cushion for sure.

Fart Machines cost £13.95 + £1 p&p. Make cheques payable to Novelty Value and send it to Novelty Value, Dept. EP1, PO Box 418, Pulloxhill, Bedford MK45 5ZT, or call the credit card hotline on 01525 719998.

We have six fart machines to give away. Reckon you're up to winning one? Then answer this simple question:

• What gas is expelled when a human being farts?
A: Argon
B: Methane
C: Hydrogen
Answers on a postcard to the competition address.

BEAST BATTLERS

It was only a matter of time before someone aped their DigiMon, a cyberpet you can train and battle with your friends' DigiMons. The first erm; 'tribute' to arrive is the Battle Beast from Peter Pan. As with all cyberpets, you raise your animal from birth, tending to its needs as it grows. When it reaches a certain age, you can challenge other Battle Beasts to a fight by connecting the two units.



The Battle Beast makes a couple of advances on the DigiMon. You can fight alone, your unit generating a random beast instead of down-loading a friend's, and when your creature dies you get the chance to recall its spirit and give it a new lease of life. Overall, though, it's a step backwards in quality. The graphics are terrible - it's hard to get enthusiastic about a pet which looks like a violent sneeze. Also, you can't interrupt the animations. This makes training a very long-winded and boring exercise, forcing you to watch your beast celebrate or sulk after every round instead of getting on with it.

Battle Beasts cost £9.99, and aren't compatible with other fighting cyberpets.

FIFA RTTWC 98 LCD GAME

Tiger Electronics picked up the license to 'convert' (a term I use loosely) Electronic Arts' FIFA: Road to World Cup game to the small screen, in this case, an LCD. Well, why not? There have been hand-held conversions of video games ever since Donkey Kong.

It plays surprisingly well. Although initially confusing (LCD wasn't built for smooth animation), as you get used to it you're soon weaving and dribbling between your opponents and heading for goal. The soccer is inevitably simplified; the pitch is five screens long and only two players per side on view at a time, but it's none the worse for that.

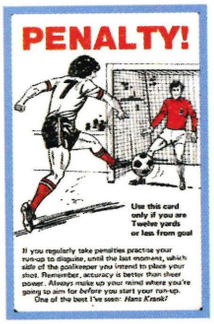
To win the World Cup you must win 19 matches of increasing difficulty. Your best score is stored, but you can't come back to the game and pick up where you left off. To win the trophy, you have to play all 19 games in a single sitting, which is annoying.

FIFA: Road to World Cup 98 LCD game is from Tiger Electronics and costs £10.99.



BLAST FROM THE PAST







Eerily tying in with World Cup fever are these recently-unearthed playing cards bearing the classic mid-Eighties perm look of Kevin Keegan. He lends his name and hairstyle to a Boy's Own-style game providing top footy tips as well as an entertaining pre-computer game soccer sim. A papery precursor to ISS Pro for sure.

SEND ALL YOUR EXTRAS COMPETITION ENTRIES TO ARRIVE BY 3RD AUGUST TO

QUAY MAGAZINE PUBLISHING
JADE MANOR COURT
WEST QUAY RD
POOLE DORSET
BH15 1JF

Editor
Darren Herridge
dherridge@quaynet.co.uk

Deputy Editor
Saul Trewern
strewern@quaynet.co.uk

Art Editor
Graham Dalzell
gdalzell@quaynet.co.uk

Sub Editor
Ian Osborne
ozzy@quaynet.co.uk

Staff Writers
Christian 'Rascal' Slater
Chris 'Bubba' Newham

Managing Director & Publisher
Neil Harris
bomber@quaynet.co.uk

Published by
Quay Magazine Publishing Ltd
Jade Manor Court
West Quay Road
Poole
Dorset
BH15 1JF

Tel: (01202) 679000
Fax: (01202) 679002

Advertising
Jonathan Shaw
jshaw@quaynet.co.uk

Subscriptions & back issues
The subscription rate for 13 issues is £26 (UK), £35 (EU) & £65 (World)
subs@quaynet.co.uk

Distributed by
Seymour Distribution

Cover artwork supplied by
Activision

Thanx & Respect to:
Pete Devery @ Sony Computer Entertainment
Nathan Wilson @ Ocean
Suzie Hamilton @ Core Design
Steven McKevitt, Martin Bramall @ Gremlin Interactive
Glen O'Connell, Gary Nichols, Johnathan Fargher @ Psygnosis
Alison Grant @ Interplay
Nick Grange, Simon Callaghan,
Simi Belo @ Electronic Arts
Gavin White @ BMG Interactive
Ben Le Rougetel @ Activision
Simon Valins @ Ascii Entertainment
Greg James @ Codemasters
Kev Shaw @ Eutechnyx
Dave Warrilow @ Fire International
Paul Kluge @ Mindscape
Jo Child @ Grolier Interactive
Christina, Ciaran, Jamie, Mark, Simon @ Bastion
Simon Smith-Wright @ Acclaim
James Bevan @ Virgin Interactive
Tony Mott @ Konami
Tom Hedges @ JVC
Steve Starvis @ Eidos
And anyone else who knows us!

extreme PlayStation is a fully independent publication and is in no way an officially licensed Sony Computer Entertainment product. The views expressed herein are not necessarily those of Sony Computer Entertainment or its third party software publishers or developers.

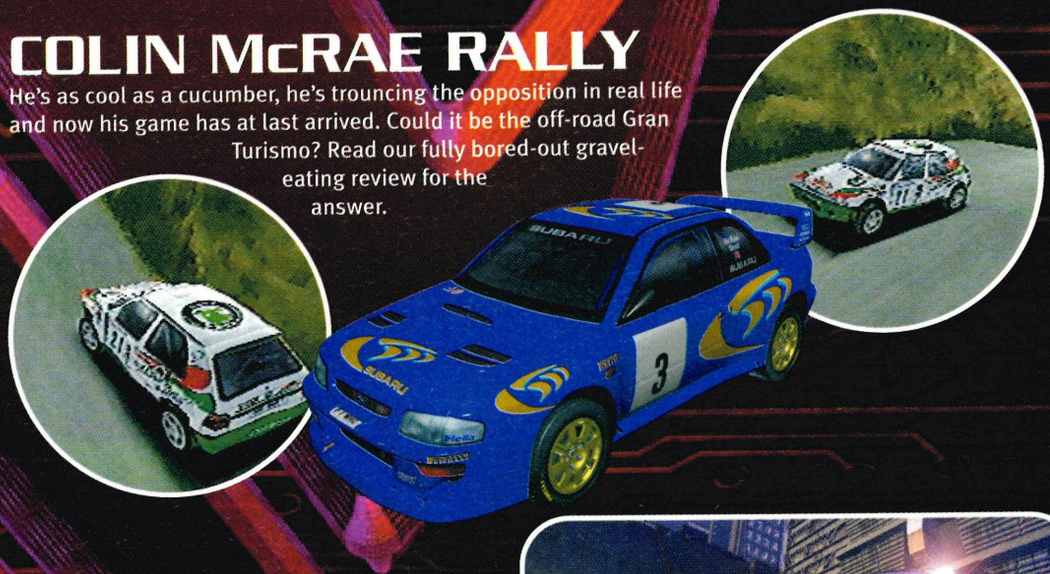
No part of this magazine may be reproduced without the written permission of the publisher.

© Quay Magazine Publishing Ltd

ISSUE EIGHT

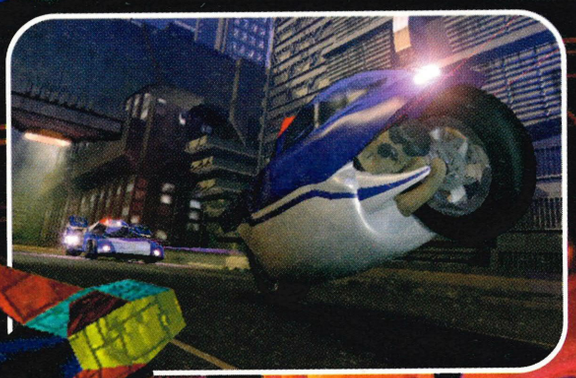
COLIN McRAE RALLY

He's as cool as a cucumber, he's trouncing the opposition in real life and now his game has at last arrived. Could it be the off-road Gran Turismo? Read our fully bored-out gravel-eating review for the answer.



CRIME KILLER

Next month we bring you Interplay's super-fast cops 'n' robbers game in an Exclusive first-eyes review. Combining ultra-quick driving and all kinds of perp-catching weaponry, it looks set to be one tough hombre who doesn't play by the rules but gets the job done.





N2O

At last, the shoot-'em-up that Jimi Hendrix would play to chill out (if he wasn't so dead) has hit our doormat with an echoey plop. N2o is a frazzled frenzy of colour and explosions that would max-out the straightest of players. Read our far-out review for the impartial but strangely sozzled score.



WARGAMES

EA's tactical-level collateral damage-friendly corker should be here, so you can read Ian's information blackout-busting review, as long as he can emerge from his Napoleon fantasies long enough to write it.

Also Reviewed

Buggy, Sentinel Returns, Batman and Robin, Blast Radius, Road Rash 3D, Bug Riders and many more.

on sale 31/07/98

Special Reserve Discount Mail Order - 01279 600204

Special Reserve
Live @ http://special.reserve.co.uk

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops. See us on the web at http://special.reserve.co.uk.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).



PlayStation Value Pack ... 129.99 less £10†

Official UK PlayStation complete with TWO Sony controllers, a memory card and RF lead.

†Deduct £10 off the price of any one item bought at the same time as a PlayStation. 0% PAY LATER available if your total purchase is between £250 & £750, subject to status. Other special discounts do not apply



STICKER KITS FOR PLAYSTATION ... 9.99
Change the colour of your console with these great sticker kits. Available in Carbon look, Gold, Silver & Saint George

DUST COVER FOR PLAYSTATION ... 9.99
PAIR OF EXTENDER CABLES
Extends controller lead by 1.5 metres ... 9.99
LINK CABLE - PlayStation to PlayStation ... 8.99
RF LEAD Complete with an RF switch box ... 12.99
SCART LEAD PlayStation RGB to scart TV ... 7.99

8 MB MEMORY CARD (120 slots) ... 15.99
48 MB MEMORY CARD (720 slots) ... 29.99
JOYTECH MOUSE FOR PLAYSTATION
Complete with designer mouse mat ... 14.99

PlayStation Controllers



TOP DRIVE STEERING WHEEL AND PEDALS ... 54.99
True analogue progressional steering, accelerator and brake



PREDATOR LIGHT GUN FOR PLAYSTATION OR SATURN ... 17.99
Dual format gun with auto re-load feature



OFFICIAL ANALOGUE CONTROLLER ... 19.99
Dual analogue control sticks, digital direction pad. Look for games marked (ANL)

We Stock 35 controllers for PlayStation, Call 01279 600204

JOYTECH RUMBLE JOYPAD

Dual analogue control sticks with built-in "Dual Shock" rumble facility. Analogue and digital switch with LED display. Available in various different colours. Experience the all new "Dual Shock" technology with rumble facility enhanced games like Gran Turismo. Look for games marked (ANL) or (RUM)



PlayStation Games

From our range of over 200 PlayStation Games

ACTUA GOLF 2	25.99 -10%*
ACTUA ICE HOCKEY (ANL)	26.99 -10%*
ACTUA SOCCER 2 (ANL)	24.99 -10%*
ALIEN TRILOGY	19.99 -10%*
ALUNDRA	36.99 -10%*
ARCADE GREATEST HITS 2	29.99 -10%*
AYRTON SENNA KART RACING	29.99 -10%*
BLOODY ROAR	36.99 -10%*
BOMBERMAN	31.99 -10%*
BRIAN LARA CRICKET	37.99 -10%*
BROKEN SWORD 2	31.99 -10%*
BUBSY 3D	19.99 -10%*
BUG RIDERS	24.99 -10%*
BUSHIDO BLADE (RATED 18)	31.99 -10%*
BUST A MOVE 2	19.99 -10%*
BUST A MOVE 3	26.99 -10%*
CASTLEVANIA	23.99 -10%*
COLONY WARS (ANL)	39.99 -10%*
C&C - RED ALERT	36.99 -10%*
CONTRA	19.99 -10%*
COOL BOARDERS	24.99 -10%*
COOL BOARDERS 2	31.99 -10%*
CRASH BANDICOOT	19.99 -10%*
CRASH BANDICOOT 2 (ANL)	37.99 -10%*
CROC (ANL)	26.99 -10%*
DARK OMEN	34.99 -10%*
DEAD BALL ZONE	35.99 -10%*
DEAD OR ALIVE	31.99 -10%*
DEATHTRAP DUNGEON	37.99 -10%*
DESTRUCTION DERBY 2	19.99 -10%*
DIABLO	34.99 -10%*
DIE HARD TRILOGY 93%	19.99 -10%*
DIE HARD + PREDATOR GUN	32.99 -10%*
DISNEY'S HERCULES	37.99 -10%*
DUKE NUKEM (ANL)	26.99 -10%*
EXCALIBUR	19.99 -10%*
FIFA 98 - RTWC	32.99 -10%*
FIGHTING FORCE	19.99 -10%*
FINAL FANTASY 7	37.99 -10%*
FORMULA 1 97 (ANL)	41.99 -10%*
FORMULA KARTS	19.99 -10%*
FORSAKEN	33.99 -10%*
GEX 3D - ENTER THE GECKO	35.99 -10%*
GRAN TURISMO (ANL)	39.99 -10%*
GRAN TURISMO + SONY (GREY) DUAL SHOCK CONTROLLER	59.99 -10%*
GRAND THEFT AUTO (18)	33.99 -10%*
HARD BOILED	14.99 -10%*
HEART OF DARKNESS	36.49 -10%*
INT'L SUPERSTAR SOCCER PRO	19.99 -10%*
INT'L TRACK AND FIELD	19.99 -10%*
JERSEY DEVIL (ANL)	25.99 -10%*
JOHN MADDEN NFL 98	35.99 -10%*
JONAH LOMU RUGBY	22.99 -10%*
JURASSIC PARK - LOST WORLD	26.99 -10%*
K-1: THE ARENA FIGHTERS	30.99 -10%*
LONE SOLDIER	19.99 -10%*
MARVEL SUPER HEROES	33.99 -10%*
MECHWARRIOR 2	18.99 -10%*
MEN IN BLACK	32.99 -10%*
MICRO MACHINES 3	19.99 -10%*
MORTAL KOMBAT 4	34.99 -10%*
MORTAL KOMBAT TRILOGY	19.99 -10%*
MOTO RACER (ANL)	26.99 -10%*
MOTORHEAD	31.99 -10%*
NAGANO WINTER OLYMPICS 98	37.99 -10%*
NBA LIVE 98	35.99 -10%*
NBA PRO 98	29.99 -10%*
NEED FOR SPEED 3	34.99 -10%*
NEWMAN HAAS RACING	36.99 -10%*
NHL 98	34.99 -10%*
NIGHTMARE CREATURES	31.99 -10%*
NUCLEAR STRIKE	25.99 -10%*
ODDWORLDS: ABE'S ODDYSEE	34.99 -10%*
PANDEMONIUM	19.99 -10%*
PANDEMONIUM 2	24.99 -10%*
PARAPPA THE RAPPER	26.99 -10%*
PGA TOUR GOLF 98	35.99 -10%*
PITFALL 3D	29.99 -10%*
POINT BLANK	36.99 -10%*
PORSCHE CHALLENGE	19.99 -10%*
PREMIER MANAGER 98	32.99 -10%*
PRO PINBALL - TIMESHOCK	28.99 -10%*
RASCAL	36.99 -10%*
RAYMAN	19.99 -10%*
RESIDENT EVIL - DIRECT CUT	29.99 -10%*
RESIDENT EVIL 2 (RATED 18)	40.99 -10%*
RIDGE RACER REVOLUTION	19.99 -10%*
ROAD RAGE	24.99 -10%*
ROAD RASH	19.99 -10%*
SIM CITY 2000	32.99 -10%*
SOVIET STRIKE	19.99 -10%*
SPICE WORLD (SPICE GIRLS)	19.99 -10%*
STAR WARS - TERAS KASI	33.99 -10%*
STREETFIGHTER EX PLUS ALPHA	33.99 -10%*
SYNDICATE WARS	29.99 -10%*
TEKKEN 2	19.99 -10%*
THEME HOSPITAL	34.99 -10%*
THEME PARK	19.99 -10%*
THREE LIONS	35.99 -10%*
TIME CRISIS + LIGHT GUN	49.99 -10%*
TOCA TOURING CARS (ANL)	36.99 -10%*
TOMB RAIDER 2	35.99 -10%*
TOMB RAIDER	19.99 -10%*
TOTAL DRIVIN	19.99 -10%*
V - RALLY	26.99 -10%*
VANDAL HEARTS	23.99 -10%*
VR POWERBOAT RACING	29.99 -10%*
WCW NITRO	33.99 -10%*
WCW VS THE WORLD	36.99 -10%*
WIPEOUT 2097	19.99 -10%*
WORLD CUP 98	34.99 -10%*
WORMS	19.99 -10%*
WWF WARZONE	33.99 -10%*
XENOCRACY	33.99 -10%*

Key Dates

June 26	Heart Of Darkness	PSX	36.49 -10%*
June 26	Premier Manager 98	PSX	32.99 -10%*
July 10	WWF Warzone	PSX	33.99 -10%*
June 12	Mission Impossible	N64	42.99 -10%*
June 19	GT64	N64	42.99 -10%*
July 31	Banjo-Kazooie	N64	42.99 -10%*

Release dates may be subject to slippage

N64 Top Games

GOLDENEYE	42.99 -10%*
INT'L SUPERSTAR SOCCER 64	29.99 -10%*
MYSTICAL NINJA	46.99 -10%*
WORLD CUP 98	46.99 -10%*
YOSHI'S STORY	42.99 -10%*



ALL FOR £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form.
There's no obligation to buy anything, you can be any age, and it's only £6.

1. Members receive **10 issues of our colour Club Magazine** per year with over 2,000 products, many at below trade price or under half price. There are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
2. The incredible ***FREE* Special Reserve Book of 3000+ Cheats** (all formats) will be sent to you with your **Family Membership Card** and **F1 Fantasy Game *FREE*** entry form (members only - £4000 worth of prizes).
3. Choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. These gifts are worth up to **£40**. You can extend your membership (£5.50) at any time to receive more of them.

That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World

10%* OFF — MAIL ORDER MADNESS

Deduct an extra 10% off the price of games only if you place your order by post to the address below or by FAX on 01279 726842 or via internet at http://special.reserve.co.uk . e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 20/09/98

Special Reserve 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode

Phone No Machine

ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p). There is no obligation to buy anything and you can be any age.

EXTREME PLAYSTATION

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from below if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER, NO GIFT)

item
item
item
item

Deduct any 10% Mail Order Madness Discount as described above*

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND POSTAGE & VAT

Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance

Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

£4000 OF PRIZES

PlayStation Fantasy Formula 1 98 PlayStation
WIN 15 PlayStations with F1 and a £2000 PC

0% PAY IN 9 MONTHS

10% Deposit, no more to pay for 9 months and no interest, subject to status. You can buy anything from our catalogue or shops this way providing your total purchase is over £200. 0% APR if the balance is paid in full or 29.8% APR extended loan. Other special discounts do not apply. Full details available.

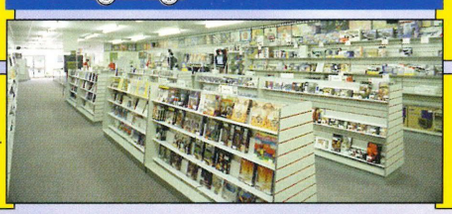
SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

MASSIVE SELECTION - LOWEST PRICES
We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.
IT'S EASY TO PARK



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25
Tel: 01784 473444

BRISTOL
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT **10% off* at http://special.reserve.co.uk** MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops.
SAVE = Saving off full recommended price. Sent to press 16/06/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- ☐ **OR FREE MOUSE FOR PC** 2 buttoned mouse
- ☐ **OR FREE COMPETITION PRO JOYPAD FOR PC** 4 fire buttons & turbofire
- ☐ **OR FREE YEAR 2000 TEST CD FOR PC**
- ☐ **OR FREE 1 MB MEMORY CARD FOR NINTENDO 64**
- ☐ **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller
- ☐ **OR FREE PREMIERE FOOTBALL.** Full size, PVC coated football. Includes adaptor. Design may vary
- ☐ **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- ☐ **OR FREE 24 CAPACITY CD WALLET.** Stores CD's in individual compartments
- ☐ **OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION** With turbofire function.
- ☐ **OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES**
- ☐ **OR FREE ACE VENTURA 2 VHS VIDEO (PG)**
- ☐ **OR EIGHT GAMES FREE ON PC CD ROM.** Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE. Seven games free for PC CD ROM also available.



Offers subject to stock availability. Overseas members add £2 postage



BEST SCRIPT

You play Andy. Your teacher hates you.
You're petrified of the dark.
Worse still, your best mate and faithful dog
Whisky is snatched away by the
Forces of Darkness. Nightmare.



BEST CASTING

Tooled up with a plasma gun, you embark on a brave rescue mission climbing, twisting, swinging and blasting your way through 8 huge 3-D Studio rendered worlds infested with monsters, phantoms and the Master of Darkness. You're not alone though. You've the Amigos to guide you.



BEST ANIMATION

PLAY YOUR PART IN THE EPIC ADVENTURE GAME THAT ECLIPSES ALL OTHERS.

HEART OF DARKNESS

PLAY YOUR PART IN IT



BEST GAMEPLAY

An epic adventure six years in the making, Heart of Darkness seamlessly blends over 30 minutes of breathtaking movie animation with some of the most challenging gameplay ever seen on the PlayStation. Immerse yourself into your role. Enter the Heart of Darkness.



BEST SPECIAL EFFECTS

ocean

PlayStation

PC CD ROM

© 1998 Amazing Studio - Infogrames. All rights reserved. and "PlayStation" are trademarks of Sony Computer Entertainment Inc.