Free! Doom pull-out codes and cheats chart!

issue five march '95 £2.95

PLAY

the 100% Unofficial PLAYSTATION magazine

Street Fighter Zero
The boys are back in town!

Tekken 2
An exclusive look at Namco's arcade and PlayStation masterpiece!

Inside
A complete guide to the original Tekken

© Namco 1996

And there's more...
Quake
The Need for Speed
Total NBA vs NBA In the Zone
Toshinden 2
Formula One
Space Hulk
True Pinball
Rise of the Robots 2
World Cup Golf
Road Rash
The Fireman 2
Mickey's Wild Adventure

Exclusive!
Impact Racing
Gender Wars
Olympic Football

Plus:
More hot arcade to PlayStation news...
Dirt Dash • Time Crisis • Road Rage • Midnight Run

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Hot cover feature!

Tekken 2

18 It's scorching its way through the arcades as we write and already on a collision course with the PlayStation. We take *Tekken 2* through its paces, show off all the new characters, speculate about improvements for the home version and goggle at the number of special moves. As the icing on the cake we've compiled a complete list of moves for the original *Tekken* too!

PlayStation Wired

06 The hot gossip of the PlayStation world comes to our Wired section first, to let off steam and fill you in. This month we unleash the truth about *Wipeout 2* and *Destruction Derby 2* – can you take this much excitement?

INSIDE PLA

キオカオ

the 100% Unofficial P

Arcade heaven!

52 You know what? We're never in the office, as you'll probably know if you ever try to phone us. We're always off out and about, poking our noses in where they're not wanted and playing all the latest games. This month we've visited the ATEI arcade show at Earls Court, and this is our report.

...gazine March 1996

Wall of Game

49 **Beat-'em-ups have taken a back seat this month to make way for that a fantastic game – *Doom*. All the level codes, all the cheat codes – we leave no blood soaked stone unturned!**

issue 5

PLAYSTATION Magazine

Station Master

80 **For all the latest hints and tips for everything PlayStation call in for a chat with the Station Master. He's always happy to help you out! Including special players' guides to...**

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92 The place to come for a serious PlayStation discussion, or just to get something off your chest. Our letters section is a no-nonsense feature packed with honest to goodness answers and no faffing about – honest!

Play Back

94 Smarter than the average buyers' guide, Play Back takes all the games reviewed in this issue, compares them to games already featured in Play and adjusts all the scores accordingly. What gets 90% today wouldn't necessarily get 90% tomorrow – do you catch our drift?

In the curry house with...

96 Word famous *Worms* programmer and complete head case, Andy Davidson! He only lives up the road from the Play office and can often be seen in the local curry emporium with his pink, squiggly friends. Hmmm.

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Hello there! I bet you're all wondering what's going on – there's no picture of Dave dancing around on the editorial page. Well, Dave has moved up into a more managerial role on the magazine, leaving a little gap for me to squeeze into, as the new editor of ***Play***.

I do have the credentials for the job though, I've worked closely we Dave on *Games World: The Magazine* before moving off to edit Paragon's Sega Pro title. But, having played Sega games for a few months I now need a good fix of PlayStation to balance out my video gaming.

This issue is packed with great games! We take an in-depth look at Namco's *Tekken 2*, and chat about the conversion to the PlayStation, plus we've compiled the definitive list of moves for the original *Tekken*. There's an exclusive review of JVC's *Impact Racing*, review the excellent *Street Fighter Zero* and we take EA's *The Need for Speed* for a test drive and come up with the conclusion that it could be one of the best PlayStation racers yet!

Along with the concluding parts of the *Lone Soldier* and *Rayman* giant players' guides and tons of tips, I think you'll agree that this issue of ***Play*** is a right corker.

Enjoy the magazine, and drop me a line with any comments or suggestions you might have. My email address is nickr@paragon.co.uk – just in case you have the technology!

Have fun!

Nick Roberts

Nick Roberts
Editor

PLAYST Win

Top trio into 19

Quake measures nine on the rumour scale

Hoorah and all that for GT! The interactive chaps with lots of spondoolicks are currently partying hard at their Marylebone base, The Old Grammar School, after having signed up that proverbial licence to print money, *Quake*. Again designed by iD Software, *Quake* is the first true upgrade of the iD's *Doom* engine. Obviously, *Doom* is something pretty special and *Quake* has practically caused PC journos to take out contracts on each other (only a bit of an exaggeration) in the quest to bring the latest whisperings of what, exactly it is which is going to make us all quake.

Developers iD are refusing to be rushed, in fact they've just decided on a major re-think of some game-design components in order to try and achieve the unenviable task of meeting people's expectations. The re-think is frustrating, as it means a longer wait, but at least it augers well for the final product.

It's great that a PlayStation version has been confirmed, and that GT will be handling it over here (they did a swell job with *Doom*, after all), but nobody can even confirm a provisional PlayStation date (It's June on PC).

TATION ed to tear PSiX

Talking 'bout a Revolution, or 'sequel'...

Sony Interactive (or Psygnosis, call them what you will) has finally admitted it's planning a new version of *Wipeout*, but that's about all it's saying at the moment. From what we can piece together from sneaking around the offices when they weren't looking (not really, but it's a thought for next time we're up there), it seems like it'll be sort of *Wipeout Revolution* rather than *Rave Wipeout* (if you get the *Ridge Racer* analogies). *Play* understands that the graphics are being re-hauled, re-polished and generally touched up and that the Psygnosis team have managed to wring yet more speed out of their 3D engine. We reckon, but it's not been confirmed definitely (more of a nod's as good as a wink thing), that there'll be at least five or six new tracks and it should be out towards the end of the year. Cool.

We'll have been up to see Psygnosis by the time you read this, and we're taking baseball bats, so watch out for more news next issue.

...And more Destruction looms too

A bit more definite, and a bit bloody closer, is the follow up to *Destruction Derby*, provisionally named *Destruction Derby 2*. Newcastle-based Reflections, the design team responsible for the original smash 'em, bash 'em CD that 60,000 of you apparently now own, has already submitted design blueprints to Sony Interactive. A decision should have been made by the time you read this and given the kind of deadlines they work to, an Autumn release is feasible.

As for the game itself, the smart money is on *DD2* featuring a more realistic driving model, with damage affecting control much more seriously. Indeed, at the moment the idea seems to be a move away from the wham, bam, thank you ma'am approach of the bowl events to it being more of a stock car racing sim. *Play* isn't convinced this is a good idea and rather hopes that a) we've got the wrong end of the stick, or b) they go the other way, make it more of a wrecking session and introduce a split-screen two player option. Anyway, now might be a good time to quickly write to: The PR Department, Psygnosis Ltd, Napier Court, Stephenson Way, Wavertree Technology park, Liverpool L13 1EH. Let them know your ideas and see if you can sway them one way or another. Drop us a line on the matter while you're at it too.

Scratching through the piles of half-truths and demi-facts scattered around the internet and sundry PC mags, and a few, erm, slightly more informed sources, *Play* understands that the finished version of *Quake* will largely, but not totally, consist of medieval settings; feature three main styles of weapons; the main character will be able to look up, swim (!), jump, lean and possibly even climb; the velocity impounded by weapons is such that you'll be able to blow enemies into the rafters, it'll be even more action-intense than *Doom*, it'll be multi-player from day one and that it'll be very good indeed. God knows, it'll have to be. More news when we dig up some rock-hard facts.

Bullfrog is out to get you!

Bullfrog, the imaginative types behind the out next month *Magic Carpet* and the kind of fun but slightly disappointing *Hi-Octane*, have come up with a cracking idea in *Dungeon Keeper*. Get this, an RPG adventure where you control the dungeon, and all its vicious inhabitants and have to try and kill all adventurers foolish enough to enter your realm. You get to be the bad guys!

Anyway, although the PC version is coming along nicely and should be ready for May, the team are currently having a long hard think on how to make the PlayStation version different, so you're probably looking at early Autumn before it'll be ready, but what the hell.

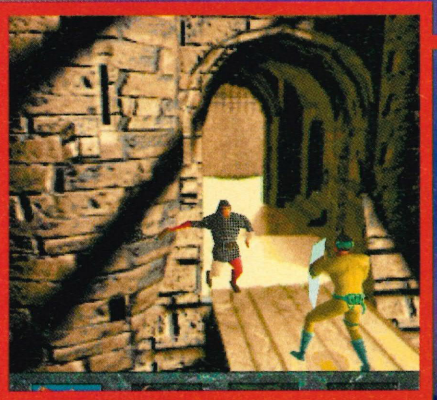
Of course, it'll look a bit special too, with fully texture-mapped graphics and true light sourcing worked into the dungeon display. The team also hopes to be able to give the player a choice of first and second-person perspectives, work in 40 different types of monsters and figure out how to make it multi-player. Again, we'll be watching this one closely.

▲ **DUNGEON KEEPER: Never mind the fickle hand of fate dealing you marked cards – this time around, you get to control everyone's destiny.**

Time for something different

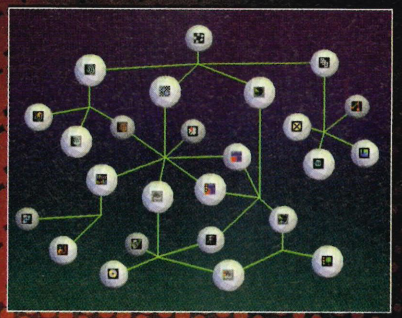
An Adeline animated action-adventure, anyone? From the (ever so suddenly fashionable French) makers of very nice PC title *Little Big Adventure* comes *Time Commando*, a 'travelling through interesting periods in time meeting interesting beings and blowing the crap out of them' affair. Sounds good.

Starting off a long way in the future (well we haven't got time travel, have we?) you are a Time-blaster (see above for job description, hope the danger money's good) and you're the only one left kicking around when things go horribly, horribly wrong and people start looking around and say things like "he's got a joypad, he can save us". What's in store is spears to lasers, prehistoric age to futuristic city type platforming and shooting action over ten different time zones. *Play* quite rates Adeline as games designer and thus can quite believe publisher EA's claims about 3D, gouraud-shaded, texture-mapped, real-time animated characters and Silicon Graphics-rendered backdrops. Should be pretty, should be pretty good too. *Time Commando* will cost £44.99 and is scheduled (key word) for a June release.



Sega sheds staff

Nobody likes to see anybody lose their job in this day and age, particularly with this oh so wonderful people-centred government we keep lumbering ourselves with, but we thought you might like to know that things are so tough for the Saturn-wielding folk that they've had to cut 40 of their staff. It'd be stupidly gross to celebrate this, but *Play* would like to applaud those departing ex-employees who printed off the piss-taking versions of the Saturn S logo posters and stuck them up around London. Starring on these were mock slogans such as 'D.H.S.S.', 'NO RESPECT', 'SIGN ON', and our particular favourite, 'S.O.B'. If only Sony's ad people were as creative...



Space closes in.
Dark corridors surround you.
Your home is very far away.

And someone somewhere wants you dead.

This is gameplay beyond your wildest nightmares.
This is the most absorbing strategic thriller of them all.
This is Defcon 5, and now it's available for your PlayStation.

Chilling 3D graphics and a nerve-jangling soundtrack combine in this off-world hell-hole where survival depends on your wits, your logic and your burning desire to live! But when an entire alien attack fleet has you in its sights, you might just end up wondering where your next breath is coming from.

The MRP 6F mining colony is your workplace, your home, your world.
It could soon become your coffin.

Defcon 5.
Peace has a price and you're about to pay it.

PlayStation

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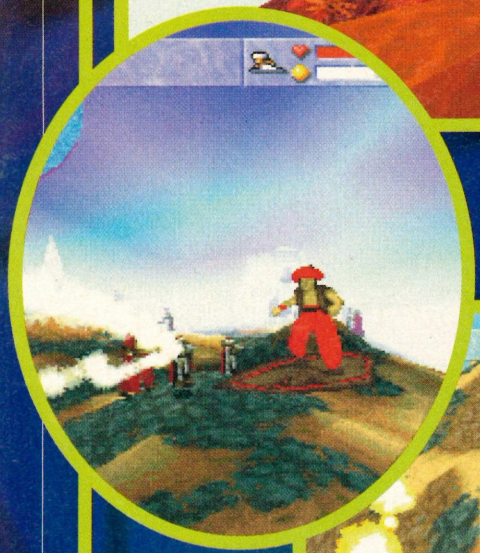
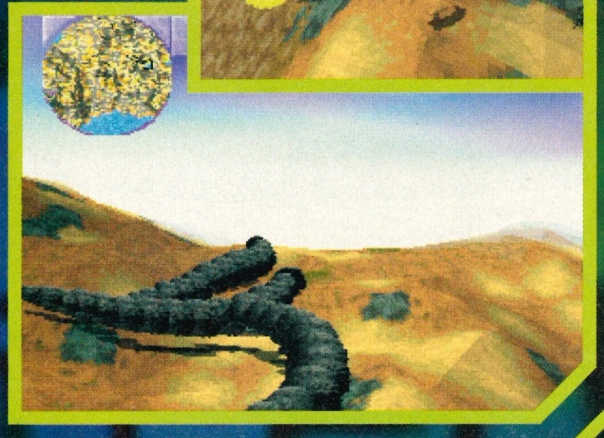
Magic Carpet news update

If you bought the last issue you'd know all about *Magic Carpet* (so if you didn't, why not?) but here's a brief reminder: 75 levels of fantasy-based 3D flying around at 90mph fighting vicious wizards and (almost) 57 varieties of god-forsaken mystic creatures in the quest to gather magical energy (mana) and rule the world. It's a bit more involved than your typical PlayStation offering, and work has been coming along nicely, with the team now at the de-bugging stage. It's not quite ready for review yet, but the graphics have come on a bit since last issues's WorkStation so we thought we'd show you what the final screenshots will look like. Review next ish.





MAGIC CARPET: All looking a bit smoother now, wouldn't you say? And that multi-textured sky!

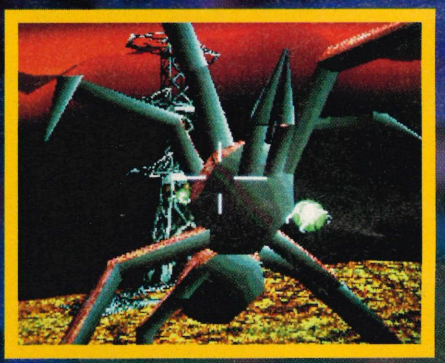
STOP PRESS • STOP PRESS • STOP PRESS

As predicted by *Play*, Nintendo has utterly failed to meet its intended April target date in the UK. Now scheduled for a September 30th launch in the States, Ultra 64 hasn't even been given a fixed projected UK date by US chiefs. NoA bosses can only say that it should arrive sometime late this Autumn (Or 'November', in other words). Jeez, is Sony the only one who can get its act together?

STOP PRESS • STOP PRESS • STOP PRESS

Blam goes the Machinehead

Uh-uh, looks like the game designers at Core have been indulging in less than legal substances... this is one strange game plot they've come up with. Right, you play a half-naked scientist by the name of Kimberly Stride who's been strapped to a cruise missile she was planning to unleash on a virus (the Machinehead bit) which a sad fat bloke has used to (booming voice) End Life As We Know It, transforming Earth into a kind of mechanised industrial nightmare (or something). Anyway, it goes on, and gets weirder, real B-movie stuff, but the game itself is actually a 15 level, five boss mix of arcade style shooting and the odd strategic bit. Some of it is set in tunnels, some over rendered landscapes. Core games generally look nice (these are the guys responsible for *Firestorm: Thunderhawk 2*) and we're quite looking forward to getting it in for review in a few months. All going well, it'll be out in May.



BMG slams in a slice of Magic to the Jam

BMG, that big record company with the big chequebook, has carried out the latest stage of its 'let's do something in video games' masterplan, signing up US basketball legends Magic Johnson and Kareem Abdul-Jabbar to promote its forthcoming dunk fest, Slam 'n' Jam. Having won loads of NBA titles the duo would be ideal as development consultants for a new game, but all *Slam 'n' Jam* is, is an old 3DO game which is already being converted. So all they're actually doing is a bit of promotion. So signing them up isn't going to affect the quality of the game. Never mind, at least it shows BMG's trying and they can have a pat on the back from us for agreeing to donate some of the money from sales to fund university scholarships.

Jupiter Strikes back

Gamers beware, the rather awful Zeitgeist (reviewed in issue one, score 51%) has resurfaced in UK shops as *Jupiter Strike*. It's still very poor indeed, so think very carefully before reaching for your wallet. Or, in plain English, avoid.

The brilliance of football. Just imagine it 24 hours a day, 7 days a week, 365 days a year.

Football, football, football. Women are right, men have only got one thing on their mind. But then nothing else is likely to get a look in with Striker '96. (Awarded 93% and called: "Addictive, enjoyable, orgasmic fun" by Gamepro. While Dave Perry of Gamemaster TV said: "Striker '96 , PlayStation soccer game of the year. Official!) It captures all the thrills and excitement of football and is even more absorbing than the game itself, with ultra smooth panning angles, perfectly animated players and unbelieveably fast 3-D graphics. It's definitely a black armband day. "Too right, Arsenal have lost again".

PlayStation Rage Software TIME WARNER INTERACTIVE

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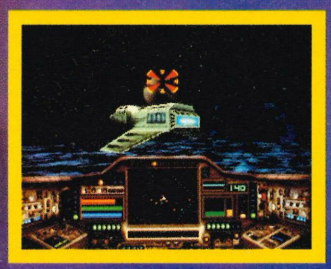
C'est Power, n'est ce-pas?

Now fully booted up with a sponsor, thanks to a deal with the predator-wielding boys at adidas, Psygnosis (French division) has decided to spend a few months working on the still-promising-nonetheless, *adidas Power Soccer*, which is now due out in May. They've obviously seen *Actua Soccer* then.

Featured in issue three of *Play*, it has smaller sprites than *Actua*, but arguably the best motion-capture animation of all the (many) football games we've seen so far. The first time we saw it (70% complete) its main element of originality seemed to be the array of hugely illegal moves you could pull off, including a Cantona-style kung-fu kick (well, you tell the French office to work on a footy title, what do you expect?). This has now (90% complete) been complimented by some serious work on the individual player control to try and give a more skilful approach to football (can we avoid mentioning Gallic flair? No, thought not), with the feeling that you can actually dribble round players as well as hoof the ball up the pitch mightily. Anyway, it looks like we'll have a review version in for either next issue or the one after, so we'll let you know how it measures up in its final incarnation then.

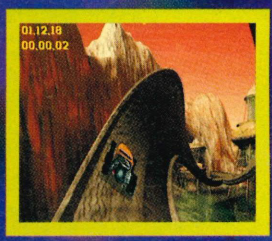
EA Shocks us again

Shock Wave Assault fans will be pleased to know that EA is beavering away on a sequel, cunningly-named *Shock Wave 2*. Having repelled Martian invaders and then nipped off to Mars to give them a good tonking at their place, you are now a pirate with a severe invader problem. Those who didn't like the sound of a game with minimalistic graphics and a defined playing area will be pleased to learn that Shockers at EA have made the battle areas 400% bigger and are doing some proper texture-mapped next-gen graphics this time around. It should be out about May.



Fancy another Mega Race?

PC converts (wise people) may remember a futuristic racing game by the name of *Mega Race*, which looked very nice indeed but sadly didn't quite play perfectly. Just kind of alright. Well, heading on its way to PlayStation this Autumn is *Mega Race 2*, which actually looks really quite smart indeed, even in the PC screen shots we're showing here (PlayStation shots aren't finished yet, actually only the tracks and backdrops are final in these shots, but we know you like to look at these things yourself). It's very early doors yet (as we write this Developer Cryo still hasn't decided how many tracks will go in for a start), but we reckon its got potential.



Wheelly something for racers

Those of you who find using a joypad more than a little awkward in *Ridge Racer* sessions will be delighted to know that a US firm, the wackily named Mad Catz, plans to release a steering wheel and pedals set over here in May (January in the States, the bastards). Compatible with *Ridge Racer*, *Ridge Racer Revolution*, *Wipeout*, *Air Combat* (?!) and the appalling *CyberSled* for the moment and no doubt many of the racing games in development. Its features include 270° range, eight buttons, directional controlling for easy set up, a gear stick and analogue foot pedals. If you fancy the price of $80 (that's about £60), *Play* says why not?

Master Chess, with Mindscape

One of the better PC chess programs, *The Chess Master 3D* is going to be given an outing on PlayStation in a couple of months. It will be interesting to see how many of you get excited about Chess on the PlayStation. Anyway, there are a variety of computer opponents to play against, it's all done very nicely in 3D and you can even pick what kind of chess set you want to use. An April release looks likely.

You missed!

Those of you who entered the *Lone Soldier* paintballing day compo, but didn't win, will be annoyed to find out that the ***Play*** team survived, balls intact, and even picked up the trophy for best team. That's not all, deputy editor Ian 'thriller-killer" Lynch won the best Lone Soldier of the day award, and promptly wasted perfectly good champagne by spraying it over everyone.

Company Vitae

Wouldn't it be good to never get ripped off by a software house? For all games to have been properly invested in, released without being rushed and overpriced? Those are the words that kick off this column every month, just so you know the score. At Play we're rattling the corporate cupboards to search out the skeletons.

Corporate file 4
Name: Gremlin Interactive
Age: 11
Mission Statement: Nope. Y'know I don't think any games firms are old enough to have thought one up yet.

Gremlin, Gremlin, Gremlin, I don't know, why would any firm name themselves after furry animals which turn vicious if they're splashed with water or eat after Midnight?

"No, no, no, you're thinking of *Gremlins*, the movie, either that or you know the staff in the marketing department better than we do... actually, the name fitted the firm's irreverent, mischievous style perfectly for the early 80s, when their main star was Monty Mole and most software publishers walked around in cowboy boots, drank bourbon and sported ten gallon hats."

But, I mean, these days, Gremlin?

"You don't know the half of it, they were originally called Gremlin Graphics, but swapped that for the more corporate sounding Gremlin Interactive a while ago."

Why?

"Well, everybody's got to grow up sometime, and it was their tenth birthday. It is a bit of an odd name though."

Haven't they been in *Play* quite a bit lately?

"Strangely enough, yes. Last ish we took a look at the very promising golf game, *Actua Golf*, which they've just signed up BBC legend Peter Allis to do the commentary for (and should now be out in April), reviewed the rather superb *Actua Soccer* (which still isn't out yet, but should be very soon), held a competition with popular shoot-'em-up *Loaded* (there's a sequel on the way, called *Reloaded*, bet that took them ages to think up, mind you it's better than calling it *Loaded 2*, I suppose). No doubt in the months to come we'll be giving plenty of coverage to *Actua Tennis*, the intriguingly-named *Fantasy Racing*, and adventure title *Normality*."

You don't see too much of it in the shops though, do you!

"Steady boy, it's worth the wait. They do seem to be having more trouble than most getting onto the Sony production line, can't see why though."

OK, tell me something I don't know about them.

"They spent £1,200,000 on new equipment last year, and you can find a man (or woman) flogging Gremlin products in 36 countries."

OK, now tell me something interesting I don't know about them.

"Their corporate profile brochure thing is incredibly pompous and annoying as hell to have to wade through."

I suppose that'll do. So, is it a brand name you can trust?

"Seems to be, been top-notch stuff all the way so far."

Most likely to say:

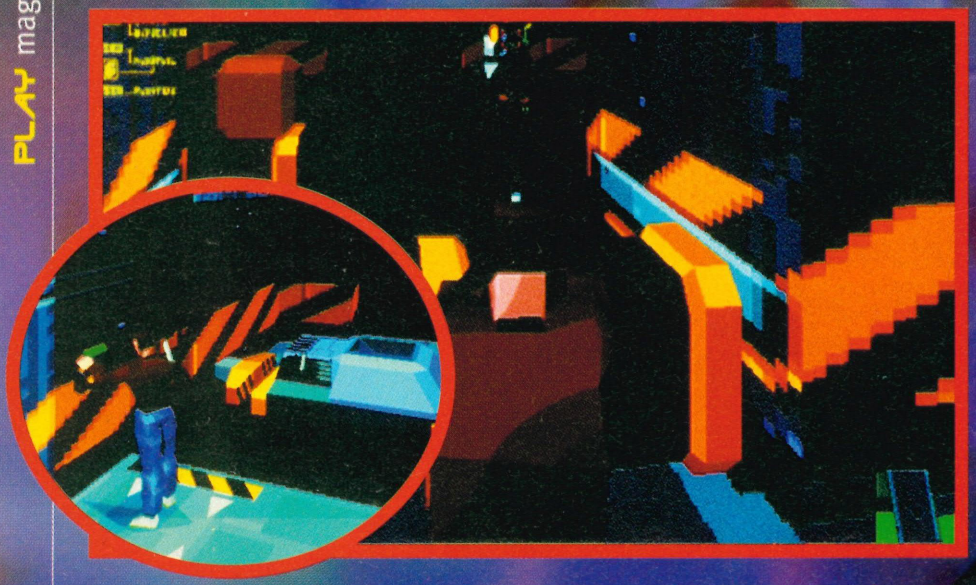
"*Actua Soccer*? It's been delayed a bit, but it'll be out very soon. Promise."

Least likely to say:

"Guys, have you seen the new *FIFA*, we might as well give up."

Fade to Black Update

Spring may now be but a hops skip and a month away but alas *Fade To Black* is a little further off in the distance. Featured in the first issue of Play, the Delphine-designed potential blockbuster was originally lined up for March, but now May seems an awful lot more likely. It still boasts a lovely gouraud-shaded 3D environment and Conrad can still walk, run, jump and side-step and we're still getting impatient...



EA crashes the boards

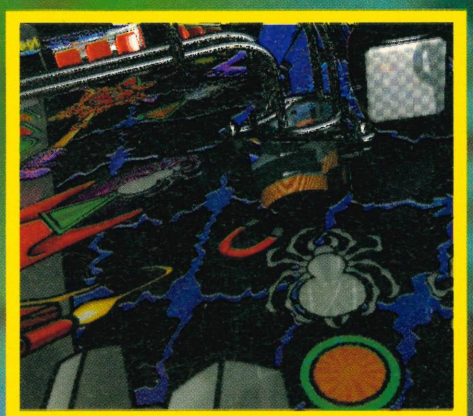
EA might have been beaten to the punch by Sony and Konami basketball-game wise, with *Total NBA '96* and *NBA – In the Zone* scheduled (key word) to arrive in a shop near you very soon, but the Langley lot are still confident their *NBA Live '96* can be a contender.

It's another to use EA's Virtual Stadium technology (like *FIFA*), so it'll look good, and the array of features bodes well for the gameplay. For a start, it includes all 29 NBA teams, two All-Star teams and four custom teams. But then again, don't they all? But, according to EA, you'll be able to create new players (right, the Boston Celtics have just got a new hot three-point scoring shooting guard by the name of Ian Lynch), coach as well as play, set strategies and arrange the camera view pretty much wherever you want to. Sounds good. Mind you, it's not due to go on sale until Autumn, so it's probably worth checking out *Total NBA '96* and *In the Zone* first (cunningly reviewed on pages 66-69).

Empire's web spins onto PlayStation

Watch out, there's going to be a lot of it about. What's 'it'? 3D pinball, that's what. Rivals to Ocean's *True Pinball* (reviewed pages 64-65), are lining up, including *Pro Pinball – The Web* from Empire Interactive. Already well received on PC (it scored a commendable 87% in our tough marking sister mag, *PC Power*) the game is now currently in the process of being tarted up for PlayStation (well, you got better hardware – you use it, don't you?). Empire says the final version will boast 32,000 colours (really, who counted?), runs at a flat out PAL PlayStation max of 50 frames-per-second (60 on NTSC) and has a corking soundtrack spooled straight off the CD (without affecting the ball movement).

The game only has one table (which is a bit crap), but at least it's a kitchen sink job, packed to the brim with three flippers, two ramps, loops, orbits, targets, grab magnets, drop targets, guide lights, poppers, more magnets, habit-rails, jet bumpers, slingshots, auto plunger, diverters and (finally) sink holes. There's also a SIX multi-ball bonus to set off (which is a bit wild, we're told by the PC Power bods). Also, as is the fashion with real modern-day pinball cabinets, it includes mini-arcade sections to provide a bit of light relief.



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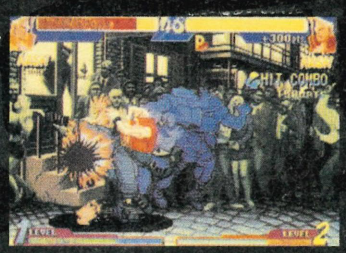

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Power up with PLAY

Play is on

its way to Wembley, the boys are gonna do it again... nah, naah na – and you could be too, or indeed, to any of the grounds hosting the European Championships later this Summer. Yes, that's right, your favourite 100% unofficial PlayStation magazine has teamed up with the Cantonas and Ginolas at Sony Interactive to offer a freebie for two at one of the Euro '96 matches this summer to celebrate the forthcoming launch of the hotly-tipped *adidas Power Soccer*. adidas, by the way, as well as being the sponsor of Power Soccer, is the maker of the fine Predator boot (where're ours Sony?) and also a company which insists on always having a lower-case 'a' at the start off its name, no matter how many times you tell them it looks crap at the start of a sentence...

Anyway, we're not finished giving stuff away yet! The winner will also receive a replica shirt of the club of their choice... as do FOUR runners up! Not bad, eh?

First prize

Day out at one of the European Championships for two, train and match tickets paid for, PLUS a replica football shirt of your choice.

Please note: The editor's decision is final. Anybody who thinks its clever to send in multiple entries (especially you, Mr. 'send in thirty envelopes' Cohen), employees of Paragon Publishing, its suppliers or those of Sony Interactive may not enter and will have the Predator after them if they try. The closing date for the competition is the 22nd March 1996, so get your entries in now! All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing at the address below.

Runners Up

Four readers will also receive a replica shirt of the club of their choice.

To win, just answer this ridiculously simple question...

Who recently quit as England manager?

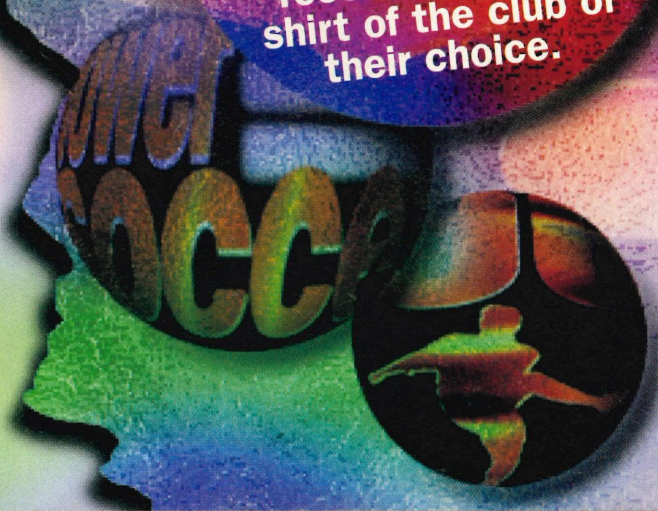
A Terry Venables

B Alan Sugar

C The Serious Fraud Office

Simply write your answer on the back of a postcard or a stuck-down envelope together with your name, address and choice of shirt, and send it to:

We're off to see the match,
Play Magazine, Paragon Publishing, Paragon House
St Peter's Road, Bournemouth. BH1 2JS



The Games

Forget your news, forget your competitions, what's a console magazine all about? Games! The first looks, reviews and features are always the heart of the magazine and here's what we've got for you this month...

Wired Up

Another action packed section of Wired Up specials on the latest PlayStation software. We strive to bring you the latest screen shots and information first.

Hot beds of gossip this month are:

Formula One	24
Warhammer	26
Casper	28
Braindead 13	30

Reviewed and rated are:

Street Fighter Zero	32	Total NBA '96	66
Impact Racing	40	World Cup Golf	71
Toshinden 2	56	Road Rash	72
The Firemen 2	62	Horned Owl	74
True Pinball	64	Rise of the Robots 2	76
Mickey's Wild Adventure	65	Kileak the Blood 2	79
NBA In the Zone	66	Panzer General	79

Evaluation Station

This is where the buck stops. It's review time. No more taking the game back to the programmers for a few extra tweaks, or a complete rewrite. It now has to stand on its own two feet and say to the world, "I'm a brilliant game and you all know it!" We bring you the truth...

Guide to the Grades

In *Play*, games are rated on looks, sounds and also value for money. Any game priced at more than £40 had better make sure it delivers big-time or we'll want to know why not. The writer will also add an extra category, particular to that game. Some of these will be fun, some may give an important hint at a particular feature of the product itself.

All of these categories are marked out of ten and are followed by the Played score, which is judged entirely on how much fun the game is. This is rated out of 100, and breaks down like this:

94-100 These games are exceptional. They're fun, stay fun and are groundbreaking. They're also marked with a coveted Play PLUS logo. We've only had three to date, and if you've seen the high quality of most PlayStation games, you'll know how tough we are.

85-93 Games we recommend. Fun, lasting, value for money, but not necessarily that hugely original.

80-84 Games that maybe one member of the team would score at 85+, but the others don't really feel is worth splashing out over £40 on. Thankfully, we were all pretty much united in our views this month.

70-79 Games that are entertaining, but we don't think have lasting appeal OR games that are above average but slightly flawed.

65-70 Average games which may appeal to fans of the genre but should be avoided by everyone else.

0-64 Not good enough.

Work Stations

Play keeps you up-to-date on all the development happenings of the PlayStation classics of the future. We chat to the developers to uncover untold secrets, we hassle PR companies for the latest screen shots and we run up the phone bill talking to America and Japan (and the latter isn't exactly easy). Aren't we kind to you?

Big bonuses this month:

Tekken 2	18
Gender Wars	36
Space Hulk	42
The Need for Speed	44
Olympic Football	58

Tekk

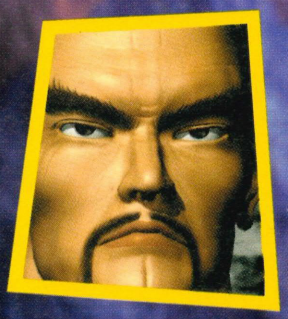
Arcade aces

Eight characters not enough for you? Well, how about trying out the ten in Tekken 2? Okay, so some of them are the same as before, but they've had a wash and done their hair all nice. Oh, they've learnt a few new special moves as well.

Heihachi Mishima

Background

This ageing geezer is Kazuya Mishima's father, the former King of Tekken and former head of the Mishima Zaibatsu. Needless to say, he wants revenge and doesn't care who's toes he steps on to get it.



Origin: Japan
Fighting Style: Mishima-style Karate
Age: 54
Height/Weight: 180cm/82kg
Blood Type: B
Work: Training
Hobby: Collecting Geta
Likes: World peace
Mid-Boss: Lee

Jack

Background

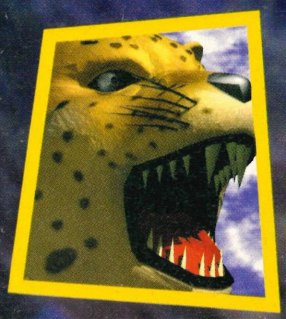
From the former Soviet Union Jack is a super slaughtering military machine and super killing robot. You don't want to mess with him unless you have to!

Origin: Russia
Fighting Style: Power fighter
Age: 3
Height/Weight: 235cm/168kg
Blood Type: Plutonium
Work: Works at a scrap metal factory
Hobby: Overhauling himself
Likes: Parts centres in Akihabara
Mid-Boss: Prototype Jack

King

Background

A mysterious masked wrestler and another one of the characters that appeared in the original *Tekken*.

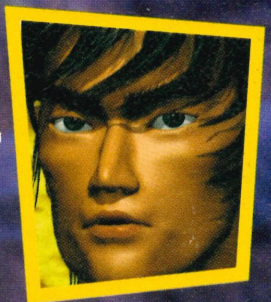


Origin: Unknown
Fighting Style: Pro wrestling
Age: 30
Height/Weight: 190cm/85kg
Blood Type: A
Work: A mystery
Hobby: Watching the smiling faces of children
Likes: Jaguars
Mid-Boss: Armour King

Marshall Law

Background

The legendary dragon. Law has some impressive special moves and is a favourite with many players.

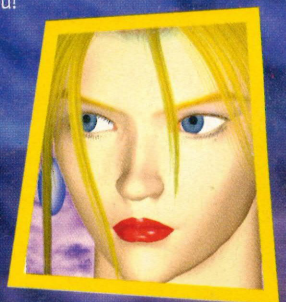


Origin: San Francisco, USA
Fighting Style: Martial arts
Age: 25
Height/Weight: 179cm/69kg
Blood Type: B
Work: Chinese restaurant/instructor in martial arts
Hobby: Fishing
Likes: Money
Mid-Boss: Baek

Nina Williams

Background

A silent assassin, Nina may be beautiful and the object of many a man's desire, but she'll kick you as soon as look at you!



Origin: Ireland
Fighting Style: Koppo techniques & Aikido
Age: 20
Height/Weight: 161cm/49kg
Blood Type: A
Work: Assassination
Hobby: Travelling
Likes: Tom out of 'Tom & Jerry', tea with milk & scotch
Mid-Boss: Anna

The beat-'em-up that blew away all the competition and set the PlayStation alight has now got itself a sequel. Bigger, brasher, better than before with new characters and plenty of new special moves to learn and obliterate the enemy. How has Namco improved upon the wonderful arcade classic Tekken? Nick Roberts reveals all...

Oh lordy, not another beat-'em-up! Surely the PlayStation public have enough to be going on with? Obviously not, as Namco are here with the latest instalment of their world famous *Tekken* series. Already a massive hit in the arcades, as our trip to last month's London ATEI show (the showcase for all the hottest new and in-development arcade units – see pages 52-54 for a full report) illustrated, this little cracker is already on its way to the PlayStation with what promises to be an arcade perfect conversion.

We all know that Namco did a fantastic job with the conversion of the original game, but the sequel holds even more of a challenge for their team of top programmers. The eight original characters have been bumped up to ten with the inclusion of Lei Wulong, a super policeman from China, and Jun Kazama, an ecological fighter from Japan. Kazuya is out of the main line-up as he was victorious in the original battle, he's been relegated to being one of the boss characters and his place has been taken up by Heihachi Mishima, his dad! Baek is also a new character, but he's not selectable, being a mid-level boss and all that.

The arcade game gives two different new character line-ups, dependant on how the machine is set up. Which fighters will be playable in the PlayStation version is yet to be seen, but

ken 2

PLAY information

- **Design team:** Namco arcade
- **Team leader:** Unknown
- **Where at:** 50%
- **Target release:** End of March on import
- **Publisher:** Namco/Sony

you can rest assured that there will be plenty of cheats knocking about to play the lot – eventually.

Mountains of moves

If you thought the characters had plenty of moves for you to learn and master in the first game, then you're going to fall off your

Paul Phoenix

Background

A hot blooded American hand-to-hand fighter Paul is a real all-American lad, but as tough as an ox.

Origin: USA
Fighting Style: Judo and an unknown style
Age: 25
Height/Weight: 187cm/81kg
Blood Type: O
Work: Unemployed bodyguard
Hobby: Motorcycles, he's in the *Cyber Cycles* game
Likes: Pizza
Mid-Boss: Kuma

Yoshimitsu

Background

This odd looking geezer is actually a ninja from outer space. Don't ask how he got down to earth, because nobody knows!

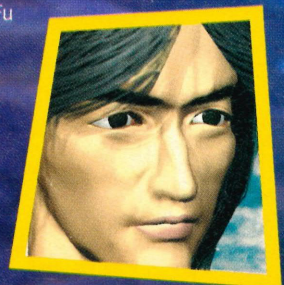
Origin: Unknown
Fighting Style: Manji style Jujitsu
Age: Unknown
Height/Weight: 178cm/63kg
Blood Type: O
Likes: TV Games
Work: Head of the Manji group
Hobby: Watching Sumo matches
Mid-Boss: Kunimitsu

Lei Wulong

Background

This tough guy is a super policeman and the first of the new characters in *Tekken 2*. He'll take a little time to master with his special Kung Fu moves.

Origin: China
Fighting Style: Kung Fu
Age: 26
Height/Weight: 175cm/65kg
Blood Type: A
Hobby: Watching movies
Likes: Sony products
Work: Police
Mid-Boss: Bruce



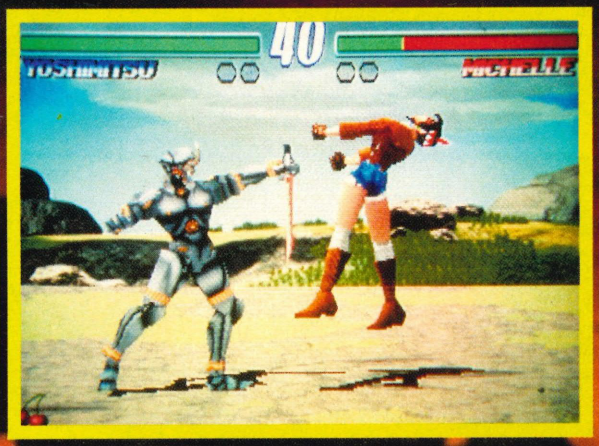
Battle history

The original *Tekken* was set at the climax of a world-wide martial arts tournament where the master, Heihachi Mishima, invited the world's best fighters to take him on. A massive purse of prize money was to be awarded to the fighter who could defeat him in the final round. The tournament was sponsored by the huge financial group, the Mishima Zaibatsu, not known for their generosity and obviously with ulterior motives.

Rave war, as the original *Tekken* was known, had eight fighters, each of whom had emerged victorious in Death Matches held all around the world and each motivated by their own aims. Many battles were fought but only one fighter could be victorious and earn the right to challenge Heihachi for the title of 'The King of the Iron Fists'. This fighter was to be Kazuya, Heihachi's son.

Many years ago Heihachi had done battle with his son and easily defeated him, leaving the five year-old to die in a ditch. Now it was his turn to return the gesture. Using the skills passed down to him from generations of the Mishima clan he obliterated his own father, breaking his body. As a final insult he lifted his father's body, walked to the edge of the cliff where he had been defeated all those years ago and dropped the body over the edge. Family tiffs eh?

Now, one year on, Kazuya has built up the Mishima Zaibatsu into an even more powerful organisation. Bored with his life of daytime TV and Hob-nobs, he decides it's about time to have another top tournament... but is his dad really dead?



▲ Scrabbling around on the ground is a special move in the game – honest!

seat with the sequel. Everything has been done bigger and better, naturally, with plenty to keep fans of the series happy for hours on end. The long range pounces that were popular with players of the first game won't work any more and fallen opponents can rise faster, kicking or rolling as they do so. This is all to make the game a more even and playable beat-'em-up. Characters now have back throws in their repertoire which can be spectacular if executed properly and Nina, Jun and Paul can now reverse many of their opponent's attacks!

The secret characters are hilarious as well as tough to beat. Roger the kangaroo and Alex the lizard will have you in stitches as they bob and weave around, but one punch from them and you'll be reeling around the screen. There's also a new sub-boss named Bruce who's fond of Thai boxing techniques – nasty!

This makes a whopping 24 characters in all and plenty of challenging gameplay for the beat -'em-up fan to get stuck into. After defeating one opponent, the game moves on to a battle with a mid-boss. Each character has their own to battle against, with moves catered towards defeating that particular character. Kill this one off and you'll get to fight old Kazuya Mishima himself, and he doesn't take kindly to people who think they can beat him. If you manage it, the game is still not over – you then get to fight the devil!

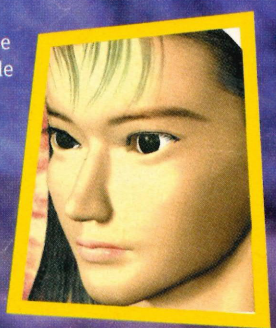
Impressed yet? You should be. Namco are rocketing away with their development of the game in Japan. The conversion from arcade machine to PlayStation isn't a simple one, but the development team are confident they can reproduce *Tekken 2* to an even higher quality than *Tekken* on the PlayStation. With a release date set for March in Japan, we certainly look forward to seeing the finished results.

Jun Kazama

Background

Being an ecological fighter, Jun is in tune with the environment and the second new character in the game.

Origin: Japan
Fighting Style: Japanese Kobujutsu in Fuma style
Age: 22
Height/Weight: 170cm/54kg
Blood Type: AB
Work: Watches for smuggled animals
Hobby: Bird watching
Likes: Forest bathing
Mid-Boss: Wang



Michelle Chang

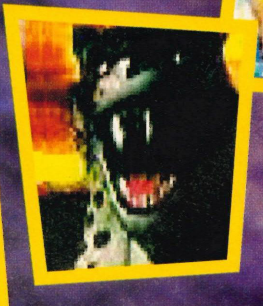
Background

A female fighter on a wandering journey, Michelle is the other original babe.

Origin: USA
Fighting Style: All types of Chinese fighting arts
Age: 18
Height/Weight: 163cm/53kg
Blood Type: B
Likes: Buffalo
Work: Unemployed. She wanders, seeking revenge.
Hobby: Hunting
Mid-Boss: Ganryu

Mid Bosses

The game has a wide variety of bosses, each tailored to suit the fighting style of a particular character so that you get even matches. There's Anna Williams from Ireland to fight Nina. The Armour King is here to take on King himself and then there's the new guy, Baek who's likes include the blood of his opponents. Nasty stuff! Oh, and don't forget the devil to round the whole game off!



Tekken

The Ultimate Moves Guide

Okay, so the Wall of Game feature on Tekken a couple of issues back wasn't exactly definitive, but it was only meant to be the favourite moves in the game. Many of you have been crying out for a complete list of character moves for Namco's masterpiece so here they are in all their glory. These are the moves for all eight main characters. There are also moves for the boss characters which you can play via a cheat. If you want information on all of those too, check out our new sister magazine Ultimate Player in the shops now!

Key

▲ - Right punch
● - Right kick
× - Left kick
■ - Left punch
U - Up
D - Down
B - Backwards
F - Forwards
+ - these buttons must be pressed together
, - shows an individual press
[tap] - the button must be tapped not pressed
[crouch] - button sequence must be used when the character is crouched down
[hold] - hold that button
[] - a group of button presses

Basic Attacks

Left Punch: ■
Right Punch: ▲
Left Kick: ×
Right Kick: ●
Low Punch: D + ■ [or ▲]
Weak Uppercut: D [crouch], + ■ [or ▲]
Low Kick: D + × [or ●]
Rising Kick: D [crouch] + × [or ●]

Jumping Attacks

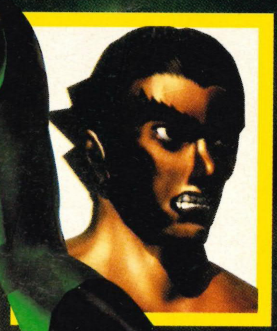
Jump High: U
Jump Low: [tap] U
High Jumping Punch: U + ■ [or ▲]
High Jumping Kick: U + × [or ●]
Low Jumping Left Punch: [tap]U + ■ [or ▲]
Low Jumping Kick: [tap] U + × [or ●]
High Power Sweep: U, ×
High Power Punch: U, ■

Dashing Attacks:

Forward: F, F
Backward: B, B

Character by character

Kazuya Mishima



Throws

Double Kick hold: [■+×]
Hip Toss: [▲+●]
Headbutt: F, F + [■+▲]

Moves

Dragon Punch: F, D, DF + ■
Spinning Backhand: F + ▲
Double Punch: ■, ▲
Punch, Spinning Backhand: ▲, ▲
Double Punch Spinning Backhand: ■, ▲, ▲
Lunging Uppercut: F, D, DF + ▲
Double Walking Uppercut: DF + ■, ▲
Double Jab, Power Punch: ■, ■, ▲
Somersault: UF [hold] + ●, ×
Axe Kicks: F, F + ×, F, ●
Double Axe Kick: D [crouch/or hold], [release D] ●, ●
Jump Kick: F, F, F + ×
Foot Sweep: F, D, DF + ●
Double Foot Sweep: F, D, DF [hold] + ●, ●
Jumping Roundhouse/Foot Sweep: UF [tap], ●, ●
10-Attack String: F, F [Hold] + ▲, ■, ▲, ▲, ×, ●, ●, ■, ▲, ■
Hard Pounce/Hopback Punch: UB/U/UF + [▲+●]

Combos

Double Walking Uppercut/left punch/Axe Kick : [DF + ■, ▲], ■, [F + ●]
Power Uppercut/Double Axe Kick: [F, D, DF + ▲], [F, D, F + ●, ●]
Double Power Uppercut: [F, D, DF + ▲], [F, D, DF + ▲]

Paul Phoenix

Throws

Shoulder Throw: [■+✕]
T-Flip: [▲+●]
Rollback Toss: B + [■+✕]
Forearm Smash: F, F + [■+▲]

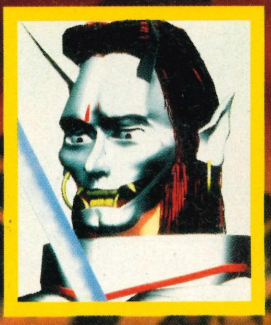
Moves

Hammer Fist: D + ■
Hammer Fist/Power Punch: D + ■, F + ▲
Elbow Rush: D [crouch], F + ▲
Ground Punch: D + ▲
Punch, Sweep: ▲, D + ✕
Power Punch: D, DF, F + ▲
Punch/High Kick: ▲, ✕
Double Jump Kick: U [tap] + ✕, ●
Lunging Jump Kick: F, F + ✕
Lunging Double Jump Kick: F, F + ✕, ●
Lunging Double Jump Kick/Roundhouse: F, F + ✕, ●, ●
Lunging Double Jump Kick/Sweep: F, F + ✕, D [hold] + ●, ●
Forward Flip: F, F + ●
Foot Sweep: D + ✕, D + ●
Foot Sweep/Elbow Rush: D + ●, ▲
10-Attack String: ■, ▲, ✕, ▲, ■, ▲, ■, ●, ▲, ■

Combos

Small Jumping Kick/Hammer Fist/Power Punch: [UF [tap] + ●], [D + ■], [F + ▲]

Yoshimitsu



Throws

Flying 69 Slam: ■+✕
Trip Smash: ▲+●

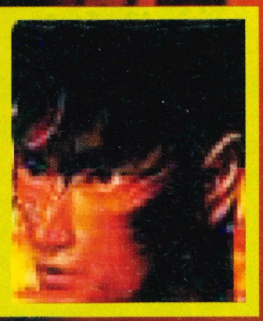
Moves

Tornado Spin: B + ■ [up to 5 times, but Yoshimitsu will become dizzy]
Tornado Sweep: DB [hold] + ✕
Twist Hit: F + ▲
Knee Rush: F, F + ●
Roundhouse/Mid Kick: ✕, ● [roll]
Kick/Double Roundhouse: ●, ●, ●
Forward Cartwheel: F, F + [✕+●]
Forward Cartwheel/Diving Corkscrew: F, F[hold] + [✕+●], [■+▲]
10-Attack String: ■, ▲, ■, ●, ●, ●, ●, ■, ■, ■
Unblockable Attack/Sword Slash: DB + ■
Unblockable Attack/Sword Skewer: B, B + ■
Hard Pounce/Hopback Stomp: UF + [✕+●]

Combos

Knee hop, left punch, right kick, Pounce, Sword Slash: F, F+●, ■, ●, U+▲, DB+■

Marshall Law



Throws

Death From Above: [■+✕]
Face Smash: [▲+●]
Knee Bash: F, F + [✕+●]

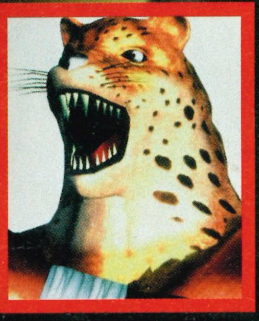
Moves

Punch/Backhand: ▲, ▲
Punch/Elbow/Backhand: F [hold] + ▲, ▲, ▲
Punch/Punch/Elbow,/Backhand: F [hold] + ■, ▲, ▲, ▲
Triple Head Kick: ✕, ✕, ✕
Jump Kick: F, F, F + ✕
Flipkick: D [crouch], U + ●
Power Flipkick: D [crouch], U + [✕+●]
Lightening Flipkick: D [crouch], U [tap] + ●
High Kick/Lightening Flipkick: ●, U + ✕
Triple Roundhouse: ●, ✕, ●
Low Kick/Triple High Kick: D + ✕, ✕, ✕, ✕
Low Kick/Head Kick/Body Kick: D + ✕, F [hold] + ✕, ✕
10-Attack String: DF [tap] + ■, ▲, ▲, ■, ✕, ✕, ✕, ●, ✕, ●
Unblockable Attack/Dashing Fist: DB + ■ + ▲ [tap U, U to abort attack]

Combos

Flip kick/lots of left punch/and triple right punch: [D, U [tap] + ●], [■, ■, ■, ■], [F + ▲, ▲, ▲]

King



Throws

Knee Bash: [■+✕]
Suplex: [▲+●]
Piledriver: D, DF, F + ■
Hopping Piledriver: DF, F + [■+▲]
Whirlwind Toss: DB, F + ■
Scissor Flip: DF [tap] + [✕+●]

Moves

Kidney Punch: DF [tap], ▲
Hammer Elbow: DF, ■
Jumping Hammer: UF + [■+▲]
Forward Dive: F, F + [■+▲]
Double Punch/Uppercut: ■, ▲, ■
Bunch 'a' Punches: ■, ▲, ■, ■, ▲
High Uppercut: F, F + ▲
Low Uppercut: F, F, ▲
Crouching Uppercut: D, F + ▲
Double Punch/Uppercut: ■, ▲, ■
Big Boot: F, F + ●
Drop Kick: F, F + [✕+●]
Spinning Drop Kick: F, F, F + [✕+●]
Spinning Drop Kick/Dive: F, F, F [hold] + [✕+●], [■+▲]
Triple Slide Kick: DF [crouch] + ●, ●, ●
10-Attack String: ■, ▲, ■, ■, ▲, ●, ●, ●, ●, ■, ✕
Hard Pounce/Elbow Drop: UF [or U] + [▲+●]
Knee Drop: UF + [✕+●]

Jack

Throws

Blanket: [■+✕]
Lifter: [▲+●]
Backbreaker: D, DB, B + ▲
Piledriver: DB, F + ■ [or D, DF, F + ■]

Moves

Sandwich Clap: F, F + [■+▲]
Power Punch: B, DB, D, DF + ▲
Punch/Elbow Rush: ▲, ■
Double Hammer: DF + [■+▲]
Reverse Hammer: D [crouch], B + [■+▲]
Reverse Hammer/Double Hammer: D [crouch], B + [■+▲], [■+▲]
Double Slap: ■, ■
Double Slap/Hammer: ■, ■, ■
Double Uppercut: DF [crouch] + ■, ▲
Triple Uppercut: DF [crouch] + ■, ▲, ■
Crouch Double Slap/Uppercut: D [hold] + ■, ■, ■
Triple Windmill Punch: D [crouch], F + ■, ▲, ■
Cop a Squat: D + ✕ + ●
Sitting Punches: ■, ▲, ■, ▲ [4 maximum, while sitting]
Triple Drill Punch: DB + ■, ■, ■
Triple Drill Punch/Uppercut: DB + ■, ■, ■, ▲
Mega Crouch Combo: D [crouch] + ■, ■, ■, ▲, ■, ▲
Triple Drill Punch/Power Punch: DB + ■, ■, ■, [B, DB, D, DF + ▲]
10-Attack String: D + ▲, ■, ■, ■, ▲, ■, ▲, ■, ■ + ▲, ■ + ▲
Unblockable Attack/Windup Punch: B, DB, D, DF, rotate anticlockwise until Jack reaches the count of 5, then tap ■.
Hard Pounce/Cannonball: UF + [✕+●]

Michelle Chan

Throws

Bridge Slammer: [■+✕]
Hook Slammer: [▲+●]
Reverse Checklift: ▲, B [right punch must hit opponent] + [■+▲]
Sky Uppercut: DF + ▲, ■ [right punch must hit opponent]

Moves

5 Punch Attack: ▲, ■ [roll], ■, ■, ▲
Double-Fisted Body Blow: F, F + [■+▲]
Uppercut: D [crouch], ▲
Uppercut/Hammer/Uppercut: D [crouch], ▲, ■, ■
Roundhouse: D [crouch], ✕
Vertical Kick: DF + ✕
Power Vertical Kick: D [crouch], ●
Sleep Sweep: DF [crouch], ●
Sleep Sweep/Flying Kick: DF [crouch], ●, ✕
Sweep Kick: D + ✕, D + ●
Sweep Kick/Low Kick: D + ●, ● [holding D]
Sweep Kick/High Kick: D + ●, ● [D released]
Sweep Kick/Uppercut: D +, ●, ■
High Kick/Sweep Kick/Uppercut: F + ●, D + ●, ■
High Kick/Sweep Kick/Low Kick: F + ●, D + ●, ● [holding D]
High Kick/Sweep Kick/High Kick: F + ●, D + ●, ● [release D]
10-Attack String: ▲, ■, ■, ▲, ✕, ✕, ✕, ●, ●, ■
Unblockable Attack/Running Uppercut: B, B, B [hold until leg rises], Tap ■ to run and uppercut
Hard Pounce/Hopback Stomp: UF + [✕+●]

Nina Williams

Throws

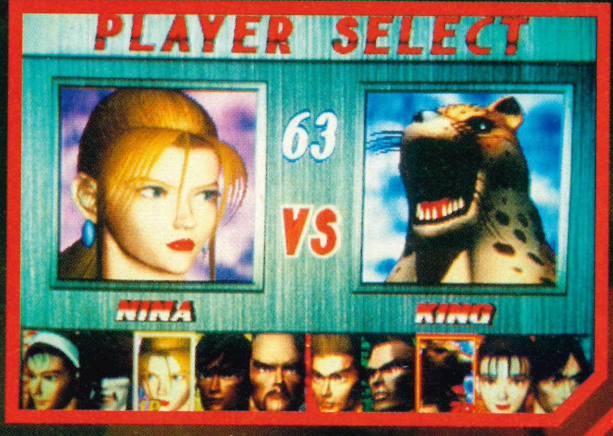
Arm Throw: [■+✕]
Reverse Toss: [▲+●]
Handstand Toss: F + [■+✕]
Elbow Strike: DF, DF + ■
Chin Bash: D, DF, F + [■+▲]
During Chin Bash:
a] Leg Scissors Arm Snap: ✕, ●, ✕, [■+▲]
b] Sidestep Arm Snap: ■, ✕, ▲, ■
During Sidestep Arm Snap:
a] Falling Arm Snap: ▲, ■, ✕, ●, [■+▲]
b] Double Arm Snap: ✕, ■, ●, [■+▲], [■+▲]

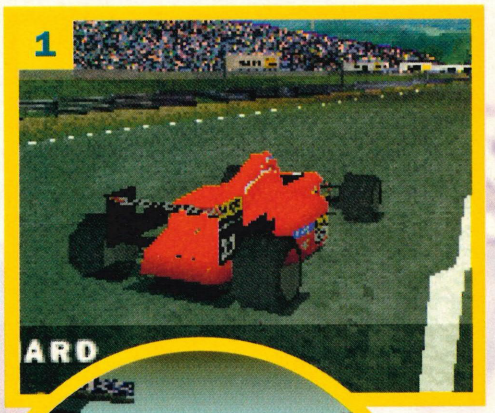
Moves

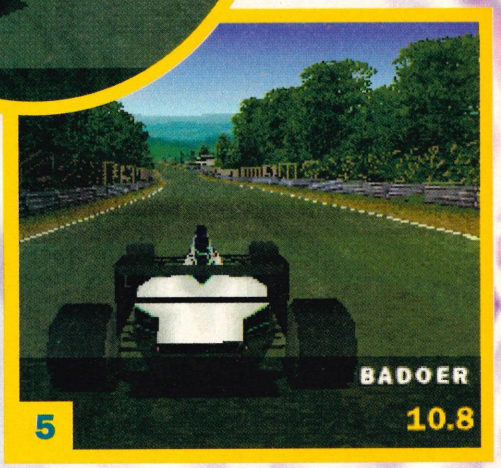
Chin Release: F, F + [■+▲]
Punch/Roundhouse: ▲, ●
Punch/High Kick: ▲, ✕
Punch/Low Sweep: ▲, D + ✕
5 Punch Combo: ■, ▲, ■, ▲, ■
Flip Tumble: F, F + ●
Double Punch/Roundhouse: ■, ▲, ●
Double Punch/High Kick: ■, ▲, ✕
Double Punch/Low Sweep: ■, ▲, D + ✕
Flying Kick: F, F, F + ✕
Triple Kick: DF + ✕, ✕, ✕
Mid Kick/Punch: DF + ✕, ▲
Mid Kick/Punch/Punch: DF + ✕, ▲, ■
Mid Kick/Punch/Roundhouse: DF + ✕, ▲, ●
Mid Kick/Punch/High Kick: DF + ✕, ▲, ✕
Mid Kick/Punch/Low Sweep: DF + ✕, ▲, D + ✕
Triple Kick/Punch: DF + ✕, ✕, ✕, ▲
Mid Kick/Roundhouse: DF + ✕, ●
Triple Kick/Roundhouse: DF + ✕, ✕, ✕, ●
Mid Kick/Spinning Chop: DF + ✕, ■
Triple Kick/Spinning Chop: DF + ✕, ✕, ✕, ■
Kick/Spinning Chop/Double Punch: DF + ✕, ■, ▲, ▲
Kick/Punch/Kick: DF + ✕, ▲, ✕
Kick/Punch/Roundhouse: DF + ✕, ▲, ●
Hop Kick/Low Sweep/High Kick: UF + ●, ✕, ●
10-Attack String: ■, ▲, ■, ▲, ✕, ✕, ▲, ■, ▲, ▲
Unblockable Attack: Crane Chop: DB, ■ + ▲ [tap U, U to abort attack]

Combos

Mid punch/Punt kick: [D [Tap] + ■], [● [released D]]







1 Schumacher's not here, he's back at Benetton!
2 Clipping the kerb makes the car wobble.
3 A useful view to check who's behind. Quickly.
4 You can see the ads, but not if they're for fags.
5 And all this has only 70% finished graphics!

At last a way to b Schu

Exciting news time, so sit down, settle back and listen. No interrupting please. You probably won't give a stuff about this particular fact, but I'm going to tell you anyway, my favourite PC game of all time is Geoff Crammond's brilliant *Formula One Grand Prix*. Why mention it? Well, because the game was a superb, realistic racing experience which, through a genuine simulation of the grand prix circuit and racing conditions, added real competitive spirit to the speed factor which makes mere arcade racers such as *Ridge Racer* & Co. so enjoyable. Not to mention the frustration/elation equation of having to learn tracks inch by inch for hours at a time just to get anywhere near the front of the starting grid. The added adrenaline surge scorching through your body when you finally, after all those hours of spinning off, crashing and beating your head against the keyboard in irritation, win something, is far beyond the joy of success in any *Ridge Racer* time trial. Result? A white hot game.

Converted yet?

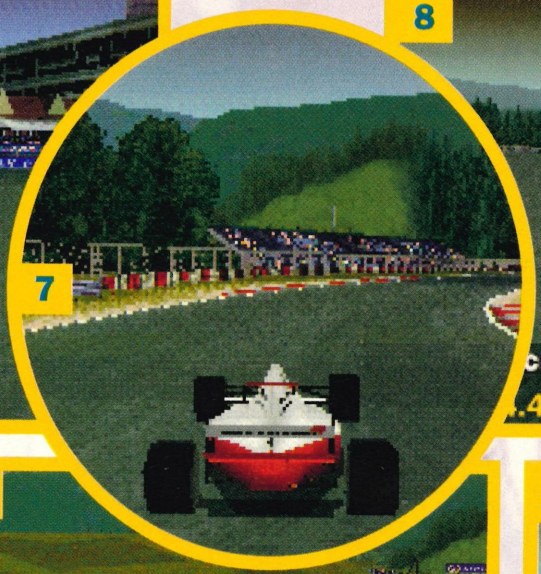
So, now you're thinking hang on, is this being converted to PlayStation then? No, and those of you those with a broad knowledge of gaming will know that a sequel to *F1*, the imaginatively-named *Formula One Grand Prix 2*, is already on the way to PC from MicroProse, and has actually been in development for several years. So, am I wibbling on about a PlayStation version of that, then? I'd like to say yes, but, according to our sister mag, PC Power, *F1GP2* is being coded in assembler, rather than the usual C, which means it'll take forever to convert to PlayStation and thus might well not happen. Never mind, there's still the subject of this piece, and the other reason to be excited is that this game, simply called *Formula One*, is a Sony Interactive racer, and thus the designers have access to the kind of game engines which produced *Wipeout* and *Destruction Derby*, and is being developed at the same time as *Destruction 2* and *Wipeout Remix*, so they've bound to have learnt a few new tricks. Follow our thinking? This is a project which oozes potential.

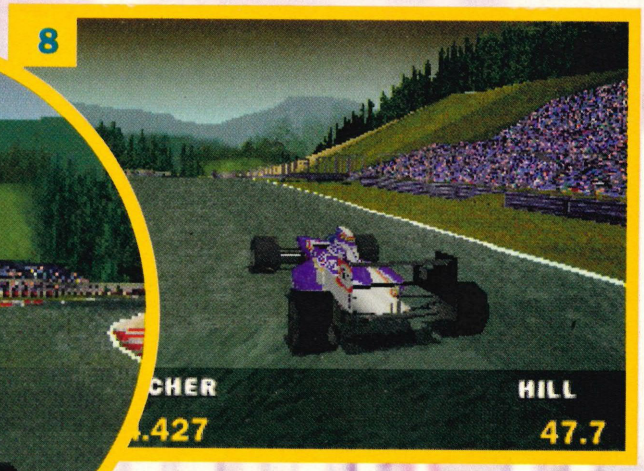
Hard facts

Sony being Sony, whatever branch of the empire you happen to be talking about, the game is the officially licensed version with Sony Interactive (or Psygnosis to give them their development name) acquiring the official FOCA tag (bit of an unfortunate acronym, but them's the breaks). This lets the Liverpool lads use all 13 teams, all 35 drivers (some teams used more than two drivers in the season), all the sponsors (but no fag brands, illegal for them to advertise in the UK), and all 17 circuits in the 1995 season. Actually, first minor glitch here, the game will feature the line-up for the 1995 season, so Schumacher will be at

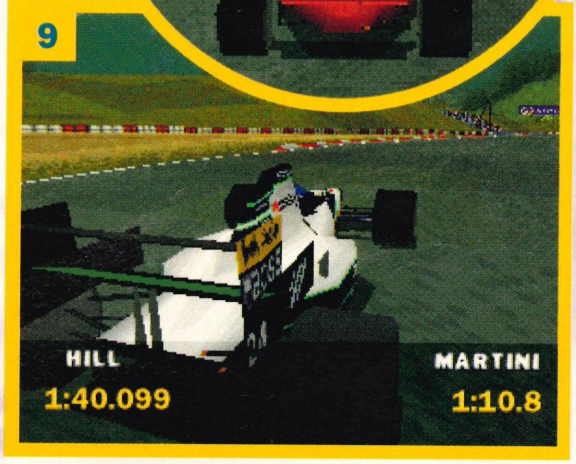
PLAY information

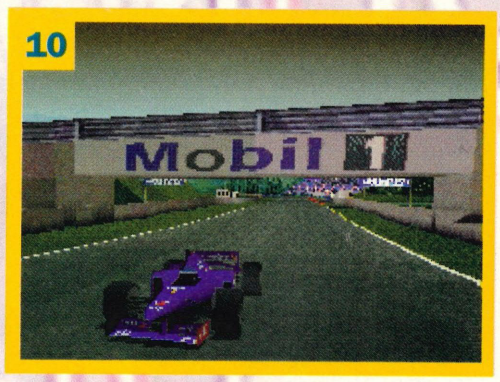
- **Name:** Formula One
- **Publisher:** Sony Interactive
- **Where at:** 60%
- **Target Release:** July





6 Hakkinen slips through the chicane at Adelaide, nice kerb colours!
7 Turn Mikka, turn! You're going to crash again. Finnish fop, never liked him.
8 'Cher, or Michael uber alles to his friends, betters our Damon again.
9 A nice close in replay of Martini trying to qualify. Be a change if he did.
10 It's a ligier! Can you believe the way they kept dropping our Martin (Brundle) for that useless Katayama last year?





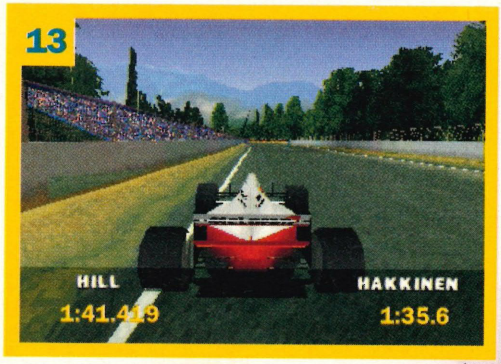
7 eat nacher

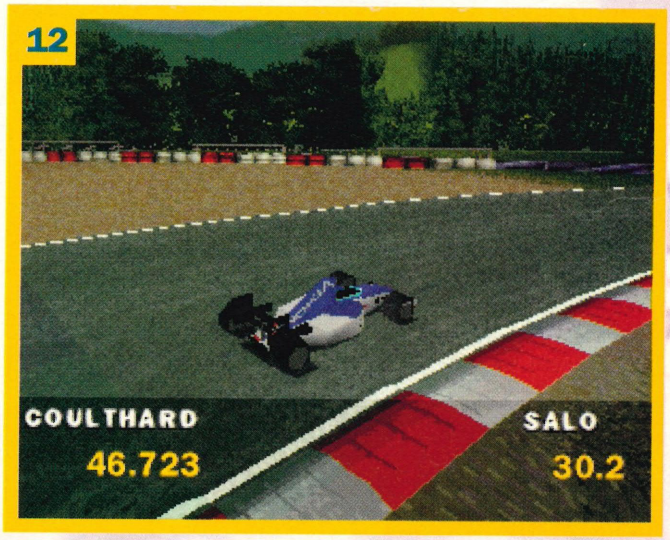
Benetton and Hill'll crash a lot (probably), but never mind. Psygnosis claims to have all the surveyors track maps (apparently they've already designed 13 of the 17 tracks to test standard), all the correct surrounding scenery (which should make Monaco quite spectacular) and all the car design blue-prints to help the modelling team.

Psygnosis also say the finished game will boast individual driver strategy, realistic damage resulting from collisions, a commentary from "and that was fantastic"-man himself, Murray Walker, in-car FX recorded from microphones strapped to a test driver, Q-Sound (see ish 2's feature, back copies are just about still available by the way, see subs page), multiple views, a complete race replay option, a multi-player option (not decided whether this will just be a link up thing or something more), support both the NeGcon and the Mad Catz steering wheel (see news for details on that one) and run at a nifty 25 frames per second (30 for those of you with import machines).

Now do you see why we're getting excited?

This is one title we're going to track the development of very closely indeed.





11 I like this view, it shows off the quality of the backdrops beautifully.
12 Mikka Salo. Do all Finnish grand prix drivers have to be called Mikka? Is it union rules, or something? And Salo's a fop as well.
13 Coming up to the finish line and the other Finnish fop is in with a chance of being on pole tomorrow. Bet he blows it. Fop.

Here comes the hamn

PLAY information

- **Name:** Warhammer – Shadow Of The Horned Rat
- **Publisher:** Mindscape
- **Completion:** 80%
- **Target Release:** April 96

The fantasy world of *Warhammer*, where massive, bloody battles are commonplace, is coming to the PlayStation! This will be great news for fans of the Games Workshop, the hobby games specialist who are also responsible for the board game *Space Hulk*, a title which has successfully made the conversion from table top to lap top, and which is coming to the PlayStation soon (see feature on pages 42-43).

Similarly, the world of *Warhammer* is the basis for many tabletop fantasy battles which use detailed figures, battle vehicles and landscapes. Armies of creatures such as Orcs, Skaven (deadly rats), Dwarves and Dark Elves all feature in Games Workshop games, and are so popular that there are special clubs for *Warhammer* battles. All the creatures, great and small, feature here too. *Warhammer – Shadow of the Horned Rat* is based on a huge *Warhammer* fantasy battle, yet it isn't actually based on any of the board games – it's a stand alone original title! Taking the half-strategy and half-action theme, the game puts the player in the shoes of a mercenary commander, in charge of a whole regiment of warriors. Your main objectives or missions will be to defeat the advancing armies of enemy troops (obviously), and try to get as much gold as possible, whilst also trying to uphold your honour.

Games Workshop fans will be familiar with pretty much every aspect in this game – there comes a lot of responsibility with being a commander, so your troops can't just rush into the thick of battle unprepared. Certain troops will have characteristics that differ from the rest. For example, some warriors have more skill at sword fighting, whereas others are weak at hand-to-hand fighting. Battle machines and weapons also have varying degrees of power. All regiments have a special armour rating that limits damage taken during a battle, and troops can even have differing levels of initiative and reaction.

Command and Conquer

It isn't just a case of sending your troops off into battle, they must be monitored carefully – being a commander isn't easy! They need money to keep them in your army, and money if they're going off to fight a dangerous battle. Other regiments may want to join you, and you will have to choose reinforcements, should there ever be massive casualties. Choosing the right soldiers and equipment is vital to ensure success in battle – wizards are extremely useful, although tanks, artillery and cavalry men will give your army a huge advantage. The gameplay in *SOTHR* takes many elements from the *Warhammer* boardgames – soldiers move in turns, and their weapons each have a

Being board?

The Games Workshop has been running for many years now. In that time they have created some of the most advanced and popular board games around. They're not just ordinary board games though, and they have introduced some very popular characters too. These include Orcs, Wizards, Elves, Chaos Warriors and Skaven. Games Workshop has created a cult following, with new shops opening every year, as well as special yearly events taking place. Games Workshop adventure games include Blood Bowl, Hero Quest, Space Hulk and Warhammer 40,000.

Give these some serious consideration if you're into adventure games. Fans should check out the video game too, as it features all the characters from the Warhammer Fantasy series.

1 Enter a particular building, or just burn it down.
2 Mount up the army and get the troops on the move.
3 Rivers may act as an obstacle to your troops!
4 Send in the Cavalry – they're strong in numbers.
5 This viewpoint shows your troop positions.
6 Alternatively, just use two different viewpoints.
7 The Grudgebringers march on into battle...
8 The enemy have arrived – let battle commence!

ner!

blast area. This determines how far each weapon can fire, so an imperial cannon will inflict more damage and cover a wider area than a normal gun would. Arrows will travel a long distance yet inflict minor damage, a mortar would do the job better. There is just so much to do during a battle that we can't possibly mention it all in this feature, but even at this early stage we can tell this is going to be an instant hit with all Games Workshop fans.

Once all the essential preparation has been made, your army of troops can advance into battle – choose from either a short mission or a massive battle, deploy your men and then observe the carnage. A 'battle window' shows the position of your men and also allows access to many different options. The camera angle can be changed, and your regiments characteristics can be accessed at any time.

Basically, this looks like it's going to be a fantastic war game for the PlayStation, and judging by the success that the *Warhammer* games have had over the years, *SOTHR* should take the series one step further. We look forward to a final version with interest.

PLAY information

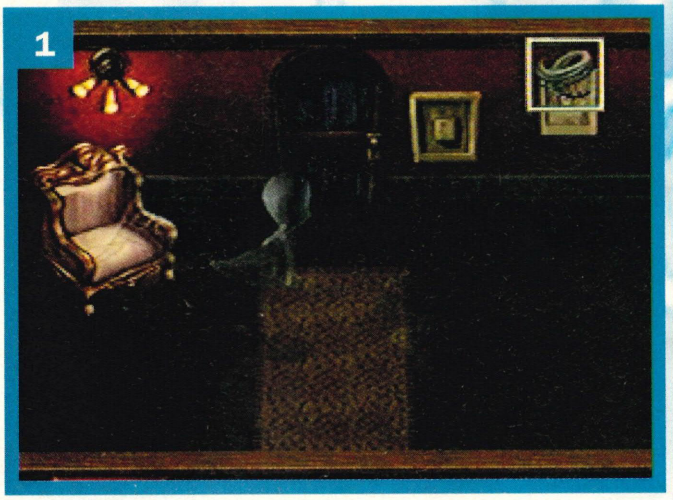
Name: Casper
Publisher: Interplay
Completion: 90%
Target Release: April

Boo!

That so ya, hu

1 Casper discovers a hidden switch!
2 There are some nasty smells in the bathroom. Get the air freshener!

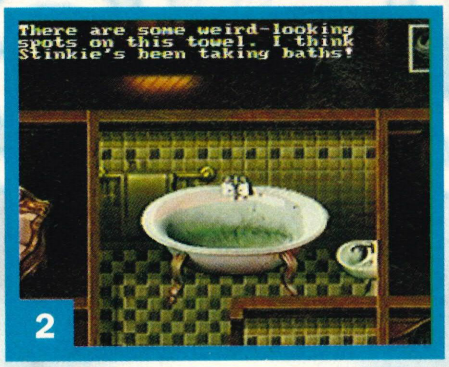
Casper the friendly ghost (aaawww...) is soon to appear on the PlayStation, but he still doesn't have any mates (aaawww...). So, when new people move into his old mansion, also haunted by his three nasty uncles Fatso, Stinky and Stretch, the cute spook sets about trying to make new friends.



Those of you who have seen the film will know the plot, and this console conversion more or less sticks to it. For everybody else, this is a puzzle game using some state of the art animation techniques. The game boasts some real spooky visuals, adopting an overhead viewpoint.

The main aim is for Casper to explore the massive Whipstaff Manor – each section of the house contains different items and objects that must be collected. For example, there are many different coloured keys lying around that will only open certain doors in the mansion. Food can also be collected, but that's just to feed his greedy uncle, Fatso, later on in the game.

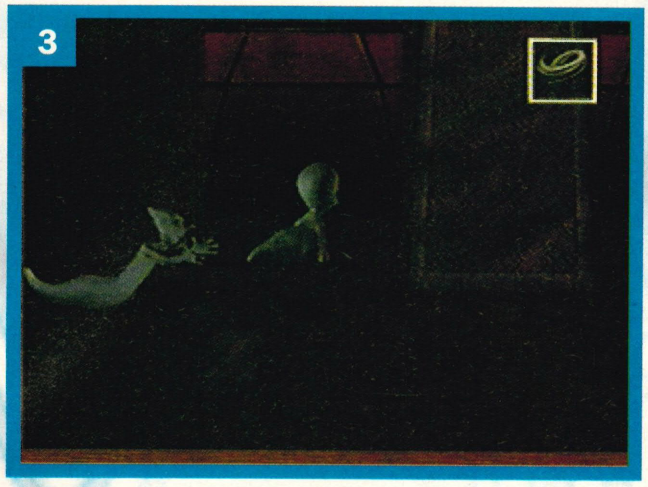
One of Casper's first objectives is to find a worthwhile present for the new people living in Whipstaff. That way he will become accepted and not exorcised out. As well as items to collect there are various pieces of furniture and scenery that conceal hidden switches and entrances. Old suits of armour that lie around the place can reveal hidden rooms if Casper pushes the spears they hold and later on in the game, the friendly spook can use the many air vents to get to new, unexplored areas.



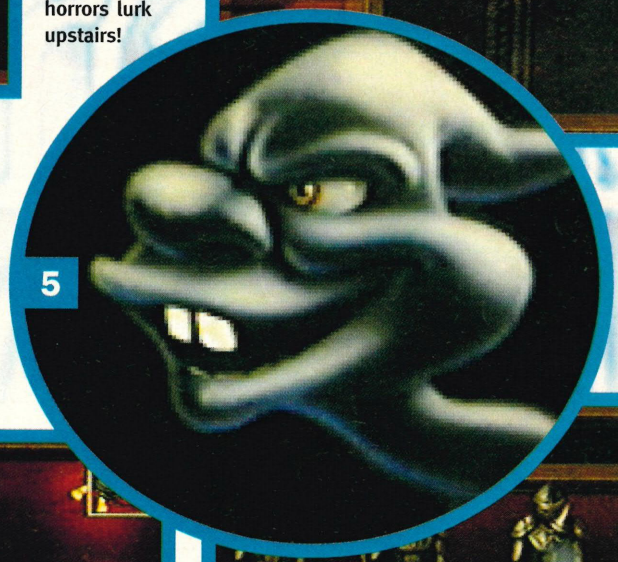
I'm so frightened

The graphics seem to do the job. They capture the feel of an old haunted mansion, and are backed up by a suitably spooky, dramatic soundtrack which sounds like it has been taken straight from the film. Clear as crystal, well, clearer actually – Casper himself is actually transparent, and he can alter the height that he floats at. Floating

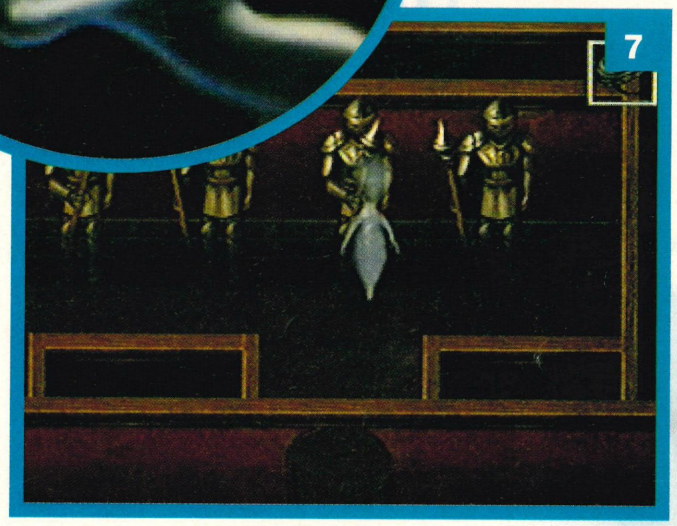
cared n?



3 Poor Casper – even his own family hates him! 4 The background graphics show off just how old Whipstaff manor is, but it's not without traps and obstacles. Who knows what horrors lurk upstairs!



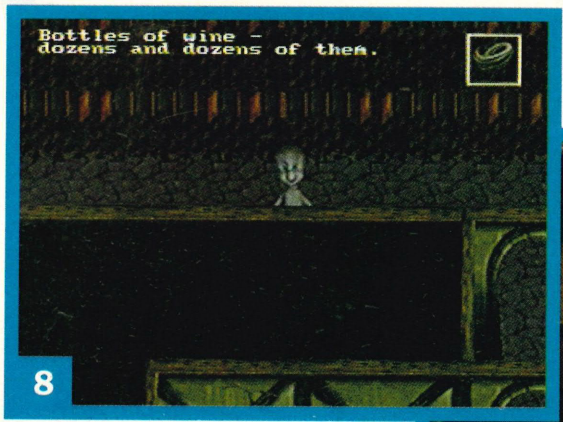
5 What an ugly freak that ghost is! 6 Casper collects carrots and puts on some trendy gear if you wait too long. 7 Activating the spears held by the suits of armour will reveal hidden rooms!



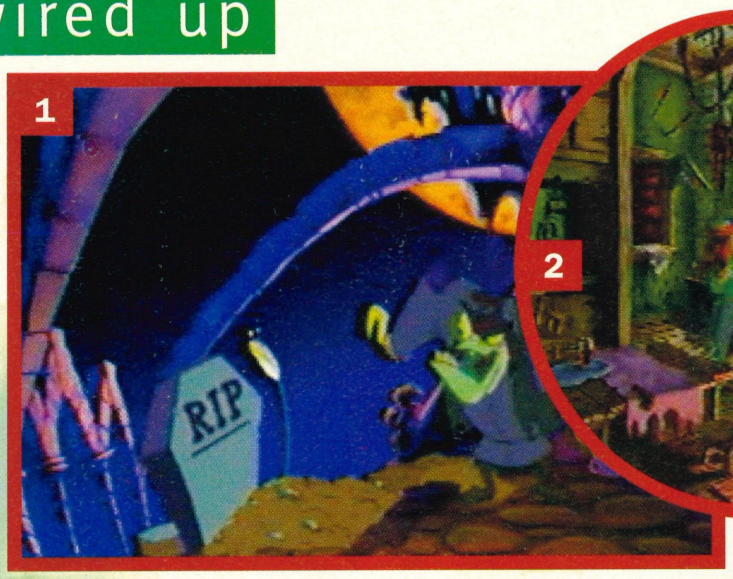
through doors is obviously something not possible for this ghost, because keys have to be collected to get anywhere new. Incomplete pictures or puzzles are hanging on the walls in some areas, and it's Casper's job to find these missing pieces and return them to their correct place. Once the picture is complete, it can activate a hidden switch, which usually grants access to a vital item.

In the finished version of the game the little spook will also be able to go outside the house (should he find the front door key) and explore a huge maze. Who knows what horrors lie in there! Casper has enemies, in the form of his three ghostly uncles. Other things to watch out for include the various fireplaces that can burn him (common sense should tell you to avoid them anyway) and what look like acid drops, situated in the cellars.

One thing is for sure, you'll need a good memory to play *Casper* – the play area is huge and it's easy to get lost. It's good to see that a puzzle element has been included, and the viewpoint makes a refreshing change. Most games spawned from their film equivalents end up as nothing more than mundane platformers, but *Casper* is looking like a quality conversion.



8 Casper becomes the over-friendly ghost after spending hours in the wine cellars. 9 Collecting food for his fat uncle, Fatso, is one of Casper's missions. Fortunately, there's food everywhere.



1 Here he is! Fritz is a tricky blighter and no mistake.
2 Watch out for the Chef – you aren't welcome in his kitchen!
3 There's Lance, the big, muscular, brave hero!

It'll blow yo m

PLAY information

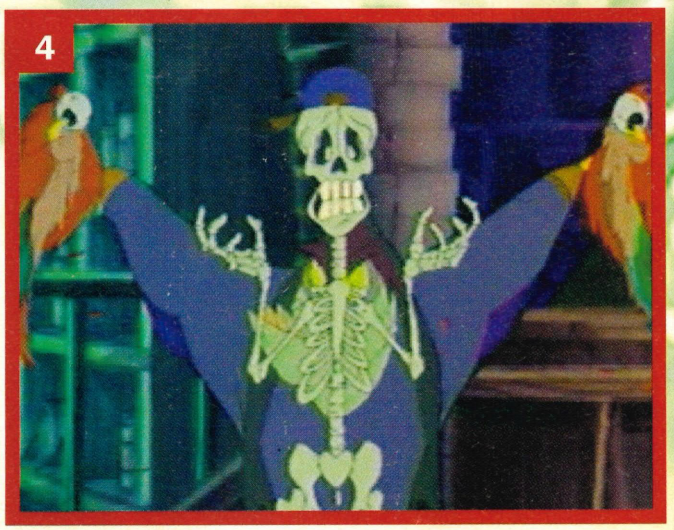
- **Name:** Braindead 13
- **Publisher:** Empire Interactive
- **Completion:** 90%
- **Target Release:** April

Prepare to enter a world of cartoon capers on a grand scale. *Brain Dead 13* is not unlike the now infamous *Dragons Lair*, but it is another first for the PlayStation, and much more has gone into this game than the Eighties laser disc coin-op.

Yes, *Brain Dead 13* is basically one giant cartoon set in and around an eerie castle, all the traditional animation cells have been converted over for video game use. The main character is called Lance, your average repair guy, who embarks on a huge, dangerous adventure after being called out late at night on what he thought was a routine job...

After learning that he's inside the castle of the evil Dr Nero, who plans to rule the world, Lance must now do whatever he can to stop him, and along the way must fight against all kind of weird freaks and misfits of science. This won't be like an average platform game – the pad controls Lance's reactions as he enters each new area. So, if he is about to be hit by a flying object, or is about to be zapped, you must react accordingly and get Lance out of harms way.

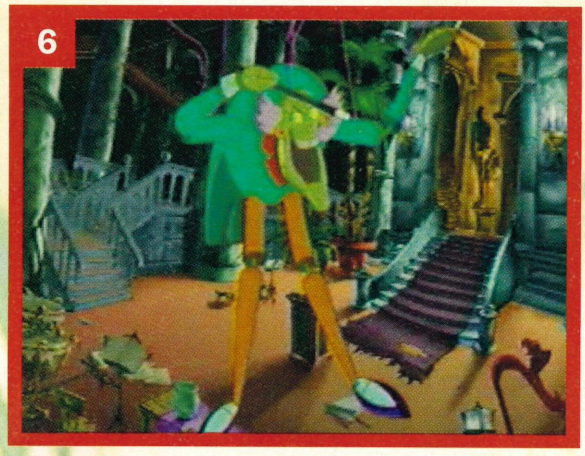
Levels, or scenes as they appear in this game, confront Lance with tougher challenges and even sneakier traps – the garden is not without its perils: vines and man eating mushrooms infest the shrubbery! Once Lance is inside the castle, each room presents its own pitfalls. The bedroom is haunted by ghosts who disguise themselves as bed sheets. Later on, the game becomes much tougher, and your reactions will have to be a lot quicker if Lance is ever going to get to the end and find 'The Brain Chamber'. Along the way, a hideous creature named Fritz will try to stop Lance in any way possible, and he has some nasty weapons at his disposal!



4 Doh! Lance finds himself dead (again).
5 Old Lance must reach and destroy the brain!

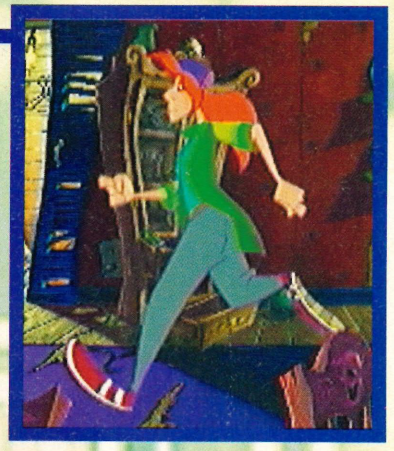
Hey, good looking

The finished version of *Braindead 13* promises to



Brain Humour

That Lance is a bit of a weird bloke you know – he pulls some pretty weird expressions, and he dies in many different ways, depending on which trap he steps on, or what creature kills him. It's not easy to get through the early areas, it's just a case of perseverance to get past the traps and enemies.



6 Another freak poses a problem for Lance...
7 The spooky Brain Control room awaits!
8 Vivi looks pretty hot, for a cartoon character. Still, she's not to be trusted and only presents more problems for Lance to deal with.

...our mind!

9 Lance gets to visit some mysterious places...
10 ...and meets the voluptuous vampiress, Vivi!
11 Spooky sheets time!

feature even more characters – the witches, and the gorgeously seductive yet deadly Vivi and the vampiress will all be appearing.

Recently, the more we've seen and played the game, the more we've come to look forward to its release – games like this have failed to impress in the past because of their relatively low challenge and thus lack of long term appeal. *Braindead 13* looks to have improved on that and appears to have crammed in more characters, a bigger play area and a tougher challenge. The graphics are very eye catching, with each stage looking better than the last one. Let's not forget the animation – this is supposed to be a cartoon video game remember! Lance has some impressive frames to go through, as does every other character. The nasty little freak, Fritz, is a good example of the high production values. Whenever Lance confronts this guy, he bounces around all over the place and uses his many weapons with deadly accuracy. When Lance is in trouble or about to die for the umpteenth time (thankfully he has infinite lives), his facial expressions change and this acts as a warning, so you have to make quick judgements as in which way to move him.

Once the control system has been figured out, a huge quest lies ahead for Lance, and hopefully this will become a top notch PlayStation title.

It's good to be back

Street Fighter is back to kick all-comers into touch with its simple, yet devastatingly effective gameplay and style. Here is an easy to read cut-out and keep guide to what's new in Street Fighter Zero. This will provide you with all the necessary ammo for getting your way when the old "Well you don't really need another Street Fighter game" argument is thrown at you.

New character line-up

There may not be as many goons as in previous games, but it's what you do with them that counts... or something.

Mid-air and auto-blocking

Shrug off those tricky projectile attacks and dive in for the kill without having to worry about getting picked off in the air. Or if that is too complicated for you and you fear that making the effort to block is too much of a hardship, auto-block will do it, err... automatically!

Character taunts

Rip the piss out of your opponents mid-round by pressing select to do something undignified. Irrelevant but fun.

Ground rolls

Dodge projectiles or get in close for the kill by darting along the ground tucked snugly in a ball.

Zero counters

Break those in-coming attacks by performing a special counter attack move to stop them mid-flow.

PLAY information

- **Publisher:** Capcom
- **Contact:** The Video Game Centre on 01202 527314
- **Price:** £79.99
- **Origin:** Japan

Street Fighter

Just as the once great Street Fighter series is down on its luck, *Street Fighter Zero* crashes in to pummel all competition into submission once and for all. Ryan Butt limbers up for a new wave of challengers.

I was determined to approach this review without once mentioning how dire *Street Fighter: The Movie* was, but seeing as I've cocked that up already I'll start by saying that *Street Fighter Zero* is completely excellent.

The back to basics approach gives the theme a tremendous upheaval. It will undoubtedly root out those seeking a decent scrap from the gimmick-loving pundits who only go in for fancy graphics. I myself was a huge fan of the Street Fighter series from its very first SNES appearance, but the heavy assault from other beat-'em-ups caused my interest to dwindle.

A short time in front of *Street Fighter Zero* and not only was my interest in the series fully restored, but I also came to the forgone conclusion of what I subconsciously believed all along – Street Fighter IS better that Mortal Kombat. So what is it that elevates this game to a more desirable status than MK3? Well, where do you want me to start?

The action kicks off with a moody intro that utilises the groundbreaking QSound system to blare the screeching surge of fireballs from one ear to the

Triple-level super combo attacks
Like SSFII: Turbo, each character can tear through the opposition using devastating combo super moves. There are two or three per character and they can be charged-up at three different levels for varying degrees of damage.

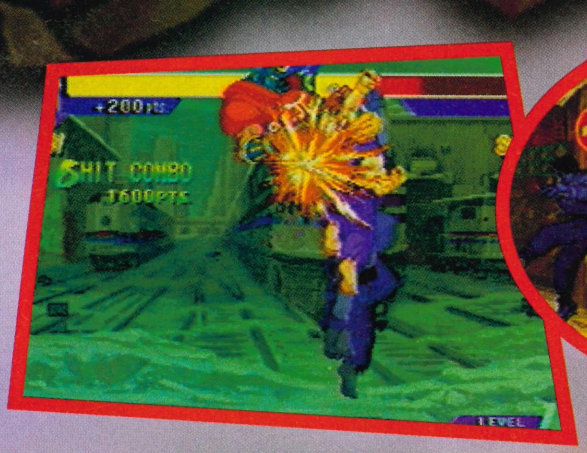
Configuration saving
Using the PlayStation memory cards, you can now save your desired button configurations and high scores.

Remixed sound
Yep... you can now hear the pop-tastic updated remixes of the funkadelic Street Fighter music complete with QSound effects, not 'arf... mate!

Practice mode
Engage in an infinite bout with a friend to practice those tricky new moves and combos.

New options
You call the shots on the speed settings, number of rounds, and the hardness of the whole caboodle.

New endings
Complete the tournament on a respectable setting and you'll be treated to a brand new end sequence of events. Plus, if you become the top-dog on the hardest level you'll be awarded with a special Ryu award of brilliance.



ter Zero

other and then off into the void beyond your line of vision – amazing stuff really! What you're then faced with is the arcade machine in all its entirety in your console.

A feast of new options

A feast of new options gives the freedom to tweak attributes, fiddle around with controls and even practice fighting moves, but it is the proper arcade mode that totally steals the limelight. Whereas MK3 relied heavily on pure fantasy to boost its appeal, Street Fighter Zero goes straight for the jugular with hard-hitting blows and intelligent gameplay. Yes there are far-fetched super moves, but these are actually incorporated into the bouts, rather than at the end, to help the player gain an edge.

The only real blow this game inflicts from a negative point of view is that the character tally has dropped back down to eight. Gone are the controllable bosses, gone are the likes of Blanka, Honda, and Zangief, and gone is the pert bottom of Cammy (aww!). We're left with Ken, Ryu and Chunners, an old Vietnam buddy of Guile called Charlie (who has the same moves), Guy and Sodom from Capcom's Final Fight series, some bird called Rose (who is apparently a relative of a Darkstalker), plus Adon and Birdie from the very first Street Fighter game. The boss contingent comprises of Sagat, Bison, Akuma, and Dan – all of which lay hidden away until you prove yourself worthy enough to fight them. Thanks to Capcom's new balanced fighting engine, all

Bison morphs into a psychedelic bulldozer in a fit of rage.

▲ C'mon then you wussies! I'll take ya all on... oh please someone fight me!

▲ Guy's hurricane rips through the portly Sagat.

▼ "Hur hur, that Barbara Woodhouse had nothin' on me!"

the bouts are on a more level basis with no particular fighter standing out as being any more superior, which I must admit makes a refreshing change.

In terms of controls, many of the old charging-up moves have been scrubbed in favour of quarter-circle and dragon punch-type motions. This makes for more fluid combos and gives the bouts a more flowing feel to them. I mean, who wants to stand back and charge up when you could just be getting straight in with a flurry of fists?

Seeing as this is a new SF game, there are a host of new features to get to grips with. These include ground rolling evasive moves, mid-air blocking, and best of all the multiple triple-level 'Super Combo' attacks which are activated via a special charge bar. The higher the bar charges before you unleash a move, the more hits it inflicts on your unsuspecting opponent. Of course, as with Super Street Fighter II Turbo, if you eventually finish off your rival using a super move, the screen will erupt into a fiery explosion which is immensely satisfying if you can pull it off.

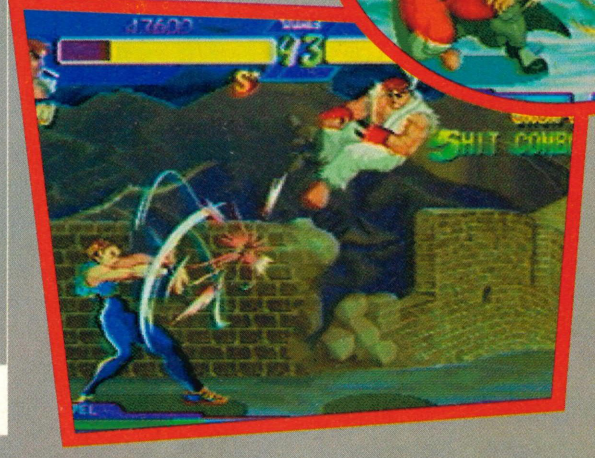
Also present are character taunts (simply press Select during the bouts to abuse and insult), three speed settings, plus an auto-defence system which will automatically block any in-coming attacks if your character isn't already in mid-move – handy for novices.

All that glitters is not gold though, and it didn't take me long to realise that the character cut-backs slice a chunk from the game's life-span. The result is that it won't take very long to breeze through the entire game, especially if you're a Street Fighter veteran.

Street Fighter Zero is a cracking conversion that offers more hard-hitting appeal than MK3. Although it has a long way to go before it equals the dizzy heights of Tekken, fans will be beside themselves with glee when they get their sweaty mitts on this baby. Street Fighter darling, you lost your way, but now you're back with a vengeance... and we love you!

▶ Guy's attacks just bounce off the untouchable Bison.

▼ Chunners gets frisky with some whips – shame Ryu cringes away from her subtle advances.



Coin-op comparisons

Listen up all fans of the arcade machine who're eager to know how this home version fares up. From the point of view of a sad games journalist who has only managed to break away from the office on a few occasions to nip down the arcades, it is a stunning coin-op perfect conversion. OK so it may not have been as good as *Super Street Fighter II Turbo* to begin with, but Capcom have done a fine job in porting over all of the playability and atmosphere that made the original so compelling.

PLAY recommended

Looks:	90%
Sounds:	90%
Nostalgia:	95%
Value:	90%

Played 93%

From zero to hero!

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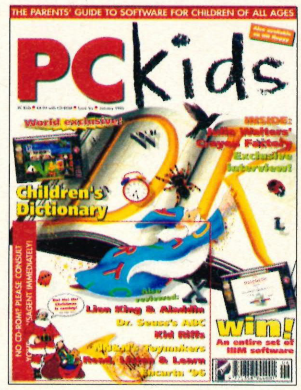
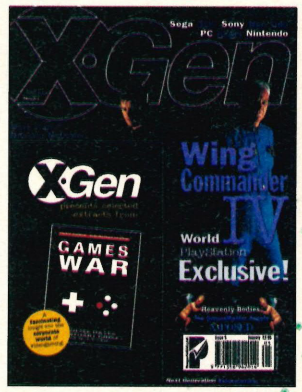




Gender W

PLAY information

- **Design Team:** 8th Day
- **Team leader:** Jed Keavney
- **Where at:** 60%
- **Release Date:** September
- **Publisher:** SCI

Male and female chauvinists please note – your chance to battle it out is soon to arrive in the form of *Gender Wars*. Flushing sexual equality and political correctness down the toilet, as it does, it's certainly piqued the interest of Steve Hardy.

On these politically correct times, sexism is frowned upon. Men respect women and women respect men. Everyone is treated equally. Bollocks. Now, I'm not saying that reality is the stereotypes found in *Gender Wars*, but it seems a damn sight more fun.

Being designed by Sheffield-based team 8th Day (credits include *Heimdall 1* and *2*, *Premiere* and *Asterix 2* on other formats), *Gender Wars* is due to be published by SCI and is described as being a hybrid of *Syndicate* and *Cannon Fodder* (i.e. a bit of strategy and lots of action). The only major difference is that this time we have an all out war between men and women. The game comprises of many different stages, or missions, all viewed from an isometric viewpoint. The player can choose a squad of either four men or women. Each team member can carry a certain amount of weapons, and all differ in intelligence, agility and stamina. A squad leader has to be selected first, and he or she can carry more items than the others. Careful choosing and allocating of weapons is essential and can decide the outcome of each mission.

Sex and War

Destruction is the name of the game, and you can lay waste to virtually anything on each level. Before the fun

War words

It's a long way off being finished, but *Gender Wars* definitely has the potential to be a huge game. So we thought it was time to get out and about and ask a few questions with Colin Brown, operations manager of SCI.

PLAY: How long have you been working on *Gender Wars*?
CB: For 12 months

PLAY: What inspired the concept of a guys vs. gals battle to the death as a game scenario? Was it a conversation down the pub? Watching a movie? Reading a book? Some argument with a girlfriend? What's the story?
CB: Rumour has it that one of the founder members of 8th Day got married and this was his answer to matrimonial differences. The wives and girlfriends of the team were behind stereotyping the male traits in the game and also scrutinised the entire design for things that might construed as being overly offensive.

PLAY: Describe what you need to do to win at *Gender Wars*? What are the goals and what are the best strategies for beginners?
CB: The game is as simple as the concept. You choose a gender, take a briefing, choose and equip your squad of four, then do battle, causing as much mayhem as possible. It's a game where you can blow virtually everything up.

The ultimate goal of the game is to capture the opposing leader by locating and attacking the enemy Command sector. To reach this you must first make your way through the other sectors of the city – each has a specific purpose such as military or residential. Each mission has a series of primary and secondary objectives geared to gradually weaken the city.

You must stealthily infiltrate and furiously attack, inflicting as much damage as possible on the opposing teams territory. At the same time you must defend your own territory and keep your troops alive. Careful choice and arming of troops gives you a better chance of success – a good rule is to pick troops with high levels of intelligence, accuracy and reaction.

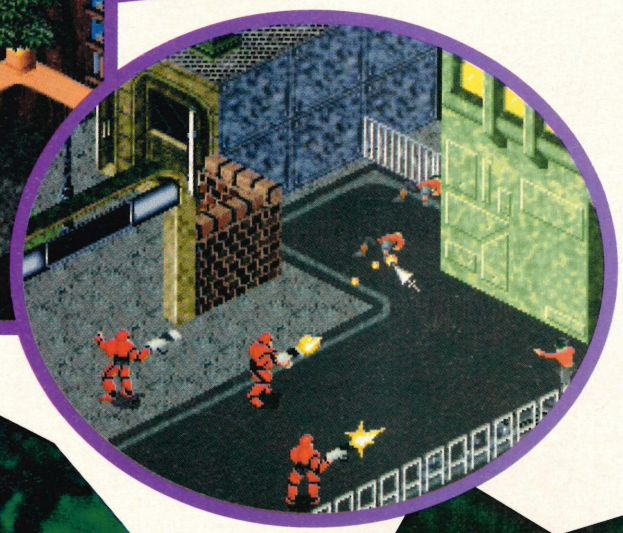
The most destructive weapons, such as the sentry guns and laser burst launcher, are great for defensive and attacking missions, but would bring out swarms of enemy soldiers in a stealth mission.

PLAY: The training option. How long are characters unavailable if they are sent for training? How does training actually affect gameplay?
CB: While soldiers are being trained they are unavailable to participate in active service. When the soldier is sent away for training, the player can

Wars

though, you must listen to a briefing which explains whether the next mission will concentrate on stealth, attack or defence. But, what will *Gender Wars* look and play like?

Well, there are two different intros at the start, depending on whether you select male or female squads. Both (fully-rendered) intros are heavy stereotypes of each sex, and very funny they are too! Graphically, *Gender Wars* takes the same viewpoint as *Syndicate*, and uses gameplay similar to *Cannon Fodder*, but throws in much more action. Using the joypad, the player controls the squad leader as he/she leads the squad into each massive stage. Each squad member follows the leader automatically, although they can get split up in the heat of battle, and things become quite frantic – soldiers get killed or split up, the scenery starts exploding, and your squad comes under



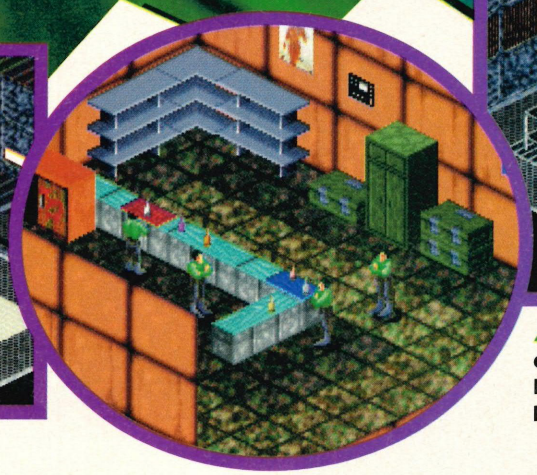
▲ **Your squads can inflict tons of damage on just about any location, like this bar for instance. Yes, even innocent by-standers can be shot too.**

decide how long they will be trained for. You can improve your odds by sending away young prospects for training. They will gain in ability and will be able to shoot straighter and react more quickly. The quality and speed for recruit training increases when they are accompanied by a senior ranking soldier.

PLAY: You've opted to make the intro sequences very much stereotypes of each gender's view of the other. How much of an element in the game is humour?
CB: A big chunk of it! The scenario has been made as tongue in cheek as possible. It's meant to be politically incorrect – that's what makes it so entertaining. Puns are against both gender. If anything though, the digs are more heavily weighted against the men to cover the fact that the production of the game was almost entirely male – based.

PLAY: On first look, the game seems to be a hybrid of *Crusader*, *Syndicate* and *Cannon Fodder*, which sounds like a good idea. Have these games been an influence, or do you disagree with this comparison. Also, what more have you added to the 3D isometric team shoot-'em-up genre?
CB: *Syndicate* was in some ways an influence as it came out in 1993, but *Gender Wars* has more sound and colour. Another unique point about *Gender Wars* is that you can go and see inside buildings, something that *Syndicate* did not have. *Gender Wars* has far more locations than *Crusader* and is therefore more colourful. Also, *Crusader* isn't a team game.

PLAY: OK, OK, we didn' t mean it that literally. What differences or enhancements are planned for the PlayStation version?
CB: More action!



▲ **The guys relax in their barracks, with only a few hundred cans of Dud beer and a knackered old dartboard to keep them happy. Brilliant eh?**

Who's the best?

That age old battle between man and woman has at last come to a head – in this crackin' new game *Gender Wars*. The intro sequence draws on the stereotype images of each gender to poke fun at both men and women, so don't come shouting at us, ladies – we both take a good ribbing here!

heavy fire from the enemy. Remember, there's a mission to complete, so the going will be very tough...

Uncouth Training Scheme

Not every team member will be at their best, so it's wise to send them off for extra training. With any luck, they will be tougher and more agile on their return. As the game progresses, your squad becomes stronger and stands a better chance of coming out of each mission intact, but each mission becomes harder and the destruction level increases.

SCI and 8th Day have one hot game on their hands with *Gender Wars* and we just can't wait to have a finished version for our PlayStation. Play will keep you up to date on the project over the next few months.

▲ Soldiers keep guard on vital buildings, such as The 8th Day one here.

◀ The isometric viewpoint even shows where the walls are, to separate the rooms

▶ These female battle squads have much neater surroundings than the males, funnily enough.

▼ The battle begins on the rooftop!

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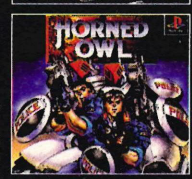

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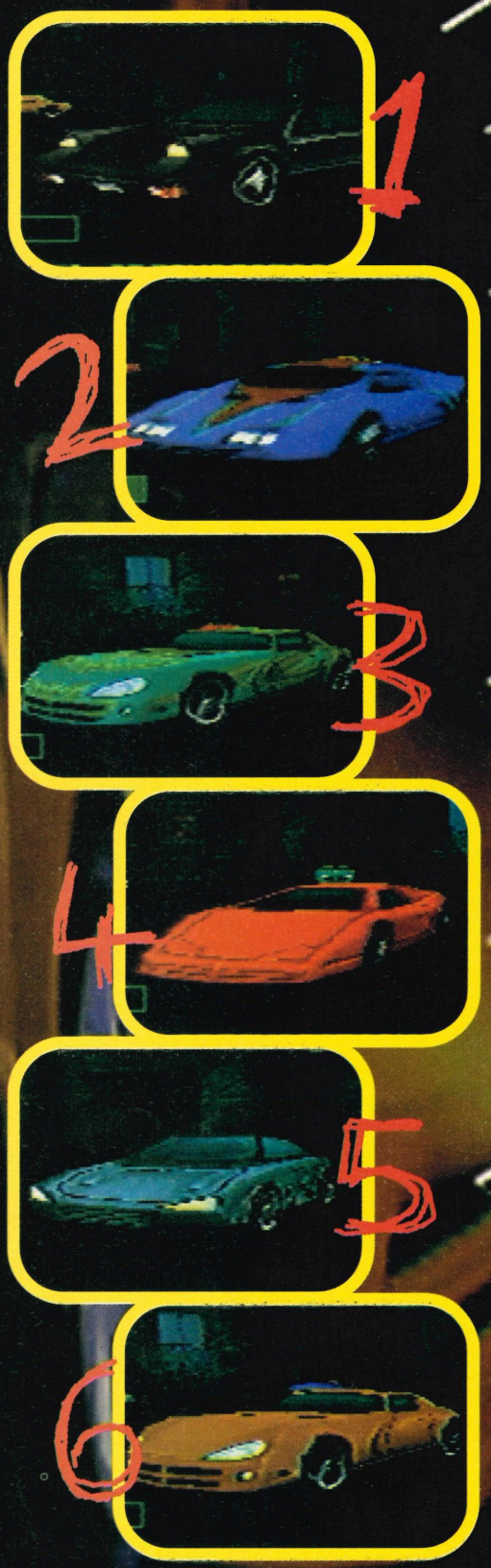
These top cars are available from the start – 1. Jordash Premier, 2. Dante Destroyer, 3. Tatsumi AR12, 4. Unitech Incinerator, 5. Hawk Industries Tallon 4, 6. Ashbourne X14. They didn't get the official licences then!



Impa Ra

PLAY information

- **Publisher:** JVC/Virgin
- **Phone for info:** 0171 240 3121
- **Expected price:** £44.99
- **Expected when:** March

Hello, finally we get to review an old cover feature. Steve Hardy takes Impact Racing for the ultimate driving test...

When I first played *Impact Racing* from JVC, I immediately thought of one thing – *Wipeout* on wheels! However, that's by no means a criticism, because this is an extremely fast-paced racer. It's just the music, commentary and FX are, err, somewhat similar. "Dopplegänger" is the word that springs to mind.

In fact, this isn't based on racing at all – you have a choice of six cars at the start of the game, all capable of different speeds. They each have special built-in weapons which, when driving along the many tracks, will destroy the other cars and allow you to race over the finish line unscathed.

Tracks fly past at a breathtaking rate

It's good to see a 'racing' game that steers away from the usual format of trying to beat other cars to first place – and it does have its advantages. For instance, if a certain car is constantly bugging you by weaving left and right across the track and you can't get past, just blow him away with your lasers or heat seeking missiles. Admittedly, this may not seem totally original, but this style has never been applied to a game with Wipeout-style graphics and engine.

As seems to be the case with most PlayStation titles, the smooth graphics tend to distract your attention away from the actual gameplay – each track flies past at a breath-taking rate, and there is always something to attract your attention, which can usually lead to you crashing or being blown up by other racers! When a certain car is destroyed, it will leave behind a special icon: drive over this and your car will receive a weapon which can be used once, to destroy the other cars. Small complaints aside, *Impact Racing* bears all the qualities of a responsive, not to mention damn fast 32-bit racing game. My initial impressions were that this would be too straightforward, with very little to actually see, but this fortunately wasn't the case. The backgrounds on some of the tracks, such as the one in space and the ice track, look brilliant and really do convey the convincing feeling of speed and height. *Impact Racing* isn't short of its tunnels (aka *Ridge Racer*) and these also look very realistic, with neat light effects.

Each car handles extremely favourably,

act cing

◀ On the galaxy track, a huge alien city looms in the distance, whilst UFOs buzz around.
▼ A distant explosion ahead of your car means that a heat seeking missile has done its work!

especially on the harder tracks with tight corners and tunnels, which are easy to bash into. Once a car is selected, it starts off with a weak laser, but this gradually becomes stronger and more effective once you start picking up more upgrade icons. The aim of each race is to destroy a certain amount of cars before the time limit runs out, and finish in the tightest time possible – not an easy task I can assure you. Once the tracks become more complicated, it gets easier to lose the enemy cars behind the additional twists, turns and obstacles. As well as that, enemies can lay deadly mines, should you come too close. A simple screen diagram also lets you know if any cars are approaching from behind, so your mines can easily deal with them.

Overall, I was impressed with *Impact Racing* – the graphics retain that all important sensation of speed and good handling, and each track presents more of a challenge, so lastability is guaranteed. The top techno beats keep the blasting action going along nicely too. A very impressive racing package which, although not as good as *Wipeout*, still stands out from the crowd as a top 3D shooter.

PLAY recommended

Looks:	
Sounds:	
Challenge:	
Value:	

Played 87%

Road rage taken to the extreme!

Space Hu

"Oh no, it's just another *Doom* clone", is the cry that goes up when people first encounter *Space Hulk*. How wrong they all are! Here's a game that takes the best features of iD Software's masterpiece and adds a concoction of gameplay and strategy elements to create a worthy adventure. Nick Roberts puts on his anti-grav boots and kicks some alien butt.

PLAY information

- **Design team:** Key Game
- **Team Leader:** Unknown
- **Where at:** 90%
- **Target Release:** March
- **Publisher:** Electronic Arts

Aliens. They're everywhere – and scenes reminiscent of the hit movies fill the *Space Hulk* screen from the word go. The Space Hulk is actually a derelict spacecraft, packed to the rafters with deadly genestealer aliens, and currently on a collision course with the planet Delvar III. If it reaches its destination the alien scum will take over the population. Nooooo, not that! As leader of the Blood Angels chapter of the Imperial Space Marines it's your task to stop these killers.

▲ Aarrgh! This purple beast is not the sort of thing you want to meet down a dark corridor!

You can easily chart all the influences designers Key Game have drawn on, but they've succeeded in creating something all of there own rather than just another clone console game. There's the *Doom* element of course, with atmosphere and situations that could have come directly from Aliens, but the main inspiration is the Games Workshop board game of the same name.

Never get board!

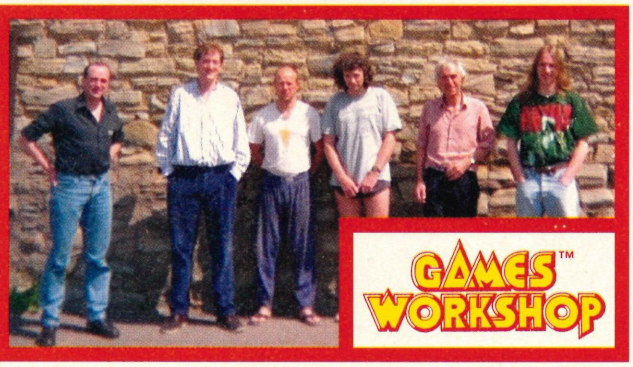
Miniature characters are moved around the board game with a heavy emphasis on strategy. Although these miniatures have been dropped in favour of ray-traced computer graphics in the PlayStation version, strategy still plays a major part.

Training missions are to be included, to ease new comers into the world of *Space Hulk* with only a few aliens to dispose of – easy pickings. Complete these and you can start the game proper. Some missions make you go it alone where you're only responsible for your own actions, but in others you can have a team of up to ten mech-suited marines in your command. All their moves and actions are then controlled by you, as the alien enemy advances.

Most of the PlayStation game is actually based on the 3Do conversion of the PC original. With the superior capabilities of Sony's baby the new game will incorporate improved missions and superior artificial intelligence to all the other versions. *Space Hulk* was a fantastic game before, with these new PlayStation enhancements it should be unstoppable! It should be review time next issue so don't move 'til then!

The alien chasers

These are the guys from Key Game, the developers behind the 32-bit versions of Electronic Arts' *Space Hulk*. A dodgy bunch of geezers don't you think? But they have some amazing talents to show off, just take a look at some of the visuals on this page to see the fruits of their labours! They've worked closely with the people at Games Workshop to convert the legendary board game into a fast and furious PlayStation shooter.



ulk

Great Hulks of our time!

Since the beginning of time (well, for as long as I care to remember anyway) there have been hulks. Play takes a brief look back at famous Hulks in history...

1

The Incredible Hulk

This great green geezer has been a star of Marvel comics and his own TV show. Dr David Banner once exposed himself to a high dose of radioactivity which changed his DNA. Now, whenever he gets angry his muscles bulge, he rips off his shirt and turns bright green!

2

Space Hulk

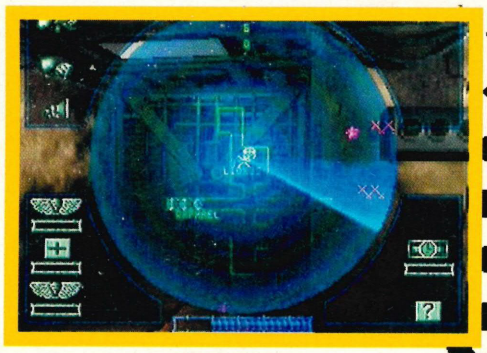
Strictly speaking the Space Hulk is a tin box flying through space, but this alien looks a lot more menacing (and we couldn't find a picture of the ship itself). Packed with snarling genestealers and packing some impressive gameplay, this game is going to be big.

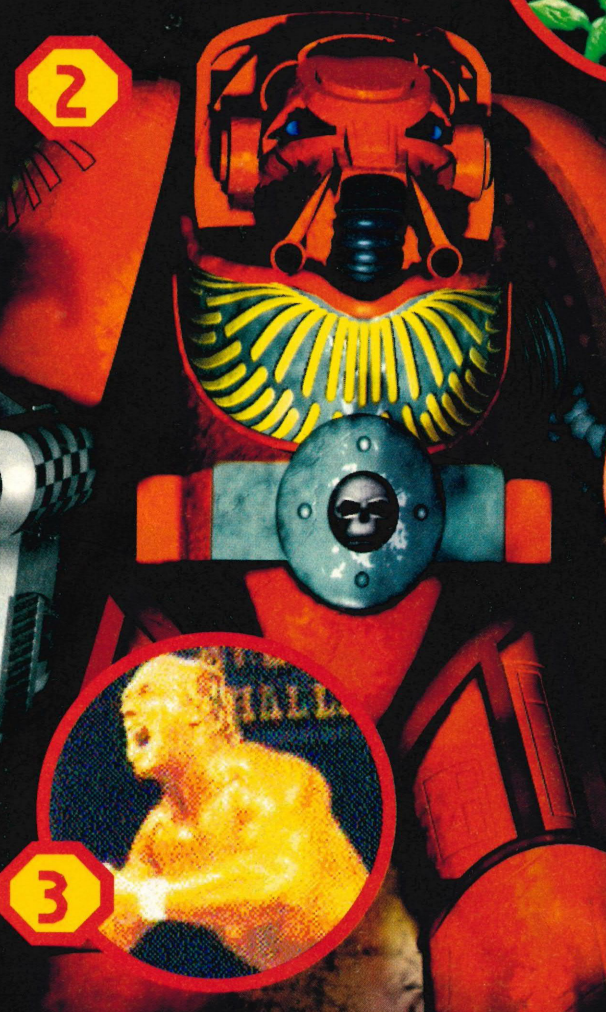
3

Hulk Hogan

Star of WWF Wrestlemania and Thunder in Paradise old Hulk Hogan has risen from a lowly wrestler to a mega media star. Did you see his great movie Suburban Commando? What a super hero he really is! Oh... those muscles are all fake by the way.

▲ The radar map in *Space Hulk* is an essential piece of kit.





PLAY information

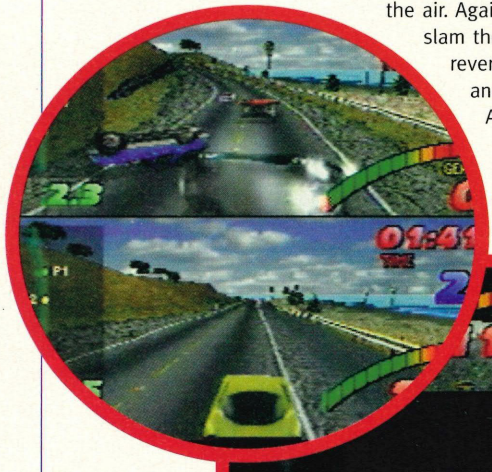
- **Design team:** EA Canada
- **Team Leader:** Hanno Lemke
- **Where at:** 90%
- **Target Release:** March/April
- **Publisher:** Electronic Arts

The Need for Sp

It was voted one the best driving games on the PC. It actually made 3DOs worth buying, for a while, and now the PlayStation is getting what it deserves – *The Need for Speed*. The video game equivalent of winning the lottery, buying every car you've ever dreamed of, and then trashing them for kicks! Damian Butt knows how to handle this bitch.

Ferraris shouldn't make the kind of noise that mine is blaring out right now. I am doing 140... no... 150mph along a busy alpine highway on a crisp morning; snaking in and out of oncoming traffic and I have just hit a bump in the road and been sent flying 20 feet into the air. Against all reasonable logic I slam the shiny chrome knob into reverse, boot the right pedal and wait for the fireworks. As soon as the cherry red Italian beast kisses terra firma the tyres light up, the rev needle falls off and the Ferrari flips not once, not twice, but four times before coming to rest in a cloud of smoke. A tragic and sacrilegious end to a great supercar? Nope, it's the all-singing, all-dancing best by far PlayStation version of 3DO and PC hit *The Need for Speed*. Let's joyride again, like we did last summer...

▼ **All new for the PlayStation – a split screen two-player mode!**



▶ **The inside view of each car gives an accurate representation of the dash and steering wheel – ain't it lovely?**

The Need for Speed is a racing simulation that allows you to drive eight of the most exhilarating super cars across three public road sections (Alpine, Coastal and City) and four race circuits (Autumn Valley, Vertigo Ridge, Rusty Springs and Lost Vegas). The cars on offer are: Ferrari Testarrosa, Lamborghini Diablo VT, Porsche 911, Dodge Viper, Mazda RX-7, Toyota Supra Turbo, Honda NSX and Corvette ZR1, and all are meticulously detailed, right down to the alloy wheels and the noise they make when you take your foot off the accelerator.

Top Gear

What makes *NFS* so exciting is that the developers, EA Canada, have done away with the arcade style *Ridge Racer* approach and gone for pure simulation – whatever you do in the game can be done in real life. Say for instance you're tearing up to the brow of a hill and all of a sudden you find a camper van right in front of you doddling along at 30mph. As you slam on the brakes, not only do the tail lights come on, but the car slumps forward on its shock absorbers, the tyres scrabble for grip, and you must choose to either skid into the back of the dormant sod in front or drop down a gear and overtake; hoping that there's nothing coming the other way. These are the kind of decisions you must make every few seconds in *NFS* because if you're racing some guy in a Lambo, the last thing you want to do is cause a pile up and lose precious seconds. This game is pure adrenaline.

To give you plenty to play around with, *NFS* is full of options that allow you to change the game to suit your driving style. On the cars themselves you can opt for gizmos such as ABS or traction control, and for those lazy one-armed drivers you can even purr out of the showroom using automatic gears. If you're a real pro though you'll want nothing less than a six-speed stick shift and an unlimited tyre allowance.

In addition to the gameplay options, *NFS* is also crammed with petrol-head data such as performance figures, information about the cars and how they are built and engineered, and of course stacks of video showing the eight cars strutting their stuff on a real race track and obstacle course. I just hope that the people who lent EA Canada their cars never see what they did to them during filming.

Out on the open road you have a choice of four views:

2/2
26
GEAR 1
P1
DIST 4.1
GEAR 4
129
P1
2/2
74
GEAR 2
P1
DIST 2.3

eed

CAR SELECTION
SINGLE RACE
WARRIOR

2/2
51
GEAR 1
P1

▲ **There are lots of tracks to select in this great game – and you can choose to play in the morning, at noon or in the evening!**

In-car, Bumper Cam, Tail Cam and Heli-Cam, and you can cycle through them at any time during the game; the camera simply zooms in and out and the game never slows down or interrupts the action in any way. The Bumper Cam does away with the dashboard giving you an unrestricted view of the road ahead. Each camera angle affects the style of play (no, really). If you're in the car then you don't see other vehicles until they are more or less right on top of you, whereas the Heli-Cam gives a panoramic view for miles around, but you feel more detached from the action – it's a bit like trying to drive from the back seat.

Got a new motor?

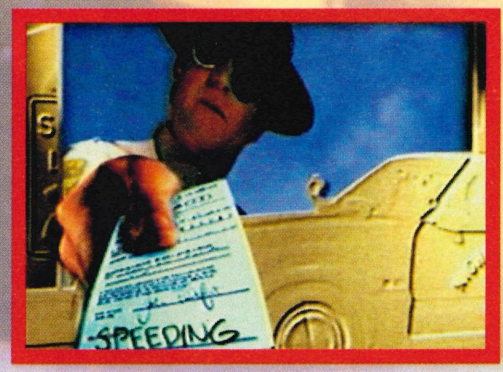
Slipping into those thigh-hugging leather sports seats, your view of the dashboard and steering wheel is entirely consistent with sitting in the real car. As you'd expect you can see all the major dials, well the ones that matter – speedo and rev counter – and you don't need to worry about trivialities like petrol or engine temperature because the developers have deemed that too complicated and could detract from the pleasure of driving. Each of the eight cars (and there's a secret 800 bhp experimental car called the Warrior in there if you complete the tournament) has its own well drawn cockpit and distinctive engine sound. To get the correct samples the developers hired, borrowed or stole (not really you fool) the real cars and ran them on huge treadmills at high speed because simply looping the sound of an engine idling would have resulted in a reverberating repetitive mess; hey these guys are perfectionists.

Revving up your Ferrari or Porsche, you can instantly see the dials in the instrument binnacle (Hold on – that's the housing used in a ship's compass isn't it – Nick) working as they should and if you've got your PlayStation hooked up through a meaty stereo, the low throbbing bass leaves you in no doubt that you're messing with a seriously muscular motor. The sound incidentally is Dolby Surround and not only does that mean very high quality sampling, but you can also tell where other cars are by which speaker their engine is coming from. Clever stuff, and it's bloody atmospheric too, especially as each car comes with a working horn that can be used to intimidate.

Drop a lead weight on the fast pedal, engage a gear with a neat 'snick' and the car lurches forward leaving two black snakes of spent rubber on the road behind. Get up to about 80 mph and that sweet V12 in the Ferrari for example is just getting its breath and demanding more welly, that's the time when you should see just how good the chassis is by indulging in a flurry of hand-brake turns and dramatic oversteer to the accompaniment of the squealing tyres and plumes of smoke – what the hell, it's not yours, right? Go on, do it again, only this time see if you can write your name on the road.

Sunday drivers

As mentioned before, *The Need for Speed* is no ordinary racing game because it largely takes place on the public roads which are winding, unpredictable, full of Sunday drivers and of course patrolled by cops who like nothing better than to ram you off the road and slap some points on your licence. The race circuits are okay as a novelty, but there's nothing quite like careering into an innocent Honda and sending it flying into the crash barrier. One of the big attractions is that when you crash and burn, your car spins and turns in the air without distortion and with realistic gravity and momentum.



The Cars

1. Ferrari 512TR
2. Porsche 911
3. Acura NSX
4. Mazda RX7
5. Toyota Supra
6. Lamborghini
7. Dodge Viper
8. Corvette ZR-1

Soon, having tired of merely racing some bozo in another flash car, your mind will stray to trying to cause the most spectacular pile-ups, or how many times you can spin in mid-air. And that's the key with this game, it never ends. Even if you're good enough to finish the tournaments where the cars are restricted and the odds are against you, you will always come back to *NFS* if you fancy burning some rubber or just pottering around and causing mischief, and I haven't even mentioned the single most important addition to the PlayStation version, the split-screen link-up.

If you were playing *NFS* on the 3DO and you wanted a friend to race against – tough! Likewise if you owned a PC and fancied a *Destruction Derby* rumble in the rural pastures of Kansas you needed two Pentiums and a length of cable. Not so with the funky PlayStation game because you can enter the two player mode and you don't even need a pair of consoles, just two joypads and a mate who isn't crap at driving.

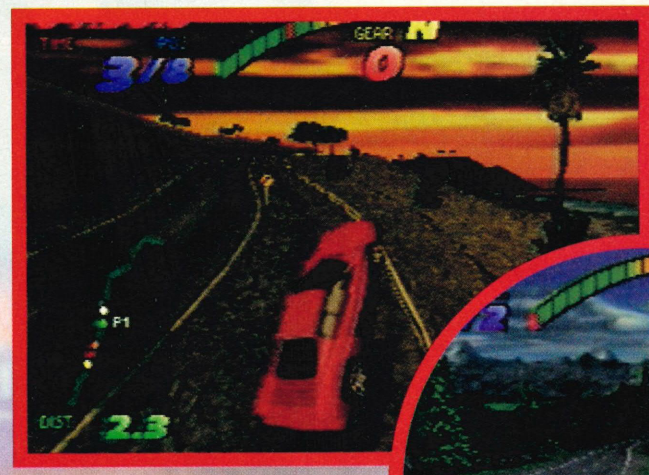
The split-screen mode divides the playing area into equal horizontal halves and to save space you don't get the option of the in-car view, it's either bumper or heli. All the vital instrument read-outs are hung in mid-air and this gives the game a more arcadey feel, even though it is still very much a simulation. The object is to reach the checkpoint before the other player whereupon strangely the other half of the screen is replicated. It does not, as you might expect, revert to full screen. Weird.

Speed freaks

Many of the people working for EA Canada (formerly Distinctive Software) created the legendary *Test Drive* Series for the Amiga and suchlike and it is no surprise to see many of the features introduced all those years ago playing a prominent part in *NFS* 1996. It is true to say that this game is simply an updated version, with full 3D almost photo-realistic graphics instead of the plain slabs of primary colours used to depict the lethargic action in the first games. The police pulling you over is the same, as is the time checkpoint action, the different tracks, cool cars, realistic handling and attention to detail.

EA Canada have certainly made the most of the PlayStation's power too. *The Need for Speed* is no direct PC port-over. It's much faster (around 20% I'd say), the graphics are more subtle (although the palette seems the same) and curiously the developers have seen fit to add an option which lets you drive in the early morning and late evening as well as noon on a perpetually sunny day. Also, in case you were wandering, the Ferrari used in the game belongs to *Wing Commander* supremo Chris Roberts, and the Lamborghini is the property of Richard 'Origin' Garriot, the man who pioneered the *Ultima* series. So why not trash them for a laugh – that'll teach those flash gits!

The Need for Speed is an epic game and an essential purchase for any PlayStation owner who dreams of owning a super car but can't quite come up with the right lottery numbers. It is without a doubt one of the most graphically stunning games to appear on any machine and with the enhancements made over the highly rated PC CD-ROM version, it's shaping up to be the greatest pure racing game since *Ridge Racer*, and possibly even better than *Ridge*. Grab the keys and take 'er for a test drive.



◀ **Crash like this in real life and you'll be crying over the price of your car rather than your own safety!**

▼ **You can even wheel-spin your name onto the tarmac!**

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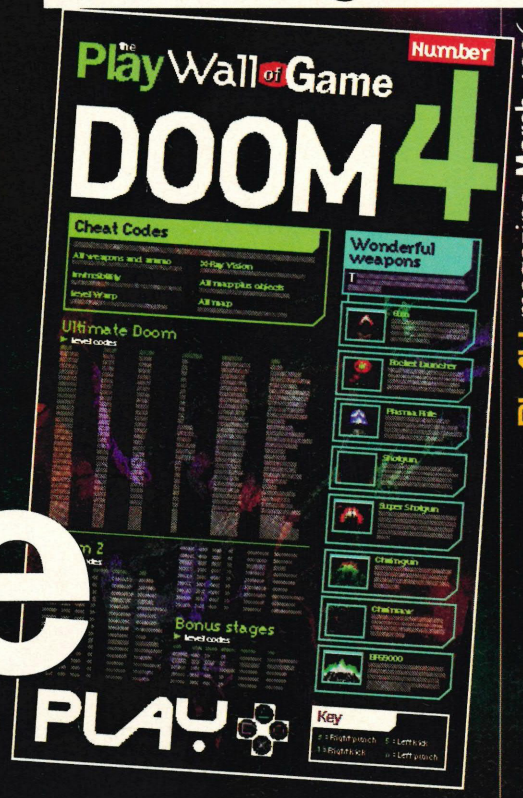
Wall of Game



Welcome once again to Play magazine's popular column, the Wall Of Game. This month, we dispense with the usual beat-'em-up moves and proudly present *Doom* on the PlayStation. Without a doubt this is one of the most playable games to grace Sony's new console, not to mention the goriest. So, we've compiled some useful advice and thrown in the best tips going. Sit back and experience all the levels from *Ultimate Doom*, *Doom 2* and the bonus stages for one of the toughest shooters around – there're no excuses for not being able to get onto the next level now!

Prepare to meet thy...

DOOM

What can we say about PlayStation *Doom* that hasn't been said already? Doom on the PlayStation is simply one of the greatest next generation games going, and it topped the charts at Christmas as everyone went Doom crazy.

For those of you who are new to the games scene, or have never had the pleasure of playing this game, Doom is basically a smooth moving, spooky, not to mention gory shoot-'em-up. Viewed from a first person perspective, the player controls his or her gun toting character around a variety of buildings and dungeons whilst blasting countless demons and other gun-wielding maniacs. The speed and controls are so realistic and convincing, and each level is full of twists and turns, with danger lurking around every corner. Play against a mate and the fun is almost limitless.

So, that's enough waffle – on with the Wall Of Game! We've compiled every code we could find into the next two pages. Level passwords, cheats – it's all here and waiting for you...

PLAY information

- Publisher: GT Interactive
- Customer support: 0171 258 3791
- Expected price: £44.99
- Expected when: Out now

Played 93%

Smooth as silk, more cutting than glass

*Sony customer support line is charged at 39p/min (peak) 25p/min (off peak)

Number

the Play Wall of Game

DOOM 4

Cheat Codes

To use these just follow the instructions carefully and you'll soon be on your way to obliterating those monsters!

All weapons and ammo
Pause Game, press ×, ▲, L1, UP, DOWN, R2, LEFT, LEFT

Invincibility
Pause Game, press DOWN, L2, ■, R1, RIGHT, L1, LEFT, ●

Level Warp
Pause Game, press Right, Left, R2, R1, ▲, L1, ●, ×

X-Ray Vision
Pause Game, press L1, R2, L2, R1, Right, ▲, ×, Right

All map plus objects
Pause Game, press ▲, ▲, L2, R2, L2, R2, R1, ●

All map
Pause Game, press ▲, ▲, L2, R2, L2, R2, R1, ■

Ultimate Doom

▶ Level codes

Level	Health	Armour	Weapons	Password	Title
Level 02	125%	200%	All	CR!3WDD3DB	Plant
Level 03	200%	200%	All	3JJCMK8W64	Toxin Refinery
Level 04	200%	200%	All	03LTJoY!02	Command Control
Level 05	200%	200%	All	H33!1HFTHK	Phobos Lab
Level 06	200%	200%	All	04MSKZX9Z1	Central Processing
Level 07	125%	200%	All	YTTLCXXLXV	Computer Station
Level 08	200%	200%	All	08SMBY07YW	Phobos Anomaly

Wonderful weapons

Those powerful weapons become essential in the later stages of Doom. Here's a quick rundown on each of them...

Gun
A straightforward gun that comes with lots of ammo, but it's a bit weak. Red Demons take loads of shots with this one, so be careful.

Rocket Launcher
This is a brilliant weapon for firing at long range targets, as well as clusters of soldiers or demons. Don't fire at targets close up, or you'll lose energy.

Level 08	200%	200%	All	09SMBY04YW	Phobos Anomaly
Level 09	200%	200%	All	7KKBLD7V53	Diemos Anomaly
Level 10	100%	200%	All	FM4217GSGJ	Containment Area
Level 11	200%	200%	All	H!!3WDGLDB	Refinery
Level 12	200%	200%	All	07QPDW26WY	Deimos Lab
Level 13	350%	150%	1234 6	WTXQ9C3W12	Command Center
Level 14	100%	200%	123456	RBR4G!LDLN	Halls of the Damned
Level 15	300%	175%	123 6	WTXQ9C3W11	Spawning Vats
Level 16	50%	75%	1234567	548C7DFWYX	Hell Gate
Level 17	100%	125%	1234567	JOC89DZPQS	Hell Keep
Level 18	100%	125%	1234567	JGB9CToNRT	Pandemonium
Level 19	100%	200%	All	9QLTKRo!02	House of Pain
Level 20	100%	200%	All	78M63QX921	Unholy Cathedral
Level 21	200%	200%	All	S!61FHVQJG	Mt. Erebus
Level 22	200%	200%	All	33QHFTT6WY	Limbo
Level 23	200%	200%	All	VBGQPJ!Y46	Tower of Babel
Level 24	200%	200%	All	ZYKTLW7V53	Hell Beneath
Level 25	200%	200%	All	0DJSM4HW64	Perfect Hatred
Level 26	200%	200%	All	LS5YPTCRKH	Sever the Wicked
Level 27	200%	200%	All	ZDJSMVRW64	Unruly Evil
Level 28	200%	200%	All	1YKTX4QV53	Unto the Cruel
Level 29	200%	200%	All	XKF6R8LZ97	Twilight Descends
Level 30	200%	200%	All	DJXo7Q4HTR	Threshold of Pain

Doom 2

▶ Level codes

Level	Health	Armour	Weapons	Password	Title
Level 31	200%	200%	All	CoW1!QNJQS	Entryway
Level 32	125%	200%	All	VM!3V1D3DB	Underhalls
Level 33	150%	200%	All	W394W2DMFC	The Gantlet
Level 34	150%	200%	All	ZQ58ZKJRKH	The Focus
Level 35	175%	200%	All	Z758ZKJ8KH	The Waste Tunnels
Level 36	200%	200%	All	5C2V3DQBNL	The Crusher
Level 37	200%	200%	All	NCKBLX7V53	Dead Simple
Level 38	200%	200%	All	1Q58oFCRKH	Tricks and Traps
Level 39	100%	200%	All	HTMSKZZ9Z1	The Pit
Level 40	200%	200%	All	WS58ZKCRKH	Refueling Base
Level 41	200%	200%	All	CSNRG2W82o	O of Destruction!
Level 42	200%	200%	All	WT67oJBQJG	The Factory
Level 43	200%	200%	All	DQLTJ1Y!o2	The Inmost Dens
Level 44	100%	200%	All	2N94VFFMFC	The Suburbs
Level 45	200%	200%	All	CQLTJoY!o2	Tenements
Level 46	200%	200%	All	WR492GDSGJ	The Courtyard
Level 47	200%	200%	All	PFFGXH3777	The Citadel
Level 48	200%	200%	All	JWCJV2X479	Nirvana
Level 49	200%	200%	All	CJJTM35964	The Catacombs
Level 50	200%	200%	All	M!T174XZXV	Barrels of Fun
Level 51	200%	200%	All	577oMX2CDF	Bloodfalls
Level 52	200%	200%	All	YJLW3PPCPM	The Abandoned Mines
Level 53	200%	200%	All	DKKBLM58J3	Monster Condo
Level 54	200%	125%	All	7L3!266DJK	Redemption Denied

Bonus stages

▶ Level codes

Level	Health	Armour	Weapons	Password	Title
Level 55	150%	0%	All	BBBBBBB666	Fortress of Mystery
Level 56	200%	200%	All	3P67ZNBQJG	The Military Base
Level 57	100%	0%	123 5678	JCGDNFL555	The Marshes
Level 58	250%	25%	All	BXXBXXB778	The Mansion
Level 59	150%	25%	All	JCGDNFL556	Club Doom

Plasma Rifle

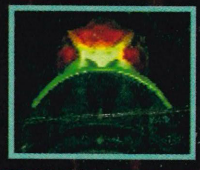
Just as powerful as the grenade launcher, but it can be fired rapidly, and it comes with loads of ammo so it can cause maximum damage.

Shotgun

The next one up from the ordinary gun, this one. It's easier to gun down the bad guys with this. One of the best weapons in the game actually.

Super Shotgun

This is an excellent little upgrade from the shotgun as it can fire through two opponents at once. It's also good for tackling the stronger monsters in the game.

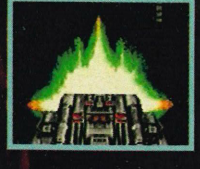


Chain gun

Another monster of a gun that's great for firing long distances. This comes with loads of ammo, and causes complete chaos!

Chainsaw

A bit of a sick idea to use this as a weapon. Still, the chainsaw doesn't have to be reloaded, and the results are pretty gory...



BFG9000

A gigantic, powerful weapon that can clear an entire room of baddies. Takes about a second or two to recharge, but once you have this gun nothing will stand in your way.

Key

△ = Right punch ✕ = Left kick

○ = Right kick □ = Left punch

PLAY

The ultimate Arcade adventure

Arcade games = future PlayStation titles. Well, maybe not quite yet, but it's getting that way. At Play we've always got one eye on what's ahead and thought it best to go scoop-hunting at Earl's Court, home of the Arcade industry's show, ATEI. It wasn't just an excuse to go and play all the latest games, honest!

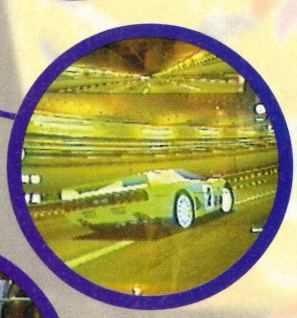
It's the dream isn't it? Arcade-perfect conversions at a mere fraction of the price. The PlayStation costs £300, Konami's latest potential arcade blockbuster, *Road Rage* – £125,000, but it'll be out on PlayStation early next year. The pace of technology eh? Now admittedly, a lot of that £125K goes on hardware, but no one can doubt that the PlayStation is proving capable of handling the kind of software you'll find down behind the plastic casing and hydraulics at the Namco Wonderpark, or the stripped down testing stations at base Konami. And boy did we find out a few interesting things...

Namco

Every PlayStation owner's favourite arcade company, the *Tekken*-tastic tykes at Namco had a mouth-watering line up at ATEI. Flush from signing a new enormous thirteen-title deal with Sony, Namco had one of the largest stands on display, all the better for us to creep round and figure out which ones would be making the journey to PlayStation. Of the thirteen new titles signed up by Sony, only five have been confirmed, including *Ridge Racer Revolution*, *Tekken 2*, *Namco Museum Vol. One*, *Namco Museum Vol. Two* and as an yet un-named football game (another one). This leaves eight untitled projects. Curiously enough, on show at ATEI were *Alpine Racer*, *Cyber Cycles*, *Tokyo Wars*, *Dirt Dash*, *Soul Edge*, *Rave Racer*, *Time Crisis* and *CyberSphere*, a cabinet running *Air Combat 22* software. Now that's, err, one, two, three, four, five, six, seven, ooh... eight games. What a co-incidence! Actually, when Play pointed this out to Namco they pointedly denied that all these titles would be converted to PlayStation, only some of them. Which ones? We'll have to wait and see.

Rave Racer

The sequel, not the update, to *Ridge Racer*, *Rave Racer* may not appear on PlayStation in its arcade incarnation but as something similar. Unconfirmed reports have been flying around the industry of a developers meeting in Japan at which an updated version of Ridge Racer running at a flat out 50 frames per second in the PlayStation's hi-res mode, (miles quicker than the low-res *Ridge*) was on display. It's also rumoured that the Namco/Sony deal discussed earlier includes *Ridge Racer 3*. Our bet is a new game based on the three circuits which feature in *Rave Racer*, utilising the additional features of *Rave* such as more undulating tracks, jumps, giving the tracks more of a test-circuit feel than the true roads of *Ridge Racer*.

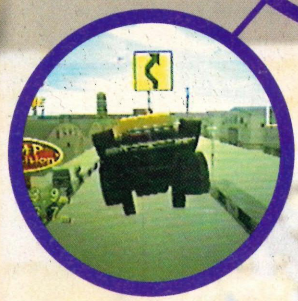


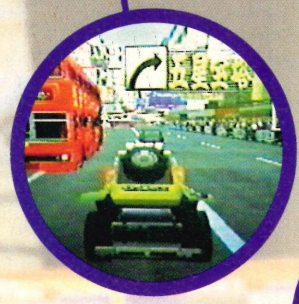
PlayStation release prospects: **Very Good**

Dirt Dash

PlayStation release prospects: **Very Good**

Now this is cool. Although it's been described as a *Sega Rally* clone, the game is actually quite different, more of an off-road type affair. The player has the choice of one of three cars, and must then beat time checkpoints to progress through five stages, based in city, jungle, woodland, hill-track and mountain settings. Some of the touches, such as the blizzard effect, and doors that fall off when you collide with a wall, help make this an excellent arcade unit and it surely must be a wanna-see for all PlayStation owners. So long as a good conversion is possible.



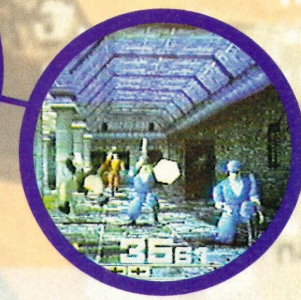


Time Crisis

PlayStation release prospects: **Very Good**

Namco's *Virtua Cop*-beater, *Time Crisis* would be one hell of a PlayStation game. Recent news of a PlayStation light gun for release this autumn greatly increases the chances of a PlayStation appearance for *Time Crisis*.

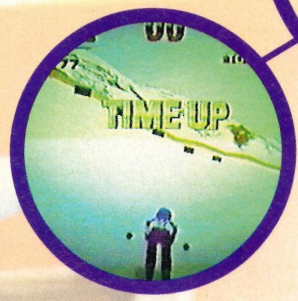
Probably the best gun game around, *Time Crisis* is a good bet to be among the chosen eight, even without its innovative pedal controller.



Alpine Racer

PlayStation release prospects: **Fair**

Primarily notable for its mounted skis and poles control system, so you use your body to move your skier, *Alpine Racer* is one hell of an arcade game. Take away the control system, however, and you can't help thinking that it's just ski-ing. However pretty.



Air Combat 22

PlayStation release prospects: **Unlikely**

Not actually on display itself, but as part of a 360° gyroseat unit, *Air Combat 22* is another to use the Super System 22 engine and is one of the least likely to hit PlayStation. The limited scope for improvement over the disappointing *Air Combat*, and the low possibility of a near-perfect conversion should see to that.

Tokyo Wars

PlayStation release prospects: **Good**

A two player tank sim, this should be no problem, as Sony Interactive's *Assault Rigs* testifies. Now, can they make it any good?

Cyber Cycles

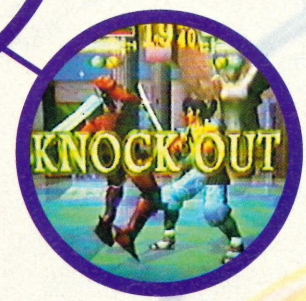
PlayStation release prospects: **Good**

A top motorbike racer featuring dual viewpoints, skids, wheel wobble and sweatbags of excitement, *Cyber Cycles* would be ideal PlayStation fodder. The only downer is that its based on Namco's Super System 22 hardware so a perfect arcade conversion is out of the question, at least, according to known information. Thus we get into the territory of how good the conversion will be. Still...

Soul Edge

PlayStation release prospects: **Excellent**

Namco's follow up to the *Tekken* series adds that little extra spice only big swords can give. Set in the middle of the 15th Century, eight characters – Rock, Taki, Sophita, Mitsungi, Siegfried, Seung Mira, Li Long and Voldo – are battling out for an invincible legend sword, the titular Soul Edge. Fast, fluid and with excellent effects it would be sure fire PlayStation smash.

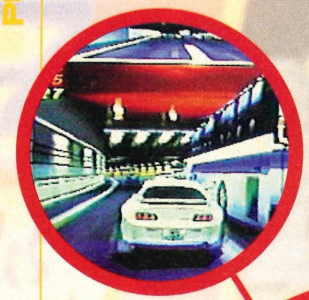


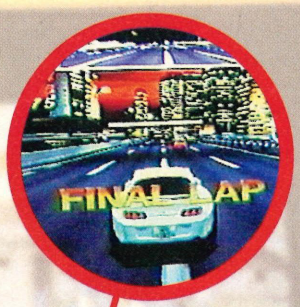
Konami

A major force in the arcade industry, Konami has broken into the video games sector over recent years, achieving noticeable success with *International Superstar Soccer* on the SNES, and the *Castlemania* series on sundry 8-bit and 16-bit consoles. At the show were three corking titles, all headed for PlayStation in one way or another...

Road Rage

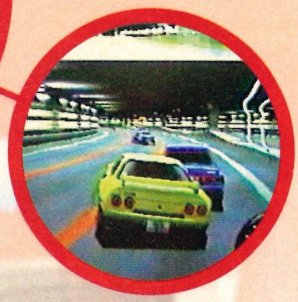
Faster than the Blackpool pleasure beach Pepsi-Max roller coaster and twice as gut-churning, that's your first impression of Konami's new £125,000 machine – *Road Rage*. Featuring a brilliant, hydraulic two-seater cabinet which can rotate through 360°, tilt up and down as well as left and right, the experience also offers a top-notch game to enjoy. Flying along at a searching rate of knots, your hover car has to negotiate vicious twists, sharp jumps, and frightening corners. Comparisons with *Wipeout 2* will be inevitable as each project progresses over the months to come. Konami estimates it'll take a further year to convert to PlayStation (Feb '97 release) and, even without the six-figure hydraulic cabinet (!) looks like being one to file away for future reference. More news once the conversion starts.





Midnight Run

A snip at a mere £100,000 (well, compared to *Road Rage*), *Midnight Run* is a more traditional racer, with a passing resemblance to Midway's *Cruisin' USA*. Nice and speedy, it features civilian-style traffic to race against round various cityscapes. A slightly easier conversion for Konami, it should arrive in time to silence any Ultra 64 owners raving on about *Cruisin' USA*. The Konami lads are aiming for December '96.



Crypt Killer

Not yet definitely confirmed as a PlayStation title, *Crypt Killer* nonetheless points the way to what we can expect from Konami in the way of gun games. As reported last issue, Konami have developed the official PlayStation light gun and they really have to produce a shooter to go with it as the current plan of tying it in with *Horned Owl* isn't a wise one. Reviewed on import on page 74, *Horned Owl* failed to impress us. Bearing this mind, Play is sticking its money on a version of *Crypt Killer* being available on PlayStation before Christmas. And as you can see from the shots, it could be something special...

Amusement Trade Exhibition International

Held at London's Earl's court, the ATEI is the international centre of the arcade and leisure machine industry, playing host to the unveiling of countless new machines, rides and leisure equipment. It's the place where deals are made and bargains struck, where your local arcade owner selects his stock for the year ahead. And now it's becoming the place where companies grow increasingly nervous of inquisitive PlayStation journalists asking awkward questions... and party central for the odd suspiciously young un-business like delegate walking around with a massive grin on their face. Congrats to the few of you who managed to blag your way past the security guards.

Facts and figures

The very first ATEI was held in 1936 at Dorland Hall on Regent's Street with 39 exhibitors spread over 44 stands. World War 2 brought the show to a temporary halt, but with the renewed prosperity of the 1950s it returned strongly and this year's show, held on the 60th anniversary of the first, was actually the 52nd event. It's also grown hugely, this year attracting 32,562 visitors over four days from nearly 100 countries. In fact, show organisers estimate that added together, people flew a total of just over 11,000,000 miles to attend.

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Toshinde

PLAY information

- **Publisher:** Takara
- **Contact:** The Video Game Centre on 01202 527314
- **Expected price:** £79.99
- **Origin:** Japan

The original Toshinden was like a sleazy lap-dancer, classy in looks and full of raw energy, but then just as you're getting going, it trails off leaving you empty of pocket. Fear not though, Tosh 2 is here and is bound to be full of bigger and better things right? Erm... Ryan Butt doesn't think so.

Oh no, what's commonly referred to in this office as sequel syndrome is here again. When the PlayStation was establishing itself as being the hottest new bit of kit to hit the streets, one game shone as being a groundbreaking product – *Battle Arena Toshinden*.

It wasn't that great though, after a couple of weeks it had served its life span as a combat game and was left to act as little more than a showcase to show exactly what the machine was capable of. We expect more nowadays, so what magic have the programmers conjured-up to drag this harsh judge back into the arena?

Nothing! They blew it! *Toshinden 2* had all the promise and potential of building on the first game's faults to combine those marvellous graphics with a game that is at least half playable... but no. *Toshinden 2* is just as sketchy as *Toshinden*, perhaps more so. You see once again the programmers have thrown themselves into carefully crafting the visual appearance, and in doing so neglected the gameplay element like it just isn't that important – daft buggers.

not a blinding photon-fusion of a game

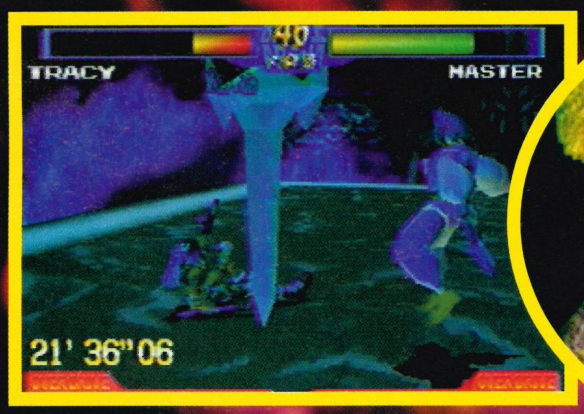
What's served up here is scarcely enough for this to be deemed a proper sequel – remix would be a more accurate phrase to describe it. There are two brand new characters (three if you count the playable boss from the last game, Gaia), some extra moves and backgrounds, plus some overdrive power bars which come into effect when your character takes a bit of a pounding and needs to exalt some speedy revenge.

This all sounds very good, but what lets this game down so dreadfully is the

▲ It looks better, but the gameplay has long since deserted the *Toshinden* camp.

► Ellis pulls off a great new piledriver move.

en 2



▲ Cor! A fab new intro shows off the best of each character.

▼ Ellis won? But her opponent is still standing?

stigma that plagued the first: no proper sodding combos. Stringing together decent attack patterns is a sluggish, impossible task that will leave the player feeling immensely frustrated and frankly, conned.

The overdrive moves are a handy feature, but the programmers haven't really homed in on their match-swaying potential, and as a result they're pathetically weedy in most cases.

The real attraction with this game is not in the radically improved gameplay (because there isn't any), but in the beaming graphics and the new, albeit weenie, throng of new blood entering into the arena for a hearty spot of skull-bashing fisticuffs.

The completely new tough guys are a welcome opportunity to spice up the gameplay, and they go some way to achieving this. Tracy offers a distinctly un-feminine approach to coshing her opponents with batons, and Chaos... well, Chaos is just completely off his trolley.

The only other real reason to buy this are the bosses – plentiful and varied and hand-blisteringly tough to duff-up it has to be said. We've found four of them: Uranus, Master, Vermilion and Sho, but there could be more. Playing through on hard level not only brings out their darker sides, but it also gives you the added bonus of fighting against more of them. Try it, bet you fail miserably!

Despite some good elements, *Toshinden 2* isn't a blinding photon-fusion of a game. Anyone wanting more of the same old stuff will be the only people mildly content after two days of this pap. For me at least, it just wasn't different enough.

Judgement day

The day of reckoning has arrived and *Toshinden 2* is here in all its glory to take it on the chin from sadistic old meanies like me. To make that all-important "shall I buy it" dilemma slightly less painful, check out this light-hearted breakdown.

Something old

Eiji – Moody sword-swinger devoid of all charisma.

Kayin – Eiji's copper-topped alter-ego.

Duke – Conan the Barbarian with snotty hair.

Sofia – Madame whiplash kicks ass.

Fo – The token old wise china-man.

Mondo – Same moves, same sticks, new back-pack... cool!

Ellis – Little girls have never been so annoying.

Something new

Tracy – Bent coppers are never this sexy!

Chaos – Loud, insulting, and over-powering... and that's just his clothes!

Gaia – The old adversary goes Rastaferian!

Something borrowed

Well, those overdrive combo bars aren't strictly 'original' are they?

Something blue

That's you if you buy this... hur, hur!

PLAY verdict

Looks:

Sounds:

Improvements:

Value:

Played 74%

The revenge of the nerds!

Rings of fire

It's not easy to win the rights to produce a PlayStation version of the greatest real-life games on Earth. As US Gold explains, "The bidding process was bloody difficult – and expensive. We already had the rights to Barcelona in 1992 and we did the 1994 Winter Olympics. So we already had the contacts from the IOC and the other Olympic committees. We already had a lead on everyone else because we did a good job on those. It's not easy, though. You're talking to a massively complex organisation. Each country has its own national Olympic committee and you have to gain access rights to each territory. It's a massive job.

But we had the experience, we were willing to pay the price and we managed to get exclusive rights, world-wide on all formats.

Now, we're working on three games, *Olympic Soccer* and *Olympic Games* both being produced in Banbury and a basketball game called *The Dream Team* which is being done in the States."

Welcon to the Olym

PLAY information

- **Design Team:** Silicon Dreams
- **Team Leader:** Rob Palfreman/Mark Walden
- **Where at:** 80% complete
- **Target release:** 1st May (Olympic Soccer) 1st June (Olympic Games)

The Olympics – the greatest sporting spectacle known to man... but sadly not yet the basis for the greatest games. US Gold is confident of putting this right with its two Atlanta '96 projects. Here, Ian Lynch reports back on the first, *Olympic Soccer*, and catches a glimpse of what else is to come.

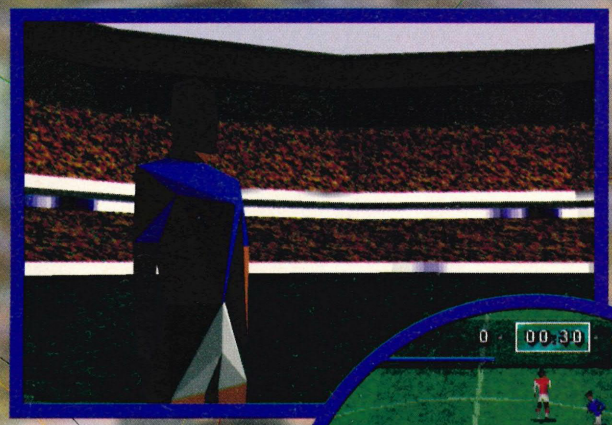
Football games seem to be enormously popular at the moment, with punters and publishers falling over themselves to find out about the latest pretender who would be King goal. We've already had *Striker '96*, and the disappointing *FIFA '96*, the impressive *Actua Soccer* should now, finally, be in the shops and still they won't go away.

Sony Interactive's challenger, *adidas Power Soccer* also looks the part and now come in number five, your time is nearly up. Taking the fifth (slot) is the Silicon Dreams-designed *Olympic Soccer* one of a two-pronged contribution to publisher US Gold's trio of Olympic tie-ins.

Due in early May, developers Silicon Dreams (the guys behind 'controversial' SNES, Mega Drive and Jaguar football game, *Fever Pitch*) are already making promises which paint the title as the next, next generation of football games, or, more likely, next generation plus a little bit more.

Silicon Dreams team leader Mark Walden is certainly confident, informing *Play* that "Every area of the game represents a vast improvement over the competition – be it the graphics, sound, 3D engine, etc. The control system really adds to the game, giving more excitement. Once you become accustomed to it you can activate any number of moves, be it slick passing, one-twos, lots of heading options, powerful crossing, bouncing the ball on your chest, overhead kick – the list is endless. Being able to manipulate such a wealth of moves adds to making the game more realistic and exciting. As you become 'au fait' with the controls and moves you will become totally immersed within the game.

ne pics



Back to basics

Olympic Soccer is the team's first PlayStation title, so they had to go back to the drawing board to work out how they'd tackle it. Mark Walden explains.

"The first step is working on a 3D engine, which is fairly generic for all the machines and all the games. The core code for that is used for each platform. It is then improved and adjusted for each of the machines. Andy Hersee started writing the code for the 3D engine a long while ago and it has been a case of optimising this and then writing specific engines for each of the platforms.

For us, the PlayStation isn't that different from other formats, it's the software that matters. Because everything is written in 'C' it is portable to any machine. With a set of libraries written, it is a simple task of porting them to other machines and making small additions. With the ground work of the libraries complete, we can then design one program to write an event or game which will port across to any of the formats quickly in only 15 minutes. The PlayStation will have more Gourad shading and more textures though, and the final game will run at 30 frames a second, roughly equal to a Pentium 90 PC.

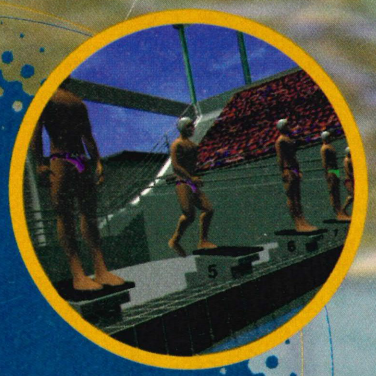
Pick up and play

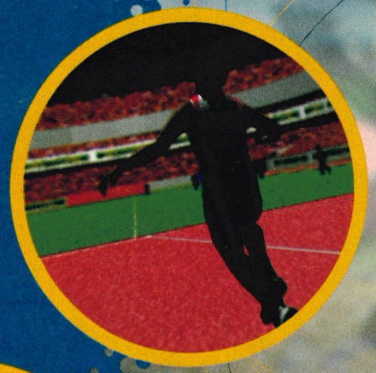
"Although it may sound complicated, it is far from that. It is a game that you can pick up and instantly play. A learning curve to any game is essential and *Olympic Soccer* has that. In my opinion, this learning aspect is certainly lacking in other games. At the start, being able to chest the ball and tap it on requires a certain amount of skill, all this will come as you acclimatise yourself to the game."

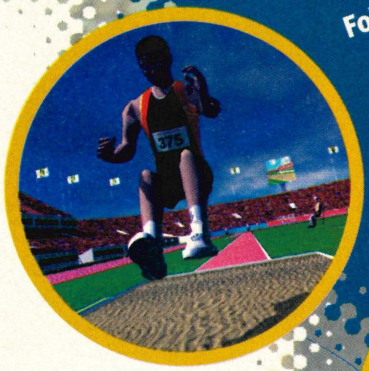
"The way the control system works is that there are three main buttons on the pad you are using, for any of the machines. Those three buttons throughout the game, what ever you are doing, have the same functionality so you will not get confused. All the three main consoles have three buttons. Assigning moves for the wing buttons will be implemented for each machine."

So basically, you have one button that is assigned to shooting, another for passing and another for long-ball tactics. Each then encompasses different moves depending on how they're used. For instance, through passing you can carry out one-twos, passing along the floor and a several different weighted balls. This

▲ How to use the in-view positioning chart. Why number four is looking back at the goalie, and not the ball, I don't know.







Fun for all the family

Following on from *Olympic Soccer* will be *Olympic Games*, a collection of between 16 and 18 (depending on what'll fit onto the CD) of the most popular athletic and sporting events in the Olympics. We haven't seen any playable stuff yet, but these rendered shots look promising.

▼ It's there! The boy Tezza hotfoots it away from kiss-hungry mates sharpish.

applies to all factors, so the game becomes a matter of using combinations to ensure fluid control of passing and shooting. The direction of the passing is executed via the directional wheels on the pad."

"Yes, that's right, we've used this method rather than any other because they tend to restrict your movements and options, depending on where you are on the pitch and the situation which is occurring. With our interface you are free to do what you want to", adds Mark. "If, for instance, you are moving down a wing you are not restricted to merely crossing the ball but you can chip the ball or short pass."

Balls-ups

Unlike most games, *Olympic Soccer* also allows computer players to make simple mistakes, adding to that essential real-life feel. Mark explains, "The artificial intelligence in the program will generate instances that you do not normally see elsewhere. In most soccer games all the motions are executed by the computer players. There is never a random factor, for example. In *Olympic Soccer*, very occasionally, a player will go to head a ball and miss it – this adds that margin of error that is realistic and true to life. Hence, watching 'computer Vs computer' games is like watching the movements of a real match."

All promising sounding stuff, and certainly Silicon Dreams is one of the few in-house teams with a reputation (*Fever Pitch* was a top five hit) to suggest they can turn this kind of talk into on-screen reality. As well as focusing on how to try and improve on, what with *Actua Soccer* is a high starting ground, the team is also making sure it mirrors some of the presentation standards set by current titles, such as the inclusion of motion-captured animation and running commentary, in this case the words are supplied by Radio Five's hyper-energetic Alan Green (someone on TV give him a job please!). Mark picks up the story, "Alan actually helped us quite a lot during that stage of development. For example, we only

Credits

Silicon Dreams is one of two major US Gold-owned development centres, along with Core Design (the people responsible for *Thunderhawk 2: Firestorm*). Between the two there is an exchange of technology, information and sometimes programmers. Combined, the duo employ six producers, 28 programmers, 24 artists, four musicians and 17 in Creative Resource (quality control, testing as well as two network technicians to handle the networks). Silicon Dreams also uses state-of-the art equipment such as Silicon Graphics machines and the Flock of Birds motion-capture equipment.

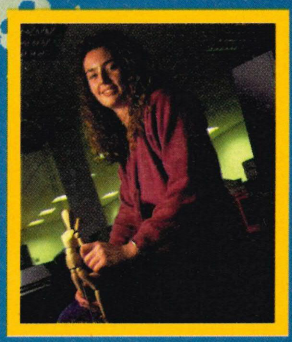
▲ Work on the graphics is coming along nicely.

▲ A nice rendered shot of an England lad polishing up his ball control skills from the intro.

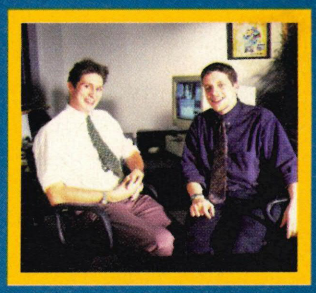
had a very preliminary list of phrases for him to say, around 400, but he made a lot of good suggestions and we estimate there will be around 1,700 phrases in the final version. We can then have an endless list of interchangeable comments. You have various connotations of the same word and phrases that could be strung onto another, it is a bit like cutting and pasting words pertaining to events on the field."

"As far as motion-capture goes, we have been using the Flock of Birds system which we have on site. Although it is a clumsy way of doing things we also have found that we can achieve the same degree of quality in a shorter period of time by using artists to key frame it. The amount of data involved in motion-capture is high. You are also restricted in such a way that if you want to perform a diving header, you will find yourself diving with three metres of wire attached to your back, which is very restricting. So we've used some motion capture but the more complex moves are key framed."

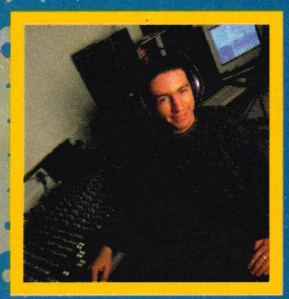
It all sounds like a highly polished product, one which *Play* will be watching closely during its final stages of development.



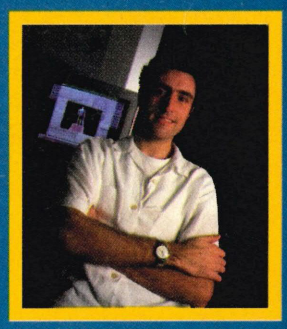
▲ Clare Warne – Artist for *Olympic Soccer.*



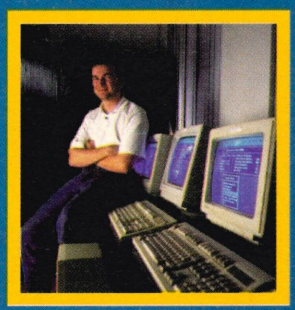
▲ Bob Palfreman and Mark Walden. The bosses.



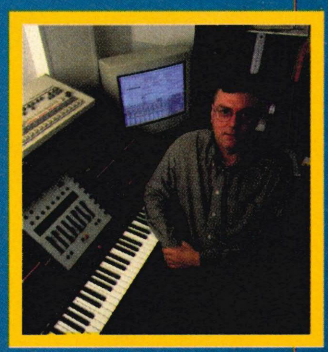
▲ Max Little – Sound effects and commentary.



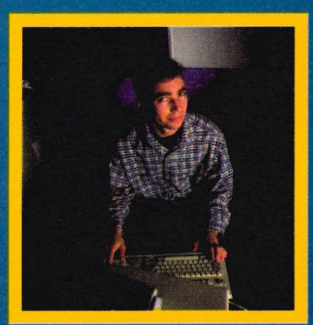
▲ David Culliane – Artist for *Olympic Soccer.*



▲ Nigel 'Mr. Fixit' Burbridge – Network support.



▲ John Hancock – Musician.



▲ Rod Mack – Programmer on *Olympic Soccer.*

◀ The team gathers to discuss ideas for *Olympic Games.*

Making a splash

A good fireman should always know what tools he has at his disposal. Before you go rushing into any burning houses, take a look at this impressive display.

Blanket Hose

This spray will extinguish all ground fires.

Jet Hose

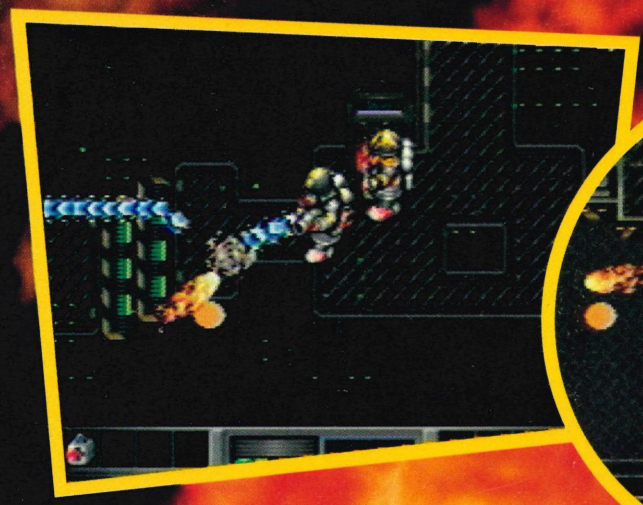
For raging fireballs and runaway machinery.

Axe

You never know what you'll have to chop.

Water Bomb

Very useful for big fires, but extremely rare.



The Firem

PLAY information

- **Publisher:** Human
- **Contact:** The Video Game Centre on 01202 527314
- **Origin:** Japan
- **Price:** £74.99

I've heard of scorching PlayStation games, but this is ridiculous. Nick Roberts puts on a big helmet and yells, 'FIRE'!

If you're a video game veteran you'll remember a title on the Super Nintendo a year or so ago called *The Firemen*. Developed by Human and released over here through Marubeni, the basic idea was to cope with all the fires springing up on the screen, saving any helpless victims you found along the way. You know the sort of thing, react to what's happening in front of you and deal with it. Well, they've blasted the game into the next generation with this sequel, cunningly entitled *The Firemen 2*!

The sad thing is that they've made no attempt at enhancing the graphics for the PlayStation at all. The firemen sprites, backgrounds and animation wouldn't look at all out of place on a 16-bit console. It's just the size of the game and the CD quality speech and music that remind you which console you're playing on.

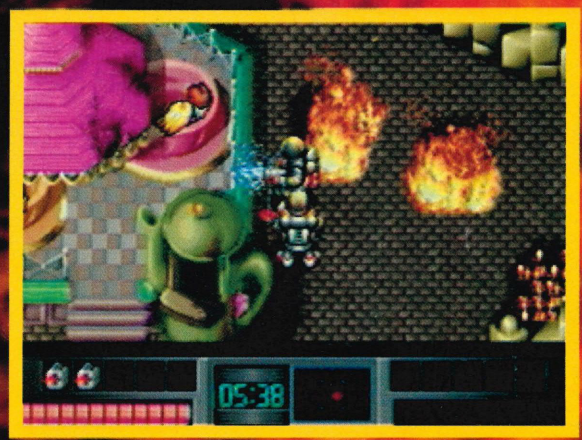
a random display of fireworks

But, of course, graphics don't make a game (no matter how much software companies say they do) and one thing *Firemen 2* does have is rock solid gameplay, which makes it both addictive and fun. This time around, the action is set in the middle of a burning theme park, played out with little animations and sequences. It's a Jap game, so, you won't be surprised to hear that all the speech is actually in Japanese, but you don't need to know what the characters are saying to get the gist of what lies ahead.

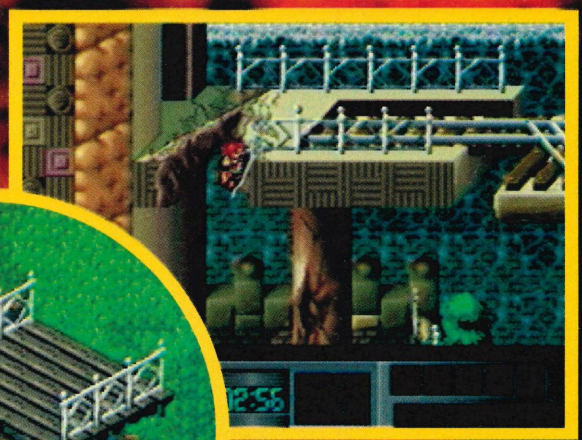
Once you've been briefed on each 'mission', it's down to you to get out the hose and start spraying. The tools of the trade include two types of hosepipe: one sprays a blanket of water to put out the ground fires and the other gives a long jet for the more vicious fireballs. In one-player mode you're accompanied by a mate who chops away at fires with an axe – don't ask me how that's supposed to work! Choose to play a two-player

▲ To rescue one little lad the firefighters have to take to the roller coaster. Lets hope it's not a log flume, they'll get wet!

en 2



▲ Those kids may be having the time of their life – but their lives won't last much longer if they don't get out quick!



▲ Deep inside the theme park a piece of machinery has gone berserk – soak it!

game and you'll both have high powered hoses to have water fights with.

Fires rage as you wander around the vast levels, leaving scorch marks wherever they burn and spitting out all kinds of savage obstacles to squirt. Among the broken down merry-go-rounds, roller coasters and dinosaur displays you'll also find burning machinery gone mad. Two or three good soakings should be enough to stop anything in its tracks.

Most of the missions involve simply finding a trapped victim, freeing them and watching the paramedics marching on screen to carry them off on a stretcher. Then there are bosses, so to speak, in the shape of particularly nasty fires that spin and spit in a random display of fireworks. On completing each section you're told what percentage of fire you actually put out. Anything less that 100% and you should be ashamed of yourself!

They always say that the simple ideas are the best and you can't get much more simplistic than *The Firemen 2*. Human could have enhanced the graphics over the 16-bit original, but the gameplay is still mighty fine.

There's no word of an official launch for the game yet, and it is a bit pricey on import at £74.99, but I thoroughly enjoyed my bout of fire fighting.

PLAY verdict

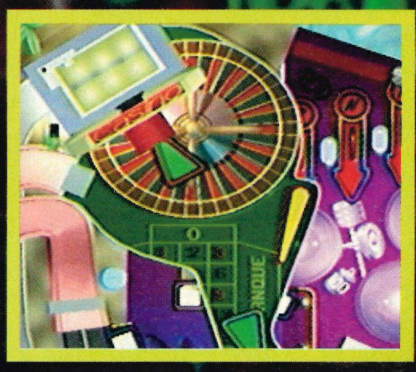
Looks:	
Sounds:	
Scorches:	
Value:	

Played 78%

16-bit graphics meets 32-bit gameplay

▶ Each table is jam packed with all the usual bumpers and flashing lights.

▼ The Babewatch table in all its glory!



True Pinball

PLAY information

- Publisher: Ocean
- Phone for info: 0161 832 6633
- Expected price: £39.99
- Expected when: March

From its original settings in greasy cafes, pinball has come a long way. The future is now True Pinball in glorious 32-bit...

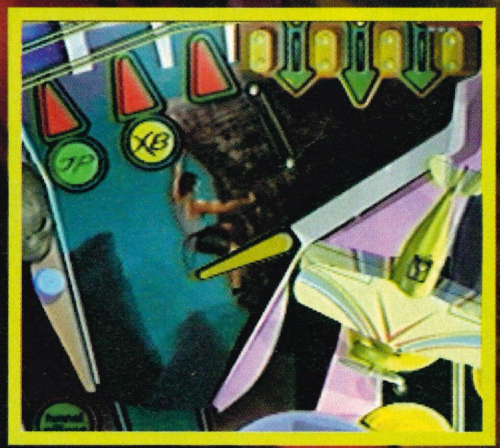
I never thought that pinball was the right thing to convert over to a console, but I'm beginning to change my mind. One of the causes of that is Ocean seems to have created the nearest thing to real pinball with their latest release, *True Pinball*, and I'm moderately impressed. Comprising of four tables, *True Pinball* does well in creating atmosphere by throwing in countless features, old and new. Each table has a title and theme – Extreme Sports with bungee jumping and free fall diving, Babe Watch packed with gorgeous blondes, Law and Justice where cops shoot the bad guys and The Vikings starring blokes with beards. Each table has a digital display showing the score, bonuses and even allowing you to play sub games, such as a fruit machine, avoiding rocks on the high seas and sword fighting.

The visuals are clear and detailed throughout the game. An option is available which enables the table to be seen either from above, or from a slanted viewpoint and you can choose a high-res mode really showing off the PlayStation's abilities.

I do have a few criticisms though – one being that when the ball is endlessly bumping against those coloured mushrooms, and shooting off into bonus tunnels, there isn't much for the player to do, and control over the ball is obviously a tad limited. It's sometimes difficult to tell which route the ball has taken until it shoots out from the top somewhere. There are loads of options and surprises to keep even the most obsessed pinball maniac happy, but once everything has been seen and discovered, and it doesn't take that long, the game's appeal begins to wane.

You cannot help but be impressed by the slick visuals, and although nothing special, the soundtrack and typical pinball sound effects do the job nicely. Each of the pinball tables will have fans hooked in no time, although some may prefer to stick with the real thing.

▼ Big bonus points to be had at the table top!



PLAY recommended

Looks:	
Sounds:	
Realism:	
Value:	

Played 85%

Realistic, playable - almost the real thing

Mickey's Wild Adventure

That ever cute and appealing rodent, Steve Hardy... sorry, Mickey Mouse, is about to make his PlayStation debut...

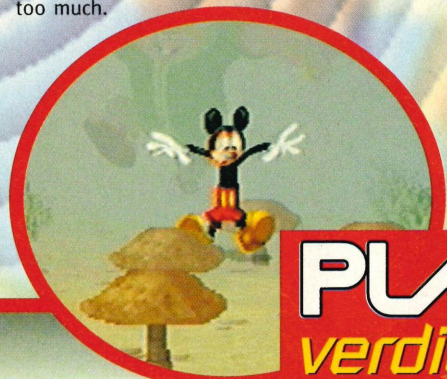
Those of you who despise anything twee and sickeningly cute should read no further, because Disney's latest PlayStation release is full of it. Originally released on the Mega Drive, Mega-CD and SNES under the name *Mickey Mania*, it stunned everyone with its cute yet highly detailed graphics, and enjoyable gameplay.

This game takes some of Mickey's best cartoon moments and converts them into full blown levels. Levels start in the old black and white days and go through the top cartoons of the years. The first level is based on Steamboat Willy, first shown in 1928. To capture that atmosphere the black and white graphics gradually become more colourful the further Mickey progresses. As well as that, many other clever effects have been added, such as crackly old film to set the scene.

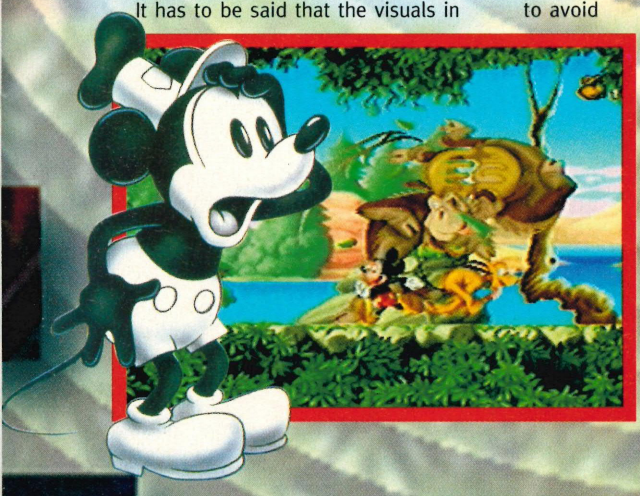
It has to be said that the visuals in *Mickey's Wild Adventure* are really impressive. There has been so much attention to detail, and Mickey moves exactly how he would in the cartoon thanks to Disney Interactive's excellent animation techniques. The graphics have their own cartoon quality, and the backgrounds are very eye catching, not to mention colourful. If this had just comprised of one platform level after another then it wouldn't have scored very highly. As it is, the game features lots of great graphical techniques that add a bit of variety between levels. For example, the stage based on Mickey and The Beanstalk (1947) sees Mr Mouse being chased by a giant, but this is seen as if he is running towards the screen. He has to avoid the obstacles and escape, and the whole stage looks excellent in 3D. Another special level sees Mickey having to run up a huge rotating tower, whilst constantly having to avoid obstacles and a huge column of fire that slowly engulfs the screen. Alright, so the game is graphically fantastic, but it is a bit easy, so perhaps younger gamers would be well advised to play this. As a first game for your PlayStation (assuming you are young or just love platformers), *Mickey's Wild Adventure* suits the bill perfectly – it looks and sounds amazing, there's no glitching, no boring bits and nothing becomes too difficult. Perhaps it could have been more of a challenge, but then again, I was probably expecting too much.

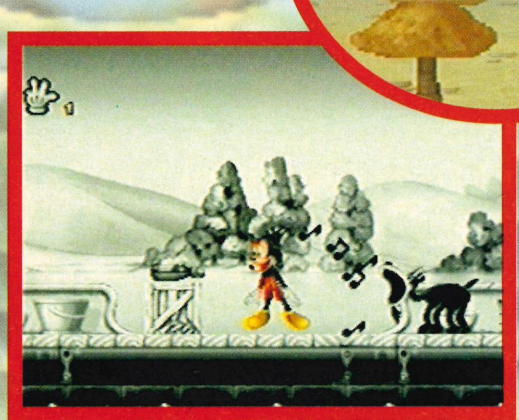
PLAY information

Publisher: Sony Computer Entertainment
Customer support: 0171 447 1600
Expected price: £39.99
Expected when: Out Now



Mickey feels the effects of eating too many large mushrooms!



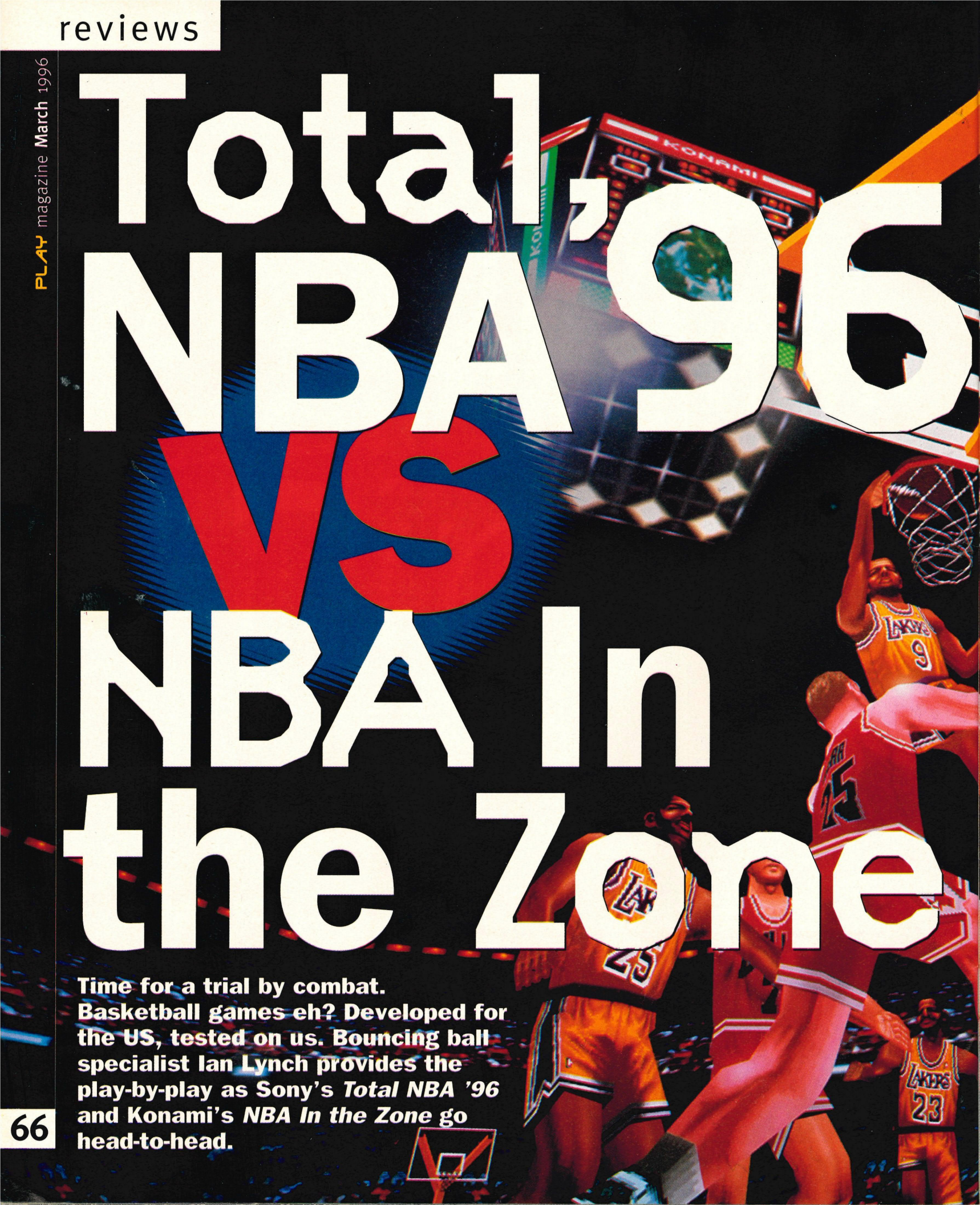


PLAY verdict

Looks:
Sounds:
Challenge:
Value:

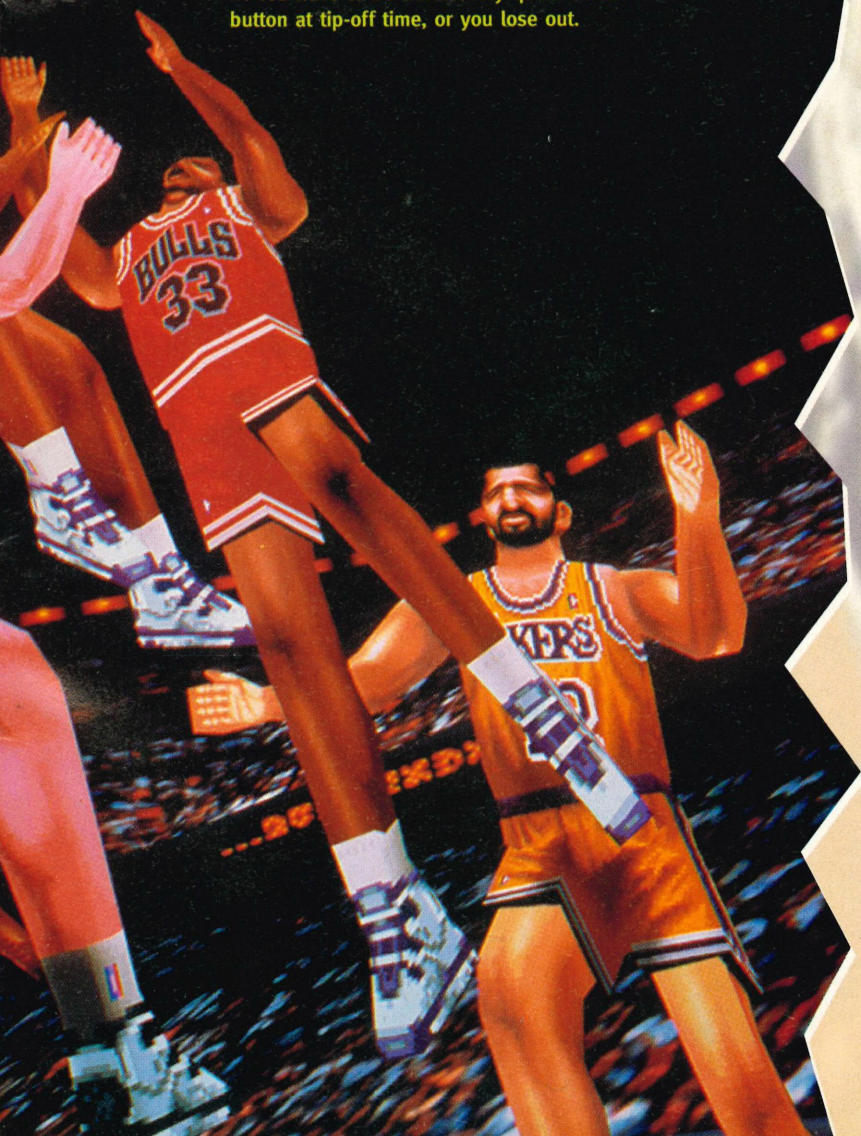
Played 79%
Like Steve-bright, cute & appealing

Total NBA '96 VS NBA In the Zone



Time for a trial by combat. Basketball games eh? Developed for the US, tested on us. Bouncing ball specialist Ian Lynch provides the play-by-play as Sony's *Total NBA '96* and Konami's *NBA In the Zone* go head-to-head.

▲ You have to be ridiculously quick on the button at tip-off time, or you lose out.



PLAY information

- **Game:** Total NBA '96
- **Publisher:** Sony
- **Customer support:** 081 505 505*
- **Expected release:** March
- **Expected price:** £44.99

PLAY information

- **Game:** NBA In the Zone
- **Publisher:** Konami
- **Customer support:** 01895 853000
- **Expected release:** End of February
- **Expected price:** £44.99

Key

Total NBA '96 Screen shots

NBA In The Zone Screen shots

Hello, my name's Ian Lynch, your Play TV host tonight for one of this year's most eagerly-awaited contests, *Total NBA '96* VS *NBA In the Zone*. In pre-season training both games both looked like possible champs but now the preparation is over and soon we'll know which is the top 'balling dog.

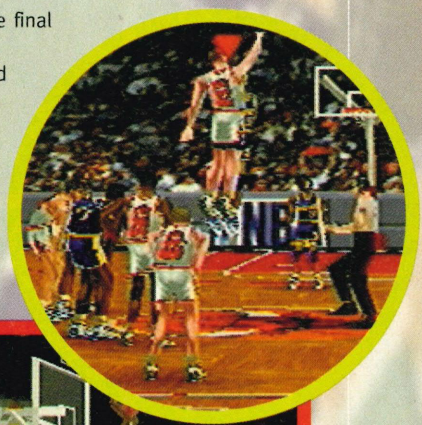
Later I'll be talking to Chicago Bulls standout Michael Jordan about Konami's *NBA In the Zone* but now let's go over to newly returned LA Lakers star Magic Johnson in the Sony camp – Magic.

"Well Ian, what can you say about the *Total NBA '96* guys? The line-up consists of the full range of NBA teams, eight camera views, ooh, look, aren't they smashing graphics, the essential easy to play, tough to master gameplay, eight offensive formations, two defensive strategies, and an eight-player option (accessible using two PlayStations, two multi-taps and a link-up cable. By the way, news just in from Sony's customer services department suggests the multi-tap should be available in the Sony Centres about mid-Feb). It's impressive."

"Now, back in the first ever broadcast of Play TV (or issue one, if you like), we sent a crew down to the team's London HQ to grill the lead programmer, Jules Burt, on how the project was shaping up. As you know Ian, Jules has since left (transferred to EA Canada, apparently), but the remainder of the team have knuckled down and produced something which can be honestly described by the words 'jaw' and 'dropping'."

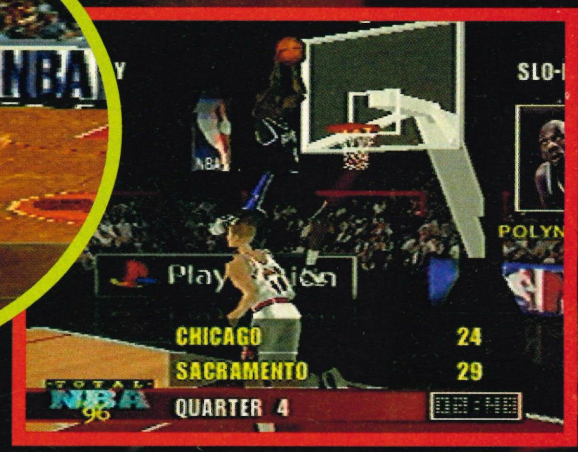
"Really Magic? At the time of the WorkStation interview, Jules made much of the quality of the graphics and the use of a police identikit-style approach which would allow you to recognise the NBA players close up. What do you reckon?

"I'd have to say Ian that looking at the final version he was stretching the truth a bit, maybe if you were seriously short-sighted they'd look familiar (vaguely), but this aside it's still fair to say the presentation is seriously smooth, smoother than a baby's bum actually. Certainly, one Dennis Rodman is very noticeable, mainly because his hair is a different colour each time he plays a game (as is his real life gimmick)."



"One thing that is striking is how well different-sized players are represented. The differences have been emphasised heavily, and, together with the illustration of the muscle bulk are so well executed that you could actually hold 'guess the weight' contests with each player

◀ Hanging from the rims is frowned on by the NBA, but Konami obviously weren't bothered by that.



Really something

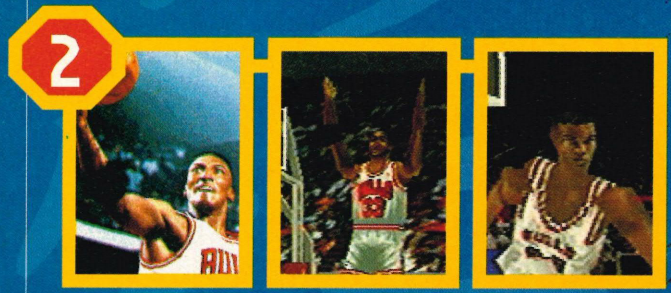
So how good are the graphics in these super console sports sims? Here's the ultimate test – screen shots of three randomly selected famous players matched side by side with their mug shots. What do you reckon?

1. Dennis Rodman 2. Scottie Pippen 3. Larry Johnson

In real life ▲ Large as life and twice as ugly.

In NBA Zone ▲ Couldn't find him. Konami? What's up?

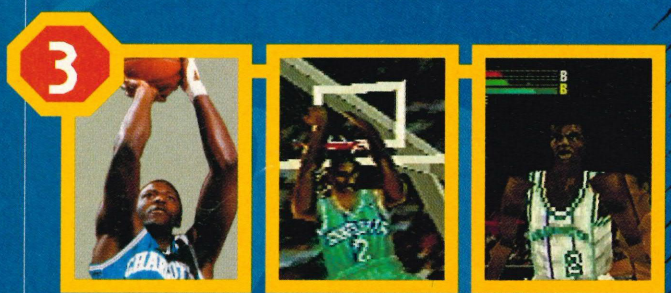
In Total NBA ▲ Well, the hair's there, 7/10 I think.



In real life ▲ Go on Scottie, give it some!

In NBA Zone ▲ The number's clear, but no, 5/10.

In Total NBA ▲ Attitude from Scottie! Good, 8/10.



In real life ▲ Our Lazza, looking determined.

In NBA Zone ▲ Zone's best, what a vest. Sharp, 8/10

In Total NBA ▲ He's aged! But the expression! 8/10.

Total NBA sets a new standard for sports games

and come close to their real stats. And then check them in the copious amounts of player stats provided."

"The motion-captured players also move fluidly, the movement of players going to dunk is especially impressive, and as well as looking pretty they actually respond intelligently to your movements and formation calls. Which leads me nicely onto the truly astounding feature of *Total NBA '96*, the god-like reality of the game. Certain sports sims in the recent past have failed because they've tried to represent the sport too closely, haven't quite got it right, and have produced a game which is too bloody awkward for words. (Are you listening, EA?). Now, I know the sport backwards and believe me this is the closest thing I can imagine to a perfect computer version. There's no doubt that *Total NBA '96* plays a superb game of basketball."

"Praise indeed from the Magic man. Magic, are any problems?"

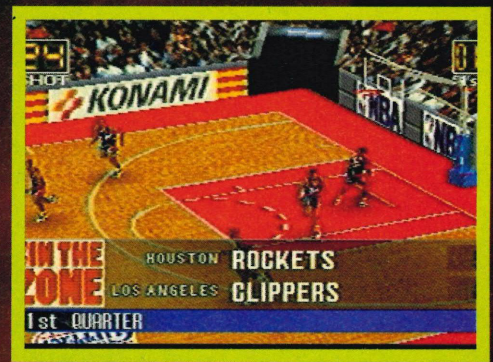
"Ian, only a couple. The first is that there simply isn't enough ways to defend. The only real tactic available is to try and deny the opponent space, by blocking his path and making him take long-range shots. You have the option of adopting half and full-court presses but these are risky as if you leave even the smallest gap open, it's all too easy for your rival to take advantage and steal in for a dunk. Still, this isn't a crippling error by any means, it just seems a shame that Sony's London-based design team seems to have fallen into the trap of glamorising offence at the expense of the rest of the sport.

That's not all. It's well known that I'm into my aural as part of that total interactive entertainment experience, and *Total* squeaks a bit. Actually, the FX of the players moving around court is so loud you'd think the court was over-run with rats. Mind you, at least it covers up for some lame samples, irritating commentators and virtually comatose crowds. Sound-wise it's not up to Play TV standard."

"Thanks Magic. So, on the whole, *Total NBA '96* is a mightily impressive and enjoyable effort. Let's go over to Chicago Bulls star Michael Jordan on the Konami bench. So, Michael, first a word as to why you don't feature in either game?"

"They couldn't afford me Ian. But that's another story, right now I want to talk about *NBA In the Zone*."

"Well, it matches up to the favoured Sony effort pretty well in the initial line-up. It has much the same number of options (nearly), including all the established NBA teams (plus the two new expansion franchises), five skill



levels, built-in home advantage, is multi-tap compatible and similarly pays enough attention to detail in the graphics department to let you recognise players (should you be a 'baller). It only has three camera views, but at least they're all genuine, playable options. As far as sounds go, *In the Zone* has an audience who actually make some noise and music which compliments the action rather than intrudes. No problems with presentation then Ian."

"What about the gameplay Michael?"

"Ah, there's the rub. Whereas *Total NBA '96* is as much a mirror of the real thing as possible, *NBA In the Zone* is more of a showboater, and lacks a bit of substance. You can pull off far more fancier moves playing *In the Zone* than *Total* but it all seems a little contrived. For instance, even on the hardest level I still found it possible to march down court with one player, beat the opposition with a couple of spins and dunk lustily with a well-timed lunge to the hoop. Yes, well you are Michael Jordan, the greatest player of all-time I hear you say, but remember, this was using a joypad. It's all very nice, but a bit limiting, especially playing a flesh and blood rival. Two player games too often turn into fast break, one-on-one marathons."

"And Ian, it has to be said, the game also lacks polish. For instance, some of the replays of players taking passes make them look more like a gridiron receiver running down field for a pass from the Quarterback than a basketballer. Also, teams only swap round every half, instead of the proper each quarter. Which is a bit disappointing. Back to you Ian."

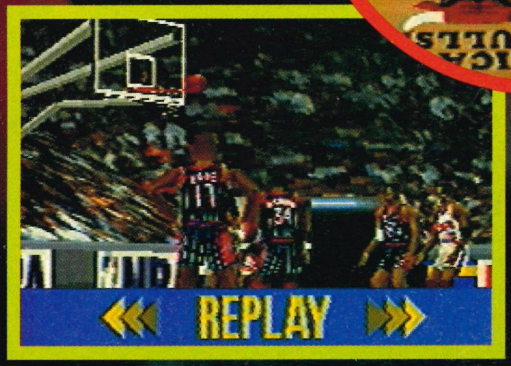
"Well, there you have it, the word from without doubt the greatest two ball-players of all time. Gentlemen, I think we have a winner. *Total NBA '96* beats *NBA In the Zone* 94-79. This has been Ian Lynch for Play TV, your evaluation station."

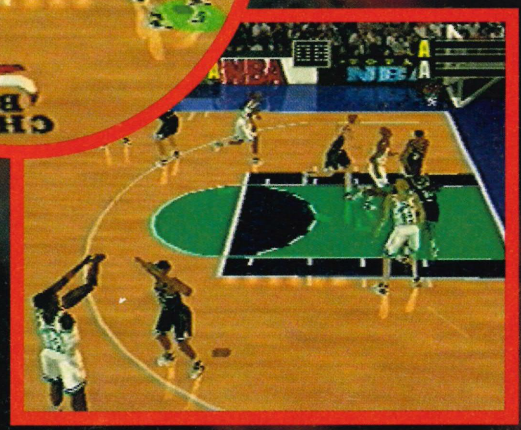
Ian Lynch would like to point out (especially to any lawyers reading this) that opinions attributed to Magic Johnson and Michael Jordan are really his own. He's just got an over-active imagination.

◀ Getting the ball to a quality three-point shooter is always a favourite move.

▼ I'm not surprised they look lost, our designer's hidden the basket!

◀ This isn't advised, he's miles bigger than me and will block my shot most of the time. Shoot only when you're in space.





PLAY

PLAY classic

Total NBA '96:

Looks:

Sounds:

Sqeaks:

Value:

Played 94%

Just a bit special

VS

PLAY verdict

NBA In the Zone:

Looks:

Sounds:

Showboating:

Value:

Played 79%

Won't last a full season

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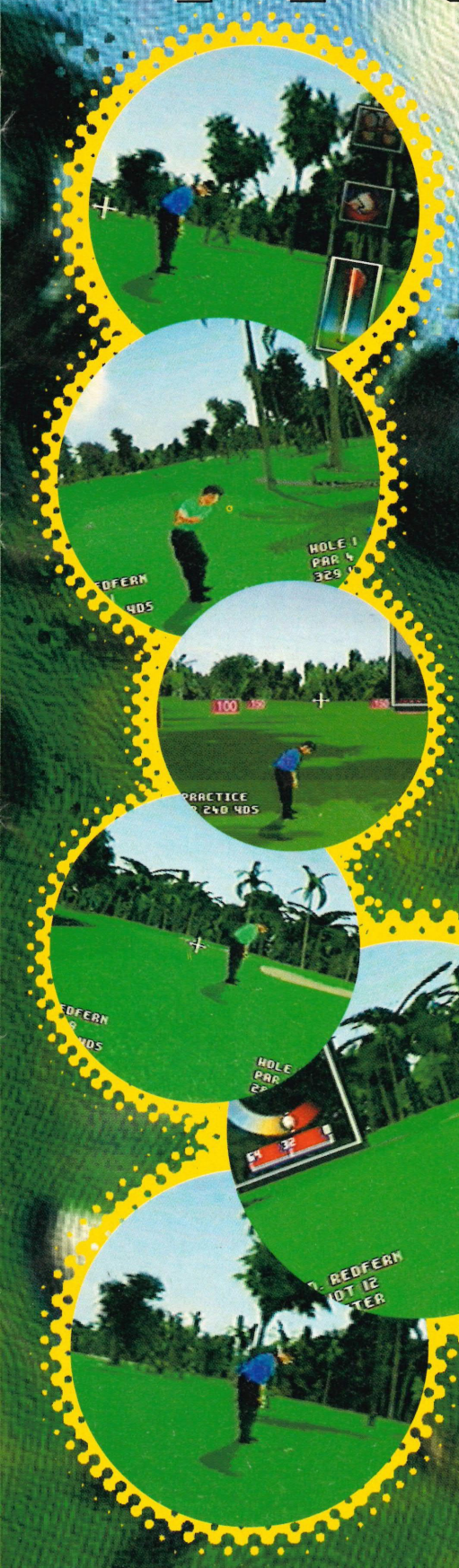
World Cup Golf



Play watches *World Cup Golf* tee up. Don't think much of its swing, do you?

Let's face it – you either like golf or loathe it, but if you can't afford all the gear yet desperately want to play a few rounds on a sunny golf course, *World Cup Golf* will help bridge that gap.

At the start of each hole, a power bar appears, which must be altered to determine the length and trajectory of each shot. A cursor also helps you to accurately predict the direction the ball will go in, provided that there is no wind. The right club has to be chosen for each shot, although a voice gives some helpful advice at the start of each hole. The graphics, though realistic, still aren't as impressive as those in Actua Golf or PGA 96 . There is a camera that goes behind the ball and follows its direction through the air, should it be hit hard enough. Whether the ball lands in the rough, on the fairway or on the green, the perspective changes each time, and this captures the relaxing, scenic atmosphere of the golf course.

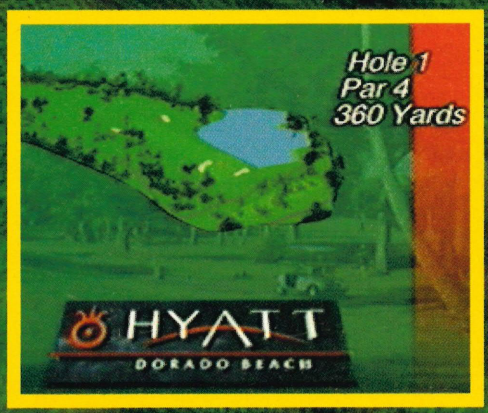
However, I was disappointed by the fact that there is only one golf course to play on. Surely another two could have been fitted on? At the very least, this is the PlayStation after all! The constant twittering of birds does add to the atmosphere, but it becomes annoying after a while. Fortunately, the sound effects and speech can be switched off.

Complaints aside, World Cup Golf is a playable sim that eases you into golf if you're a beginner, but also offers enough challenge for the experienced gamer. Playing Skins (for money) against other people increases the challenge, and there's always the Driving Range to visit if your need to practice.

The flyover intro and the ball camera are some interesting additions, and those looking for a realistic golf sim will appreciate the graphics, options and in game speech. A case of nothing done wrong but nothing special.

PLAY information

- **Publisher:** US Gold
- **Phone for info:** 0121 356 0831
- **Expected price:** £39.99
- **Expected when:** February/March



PLAY verdict

Looks:	
Sounds:	
Atmosphere:	
Value:	

Played 71%

Golf nuts might like it

PLAY information

- **Publisher:** Electronic Arts
- **Customer support:** 01753 546465
- **Expected price:** £44.99
- **Expected when:** February

Road

Look hard, race hard, kick hard. That's Steve Hardy's theory of life. The little lad puts the boot in...

▲ Oh look, its another tunnel to race in – remind you of any other racing games hmm?

▶ A near head on smash occurs in the centre of the city track. Dangerous eh?

Here's a game that has done the rounds and been a huge success on many consoles. The PlayStation version throws lots of cool FMV sequences into the pot, but can it retain the addictive gameplay? The aim is to race against other bikers over six different tracks, the twist being that your biker can punch others off their machines, and even shunt them into the scenery. It's a dirty way of racing, but it's either you or them! The fast moving visuals do the job well – the scenery (buildings, trees, letterboxes, etc.) is detailed and flys past at a pretty quick rate. On top of that there are pedestrians who must be avoided (be extra careful for the old lady using her zimmer frame to cross the street)! Cars and vans coming in the opposite direction present further hazards, and remember that the police will be patrolling the area. If you're too slow, you'll be nicked!

Tracks to race through include a city, the Sierra Nevada, The Peninsula, Napa Valley and the Pacific Highway. All present different obstacles, and if you finish in first position they become extended, throwing in even more challenge.

The soundtrack throughout the game suits the racing action well, with some fast paced rock tunes. A jukebox is used to select tracks with top bands Therapy and Soundgarden on the hit list. For the most part, the visuals are smooth and fast although the display does jerk and wobble going at maximum speed.

the fun is battling against bikers at 150mph

I must admit, the real fun part of *Road Rash* is battling against other bikers, whilst speeding at 150 mph and trying to avoid obstacles. The city track is one of the best as everything is so enclosed, and you don't know what could come roaring round the next corner. In fact, my only gripe is the fact that once all the

Easy Riders

Road Rash features lots of these caricature riders, any of which can be selected to race on any of the tracks. They each have different abilities, as well as differing attitudes.

Rash

Bikes R Us

Sick and tired of your battered old 50cc? Then pop down to the Skoot-a-Rama where you can feast your eyes on some of the latest bikes. Rat bikes, Sport bikes and Super bikes are all on offer. Great big throbbing beasts they are too, but don't touch what you can't afford!

1. Super Bike: 1000cc DMG
2. Sport Bike: 1000cc Vipera
3. Rat Bike: 500cc Killer Rat

◀ The city is a great place to race through – it's full of bikers to hit and police to avoid!
▼ The later tracks are a lot more open and you can reach breakneck speeds, but there will be loads of bikers and highway police around too!

▼ Kicking at other riders is not a good idea – it's difficult and makes you swerve!

bikers have been overtaken, there's really nothing else to do except to avoid obstacles. Still, moaning aside, there is a smart bike shop to visit once you have enough prize money from winning races. Choose from an assortment of upgraded street bikes, or why not go all the way and waste cash on a super bike?

There are two modes of play: Thrash Mode lets you choose a course and just starts the race, but if you want to do things properly there's the Big Game mode. This enables you to select a character and upgrade your bike. Finally, there is always the rest room to visit. This gives a break from hectic racing, and allows you to alter things such as the in game music, the difficulty and the current racing track.

Alright, so this isn't nearly as smooth as *Wipeout* or *Ridge Racer*, but what *Road Rash* lacks in graphics it makes up with in old-fashioned action. The sensation of going over bumps at high speed, whilst trying to avoid police, bikers and obstacles is enjoyable enough and speed fiends at least should check it out.

1

2

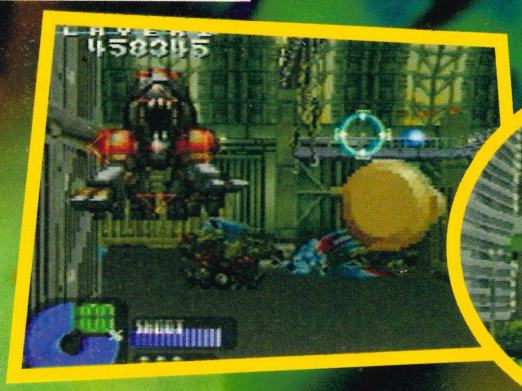
3

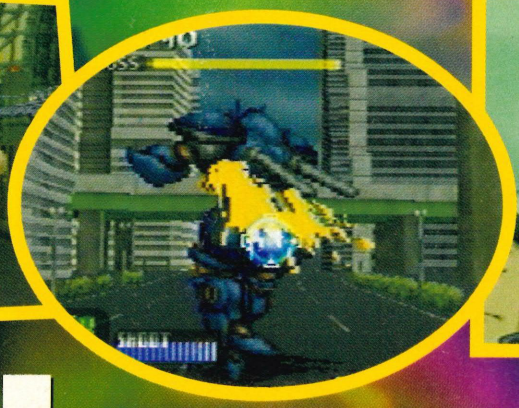
PLAY verdict

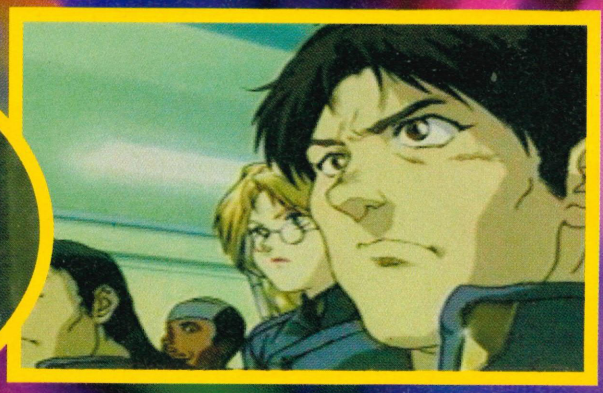
Looks:	8
Sounds:	9
Speed:	8
Value:	8

Played 75%

A bit rough, but still addictive







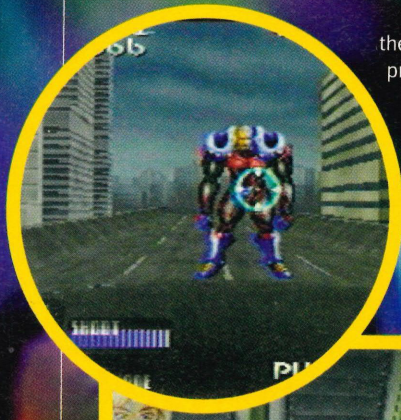
PLAY information

- **Publisher:** Sony Computer Entertainment
- **Contact:** The Video Game Centre on 01202 527314.
- **Price:** £69.99
- **Origin:** Japan

Horned Owl

Finally, the PlayStation equivalent of *Virtua Cop* has arrived, but is it any good?

▼ The only thing missing in this *Virtua Cop* clone is the gun!



A strange name for a video game, *Horned Owl*. In fact, this bird is the symbol for a high tech police department. Set some time in the future. Horned Owl is basically a frantic, action packed shoot-'em-up featuring the ever more familiar Anime-style graphics.

Let's get one thing straight – this is similar to the Saturn's *Virtua Cop*, but only in that the player only controls the cursor and fires different weapons, whilst the screen moves automatically. Starting off in the city, you patrol the streets and have to shoot down different types of robots, attack ships and all sorts of other enemies.

Your main objective is to bring down the evil company, Metalica, who are presumably producing thousands of menacing robots. This massive task takes you through five different missions. Each scenario comprises of a big city, an airport, a big factory and, well, I don't want to give the whole game away just yet... Those who like non-stop shooting games would be well advised to check *Horned Owl* out. The visuals, for the most part, are smooth and move in the same way as the camera does on *Virtua Cop*, if you know what I mean.

Two players can join forces, and each time your character takes a hit, his vitality percentage decreases. Each player has unlimited ammo and three grenades which wipe out all enemies on screen, so things can get very hectic in two player mode.

As with most games of this type, the constant shooting action can get repetitive and ultimately boring. However, a bit of perseverance will lead you to some exciting and tough stages. The screen is almost constantly moving, and the backgrounds become more detailed and realistic, particularly the airport and the tunnel levels. There's a lot of speech, and some areas just go on without anything appearing, but if you like a lot of destruction, big explosions and end of level shoot outs, *Horned Owl* could be for you. Everyone else will probably find it too repetitive.

PLAY verdict

Looks:	
Sounds:	
Destructiveness:	
Value:	

Played 73%

Good graphics, OK challenge, slightly boring.

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Rise 2:

PLAY information

- **Publisher:** Acclaim
- **Customer Support:** 0171 344 5000
- **Expected price:** £44.99
- **Expected when:** March

The first Rise of the Robots game had a literal galaxy of room for improvement, and so Mirage have taken no chances in ensuring that Rise 2 is nothing short of the breathtaking spectacle that the original should have been. Ryan Butt dusts off his electric screwdriver and prepares to rip it apart.

I loved *Rise of the Robots*! Not because there was anything remotely good about it – far from it! No, it was because it was so hideously bad, us reviewers could whittle off reams of text just blatantly ripping into the poor, unfortunate game without having to justify any good points. This not only makes our lives easier, but a whole lot more enjoyable. Aside from the rib-ticklingly cheesy B-movie twaddle of Rise 1, the sequel is a prime example of how the game should have been done in the first place. Loads of characters, loads of moves, and loads of style and sophistication that won't patronise avid beat-'em-up fans. Instead it gives them a formidable challenge with which to flex their joypad-clenching hand muscles and strut their stuff with immense scope to amaze.

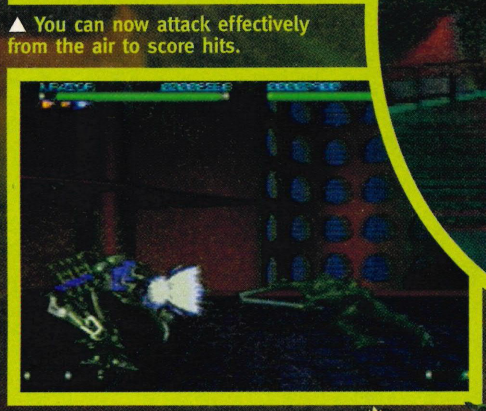
This game could have quite easily followed its predecessor's downward spiral into crapness if it weren't for some extremely slick programming and a delve into the great beat-'em-up recipe guide. Yep, this has it all. From devastating 49-hit combos, to super special moves (which are executed via the rapidly ageing power-bar technique), and then if you're feeling particularly vindictive, you can finish off your malfunctioning

Resu

Characters

1: Salvo
2: Cyborg
3: Crusher
4: Chromax
5: Rook
6: Deadlift
7: Insane
8: Vandal
9: Detain
10: Necro
11: Loader
12: Steppenwolf
13: V1 Hyper
14: War
15: Lockjaw
16: Prime-8
17: Suikwan
18: Griller

▼ The cyborg executes the perfect dragon punch.

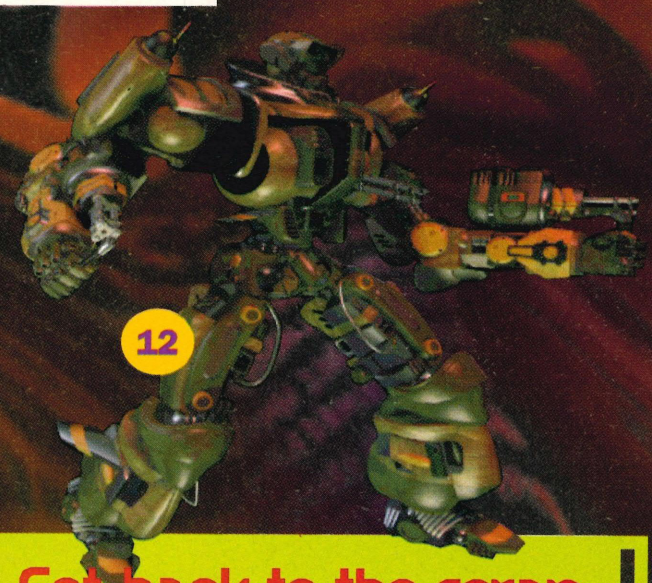


▲ You can now attack effectively from the air to score hits.

opponent by executing a special termination move which will not only rip them apart in spectacular fashion, but it'll also pinch one of their special moves.

The rest is classic fighting stuff which plays both responsively and, more importantly, enjoyably! There are 18 different characters to master, plus a number of hidden boss droids tucked away until a time of discovery. Each robot

rrection



Get back to the scrap-heap has-been!

Hollywood eh? It's the place of dreams right? Well here are five fictional robots that can dream-on if they think they can tackle the *Rise 2* lot.

1. **Number 5** – This ridiculous contraption from the Short Circuit films speaks like Julian Clary on helium, so crapping his bolts would be the obvious reaction when faced with Chromax and Co.

2. **R2D2** – The multi-talented tumble-dryer from Star Wars has only got an electric screwdriver as defence, so unless he can get in close enough to reprogram the Rise posse's memory banks... he's screwed!

3. **C3PO** – R2's pacifistic counterpart runs at even the merest hint of danger, so relying on him to tackle a whole factory of unbalanced bullies is about as likely as winning the lottery.

4. **Vincent** – If anybody remembers Disney's The Black Hole, they would realise that the heroic star of the mechanical variety would stand a cat in hell's chance of tackling this lot armed only with an electric can-opener.

5. **Metal Mickey** – Alright so he isn't strictly a Hollywood creation, but if he gets enough Atomic Thunderbusters down his neck, this wimpy-looking wheely-bin can take on the world... just don't tell granny!

...and here're five fictional robots that could take them on...

1. **Robocop** – OK so he isn't all-robot, but if you let Robo loose in a factory with this lot, he'll calmly read them their rights and then blow the lot of them to smithereens.

2. **Maxamillion** – Clutching at straws again, the dastardly bad-bloke's creation in The Black Hole could have this lot no problem. If you don't believe us, just look what Max's pneumatic drills did to Anthony Perkins!

3. **Terminator** – If you want a job doing right, just send in big Arnie to do the biz. Uttering expletive and looking cool, this ice-cool dude will melt the Rise 2 lot down into a Harley and ride off into the sunset!

4. **ED-209** – Robocop's arch-adversary could obliterate this lot in seconds with his man-maiming chain-guns. The only problem could occur if he has to tackle any long flights of stairs, because he isn't too hot at that see!

5. **Mother** – Look, we know that the Nostromos in-ship computer in Alien isn't strictly speaking a robot. But the fact is, if this lot gets out of line, Mother would just self-destruct the whole sodding place. Simple.

has a rather hefty arsenal of devilish combat moves at their disposal – most of which are simply up-dated variations of the old *Street Fighter* array, not that this is a particularly bad thing.

The grinding, sinister sound scores that accompany the flying sparks have once again been written by Queen axe-bender Brian May, and like before they shine through as being one of the best elements of the game.

Credit must also go to the fabulously re-worked visuals which feature a mind-blowing assortment of violently vindictive androids locking circuits against some nicely drawn backdrops. So complete is this game that you can even pick the colour-scheme of your desired droid from a vast palette of ghastly, and slightly more tasteful colour combinations.

fabulously re-worked visuals

What really makes *Rise 2* such a spectacular leap forward from the first instalment is the way in which it plays. Gone is the unresponsiveness that plagued the game so badly, and in is the super-smooth fluidity that makes bouts slot together like a choreographed chorus line. The end result is a brilliant game that may not be the most original thing you've ever seen, but it's certainly one of the most enjoyable.

PLAY recommended

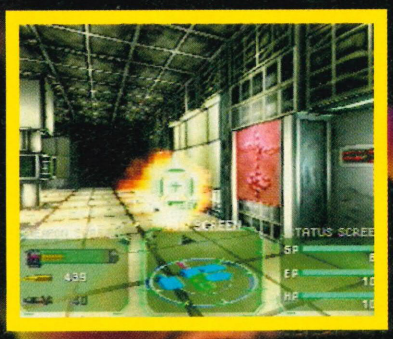
Looks:	
Sounds:	
Challenge:	
Value:	

Played 88%

Back with a vengeance!

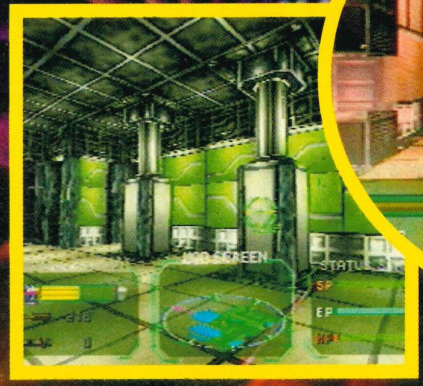
Kileak The Blood 2

Reason In Madness



Kileak The Blood, strange name for a game. Still, the original game was similar to *Doom* but lacked the intense action, and gore. *Kileak The Blood 2* again puts the player in control of a giant robotic suit, which is capable of holding and firing some deadly weapons. The original was very smooth but a bit weak on gameplay, so has the original changed much?

Well frankly, the graphics seem to have improved, and there are more weapons available, so fans of the original will consider this a worthwhile purchase. All the familiar corridors that make up each huge level are here, and the scrolling is similar to *Doom*. Unfortunately, there's just nothing much to do, and most areas are completely empty of any robots to shoot. Better graphics, and a great intro, but it's more of the same in the gameplay stakes. A shame really, this could have been so much better, but good graphics do not a good game maketh, or something like that.



◀ Not at all like *Kileak the Blood* one!

◀ Lots of corridors and explosions – someone's going to like it!

PLAY information

- **Publisher:** Sony Music Entertainment
- **Contact:** The Video Game Centre on 01202 527314.
- **Price:** £69.99
- **Origin:** Japan

Played 65%
Still a bit low on action

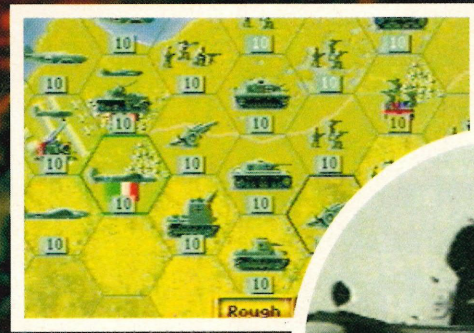
Panzer General

PLAY information

- **Publisher:** Mindscape
- **Phone for info:** 01444 246333
- **Expected price:** £44.99
- **Expected when:** March

War enthusiasts and strategists will be glad to hear that *Panzer General* is available for the PlayStation. Set during the outbreak of World War II, you are put in control of the German army units, comprising of tanks, artillery, troops, and planes. A main map displays the positions of your troops and vehicles, and your objective is to defeat the Allied forces through a series of strategically planned battles, including the infamous Blitzkrieg.

This makes a refreshing change, and the actual war footage is good to look at, but it becomes dull after a while. I couldn't help thinking that a lot more could have gone into the game, especially some more work on the one dimensional battle map. Still, it offers a tough challenge, and will keep war game fans amused readily enough.



◀ As you can see, this game is visually stunning!

▲ There's nothing like a good tommy tank.

Played 73%
Good, but flawed war game

Station Master

Roll up for another action packed playing tips section with yours truly, the Station Master. I'm here to help you all out with cheats, tips and passwords for the world's best PlayStation games. No matter how tough you think a game is, I'm guaranteed to have something so help you out.

I've been getting a pile of mail lately, and a few emails too – but not as many as I'd like. Come on, let's make that postbag burst, and if you've got the technology drop me a line by email. If Radio One can use it all the time – why can't we? Write to Station Master, Play, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS. Or email nickr@paragon.co.uk.

Viewpoint

Level codes

Fed up with working your way through those nasty levels in this cool shoot-'em-up? Well cheat with a few of these level codes then!

Level 1-1: CGG	Level 3-1: HGD	Level 5-1: MGJ
Level 1-2: CLL	Level 3-2: HLG	Level 5-2: MLD
Level 1-3: CRR	Level 3-3: HRL	Level 6-1: PGL
Level 2-1: FGD	Level 4-1: KGG	Level 6-2: PLG
Level 2-2: FLJ	Level 4-2: KLD	Level 6-3: PRD
Level 2-3: FRN	Level 4-3: KRJ	

Gunners Heaven

Passwords

If you like your shoot-'em-ups scrolling with some interesting characters then this little gem might be for you, but it does get a bit tricky after the first couple of levels. Here are the passwords for the rest of the game. To use them, wait until the title screen comes up then press and hold L1, L2, R1 and R2 on controller one. Then press SELECT and 'Push Start' should change to 'Secret Code' with two letters along side. The left hand letter is changed by pressing up or down and the right by using the Triangle and X buttons.

Stage 2 MA Stage 3 UT Stage 4 RH
Stage 5 MK Stage 6 HT

Special codes

CM - Makes character small
QB - Makes character huge
MV - Smaller windows
YI - Start with nine bombs
TY - Axel and Ruka turn into one-hit wonders
SS - Weapon power-up time starts with 999

Debug Mode

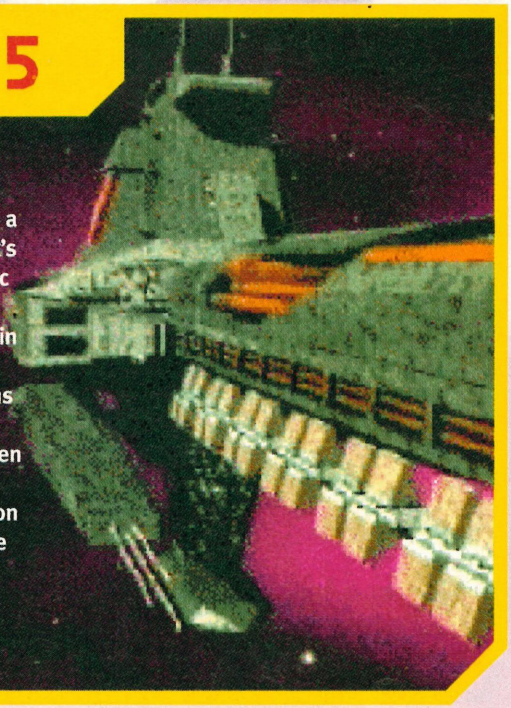
Set the code to MA, press SELECT, then change code to SV and press START. The following commands must be entered using controller two.

Up - Boosts weapon power to max (10-second duration)
Down - Voice mode on/off
Left - Gunlock type change
Right - Skips Area (disengages invincibility)
Triangle - Invincibility on/off (falling will cause damage)
Circle - Increases number of bombs
Square - Switches selected weapon type from Axel to Ruka.
X - Increases weapon power-up time in 30-second increments.

Defcon 5

Hidden Game

Hidden deep inside *Defcon 5* you'll find a secret hidden game that's reminiscent of the classic *Asteroids*. To find it just go to any VOS terminal in the defence station and enter the communications area. Go to local communications and when you come across a message about the option being unavailable hit the triangle button on controller one. Now you can enjoy a whole new gaming experience!

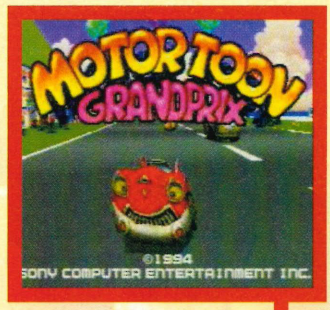


Motor Toon GP

Mini cheats

If you want to give yourself a bit of extra speed in this wild and crazy driving game then first of all try holding down the accelerator button (X) when the yellow light comes on. You'll be blessed with a turbo start and whizz ahead of the competition.

To accelerate to top speed with any of the racers in just one second, and stay at top speed simply hold down the reverse button while accelerating. It's rumoured that this is a bug in the game, but who cares if it works?



Criticom

Level codes

Fancy a few level codes to help in your quest through this game? Then your wishes are granted...

Yenji - Level 2: Spid Level 3: Star
Access code: Yaham
Exene - Level 2: Sphe Level 3: Wing
Access code: Escin
Delara - Level 2: Phan Level 3: King
Access code: Dcino

Loaded

Secret characters

There are secret characters to be found in this storming shoot-'em-up. All you've got to do is enter one of these two codes at the main menu.

Nightstalker

X O X O L2 R1 X O

Cannonball

Select O X O X R1 R2 O X

PLAY Q&A

You wouldn't believe the amount of mail we have flooding into the Play office every day. Poor old Steve knows that his first job every morning is to sort it all out into neat piles – and it's great fun to push all these piles over so that he has to start again! Well, we now want you to send us even more! Station Master has been getting lots of letters asking for codes on this, cheats for that and help with the other. So Play Q&A is born!

If you have an unsolved PlayStation problem then drop us a line at the usual address, marking your letter 'Play Q&A'.

Become a real Rayman

Dear Station Master,

I have just read the January '96 issue of your 'Play' magazine, in which 'Rayman' was cracked.

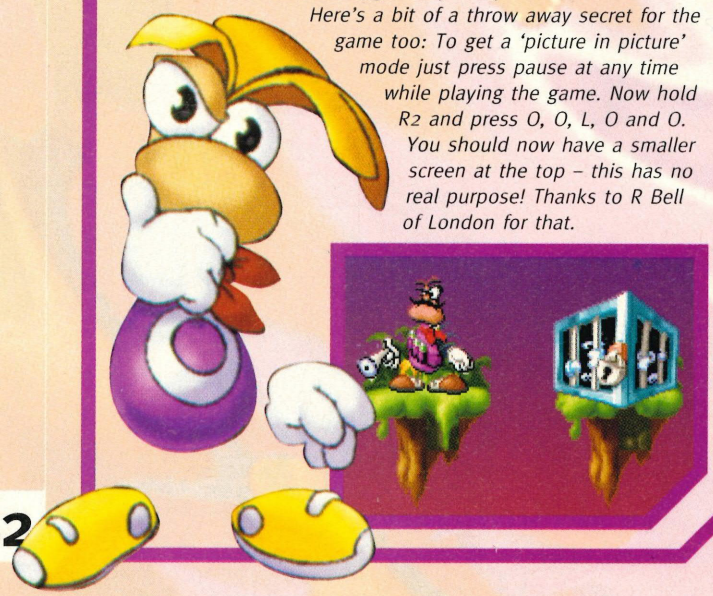
I found this feature very informative but unfortunately I must be one of the few who play the game who is unable to get to all of the cages in the Pink Plant Woods. Have you any suggestions/instructions on how to reach the cage which is on the second level, on a platform of its own and with a hunter on its left on a platform of his own?

I have tried umpteen times to jump up/punch this cage but cannot reach it. This is driving my kids and I round the bend.

Steve Pratt, Peterhead

A simple problem Steve, and one that can be solved simply. The trouble is that on level two of the Pink Plant Woods you don't yet have all the abilities needed to reach that cage. Later on into the game Rayman earns himself the ability to grab onto ledges and hurl himself up, allowing him to reach new parts of levels. When you have been given this ability, the thing to do is go back to level two and you can then easily jump up onto the right platform, dispose of the hunter and grab the Electoon inside the cage. Easy really!

Here's a bit of a throw away secret for the game too: To get a 'picture in picture' mode just press pause at any time while playing the game. Now hold R2 and press O, O, L, O and O. You should now have a smaller screen at the top – this has no real purpose! Thanks to R Bell of London for that.



Turning Japanese

Dear Station Master,

I have a friend who has just bought a new Sony PlayStation, but he has a special lead sticking out the back of his machine. He won't tell me exactly what this is for, he just keeps me guessing. Can you please help me with this as I am about to buy a PlayStation and want to know whether I'll need this lead for mine too.

David Smith, Aberystwyth

Hmm, there's only one reason why your mate would have a lead sticking out the back of his machine, and that would be to play Japanese or American import games on his UK PAL PlayStation. Some of the import shops have been doing this little adaption for a while now. Basically, they tinker around with the insides of the PlayStation, attaching a wire with a switch on the end. Then you can flick the switch to change the protection on your machine from English to Japanese or American and play that countries games. This of course invalidates any warranty you had with your machine, and Sony will probably ignore you or send the boys around if you ever try to moan to them if your machine breaks. On the up side, there are lots of great games doing the rounds in Japan that we just don't get to see over here. Most of them are in Japanese of course, but you can usually get the gist of what is going on. Of course the Japanese get all the big games first too, so you can be playing Tekken 2 before the rest of us.

Whether or not you have this done to your new machine is entirely up to you. Contact the Video Game Centre on 01202 527314, they can do the trick for you.

Learn to Smoke!

Dear Station Master,

How do you do Smoke's finishing moves in *MK3*? I phoned up two hotlines spending a fortune waiting for Smoke's finishing moves and all I got were the other characters' finishing moves which I already know because I bought your great mag.

Here are some tips on the game for other readers out there: The mercy move is hold run and press down, down, down and release run from a full screen away. For a 20 hit 100% damage combo with Smoke spear them then keep pressing low punch until they wobble back. When they do, spear them again and repeat until they're dead.

Simon Scroff, Oxford

The office Mortal Kombat expert Mat Yeo has come to your rescue. Here's a breakdown of Smoke's moves, so you should never have any problems again.

Spear: *Back, back, low punch*
Teleport punch: *Forward, forward, low kick*
Invisibility: *Hold block and press up, up and run. Repeat to become visible again.*
Air throw: *Block (in the air).*
Earth explode fatality: *(Full screen) Hold block, tap up, up, forward, down and release block.*
Internal bomb fatality: *(Sweep) Hold Run and block, tap down, down, forward and up.*
Friendship: *(Full screen) Run, run, run, high kick.*
Babality: *Down, down, back, back, high kick.*
Bull Animality: *(Outside sweep) Down, forward, forward, block.*
Pit: *Forward, forward, down, low kick.*

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A Lone Soldier's Guide To Killing Plenty! (Part 2)

Last month we guided trigger-happy lone soldiers through the perilous depths of the jungle and the treacherous canyons, and now the unbalanced killing machine has reached civilisation. This final instalment will take you through the seedy back streets of a city gone mad, plus into orbit as you battle to the death with the unsavoury aliens that got you into this mess in the first place. Good luck.

The City

General hints for creating carnage in the city:

- When the train hurtles by, shoot the gun turrets as soon as they come on screen, otherwise they'll screw up real bad!
- The trick to mastering the city streets is to keep moving and learn the enemy characteristics.
- The three-armed mutants are hot shots from a distance, so use close range attacks to kill them.

Level 1

The first thing to do is take out the nasty snipers lurking behind the crates. If you continuously shoot the crates they will explode killing everything within the immediate area. As you go around the corner, duck into the alcove to gain an extra life, then come out and destroy the truck and tank – keep moving to avoid damage. Next up comes a small team of blue soldiers. These are hard to kill as they never keep still for long.

You should now see an M-60 on the ground which comes in very handy for picking off soldiers at long range. Kill the sniper behind the crates and grab the bazooka. You should now see a red vehicle buzzing around at lightning speed. Take your stance and aim the bazooka in its path and then fire just before it passes – bingo!

As you walk around the corner, you'll see another parked vehicle in the distance, an alcove on the left, and a strange green dude that looks like a Star Trek reject lurking suspiciously outside an alley. Kill the Trekkie first, and then duck into the alcove to grab a first aid kit. After that, run towards the red vehicle and blast it to smithereens.

The next road is relatively trouble-free, until the streets open out that is! You're faced with two gun emplacements that won't give up once they start firing. Approach them one at a time in a zig-zag sprint and then bung a couple of grenades at them when they're in range.

When these hazards have been reduced to smouldering ash, the only remaining obstacle will be a three-armed mutant, and you know what to do with him!

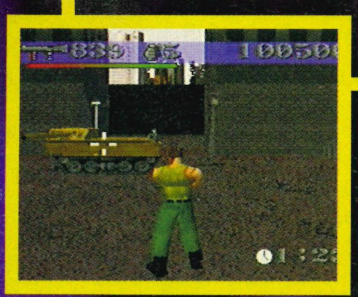
Level 2

Dash down the narrow alley and into the precinct area and you'll be faced with a legion of gun-crazy soldiers and reprobates – all eager for a slice of the action. Shoot the crates to wipe-out a fraction of them, and then pick off the remaining scum with your Uzi. As you come to the end of the street, you'll be faced with a tank and gun emplacement in short succession, simply use the standard procedure to clear the way. The alley that leads you off afterwards is relatively hassle-free apart from a few soldiers and mutant punks, but just you wait until the next street comes into view. Midway along your path will be blocked by a giant freight train escorting troops across town. Each carriage alternates between gun turrets and troops so just keep your finger on the fire button and don't move it until you hear the distant horn of the train trail off into the distance. Once you've cracked the train, the rest of the level is a doddle.

Level 3

Run through the sloped tunnel and blast the worthless scum bag lurking behind the drum. When you emerge at the other end, grab the rocket launcher on the ground and hit the tank in the distance – you should also take out the explosive crates to the right of the screen and these will burn any enemies that fancy their chances to death. Just around the next corner are all sorts of different soldiers and scum bags. Stand still and let the foot soldiers walk towards you, picking them off from a safe distance. Then you've got a blue ninja soldier and a rocket launcher geezer. Run in close to the ninja and take pot shots as he turns to walk away. As for the bazooka bloke, keep moving around and with any luck, he won't hit you!

Walk on and kill the pathetic throng of soldiers that come at you, and then as you turn the next corner, grab the extra rockets that drop down from the skies and take out the gun emplacement on the left. Now just keep your head down and run for it. There are loads of enemy soldiers and street punks to wipe out en-route but eventually your path will be blocked by a tank. This poses no real threat. Enter the small alley behind the tank and the exit to the level will be in sight. However, it is blocked by two gun emplacements and a couple of mutants. Take out the guns first and then move in close for the mutants. Remember to keep moving to avoid their heavy gunfire.



City Boss

This level starts off in a winding network of alleys that churn out enemy onslaughts and collectable firepower. On your way through, make sure you grab the M-60 rifle and bazooka as you're sure gonna need them for the dynamic duo at the end.

As the alleys open up into a big square yard, grab the first aid kit that drops from the skies and then keep the Uzi as your weapon. Your first aim when confronting the bosses is to take out the jumping red ninjas. These guys are bloody hard to track as they're constantly on the move. The best method of attack is to keep your distance and anticipate their moves before they make them.

Once they've been successfully vanquished, the heavy mob engage in battle, and first off it'll be the fat lass who lets rip with a torrent of machine-gun fire. Bring out your bazooka and hit her with a couple of rockets. When you waste half of her energy her mean hubby will take over the attack. For gawd's sake keep moving because he's one tough cookie. Learn their attack patterns and dodge them accordingly and then bring out your M-60 to finish them off. Simple eh? What do you mean, no?

Alien Level

General tips alienating the aliens!

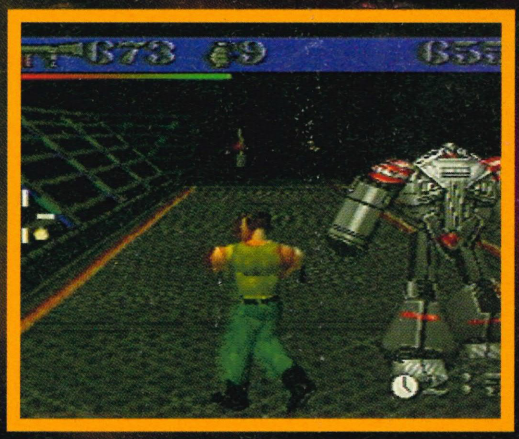
- To destroy the alien gun turrets, you'll need to run around in circles shooting the gun in-between its laser blasts.
- The best way to kill the robots is to run into them. They will automatically back off without firing, so then just walk towards them whilst firing.
- To kill the hovering droids stand still and with a bit of luck the laser bolts will pass either side of you.
- Again, the key to completing the alien levels is to keep moving and try to avoid every single laser bolt as each one takes a considerable chunk of energy away from you.

Level 1

Aargh! No sooner have you set foot in the alien space craft and you're already under heavy attack. First of all there are a couple of alien soldiers and a few laser emplacements to take out. The first corridor will open out into a room containing a large android, a pimp-like dude in a suit, a couple of mutants, and a laser turret.

Throw grenades and keep moving, you can also shoot the crates to take out any nearby enemies. Dash down the next series of winding tunnels and you'll eventually emerge in another opening. Shoot the crates to take out the big droid and then concentrate on the two laser turrets either side of the door.

Keep going down and you'll come to a split path – take the right-hand route to gain a pack of grenades and an extra life. Surge forward and kill the vast amounts of droids and mutants with your M-60 and then finally take out the last two laser turrets to complete the level.



Level 2

This level starts off with a straightforward corridor dash. There are loads of suited goons with ray guns to kill, and boxes to blow up – great fun!

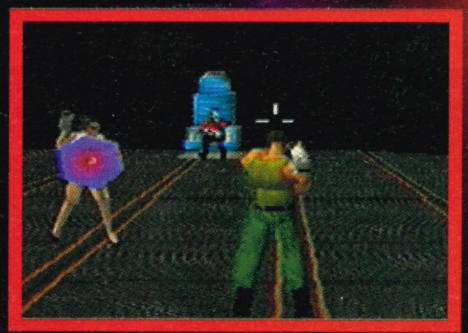
Next up you'll come to a bridge that poses many threats. Firstly there are heavily-armed genocide droids to blast, and then more suited ray gun blokes. There are no power-ups or weapons to be found on this section of the level so it's best not to hang around if you find yourself getting into trouble. Dash down the next corridor continuously blasting the perps, and eventually you'll arrive at a blockade. There are two mutants to take out and two laser turrets. Keep on your toes to avoid getting killed and take out the laser turrets first – once they've gone, the mutants are easy pickings. As you wander down the next corridor, look out for the spider droid that drops down form the ceiling. A few well placed shots will destroy it, then you'll just have one final ray gun dude to maim before the level is complete.

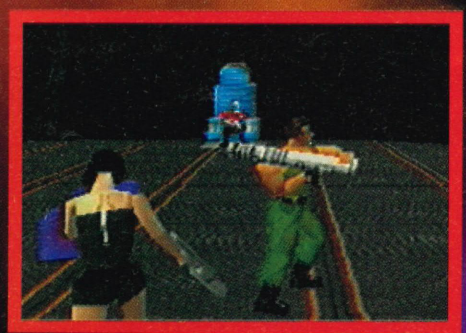
Level 3

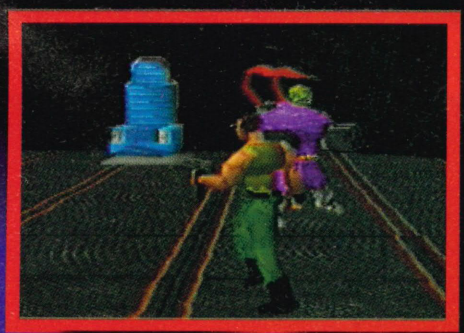
There's more heavy alien opposition at the start of this level. Position yourself in the middle of the walkway and just keep firing as you walk. Take out the two laser turrets when you get in range. As you continue along, prepare to be ambushed by two ray gun-wielding loonies, get in close and knock 'em-off in quick succession. Be quick though otherwise a red hover droid will join in the attack. As you progress along, you'll face various mutants and space aliens – all of which pose no great threat. It gets really tricky towards the end of the level – bloody tricky in fact. Everything and everyone will come at you full-force in one last attempt to prevent a confrontation with their leader, Titus. The corridor will branch off in several directions. Go left and grab all of the falling power-ups but whatever you do, don't use them until the final level. If you really can't be bothered to stand firm and kill everything, just hit the run button and do a cowardly dash to the exit.

Final Boss

The ultimate level begins with a familiar corridor dash. Pick off the gun-wielding perps as they home-in to attempt one last stab at vanquishing you and protecting their leader. Once you hit the throne room, you're in serious substance! The final guardian, Titus, is protected by an evil female companion. Use your conventional weapons to kill her and start on Titus. However, Titus doesn't take things lying down and mid-battle he'll show his true colours and transform into a huge alien killing machine. This is the time to use any special weapons you may have left over. It is vital to learn each of the bosses attack patterns before you lunge straight in with guns blazing. Always stay on the move to make life difficult for them, and most important of all, take your time and aim your shots. Just think, once this turd has been flushed down the proverbial loo of life you'll be free to return to your treasured pass-time of stamp-collecting and cross-dressing. Bye!







How to comple Rayma ...and

Still struggling with this monster of a game? Tearing your hair out in sheer frustration as you lose countless lives on just one level? Fret no more, because our last part of the Rayman guide is here. We'll take you through the pitfalls of Mr Skops Stalactites, and confront the dastardly Mr Dark in a final confrontation at his Candy Chateau. Maps as well! Cor blimey it's good...

The Caves of Skops

A. Cave 1:

The caves of Skops are quite tough to get through. Hope the maps make more sense than the text... At the start, jump over the wooden sign and to the left. Rayman should fall down a big drop. Go along the bottom, punch the rock men, and you will discover a cloud that gives access to loads of tings. Later on in this level, Rayman will have to get across using some hoops. Halfway across, you will come to a platform with a photographer on. This will make a cage appear on the other side. So, make Rayman swing back to the left. Hey presto! You can now open said cage.

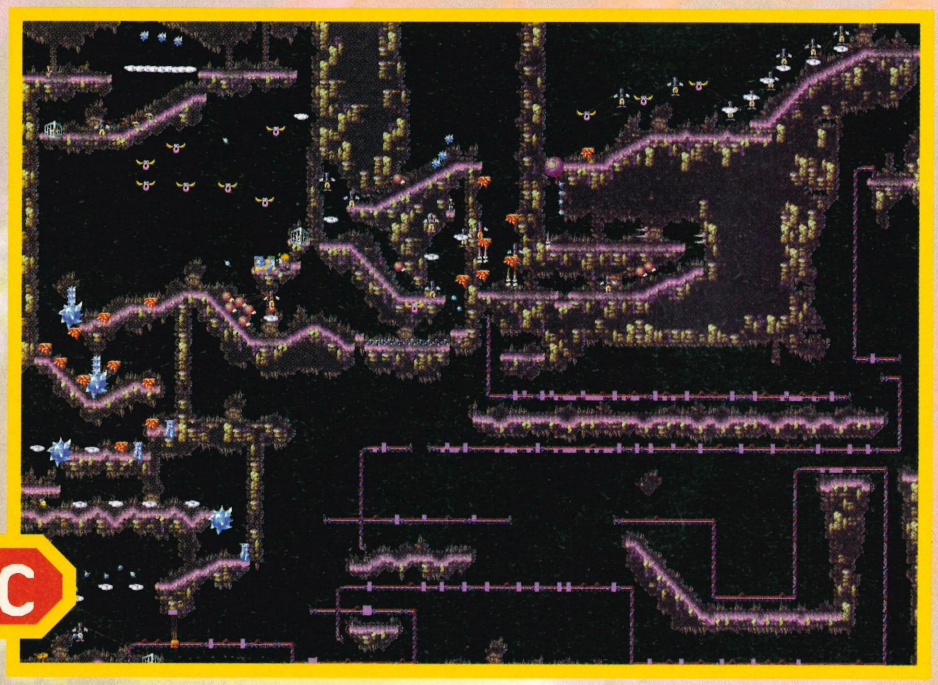
B. Cave 2:

After confronting the first spider on this level, be careful when crossing the clouds – they are protected by spiked balls. You will reach a series of stone steps going up to the left. At the top, jump as far as possible to the left, and you will reach another series of steps, which will lead you up to a cage.

Cave 3:

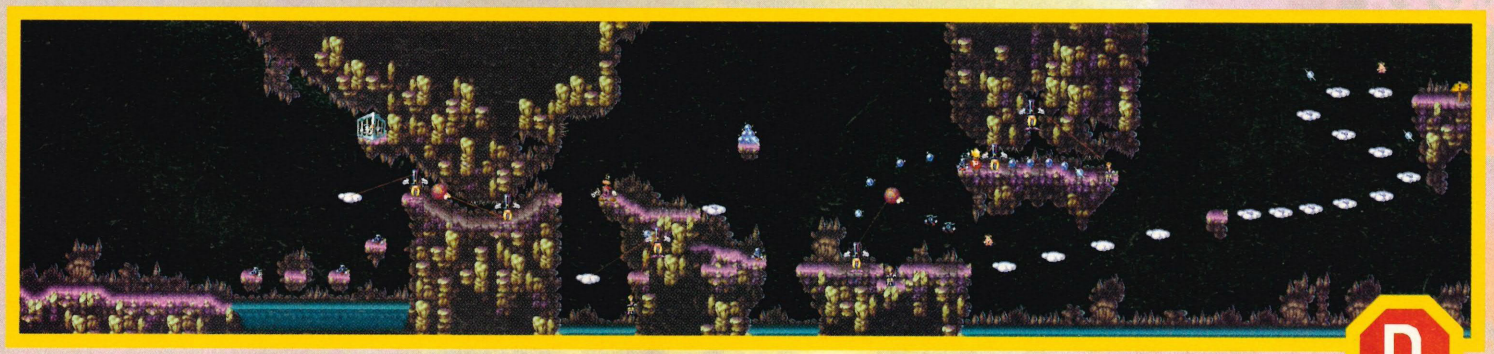
You've got to help Joe, because his neon sign won't work – you must follow the electric 'line' or route through the caves. To do this, he gives you something to help you see through the dark.

te Part Three an l live



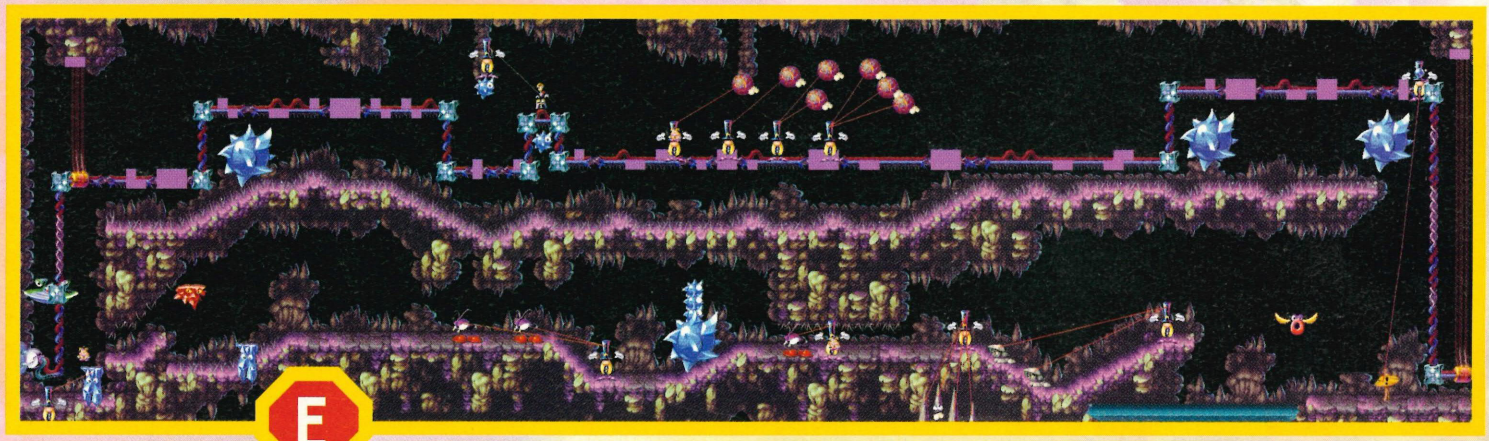
C. Cave 5:

After falling straight down, Rayman should eventually reach the half way photographer and a cage. At the very bottom, you should come across two tings. Collect them and the hidden exit sign will appear. Jump over it and go to the right, and Rayman will find another hidden cage!



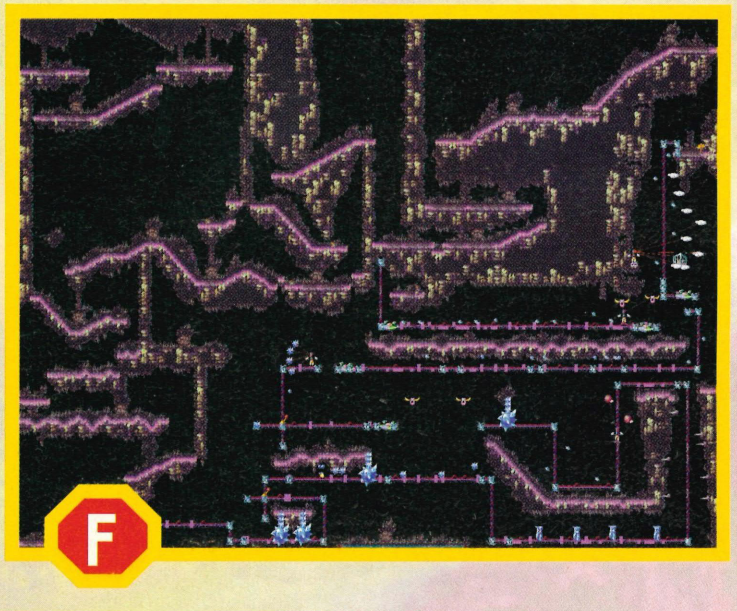
D. Cave 4:

Rayman now has a fairy that lights the way ahead in the dark caves. Throw Rayman's fist out in front and the way ahead will be lit up. At the first cloud, jump up as high as possible and to the right – a hidden cage is here. This level really is just a case of trial and error, and it won't take long to reach the end. Once Rayman is on the moving clouds, stay still, and when he reaches the last one, make him jump to the right. The exit will be there.



E. Cave 6:

Rayman uses these weird UFOs to get around now. Connect the plug, and Rayman will start moving through the stones. Stay completely still and Rayman will come to no harm.Cave 7:
Hit the lever to make the UFO carry along on the circuit. Take the UFO on the left, as it will lead Rayman to an extra life. Take the top UFO, as this will lead Rayman to a group of tings. Collect these and a cage will appear. The UFO will disappear, but clouds will appear for Rayman to reach the top again.

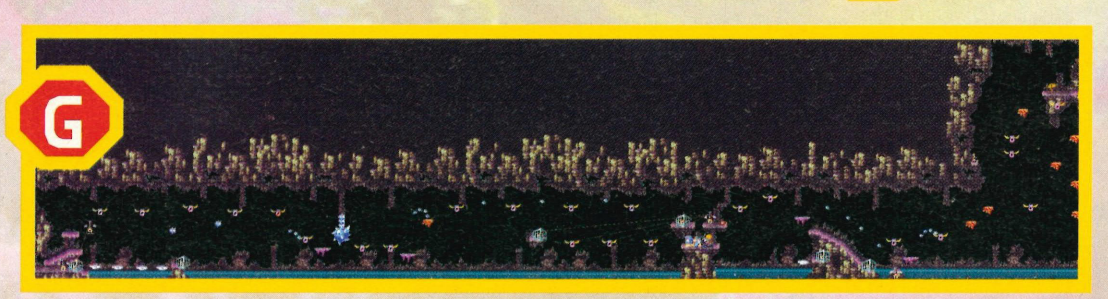


F. Cave 7:

Hit the lever to make the UFO carry along on the circuit. Take the UFO on the left, as it will lead Rayman to an extra life. Take the top UFO, as this will lead Rayman to a group of tings. Collect these and a cage will appear. The UFO will disappear, but clouds will appear for Rayman to reach the top again.

Cave 8:

Not much to worry about here: avoid the eye fishes, and watch out for the blue spiky balls along the way. The spiky toothed fish will knock you off the various platforms, so watch out.



G. Cave 9:

Make Rayman hang onto the first platform, and a cage will appear. Follow the moving clouds to access a second cage. Near to the water on this stage, jump precisely onto a small platform out of the water. With any luck, a cage will appear on the edge of the water to the left.

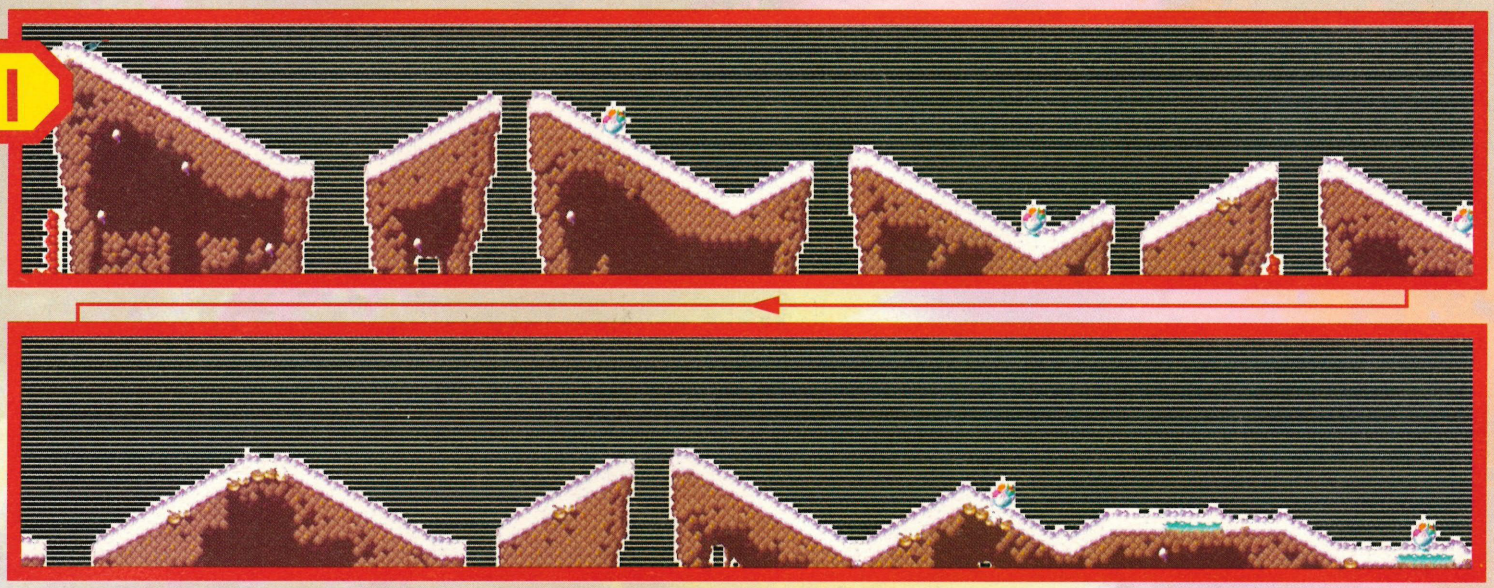
H. Cave 10:

At last, Rayman discovers the cave of Mr Skops. He will wake up and throw his claw at Rayman. Jump over it, and prepare to move when he thumps the ground, because part of the floor will fall away. When all the floor has gone, move towards him and he will back off. When he walks forward, drop off the edge and hang on. Jump up again when Skops prepares to hit the ground.

Eventually, the screen will move, so make Rayman run to the right. Avoid the fire rising upwards, and swing on the hooks to get across safely.

The second encounter with the dastardly Mr Skops! Don't worry though, because he's easier to beat this time. When he shoots a fireball at Rayman, use his fist to punch and deflect the fireballs back at Mr Skops. Repeat this process a few times to beat him.

Candy Chateaux

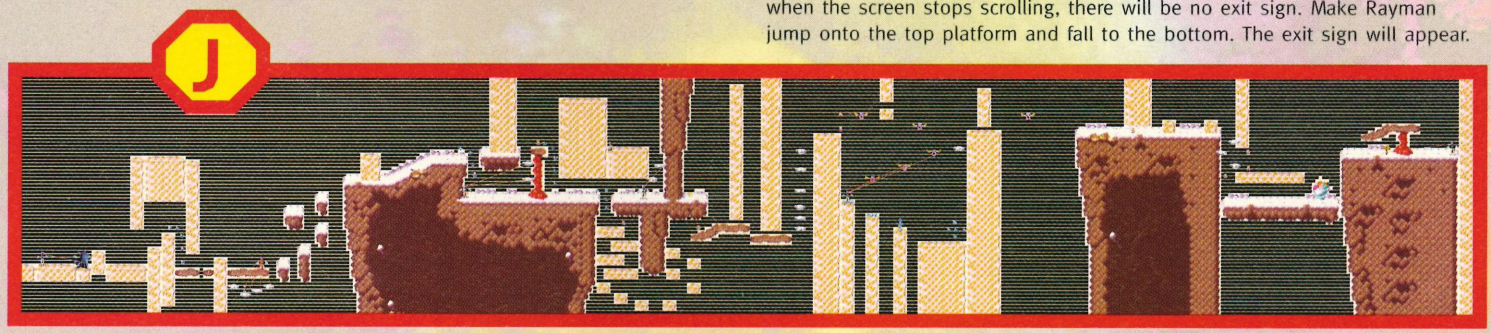


I. Stage 1:

A tricky stage this one! Rayman rides on a saucepan and has to pick up enough speed to get up the higher slopes, without falling to his doom. If you lose your run up, send Rayman's fist in the opposite way and it will come back. Watch out for the pools of liquid towards the end of the stage too.

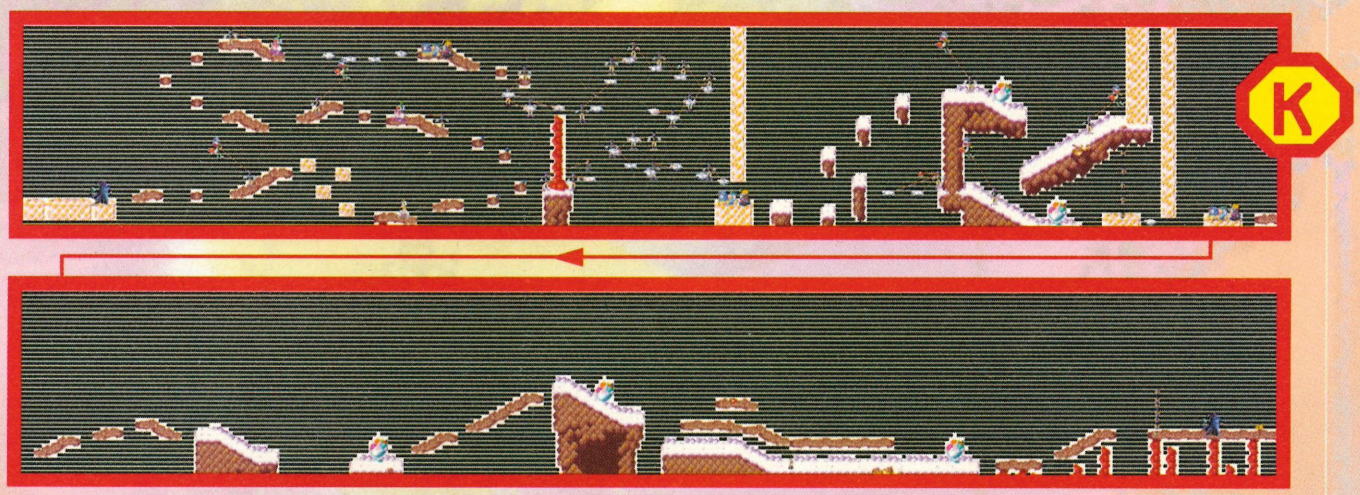
J. Stage 2:

Mr Dark puts his first curse on Rayman! An evil Rayman will chase after the good one. Carry on running – the only obstacle is when Rayman encounters a wall of nougat. Run to the left and a cloud will appear on the right. Wait for the bad Rayman to fall down, and jump over him. At the end of the level, when the screen stops scrolling, there will be no exit sign. Make Rayman jump onto the top platform and fall to the bottom. The exit sign will appear.



K. Stage 3:

Mr Dark zaps Rayman with another curse! This time, the left and right controls will be reversed – unfortunately it's just a case of trial and error with this stage! Learn where all the obstacles and bad guys are, time your jumps and you'll be just fine.



Stage 4:

Congratulations! You've made it to the final level, but it's not over yet! Yet another of Mr Dark's curses is planted on Rayman, which takes away his punching fist! Remain still and quiet and those little electoons will return it! Hybrids of all the previous bosses are created to stop Rayman, and here's how to beat them...

First – half skops, half stone. This guy is only vulnerable when he fires out his huge claw. Hit him when it goes away, but watch out for when it reattaches to his body.

Second – Moskito's head, Mama's body, Mr Sax's feet. This weirdo will try to crush Rayman by jumping on him. Run to avoid his fall, and when he crushes himself as he lands, jump and hit his head.

With this process, you should be able to defeat all three hybrids!

Arena

What's this? No bandanna? What's going on? Enough of the questions already! Yes it's true – Dave has moved aside to take up a more 'managerial' managing editor role leaving me, as the new editor, to take over the letters page. Don't fret though, I do know a bit about console gaming having lived through the 8, 16 and now 32-bit age of computer magazines and having worked on Games World: The Magazine with Dave. Anything you need to know about the PlayStation. Any subject you want discussed or any moans you want to rant about just drop me a line at the usual address: *Arena, Play, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email me at nickr@paragon.co.uk.*

Nick Roberts Editor

Demo delights

Dear Play,

A demo on the front cover would be the biggest New Years resolution for your mag. I have just bought a PlayStation for £269 and I'm appalled to find magazine prices which are so high. They are around £4 to £4.99, yet none of them do compos as good as this mag does, that is if they do them at all.

I would also like to know if Desert Strike is coming out for the PlayStation. Is Striker '96 better than FIFA '96, and what about Sensible Soccer for the PlayStation? Finally, is it better to mail order software or to buy it from the shops?

Mr Ian Cook, Preston

Everyone wants demos, and we are working on it I assure you. Of course, if we do cover mount a demo CD in the future then Play's price will also be up there with those other magazines you mentioned. You can't have it both ways!

Having thoroughly searched through all my release schedules I can't find any mention of Desert Strike or Sensible Soccer. Being a 2D strategy shoot-'em-up I don't think Desert Strike would make a very impressive PlayStation game anyway, unless they took the game back to its roots and recreated it – but it wouldn't be Desert Strike then would it? I gave Sensible a call regarding a PlayStation version of their classic and the answer was a resounding NO! Apparently a lot of people have been asking for the game, but it's just not suited to the 32-bit consoles. Sensible World of Soccer is still riding high in the 16-bit charts though.

Talking of football games, we are still firmly in the Actua Soccer camp giving it a whopping score of 94% with FIFA still down there at 81%. Many just think of FIFA as a dodgy 3DO conversion and the developers at EA must be watching Actua and drooling!

PlayStation 2?!

Dear Play,

I was looking forward to getting a PlayStation from the wife for Christmas, that was until I heard a rumour this morning. Can you confirm or deny reports that Sony are releasing a new console next year? If so, I'll wait!

Glenn Henderson, Great Yarmouth

They always say that no publicity is bad publicity but the same doesn't apply to the countless rumours that fly around this wonderful games industry we live in. The last thing Sony want is for everyone to believe that they are working on a PlayStation 2 because anyone in their right mind would not buy the PlayStation. The truth is that there is no PlayStation 2 planned. What Sony are working on is a new stand alone machine that will be capable of more multi-media tasks than the PlayStation. Network games, Video-CD, internet access. It should all be available in their new machine, but exactly what form this hardware will take is anyone's guess. It's certainly going to be quite a few years down the line and the PlayStation will still be the hard-core games machine. My advice is to get your console now – unless you want to twiddle your thumbs for the next couple of years!

Free consoles?

Dear Play,

Firstly, I would like to congratulate you on the quality of your magazine. It convinced me to purchase a PlayStation.

Secondly, the quest for market dominance between the next generation console producers is nearing an end, leaving Sony and Nintendo to fight it out. A spokesperson for Sony has already said that they are not going to give up without a good fight. Having a dominant market share in consoles would be very beneficial to Sony, and with them being a multi-million pound company, they could easily give away free hardware. I mean, isn't it going to be the game sales that are more profitable to them?

If most of the country were to own a PlayStation, just think how much money they could make if they introduced an add-on of some description. This idea may seem wild but I would appreciate your views on the matter.

David Brewer, Norwich

Historical console wars have shown that the price of hardware does come down quite dramatically in the first years of a machine's life. Sega and Nintendo went through many discounts with the Mega Drive and Super Nintendo to push up software sales and increase their market share. The same principles will undoubtedly apply to the Sega/Sony/Nintendo war with their next generation machines. As for giving away hardware for free – I'd like to see you explain that one to the big-wigs at Sony. What would stop everyone in the country taking a 'free' PlayStation and using it for nothing more than a fancy CD player instead of splashing out for a hi-fi?

I can see your point though, it would push up software sales and make them money with a new add-on launch. I think you'll see the PlayStation hardware come down in price again in the future, probably around the time Nintendo unleash the Ultra 64, but it should level out soon.

Tekken trouble

Dear Play,

Congratulations on your new mag. It's really good, and definitely the best PlayStation mag around.

I'll get to the point: I got a PlayStation for Christmas and it came with Tekken. I performed most of the special moves, then I remembered

your Tekken guide in issue two. Thanks to that I managed to perform most of the moves featured in there. After completing the game as Law I realised that there were more moves to come.

After hours on two-player battles I eventually pulled off King's Piledriver but that was as far as I went. Please could you reply with some of the more evasive moves?

David Couzens, Reading

The guide we printed in issue two was only meant to be a list of the favourite moves, the game of course has hundreds of others to be mastered – far too many to print in a simple letters page! Take a trip over to the playing tips in this issue and you'll find a more comprehensive list of moves for this wonder game.

Best beat-'em-up

Dear Play,

I have recently bought the excellent game Thunderhawk 2: Firestorm and am stuck as to what game I want next. Please help me out.

1. When is X-MEN: Children Of The Atom coming to the PlayStation?
2. In your opinion, is Street Fighter Alpha better than the X-MEN?
3. How much are the two games likely to cost?

Keep up the good work!

Adam O'Shea, West Molesey

Thunderhawk 2 is one of my personal favourites of the moment too. The feeling of speed and exhilaration you get as you swoop down over targets and blow them to smithereens is excellent. If you're looking for another top title then you're already on the right tracks. X-Men Children of the Atom was a fantastic arcade machine with some of the most impressive combo moves ever to see a video game, and the PlayStation conversion promises to be spot on in every way. The game should be in the shops somewhere around May priced around £44.99 according to our release schedules, but of course these are all 'subject to change'.

As to which is better, X-Men Children of the Atom or Street Fighter Alpha – they're both going to have their fans. Personally I prefer the X-Men game as it's a lot more fun to play with jumps many screens high and some gob smacking moves. Every Street Fighter fan in the country will undoubtedly disagree with me.

Kiss my Butt!

Dear Play,

I'd just like to say that Ryan Butt's comments in issue three's FIFA '96 review were far more realistic than EA'S latest. Over rated is the only polite word that springs to mind, and that's an understatement.

The commentary sounds as though our John had a scarf over his mouth during the speech recordings and where, may I ask, are the 15,000 words? Where's the promised superior playability? Where's the super smooth scrolling camera, and the realistic animation?

The pre-match options are great, but everything else that follows is terrible. A certain magazine rated it highly, but I think that someone must have received a backhander to come to this conclusion, and it's not Bruce Grobelaar!

It's also the little touches that add to the overall gameplay i.e. players indulging in pre-match warm-ups, and the net bulging when a ball hits it. Get my drift EA? Well, do ya? (angry voice)

Thank goodness that Gremlin, Sony Interactive and Elite are heading our way. I'm sure the wound that FIFA '96 has left on the PlayStation will soon be healed.

Please print this letter, if only to warn off potential victims of this nasty 3DO conversion. Cheers.

P.S. I think that Ryan deserves a pint

P.P.S. Great mag guys, keep it up!

Kevin O 'Connor, Sheffield

Ryan Butt – voice of the people! He tells it as it is. So there you go everyone – consider yourselves officially warned about FIFA '96. It's true, there are better soccer games waiting in the dressing room., as well as Actua there are Olympic Football and Adidas Power Soccer on the way.

Comet con!

Dear Play,

Can you help? My mother recently purchased a PlayStation from our local Comet store on my behalf (she has a credit card). During the process she was asked the usual, "Would you like to take out extra warranty cover?", to which she replied no. She was then informed, and I quote, "If the PlayStation was to break down, then there isn't anyone to fix it and the machine would simply have to be thrown in the bin". So reluctantly she decided to take out the extra cover.

Can you confirm whether or not this is a true statement? Personally I would not have purchased the extra cover because I think it is a rip off. I don't like the idea of my mother being conned by pressure sales techniques, and if in fact what the sales person said was untrue, then Comet haven't heard the last of me!

Neil Crawley, St Helens

Oh dear, Comet have been very naughty, haven't they? The truth is that if your PlayStation was to break down within 28 days, you can just take it back to the shop and swap it for a brand new machine. After the 28 days are up you can ring a special Sony hotline number and they will come around, pick up your PlayStation and take it away to be repaired. So Comet were lying through their teeth, just to get the extra cash out of you. A large company like Sony aren't going to ignore their new console game customers are they? They've had all these systems in place from the start.

Bad booklets

Dear Play,

I suppose I'll get the grovelling out of the way first so here goes: Great mag etc, etc. Here is a point for your other readers to debate – why are the instruction booklets supplied with PlayStation games so bad? Am I the only one who thinks so?

With regards to the letters page in the February issue with all these people discussing real stereo sound – I've gone one step further! I've got my PlayStation linked up to a Dolby Pro Logic set up and it's better than normal stereo. Will games in the future support Pro Logic or not? Some effects I have noticed are Air Combat, with the noise of planes flying all around you. On Ridge Racer, the tunnel noise echoes through the rear speakers, and on Warhawk there are explosions everywhere! Finally on Mortal *Kombat* 3, the words 'Flawless Victory' boom from all of the speakers. Great stuff.

One last question: Will there be any rallying type games coming out?

C. Donnelly, Co. Durham

It's good to see software developers putting a bit more effort into the sound effects they put into their games. Sound always used to be an afterthought, probably because the capabilities of the older consoles were never that good, so it wasn't worth putting much development time into that side of the game. With the CD quality sound the PlayStation produces all these new effects and systems have suddenly become possible. The best in-game system I've encountered so far has to be QSound, where a surround-sound feel can be created using just two speakers. Games that use this give a whole new gaming experience.

As for the inlays in games, what does everyone else think? Are they rubbish, or have you been satisfied with what you've got with your game? Let us know, and if we all feel there's something wrong, we'll get the software companies to sort it out!

To RGB, or not to RGB?

Dear Play,

I'll try to keep this brief, I bet you get thousands of letters. I am going to be buying an RGB cable for my PSX, so I can play import games on my console. I've got the multi-sync TV, I just need the cable.

How can companies justify the £25 price tag? I'll tell you why. You will note that composite cables cost £10. They are very easy to make. But the RGB cables are harder to make, so they can think of a price, then double it! I'm going to have to pay £25. It's not a lot of cash, but still too much when you're on the dole. The profit to be made on these cables is probably about £20+. But what can we do. Do you know of any companies that sell RGB cables for less than £25.

Well, I've managed to keep it short. Finally, I get a good picture through my PSX and a composite Scart cable. Is the RGB cable a lot better?

Gary Sharp, Scotland

Cables, cables. It sounds to me like you don't have much of a problem. If you're getting a perfectly decent picture through your TV already, I wouldn't bother shelling out the extra £25 for the RGB cable. There's probably a slight different in quality, but nothing that you're really going to spot, or something that will spoil your enjoyment of the PlayStation games.

Save your money, and spend it on a new game instead!

PLAY back

Our ever increasing list of PlayStation games has had nothing but praise since we started to compile it. Which is nice. Still, we're not going to rest on our laurels, and have been busy figuring out where to stick the new boys in the table of fable and how this affects those which have been through the Evaluation Station. This month, a few of the older releases have been given a kicking. Of the new crop, Street Fighter Zero proves itself the best 2D beat-'em-up to date, roll on the not quite finished PAL version, Street Fighter Alpha, and Total NBA '96 shows that Sony's in-house team can deliver the goods. Nothing new on the platformer front, but it's still early doors for 199PSiX yet.

For easy reference, new entries are marked (-), and any changes to the original scores are highlighted in yellow.

Game	Review Score	Comment	Date of Review	Current Score
Beat 'em-ups				
1. (1) Tekken	95%	Still the best (for now)	Nov '95	95%
2. (-) Street Fighter Zero	93%	From Zero to Hero!	Mar '96	93%
3. (2) MK3	93%	Still great, but no longer the champ	Nov '95	92%
4. (-) Rise Of The Robots 2	88%	Back with a vengeance!	Mar '96	88%
5. (3) Criticom	87%	Take your brain to another dimension	Feb '96	87%
6. (4) Primal Rage	85%	Plenty of Jurassic japes!	Feb '96	85%
7. (5) New Jap Pro Wrestling	84%	The fat boys done good	Dec '95	79%
8. (6) Zero Divide	68%	We've found a free game of Phalanx!	Nov '95	73%
9. (7) Battle Arena Toshinden	76%	Great looking stuff for beginners	Nov '95	72%
10. (-) Toshinden 2	71%	The revenge of the nerds!	Mar '96	71%
11. (8) WWF Wrestlemania	74%	Unspectacular wrestling beat 'em-up	Nov '95	70%
12. (9) Street Fighter: The Movie	85%	No staying power	Nov '95	68%
13. (10) Power Instinct 2	52%	Wake up and smell the opposition.	Jan '96	52%
Combat Flight Sims				
1. (-) Agile Warrior	79%	Crash 'n' burn baby!	Feb '96	79%
2. (1) Air Combat	81%	Even a lobotimised tortoise could fly this	Dec '95	78%
3. (2) Ace Combat	79%	*Air Combat* in Japanese	Nov '95	76%
3D Shooters				
1. (1) Doom	93%	Smooth as silk, more cutting than glass	Jan '96	93%
2. (2=) Krazy Ivan	90%	Not the toughest to finish	Feb '96	87%
3. (2=) Lone Soldier	92%	Not as good as Krazy Ivan	Dec '95	86%
4.= (3=) Loaded	85%	big, bad blasting action	Nov '95	85%
4.= (3=) Firestorm: Thunderhawk 2	85%	Fast 'n' frantic airborne action	Jan '96	85%
6 (5) Philosoma	85%	Not as good as Firestorm	Dec '95	84%
7. (6) Assault Rigs	81%	Mass assault or no assault I'm afraid	Jan '96	81%
8. (7) Starblade a	68%	Light cruising on a mono rail	Dec '95	68%
9. (8) Warhawk	65%	Wake me when it's over	Jan '96	65%
10. (-) Kileak The Blood 2	65%	Still a bit low on action	Mar '96	65%
11. (9) Kileak The Blood	57%	A weak corridor game	Nov '95	57%
12. (10) Cyber Sled	55%	Best left in the arcades	Nov '95	55%
13. (11) Zeitgeist/Jupiter Strike	51%	Incredibly slow and highly repetitive	Nov '95	51%
Arcade Shooters				
1. (1) Shock Wave Assault	87%	It's now got Operation Jumpgate with it	Jan '96	89%
2. (-) The Firemen 2	78%	16 bit graphics meets 32 bit gameplay	Mar '96	78%
3. (2) Off World Interceptor	77%	Stomach-churning, high-speed mayhem	Dec '95	77%
4. (3) Viewpoint	74%	Harder than a diamond	Dec '95	74%

Game	Review Score	Comment	Date of Review	Current Score
5. (-) Horned Owl	73%	Good graphics, OK challenge	Mar '96	73%
6. (4) Rapid Reload	71%	Could use a rapid rethink	Nov '95	71%
7. (5) Namco Museum Vol. 1	70%	Just a bit dated!	Feb '96	70%
8. (6) In the Hunt	69%	We've sprung a leak cap'n!	Feb '96	69%
9. (7) Total Eclipse Turbo	69%	Totally eclipsed by confusion	Dec '95	68%
10. (8) Raiden Project	69%	A perfect arcade conversion, shame really	Nov '95	67%
11. (9) Twinbee Deluxe Pack	65%	A temporary burst of insanity	Dec '95	65%
12. (10) Novastorm	38%	A definite disappointment	Nov '95	38%

Sports Sims

1.= (1) Actua Soccer	94%	Everyone's football fantasy!	Feb '96	94%
1.= (-) Total NBA '96	94%	Just a bit special	Mar '96	94%
3. (1) Striker '96	89%	Not close enough to Actua to challenge	Nov '95	87%
4. (5) Boxer's Road	82%	Great boxing action – eventually	Nov '95	82%
5. (4) PGA Tour '96	86%	Lack of variety is now a problem	Dec '95	80%
6. (-) NBA In The Zone	79%	Won't last a full season	Mar '96	79%
7.= (5) FIFA '96	81%	Eventually, it gets irritating	Jan '96	78%
7.= (7) NHL Face Off	78%	NHL '96 without the... er, '96!	Feb '96	78%
9. (3) NBA Jam: TE	90%	*Total NBA* makes it look old	Nov '95	77%
10. (8) NFL Game Day	73%	A decent, if unoriginal, gridiron game	Feb '96	73%
11. (-) World Cup Golf	72%	Golf nuts might like this	Mar '96	72%
12. (9 Goalstorm	69%	One goal wonder	Dec '95	69%
13. (10) J-League Winning Eleven	73%	Goalstorm with Jap teams	Nov '95	66%
14. (11) Ground Stroke Tennis	65%	Good looks, little substance	Nov '95	65%
15. (12) Prime Goal EX	62%	The EX should read Exile	Dec '95	62%

Others: Hyper formation Soccer (Jan '96) 50%, King Bowling (Dec '95) 37%.

Strategy/Adventure Games

1. (1) Defcon 5	88%	Don't throw away the manual	Jan '96	88%
2. (2) Theme Park	86%	More fun than Thorpe Park	Nov '95	86%
3. (3) Alone in the Dark	77%	A disappointing conversion of a classic	Feb '96	77%
4. (4) Discworld	74%	Just don't mention the monkey!	Nov '95	74%
5. (5) 3D Lemmings	69%	Nice idea, but not for me	Nov '95	69%
6. (6) Cyberia	67%	Nice game, shame about the 'play'	Feb '96	67%
7. (7) Hebereke's Popitto	43%	Pop off Hebereke!	Dec '95	43%

Racers

1. (1) Wipeout	94%	Still way up there!	Nov '95	95%
2. (2) Ridge Racer Revolution	93%	Buy it to flaunt it!	Feb '96	93%
3. (-) Impact Racing	87%	Road rage taken to the extreme!	Mar '96	87%
4. (3) Ridge Racer	93%	Buy the update... it's better!	Nov '95	84%
5. (4) Destruction Derby	86%	Fun, but durability is a problem	Nov '95	81%
6. (6) Twisted Metal	78%	Slams on the brakes too early	Dec '95	78%
7. (5) Hi Octane	80%	OK for one player	Jan '96	76%
8. (-) Road Rash	75%	Fast, addictive, and just plain brilliant!	Mar '96	75%
9. (7) ESPN Extreme Sports	73%	A rolling geek gathers no cred	Dec '95	73%
10. (8) Cyberspeed	65%	Novel idea, same old story	Dec '95	65%
11. (9) Motor Toon GP	69%	Wild, wacky, but limited	Sum '95	60%

Platformers

1.= (1=) Rayman	87%	Broken free of the pack	Nov '95	87%
1.= (1=) Jumping Flash	87%	Addictive & surprisingly challenging. Smart!	Nov '95	87%
3. (3) Johnny Bazookatone	85%	Very playable, but eventually a little tiresome	Feb '96	79%
4. (2) Herme Hopperhead	53%	Unacceptable fodder	Dec '95	53%

Pinball

1. (-) True Pinball	85%	Realistic, playable – almost the real thing	Mar '96	85%

In the Indian With... Andy Davidson

This month Play takes advantage of the fact that Worms-author Andy Davidson lives down the road and is a bit of a novice when it comes to Madras-munching. Play introduces him to Rogan Josh and his mates and talks worms, beetles, donkeys, money, games designers and common sense, A-level art, boredom and the inevitable sequel...

Play: How did *Worms* come about then?

AD: I started it about four years ago as something to pass the time in 'A' level art and spent two years writing it – first of all it was little tanks, then little soldiers running around. When I left school it was still really popular; enough people liked it but soldiers were much too boring. Back then, no worms had been called Jim and they hadn't featured in a game so I thought I'd stick with worms and started a complete rewrite under the name *Total Wormage*. So if you want to get a game published take 'A' level art, that's the answer to it all. When they're asking 'What's the deep meaning? What was he trying to get at?', you've got to do something. I left before I finished 'A' level art, it just got too boring."

Play: Bet the family didn't go overboard about that!

AD: They didn't understand. We had a lot of arguments about 'throwing your education away' and 'it's a phase he's going through, when you've finished messing about you can get a nice job in a bank.' Then as it all started happening, it began to dawn on them – 'Aah, this is quite a big industry.' Now it's 'don't worry, don't give us any money now, you just give us a nice lump sum later.'

Play: Yeahhh, erm, whilst we're on the topic of cash, just how much do you stand to make?

AD: Depends how much it sells, there's still a lot of versions to come out. I get 20% of the Amiga ones and 10% of all the other ones. There's people doing SNES, Mega Drive and even Game Boy. I get advances and some up front.

Play: Not bad... OK, going back to the start, what happened after you left school?

AD: I worked in a computer shop, it was just an Amiga only thing and so that's where we got it playtested. We got so many people coming through the door and got loads of opinions on it. That's the best way to do it, the more people's opinions you get, the better. It was a case of adding more stuff – people found it was too hard, things like homing missiles got put in, others were removed.

Play: Then what?

AD: It was entered it into a competition run by Amiga Format (crumbly old Amiga mag). You'd think that would be a good way of arousing interest, but no, the game that won involved clowns jumping on a see-saw popping balloons! Through the summer I was getting really pissed off with things so when the trade show (ECTS) came, I thought if it's going to get it noticed, here's the place. I went to Team 17 first and after five minutes they said 'Do you want it published?', which was quite good.

Play: Cool – but why Team 17?

AD: I thought I'd have to shop around, but they were top of the list. They're more on the side of the programmers. They're programmers who started a company as opposed to men in suits and because they were very connected with the Amiga they were more open to people coming up with disk boxes with strange things in them. Also, I've always dreamt of going to Ossett for the smell of the sheep skinning factory.

Play: How much input did Team 17 have?

AD: When I sent the game to them it was fully playable but there was still stuff I wanted to add. They just let me put the stuff in the game that I wanted. They came up with some ideas as well, they did some new background graphics and everything. A lot of things happened by accident, they just stuck things in to see how they worked. The worms didn't originally roll down hills, so they stuck in the rolling and that then became an important part of the game. The mines originally were only going to be happening occasionally, but everyone liked them so much they stayed in there. Games designing is just common sense and getting lots of people's opinions.

Play: Common sense in games designing, now there's a thought... anyway, how's *Worms 2* going then?

AD: Hah, well it's definitely coming out on PC, PlayStation and Saturn and I'm designing it rather than doing everything. *Worms* has taken four years, I really can't look at a computer any more.

Play: Details, details, c'mon spill...

AD: I'm going to put a donkey in. We had a concrete donkey in our garden at home it greatly disturbed me as a young kid. I couldn't really understand that it was a mere ornament, so that's in. Also, the sheep are going to make another appearance – we're going to have a whole herd of sheep with thundering and dust clouds going up as they rush on. There's the holy hand grenade which went in, came out, now it's going to go back in there. It looks like any normal grenade but it has lots of electricity fizzing round it so you get nice fizzes of electricity as it bounces and as it lands you get a 'Hallelujah' – that'll be going back in for the update. I might as well reveal the intro to *Worms* that was never made – I was going to have a nice little cat sitting there, an arm would come in, lift its tail up, then all the worms would march out. It might still make it into the second one!

Play: I think we'll finish there. Cheers.

PLAY information

- **Name:** Andy Davidson
- **Job:** Worms programmer
- **Fave Curry:** Mutton Madras
- **Fave Game:** Worms, naturally

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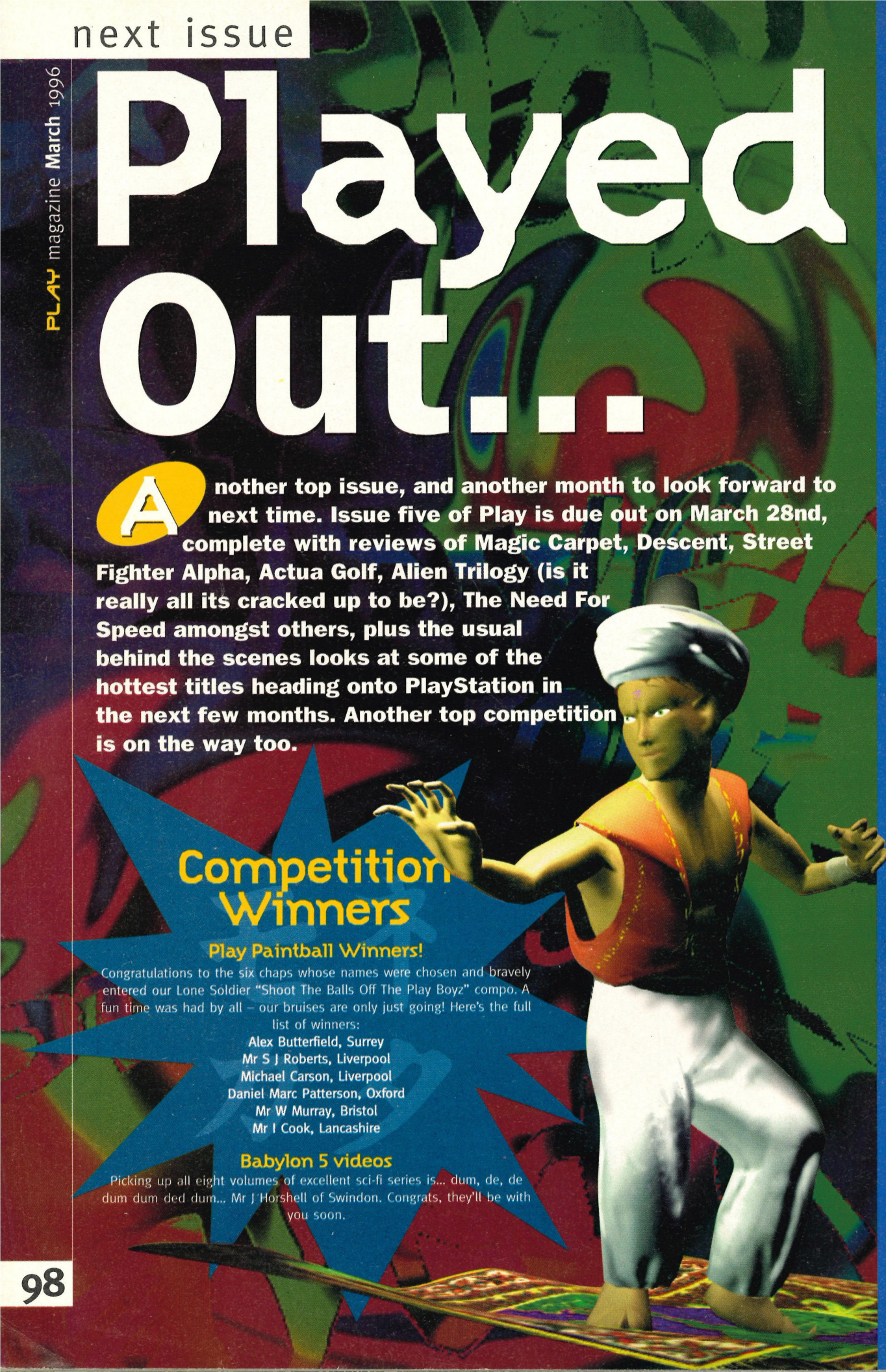
Played Out...

Another top issue, and another month to look forward to next time. Issue five of Play is due out on March 28nd, complete with reviews of Magic Carpet, Descent, Street Fighter Alpha, Actua Golf, Alien Trilogy (is it really all its cracked up to be?), The Need For Speed amongst others, plus the usual behind the scenes looks at some of the hottest titles heading onto PlayStation in the next few months. Another top competition is on the way too.



Competition Winners

Play Paintball Winners!

Congratulations to the six chaps whose names were chosen and bravely entered our Lone Soldier "Shoot The Balls Off The Play Boyz" compo. A fun time was had by all – our bruises are only just going! Here's the full list of winners:

Alex Butterfield, Surrey
Mr S J Roberts, Liverpool
Michael Carson, Liverpool
Daniel Marc Patterson, Oxford
Mr W Murray, Bristol
Mr I Cook, Lancashire

Babylon 5 videos

Picking up all eight volumes of excellent sci-fi series is... dum, de, de dum dum ded dum... Mr J Horshell of Swindon. Congrats, they'll be with you soon.

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Please answer the following

	TRUE	FALSE
M2 IS A MOTORWAY!	☐	☑
ULTRA IS A WASHING POWDER!	☐	☑
JAGUAR IS A BIG BLACK PUSSY!	☑	☐
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