95%! adidas Power Soccer – World's First PlayStation review!

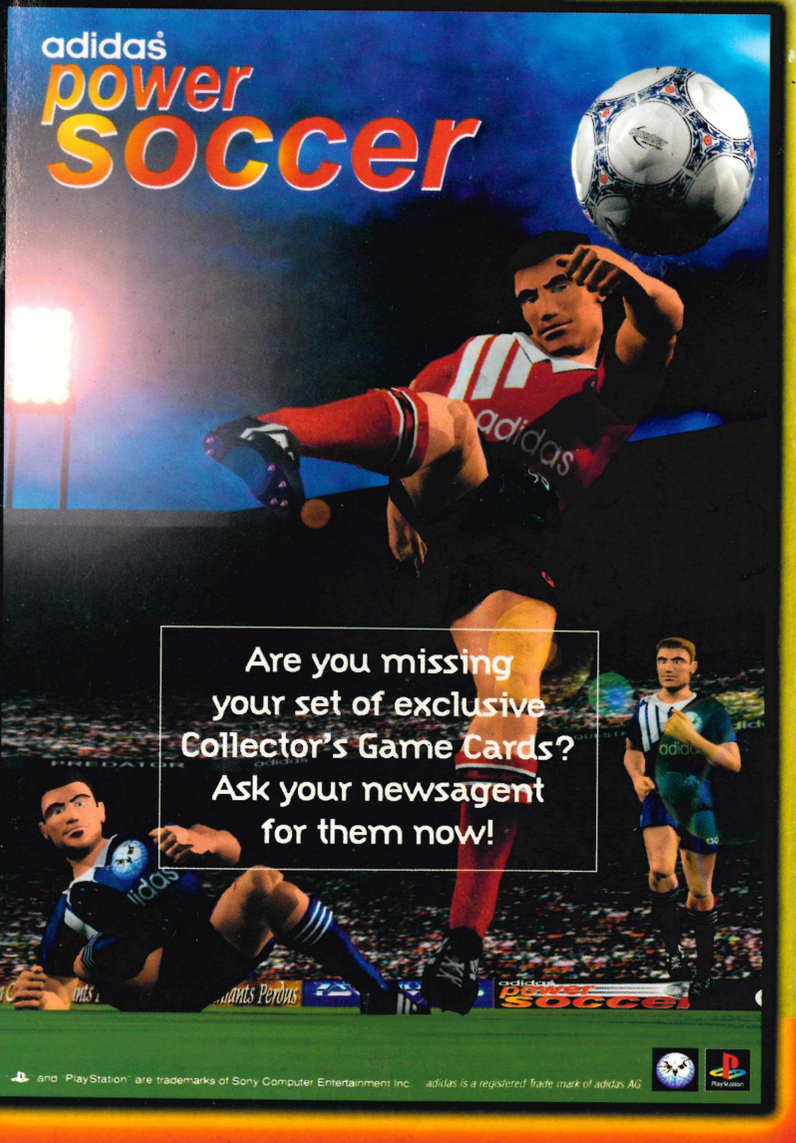
issue six easter '96 £2.95

PLAY

the 100% Unofficial PLAYSTATION Magazine

Free!

4 Collectable Game Cards



VIPER

Exclusive!

Ocean see the Neon lights

WIN!

A CD player, PlayStation speakers and games galore!

Featured inside

Formula One
The Need for Speed
Final Fantasy VII
Die Hard Trilogy
Alien Trilogy
Sampras Extreme
Magic Carpet
Wing Commander III & IV

issue six ◆ easter '96 ◆ £2.95
Paragon Publishing Ltd
9 771358 947002 04
printed in the UK

Killer Guides to...

Actua Soccer • Street Fighter Alpha • Worms



"PlayStation owners wanting a respite from all that frenetic arcade-like action couldn't pick a better game."

GamePro 90%

"...by completely re-thinking this classic and adding, quite literally, another dimension, Psygnosis have created a game that is as brilliantly original as the first Lemmings game. Buy it."

PC Attack 94 %

"Hugely entertaining game that's all but impossible to put down. Don't even think about missing this."

PC Gamer 94%

"3D Lemmings is the best head-scratcher money can buy. That's a fact."

Ultimate Future Games 90%

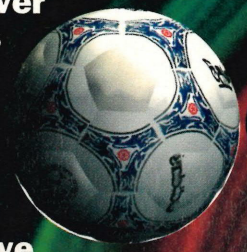
" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
Psygnosis™ and 3D Lemmings™ are Trademarks of Psygnosis Ltd.


3D
Lemmings
BE AN INDIVIDUAL. JOIN THE MASSES
Clockwork Games

Exclusive review!

adidas Power Soccer

30 We bring you the first ever PlayStation review of Sony Interactive's fantastic new soccer game, *adidas Power Soccer*. It's a right crowd pleaser with controls far improved over the contenders for the soccer crown we've played so far and a whole host of special touches. We give the game a kickabout in a special four page review.





PlayStation Wired

06 Being an ex-honcho of computer industry paper CTW, Ian Lynch eats, drinks and sleeps news – and this is where he gets to spew all his information out on to paper for you to peruse.

INSIDE PLA

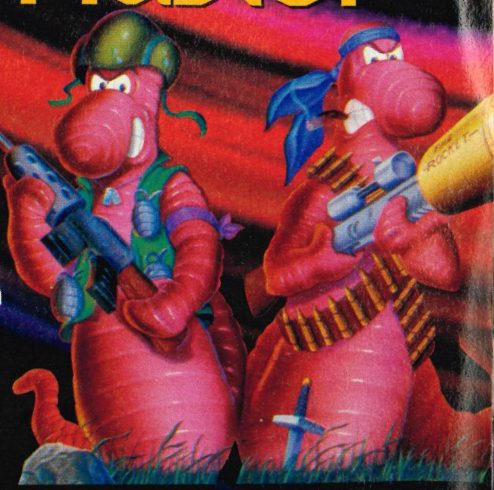
ネオガゲー

the 100% Unofficial PLA

Station Master

80 Being crap at PlayStation videogames is nothing to worry about. Your mates might laugh at you and call you a wimp, but we can help you out in Station Master. This month we've got loads of top tips, plus guides to...

Worms.....85
Actua Soccer...88



Wall of Game

49 After the highly successful *Doom* Wall of Game last issue (thanks very much to everyone who phoned in to congratulate us!) we get back to the beat-'em-ups with an intense look at Capcom and Virgin's *Street Fighter Alpha*.



issue 6

AYSTATION *Magazine*

The great PLAY challenge

44 Who dares take on the mighty PLAY gamesplaying team? We encounter the wrath of Ultimate Player, Power Station and X•Gen in the great Paragon inter-magazine challenge. Who won? Well it's pay-per-read so send us a tenner and we'll tell you!

Two great compos!

Win a portable CD player and copies of *Impact Racing* on page 14!

Win a set of speakers and copies of *Defcon 5* on page 28!



Subscriptions

83 If you know what's what in the PlayStation world then you're clearly a reader of PLAY. Make sure you're never without your favourite read by subscribing, and having us delivered direct to your door.

Arena

92 Gossip, whinge, moan, laugh, cry. You can share all these words and more with Nick as he endeavours to answer all your queries and track down the bad guys in the Arena letters.

PlayBack

94 Every title ever released appears here along with it's relevant PLAY score. Issue by issue this section we'll adjust scores as games date. Invaluable!

In the Indian with...

96 We chat over a plate of poppadoms with Rage Software's big cheese Trevor Williams about life, love, videogames and how wonderful it is to live in Birmingham.

The Games

WorkStations

Tunnel B1 16
Viper 16
Quest for Fame 40
Sampras Extreme 60
Formula One 70

Wired Up

Wing Commander IV 20
Die Hard Trilogy 22
BLAM! Machinehead 24
Chronicles of the Sword 26

Evaluation Station

adidas Power Soccer 30
The Need for Speed 34
Descent 38
Wing Commander III 46
Alien Trilogy 52
D 56
Gex 58
Sidewinder 59
King's Field 64
Stahlfeder 65
Magic Carpet 66
Namco Museum Vol 2 69
Shellshock 74
Psychic Detective 76
X-Com Enemy Unknown 78
Zero Divide 78



Welcome one and all to another rockin' and rollin' issue of PLAY. We've cut through the bullshit, waded into the swap of gossip and hacked down the jungle of naff games to bring you nothing but 100% honest to goodness PlayStation reading. So what's hot this month then?

Well, for a start, how about our world exclusive review of Sony Interactive's *adidas Power Soccer*? We've got the finished game to play before everyone else in PlayStation magazineland and we bring your our unbiased opinion over on page 30.

Other biggies include a look at Ocean's two new games *Viper* and *Tunnel B1*. They've been in development for some time now with hot new team Neon, so we thought it was about time to take a look at these babies.

Big reviews include *Wing Commander III* and the fantastic *The Need for Speed* from Electronic Arts. We've had this outstanding racing game set up as a two-player link-up in the office for months now and I can definitely say it's the most addictive and adrenaline pumping game I've ever played – and I'm office champion by the way!

With the chance to win CD players, cool speakers and games galore also in this issue, you can see what fun lies ahead!

Enjoy the magazine.

Nick Roberts

Nick Roberts
Editor

PLAYST Wit Top Jap dumps for



Leading Japanese US publisher Squaresoft has sensationally announced that it is to end its long-standing exclusive relationship with Nintendo, and will instead develop games for PlayStation.

The firm, best known for its *Final Fantasy* series of RPG adventures (and lord knows the PlayStation could do with some decent RPGs), cites "differences of opinion with Nintendo with regard to future software development" as the main reason for the shock decision.

Indeed, this somewhat cryptic statement can only be interpreted as a major slap in the face for Nintendo as

TATION ed

o firm Nintendo Sony

It's hip to be Square

As well as selling over 9,000,000 *Final Fantasy* games, the firm has produced some seriously hot RPGs over the years. Older gamers may feel a fond memory or two coming on when they cast their eyes over this list.

In the past...

Final Fantasy I
Final Fantasy II Japanese
Final Fantasy III Japanese
Fighting Fantasy II
Final Fantasy V Japanese
Final Fantasy III
Arc The Lad
Bahamut Lagoon
Breath of Fire
Chrono Trigger
Live A Live
Romancing Sa Ga
Romancing Sa Ga 2
Romancing Sa Ga 3
Secret of Evermore
Secret of Mana

Coming soon (on SNES)...

Secret of Mana 2
Super Mario RPG





Squaresoft has listed the Ultra 64's inability to handle the hardware demands of planned new Squaresoft tiles as a key factor in the switch to Sony.

"Due to the memory limitations and cost of ROMs, Square won't release any more cartridge-based products. Since Square hasn't heard anything with regard to the technology that will be utilised in the Bulky drive, it was forced to choose a hardware platform on known or published information," commented a spokesperson.

The plan for Square now is to publish exclusively for the PlayStation, although we will also be making games for the *Windows '95* system and are researching other games platforms.

Square explored all the solutions, and decided that based on both price and capacity, the CD-ROM was the best medium presently available for its future titles, and that PlayStation offered precisely the specification their designers were looking for.

Once again the power of PlayStation has scored Sony a victory in the next generation console war.

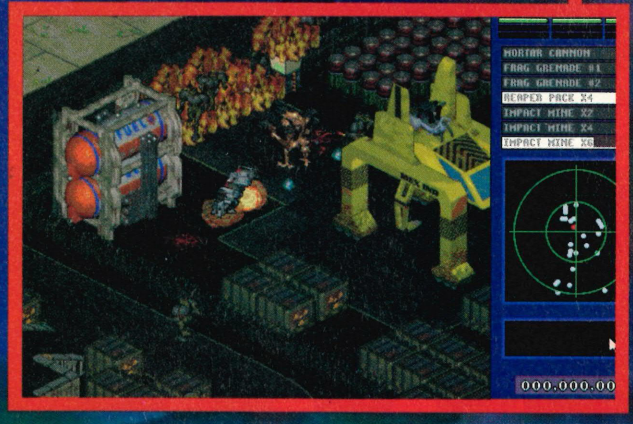
First up on PlayStation towards the end of the year will be the latest in the hugely popular Fighting Fantasy series, which has sold 9,120,000 units world-wide, *Final Fantasy VII*. The game, which features Anime-style graphics certainly looks the part, as you can see from these shots. More news as it happens.

GT and Mirage cause Mayhem

Mirage has recently signed a multi-million dollar deal with GT Interactive, meaning that GT will be the publisher of what Mirage is hyping as their next big thing, *Mayhem!* Said to be the first ever all action game (and we do mean all action!) you take the role of a mercenary, whose job it is to rid the planet Earth of an evil force of biomechanical creatures. Literally everything can be destroyed in this game – it's no holds barred time! Special 3D effects help to boost the atmosphere, and some really nasty gore has been included. As if things weren't sounding good enough already, a Death Match mode has been included. Each zone is a sizeable eight screens by eight screens, and each mission has a special objective to complete. Umm, think we might take a close look at this one soon.

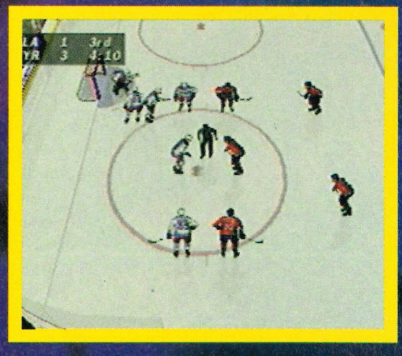


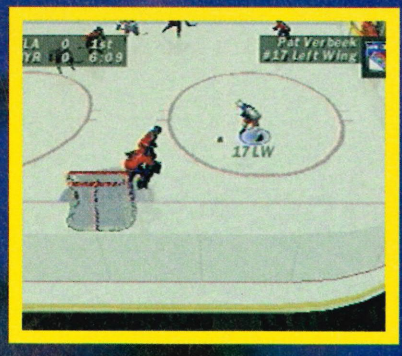


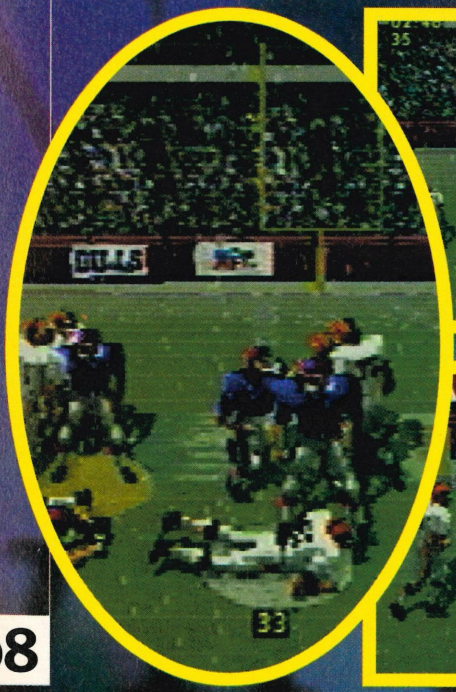


Sony Sports duo loom

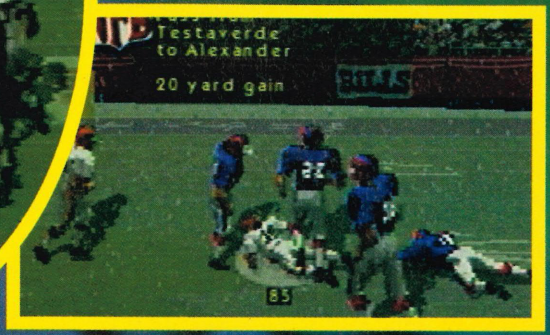
Out next month are two new sports games from Sony. Both US games *NFL Game Day* and Ice Hockey title *NHL Face Off* have sold loads in the US but, to be honest, we were only moderately impressed by the US versions, with *NFL Game Day* scoring 73% and *NHL Face Off* 78% a couple of issues ago. We wait to see whether a PAL conversion has improved them.











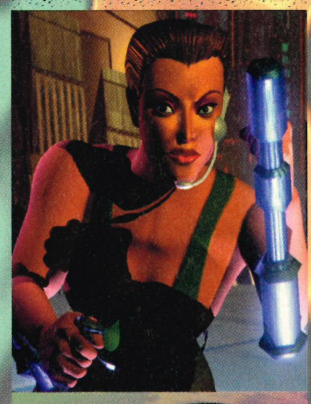
Telstar thinks it's all over!

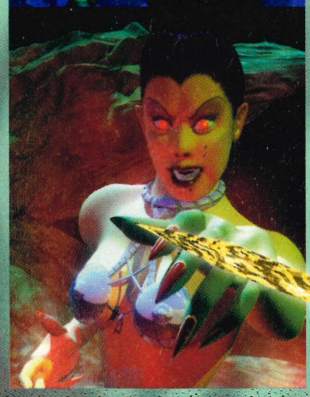
Oh no matey, the PlayStation Soccer games just keep on kicking! The next footy sim in development for the PlayStation is entitled *Onside* from Telstar. *Onside* will have intuitive, not to mention realistic, gameplay. It is being touted as the most playable football title yet, and will feature sponsorship from Reebok and McDonalds. Top Manchester United (spit!) goalkeeper, Peter Schmeichel will apparently be appearing in adverts for the game. Visually, *Onside* will have a 3D graphics engine, but the makers are claiming that it will take us back to the gameplay we're used to seeing in games like *Kick Off* and *Sensible Soccer*. Blimey! Can you stand the excitement any more?

CRITICOM™

CRITICAL COMBAT







"THE GRAPHICS ARE EXCELLENT, THE ANIMATION GORGEOUS, AND THE PRESENTATION THROUGHOUT QUITE BREATHTAKING... CRITICOM IS A VERY, VERY INTERESTING GAME." PlayStation Plus

"AT LAST, A BEAT 'EM UP WITH A DIFFERENCE... A BLOODY GOOD GAME." Play Magazine

"CRITICOM IS A STUNNER... A CHALLENGING COMBAT GAME THAT ONLY REVEALS ITS DEPTHS WITH TIME." PlayStation Magazine

"VERY SATISFYING INDEED... AN EXCELLENT FIGHTING GAME." PSX-Pro








- Revolutionary character upgrades.
- Power-up with awesome new weapons and projectiles as you progress through the ranks.
- Earn additional crunching combo moves as your combat skills develop.
- Spectacular Hollywood style cinematics.



VIC TOKAI more gameplay

Virgin Interactive entertainment

XRONOS

PlayStation™

Hits the Streets... Early April Price... £44.99

"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Distributed by Virgin Interactive Entertainment, 2 Kensington Square, London W8 5RB Tel 0171 368 2255

CHARTS COMPILED BY GALLUP

PLAY

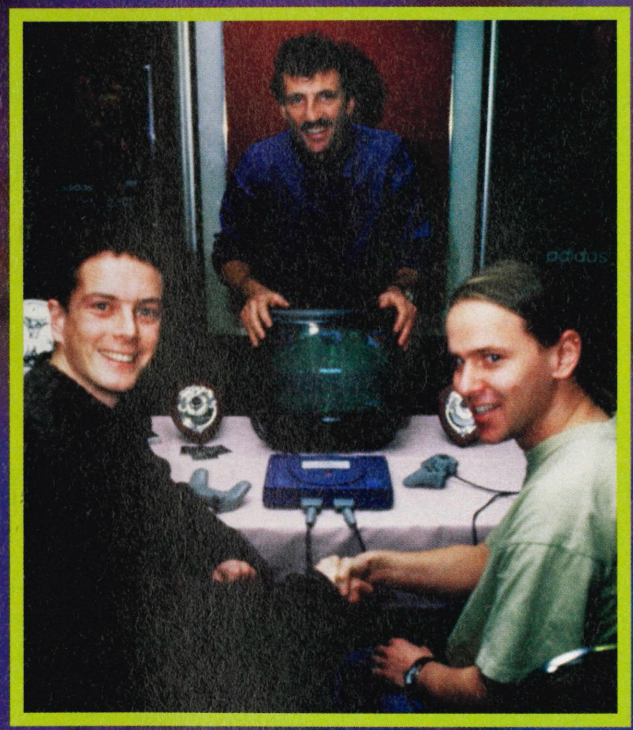
In conjunction with Gallup research and the European Leisure Software Publishers Association, PLAY brings you the hottest chart around.

Pos	Game	Developer	Publisher	Current Score
1.	*Doom*	iD Software	GT Interactive	93%
2.	*DefCon 5*	Millennium	Psygnosis	88%
3.	*FIFA Soccer '96*	EA	EA	78%
4.	*Worms*	Team 17	Ocean	92%
5.	*Krazy Ivan*	Psygnosis	Psygnosis	84%
6.	*Destruction Derby*	Reflections	Psygnosis	81%
7.	*Firestorm: Thunderhawk 2*	Core Design	Core Design	84%
8.	*Zero Divide*	Zoom	Ocean	68%
9.	*Tekken*	Namco	SCEE	95%
10.	*Assault Rigs*	Wheelhaus	Psygnosis	81%

Psygnosis powers in

Wallop, PLAY stuns the opposition by grabbing the very first PlayStation review of Psygnosis' stunning new football game, *adidas Power Soccer*.

We actually became convinced we had to have it after attending the firm's press launch at Anfield last month. Hosted by Alan Kennedy, the PLAY team notched up some memorable victories in a tournament containing Europe's finest video games journalists. Managing Editor Dave Perry narrowly went out in the quarter finals, and Deputy Editor Ian Lynch did even better, seeing off *PSX Pro*'s editor Alex Lee 3-2 in his Quarter final, before having a nightmare in the Semi's and going out falling at the final hurdle. One of our colleagues, Net User editor and blagger extraordinaire Chris Marke did make the final, but lost out to a very dubious last minute goal.



▲ POWER SOCCER TOURNAMENT: Paragon's Chris Marke poses with his opponent and referee Alan Kennedy before the final.



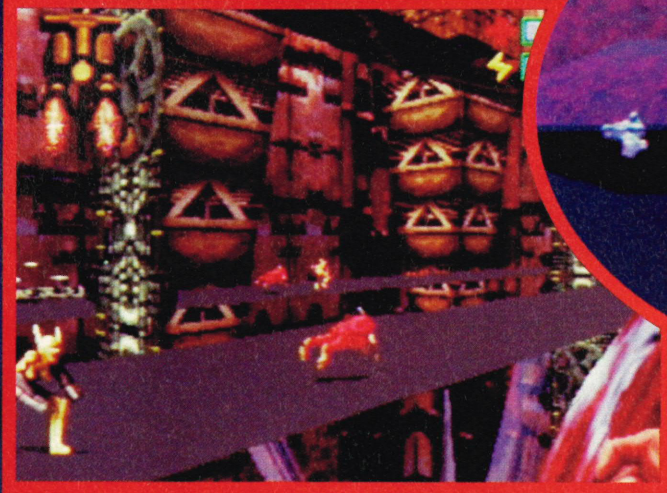
▼ Dave Perry and assorted Paragonites celebrate the Markesman's opening goal. The man himself is quite overcome with it all.

Namco looks to serve up some winners

Every PlayStation-owner's favourite arcade company, Namco, are planning two more PlayStation releases this June, a tennis game and *Galaxian*^{3}, the latest in the series which also spawned *Starblade Alpha*. Currently going by the working name *Namco Tennis*, the former features over 20 cartoon-style characters, and, although only 50% complete, looks very like *Smash Tennis* on the SNES. For new gamers, that means the characters are small and nifty, the court is large and the ball travels pretty sharpish. *Galaxian*^{3}, on the other hand, is an out and out arcade blaster, which plays a bit like a gun game and seems to be most noticeable for its spilt-screen multi-player mode, which will be four players at the least (we're promised).

Get Po'ed with Time Warner

Another 3DO conversion is waiting in the wings. Set in a 3D world some time in the future, *PO'ed* puts the player in charge of a deadly arsenal of weapons and places you in one of 25 hostile environments. The player can move and go just about anywhere in search of evil alien creatures. One of the best features of the game is that the player can fire any missile or projectile and literally ride on its nose cone towards a target. This comes in useful for destroying enemies at long distance. Currently, *PO'ed* is looking just as playable as it was on the 3DO. With any luck it will turn into one of the best PlayStation shooters around and give those similar games a run for their money!





▲ Destruction is the name of the game in PO 'ed!

◀ OK. it may be violent, but the visuals are stunning!

Sony is board stupid

The PlayStation is getting bigger and bigger all the time, and the latest idea the Sony marketing types have come up with to make it bigger is by sponsoring this years British Snowboard Championships. Over 200 of the UK's best snowboarders will take part at the week-long championships in the French alpine resort of Meribel. For more info on the Championships, call 0171 376 7446

The joy of Pads

If you think that the original PlayStation joypads are a bit difficult to get to grips with at times, you'll be pleased to hear about the growing number of available alternatives. The latest one to arrive in the PLAY office is the asciipad from the chaps at asciiware. This has a proper 360° rotational pad and is certainly comfortable in the hand. Otherwise, the colour, shape and position of the buttons are almost exactly the same as the original pads. Priced at £24.99, the pad is now available in shops across the UK.



PlayStation Towers above the rest

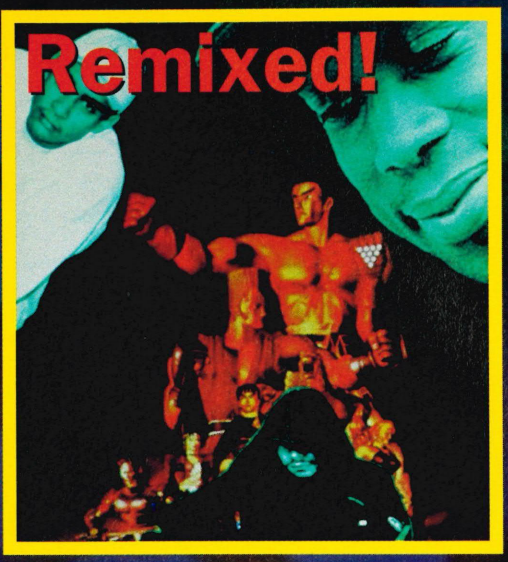
To coincide with the launch of the phenomenal *Total NBA '96* (which scored 94% in Issue 5) Sony Computer Entertainment is set to sponsor the London Towers basketball team. As well as this, Sony is about to undertake a special activity programme designed to increase awareness and participation in basketball. Free basketball facilities are also being set up for use of the public. Oww, isn't Sony generous.

EA takes pinball to the Extreme

There's only one pinball game in our new column for PlayBack at the moment, so fans of the genre will be pleased to hear the folks at EA are about to release *Extreme Pinball*. It certainly looks the part. According to EA, the scrolling is super smooth and all the usual features we've come to expect from pinball will be included. Four specially themed tables, each named: Medieval Knights, Rock Makers, Urban Chaos and Monkey Mayhem will be available, each with their own distinct music and sound effects. Could this be the ultimate pinball experience? Who knows, you'll have to wait for our review next issue...

Tekken Remixed!

To mark the release of the incredibly successful *Tekken*, JVC have got all the Jungle dons, namely T-Power, Lemon D, Dillinja and Dubtronix to mess about with and remix the games soundtrack. This will be the first in a series of Tekken mixes. Other forthcoming mixes will feature the music from *Ridge Racer*, which sounds promising. The whole package is called Windemere – The Jungle Mixes and it should be in the shops now!



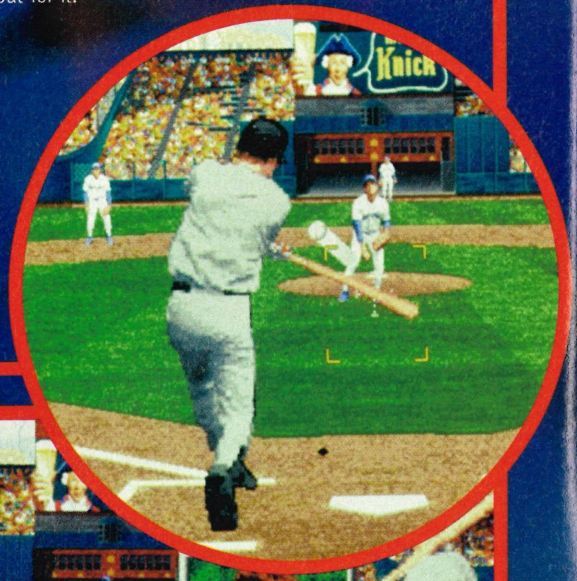
Time Warner returns fire

It seems that Time Warner is intent on bringing some of the best 3DO efforts to the PlayStation, and that could be no bad thing. After all, a good game is a good game whatever format it appears on – and *Return Fire* is one of the best. This multi-stage action game received rave reviews when it was first released, and the PlayStation version promises to be even better. A combination of strategy and action is needed for this game as you control various battle vehicles around different landscapes viewed from above. Better still, the fantastic two-player mode has been included, which enables you to monitor your opponents movements. *Return Fire* will also feature some top tunes, FMV footage and some real meaty explosions. Sounds great.

Time to play Hardball

This game started life many years ago on the Commodore 64 and has since spawned numerous sequels. Picking up its share of awards along the way, *Hardball 5* is the latest in the series and boasts the best graphics yet, over 700 players to choose from and all 28 stadiums around. In-game commentary will be spoken by popular US broadcaster Al Michaels. To add to this promising package, 12 legendary teams will be featured, and baseball nuts will be able to play over a full 162 game baseball season. *Hardball 5* will be available very soon, although you might want to wait for the PLAY review before forking out for it.







Games cheap shock!

PLAY has teamed up with Telstar Multimedia Distribution to bring you this exclusive prices to PLAY Readers Only!

Worms – just £31.99!
Road Rash – just £31.99!
+£4 postage and packaging

Send your cheques (made payable to Paragon Publishing Ltd) or credit card details (inc number and expiry date) to Play Reader Offers, Freepost (BH1255), Bournemouth BH1 2TA.

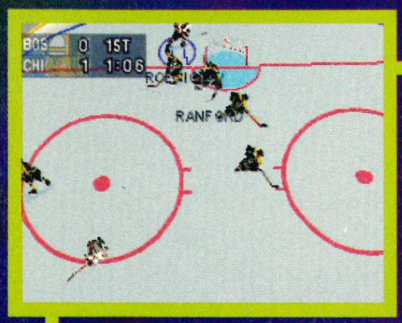
Order now while stocks last!

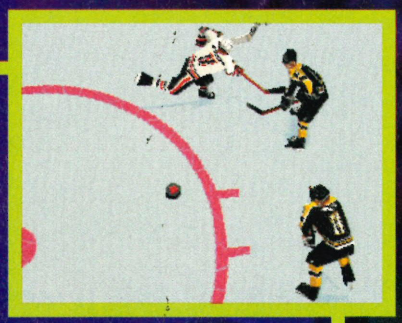
Laser uses a shining sword

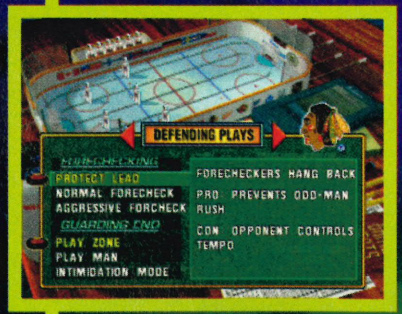
American Laser Games is to release hot looking RPG *Shining Sword* this October. ALG says the game promises to take full advantage of the PlayStation's abilities and it is set in a huge, 3D environment of fantasy and sorcery. The player can take the role of one of four different characters: The Lich, an undead sorcerer; The Minotaur, a half-man/half-bull warrior; The Acolyte, a priestess on a quest and The Ratkin, a human thief turned into a giant rat by a spell. Multiple camera views allow the player to view any part of the play area. Your ultimate goal will be to find the mysterious Shining Sword which has been hidden away under the spell of an evil magician. Characters will also be in full 3D, and a special particle system will allow for some very neat effects, such as waterfalls, spells and fire. Stay tuned for more info.

Sony Interactive is dead

No doubt kicked into action by our merciless piss-taking in issue three's Company Vitae, Sony Interactive, sorry, Psygnosis have decided to stop all this two name business and gone back to good old simple Psygnosis. So now you know.









VIE pulls off a powerplay

The latest Ice Hockey sim coming to the PlayStation is being programmed by Radical in the States for publisher Virgin. As you can see by the screen shots, it looks fine enough so far. Already approved by NHL, it will feature all the current professional teams available, and will have the very latest 3D ice-rink to play on. With any luck, a six-player mode will be included, which would be cool, and the whole game could be one of the most realistic hockey sims to date. *Powerplay Hockey '96* is scheduled for June.

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 over-priced? These are the words that kick off this column every month, just so you know the score. At PLAY, we remind everyone there are plenty more fish in the sea.

Corporate file 5

Name: Ocean
Age: 11
Mission Statement: Nope

Ocean? The name sounds familiar, didn't they used to be important once?

"Well, I don't think they'd thank you for the 'used to be' bit, but yes, they have been a bit quiet, well, alright comatose over the last couple of years, but they've recently begun to show a few signs of life, they did sign up *Worms* after all."

Oh yeah, the multi-player thing, but wasn't that done by another firm, Team 17 or someone?

"Well, Team 17 designed it and everything, but Ocean had to make all the adverts and sell it to the stores."

It's not actually a major coding achievement though, is it? Selling someone else's game?

"You've got a point, actually, they have been a bit quiet on the PlayStation front so far. To date they've signed up *Zero Divide* (average beat-'em-up) and *The Raiden Project* (average shoot-'em-up) and produced nothing themselves. But, as I said, the times they are a changin'. Ocean now own part of Neon, the German design team working on impressive-looking duo *Tunnel B1* and *Viper*, and a while ago now created their own internal development team, The Tribe, to work on PC and PlayStation projects."

So, what's on the way then?

"Along with the Germanic duo, there's footy-manager game *Euro Manager*, *Offensive*, *Dawn of Darkness*, *Genocide*, *Cheesy*, *Iron Blood* and *Ripper*, all good family-oriented stuff, as well as a tennis game and a football game.

Plenty of quantity there, what about the quality?

Well, obviously it's far too early to say but The Tribe stuff has been under development for the longest time now, having originally been scheduled for last Autumn. Ocean does seem to be genuinely committed to allowing their games designers the time necessary to perfect their titles, which augers well for the final product. The PlayStation games will mostly hit PC first, so there is the conversion factor to consider but it does bode well for Ocean's PlayStation future. And of course there's more titles to come from *Worms*-men Team 17, if they make up first (they had a bit of a disagreement).

Most likely to say

"Have you seen *Tunnel B1*, it's a cross between *Doom*, *Descent* and *Ridge Racer* and it's brilliant!"

Least likely to admit

"If it wasn't for *Worms*, our PlayStation rep would've been shot to pieces."

Read the signs

Clunk, click and join PLAY for a quick trip into JVC's crackin' new road rage game *Impact Racing*. We reviewed this little treasure last issue, scoring it a whopping 87% (which is a great score from us!) so JVC were over the moon and offered us a little pressie as a thank-you. Being JVC they just took a look in their big hardware cupboard and came out with a JVC portable CD player, and some copies of the PlayStation game for us to offer to you lucky readers. But how are you going to win a prize?

Please note: The editor's decision is final. Multiple entries will be thrown out of the office window for the pigeons to crap on, employees of Paragon Publishing, its suppliers or those of JVC may not enter. The closing date for the competition is the 19th April 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 above address.

First prize...



...of a JVC portable CD player and a copy of *Impact Racing*!

Runners up

Copies of *Impact Racing* for your PlayStation!

Winning is simply a matter of knowing your highway code. Just take a look at the three road signs here, and write down on a postcard or the back of a sealed down envelope what you think they are. Simple eh? Don't forget to also include your name and address and send your entry off to...

RACE FEVER COMPO
PLAY
PARAGON PUBLISHING, PARAGON HOUSE
BOURNEMOUTH, BH1 2JS







The Games

At the end of the day, we all want to know about the latest PlayStation software, and there's no better place than right here in PLAY! Here are all the reviews, previews and early peeks at the best in PlayStation gaming.

Evaluation Station

Once you've read enough previews and work in progress features, why not sample our tasty reviews? They're full of PLAY goodness and are guaranteed 100% unofficial, and 100% kind to the environment.

Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

94-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-93 We recommend these games as they are fun, lasting and value for money, but they maybe aren't all that original.

80-84 One member of the team may want to score highly, the rest may disagree so a game will score in this band.

70-79 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

65-70 Games that should be avoided by everyone except die-hard fans of the genre.

0-64 Complete tripe. Avoid at all costs!

On the review conveyor belt...

adidas Power Soccer	30
The Need for Speed	34
Descent	38
Wing Commander III	46
Alien Trilogy	52
D	56
Gex	58
Sidewinder	59
King's Field	64
Stahlfeder	65
Magic Carpet Namco	66
Museum Vol 2	69
Shellshock	74
Psychic Detective	76
X-Com Enemy Unknown	78
Zero Divide	78

Wired Up

We bring you all the PlayStation previews before everyone else. This month we've got a corking collection of games destined to be classics!

Hot off the presses we've got...

Wing Commander IV	20
Die Hard Trilogy	22
BLAM! Machinehead	24
Chronicles of the Sword	26

Work Stations

You want in-depth features on the latest software? You got it! In our exclusive WorkStations this month we've got all the goss on five new games.

Babies in their cradle...

Viper	16
Tunnel B1	16
Quest for Fame	40
Sampras Extreme	60
Formula One	70

Tunnel B1

Bloody Hell, Germans in sense of humour shocker! Ian Lynch discovers that Ocean's bright new programming hopes, the Frankfurt-based Neon, can dish out the chat as well as code a mean 3D engine. *Tunnel B1* and *Viper*, the stage is yours.

Imagine it, you've invested your life savings setting up your own firm, your first project has received polite applause from the critics and you've managed to catch the eye of one of the major studios. And then... your pitch falls flat, the man from Studio big bucks hates your idea. You have 24 hours left to come up with two new ideas or your big money contract goes up in smoke.

Not a terribly nice position to be in, but the Neon crew coped.

"It was at ECTS (industry trade show) two years ago," recalls one of Neon's six partners, Peter Thierolf, "We presented some ideas for new products to Gary Bracey, the then senior producer at Ocean. He did not like the ideas at all, which left us with one whole day to think of something new or go home empty handed. We basically locked ourselves into the hotel room and then a few hours and lots of panic-fuelled thinking later we had the original concepts for *Tunnel B1* and *Viper*. That's how the games were born."

Not quite true, as it happens, as



▲ This boss is now officially a very pretty, light-sourced heap of rubble!



PLAY information

- **Design team:** Neon
- **Team leader:** Paul Tresise
- **Where at:** Tunnel B1 85%, Viper 50%
- **Release date:** Tunnel May, Viper July
- **Publisher:** Ocean

Key

◀ Tunnel B1 Screenshots

◀ Viper Screenshots

& Viper

originally the two games were two components of one monster project, until some bright spark at Ocean realised that with a bit of extra work each could become a separate project (and thus Ocean could sell twice as many games), but it's a good story. The Neon team are certainly imaginative, as you'll soon realise when we talk about Viper.

Anyway, having convinced the man from Ocean that 3D games were the future, the Neon lads were left with just one small problem...

"Ah yes", says Peter, "None of us had any kind of experience of 3D routines. This means we had to start from scratch, building our own programming libraries, tools and work in the dark basically, gathering experience as we went. It's been interesting."

"We knew, though, that we wanted our games to be 3D-based 'worlds'. We find it very interesting working in 3D, our intention is to make something as atmospheric as possible. We want the player to believe that he enters our world every time he switches on his PlayStation."

"The first thing we did was to run some tests with Alias and 3D Studio software. We learned that the optical effects in Alias create quite realistic sceneries, so we instantly tried to have as many of them as possible in real-time. Soon, we had the glows, radical star effects and lens flares in different shapes and sizes that have been incorporated into the game. Hopefully you will be surprised by the look of all the light/weapon/engine/explosive effects we've put in."

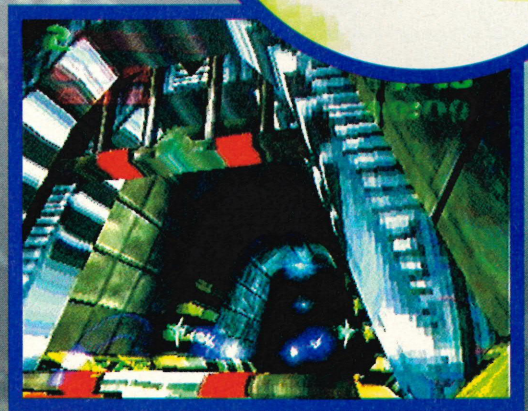
"To be able to do this we had to create a lot of things ourselves as the PSX development libraries you're supplied with only allow for three light sources. Now we can now have as much as we can compute. Usually, this is in the range between 30-60, and even more when there are lots of explosions."

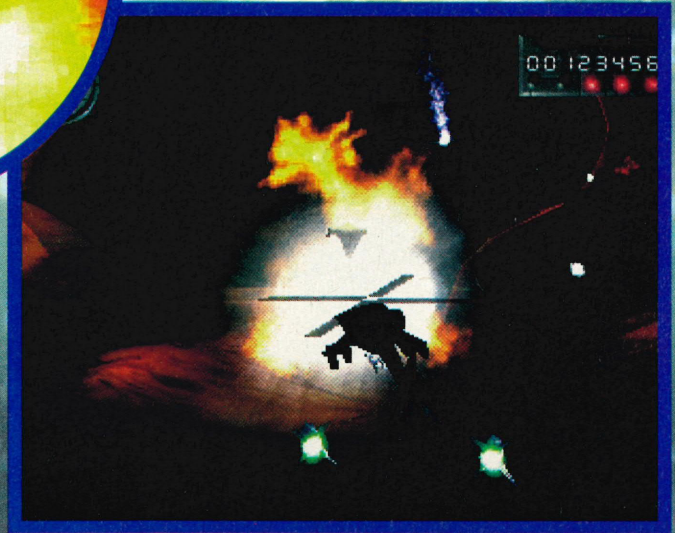
That would account for the pretty pictures dotted around these pages then.

Viper bites in

Actually the second of the two games scheduled to be released from Neon, but possibly the stronger idea of the two projects, Viper, has rather an odd plot. Apparently, two NASA scientists discovered some alien activity in Nuveiba/Sinai in '87. They travelled to the landing place, only to learn that all tracks had been removed. When they returned home, they discovered that their research had been stopped by order from highest government circles. The two scientists became suspicious and decided to continue the research on their own. In the following weeks of investigation and research they discovered many strange markings hinting at something out of this world. One is horribly murdered during a research trip. His







Neon Who?

Neon was founded in early 1994 by six partners – Michael Buttner, Anthony Christoulakis, Jan Jockel, Peter Thierolf, Boris Triebel and Matthias Wiederwach. Now, including the partners, about 20 artists, programmers and designers work at Neon.

The first game they did together was *Mr Nutz* on the Amiga and Mega Drive. Other titles some of the partners have worked on include *Apidya* (which the Amiga magazines raved about), *Gem X, PP Hammer and his Pneumatic Weapon, Turrican III, ThreeBooster, ThreeBooster 2000, ThreeBooster 3D.*

Krazy Krauts!

Wacky types these Germans. Here's some of the less serious answers they gave about themselves...

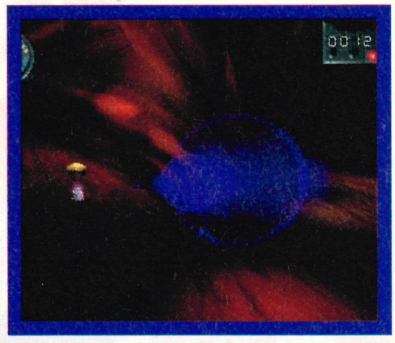
Play: What were the members of the team doing before Neon?
Peter: We remember these early days as if it was yesterday. We were mountaineers and did mountaineering. We helped bloody tourists to get onto these 8000 metre mountains. One day, it was really damned cold, about 100-200°C below freezing point or something, we were sitting close to each other and one had the sudden idea to develop games in a nice, warm country. So we settled down in Germany and founded Neon.

Play: Anything Else?
Anthony: I was famous for my large collection of minerals, rocks and mountains.
Boris: I completed Wipeout in my first go.
Jan: I won the local table tennis championships.
Matthias: I have a metal brain prothesis.
Michael: Sorry?
Peter: Apidya.

Play: Which games do you enjoy playing?
Anthony: Virtua Fighter (I & II), Sega Rally, Virtua Cop
Boris: Virtua Wipeout & Conquer
Jan: Asteroids, Virtua Fighter, Virtua Fighter Remix, Virtua Fighter II
Matthias: Wipeout, Doom
Michael: Monkey Island, Zelda, Wipeout
Peter: I don't enjoy playing games!



▲ **Neon had to write all-new programming routines to get this effect**



colleague alarmed the police, but when he returned the victim had vanished and all tracks had been removed again. After this, the place got too hot for him and he saw only one way out. He engaged the N-Team.

The N-Team has now prepared a daring plan which includes three phases:

Phase A – Construct a battle helicopter to carry out a first strike attack against the aliens. Simultaneously, other members of the team should find out the location of the alien bases.

Phase B – A computer simulator had to be constructed. With this simulator the N-Team could plan exactly even the smallest details of the destruction of the aliens in advance.

Phase C – Carry out the first strike against the aliens!

So, there are three alien bases to attack – the first is found within a deep canyon, the second one in a city, and the alien mothership is located 'directly under the seat of government' according to Peter. And that's the idea of the game, a mission-based helicopter attack sim with three major scenarios, a cityscape, an outdoor base and the government climax.

▼ **And boy, are the explosions great. Stills don't do them justice.**



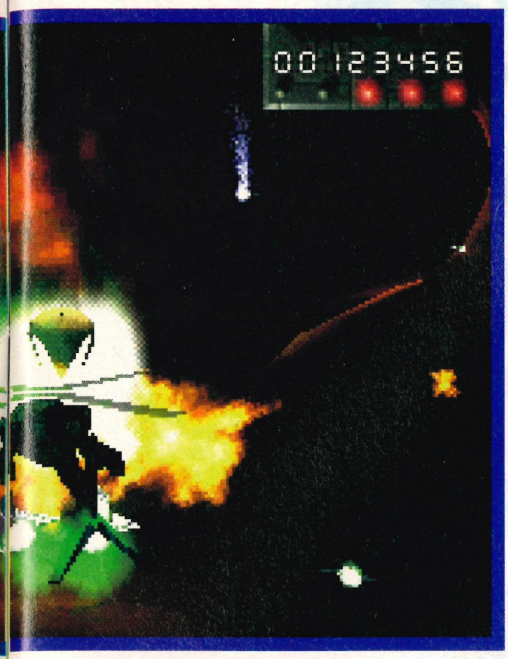


Tell me more!

Neon are still being cagey as to exact details but after a few more pints of Brainslasher lager, or what ever is it is these Germans knock back, Peter finally revealed a few more snippets of information.

"Unfortunately we can't tell you all of our ideas at this point in time, because we want to carry out a fast tactical surprise-attack to destroy the alien bases. Nevertheless, we can reveal that there'll be a secret-weapon with which we can outwit them maliciously. Ha-ha."

"We've also put in a lot of effort constructing a cyborg pilot which will be used both for the development simulation as well as in the final action. A special scientist from the N-Team (Sorry about this N-Team stuff, but we had had a few, and he does love his story –



Ian) has spent several months developing and improving the physical and mental characteristics of this synthetic machine."

"In the meantime we're getting near to completing it and have already used our cyborg pilot on a couple of training flights."

"It's getting hectic now. The whole team works day and night to finish the simulator. On the one hand it is absolutely necessary to plan the first strike as precisely and meticulously as possible. On the other hand, no time may be lost. We will implement three missions to the final simulation just to test our cyborg pilot. They will be very different and will make a third of the final game. Right now, it's not planned to have any further tests for our cyborg."

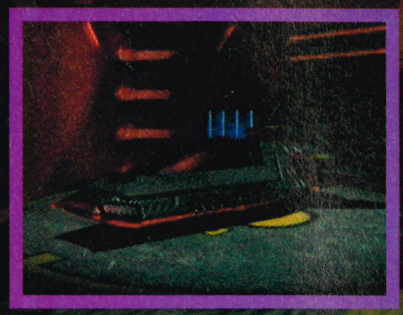
"At the moment we've got three programmers working to improve the game engine, three graphic artists mapping the bases and the surrounding area to create a detailed reproduction for the simulator. Also, the alien ships and weapons have been designed and can exactly be reproduced in the simulator. In addition, there are four programmers working day and night on the AI controlling the behaviour and tactics of the alien ships. Two more graphic artists are creating a stunning video which will tell the story before you start the game. We really want to set the scene through giving an impression of a huge catastrophe. We're also working feverishly to develop new and effective weapons. Among other things there will be flame-throwers, spectacular smart-bombs, chemical bombs and nerve gas. As you can see, it's a very big project for us."

Too true, now get on with it and get it out on time. That really would be impressive.

Tunnel Vision



Of course, Viper isn't the only Neon title Ocean are bringing out. Far from it. As well as vague talk of an RPG being converted from PC to PlayStation towards the end of the year, there's something a little closer to emerging. Yes, coming your way this May is the equally impressive Tunnel B1. Racing against time, you have to screech through a winding network of tunnels blasting everything in the way and marvelling at the graphics (you don't have to, but you will) But enough of me wibbling on, here's the producer Paul Tresise to explain it...



Play: Tunnel B1 is mission based, what kind of missions are you including?

Paul: The overall mission is to destroy all weapons, enemies and plutonium crates of an evil dictator. Thus you have to sneak in a weapon factory and a chemical factory. Each level is divided into different sections where you have to solve different mission objectives. Many missions are based on racing and fighting.

For instance, in one level you have to collect as many mines you can, fight your way into another section, blow up gates which seal special storerooms, collect several parts of a smart bomb, destroy a generator (which causes a breakdown of the power supply), go through a security door (which has no power to close), follow a heavily shielded convoy, destroy the convoy, collect the weapons the convoy transported and escape from the level (because an alarm has been set off)."

Play: How do you progress through Tunnel B1?

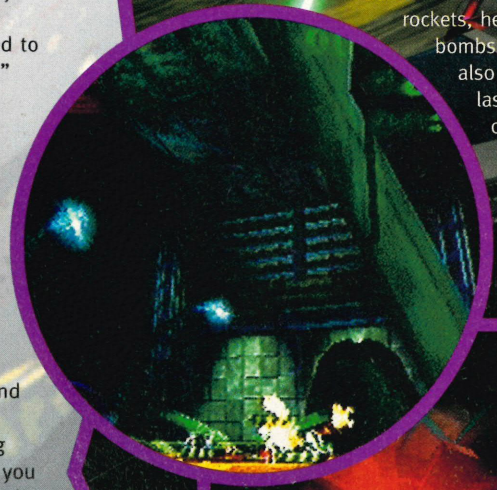
Paul: You start in an industrial area. From there on, you have to find your way to the weapon factory and destroy it. Go through the sewers section into a chemical factory. Destroy it, escape through a city.

Play: What kind of weapons do you have?

Paul: In Tunnel B1 you have all sorts of weapons you can think of. You have lasers, rockets, heat seeking missiles, machine guns, mines, smart bombs, flares etc. They differ not only in strength but also to what they're applied to. For instance, a laser is especially good to destroy the shield of an enemy but is nearly useless against an armoured tank.

Play: How fast will it all run?

Paul: 30 Frames Per Second on NTSC, 25 on PAL. That's first person perspective only.





Return Of The Freedo Fighte

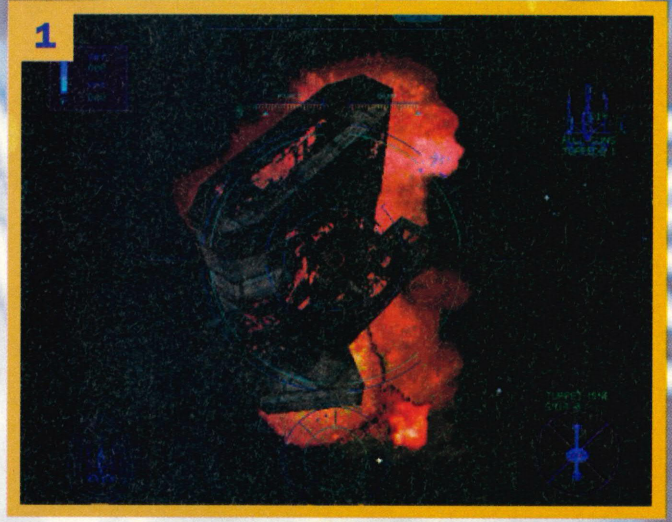
PLAY information

- **Name:** Wing Commander IV: The Price Of Freedom
- **Publisher:** Origin Systems
- **Where at:** 40% complete
- **Target Release:** July

Truly Interactive movies are few and far between, but Origin's Wing Commander series has been a notable exception. Each subsequent title has improved the graphics, rendered scenes, FMV clips and cast list. Now it looks like *Wing Commander IV: The Price Of Freedom* may push the genre to the very limits of its capabilities.

For those of you who have never laid eyes on *Wing Commander*, it's basically a space shoot-'em-up which mixes action with FMV scenes featuring well known actors. In the last game, Mark Hamill (who everybody on the planet knows as Luke Skywalker from the *Star Wars* trilogy) starred alongside Malcolm MacDowell and John Rhys Davies, amongst others. Now comes *Wing IV* – the follow up, and the big stars are back and ready for another space adventure.

1 This stunning scene shows a ship exploding.
2 It's just like playing *Star Wars*!



Big Money

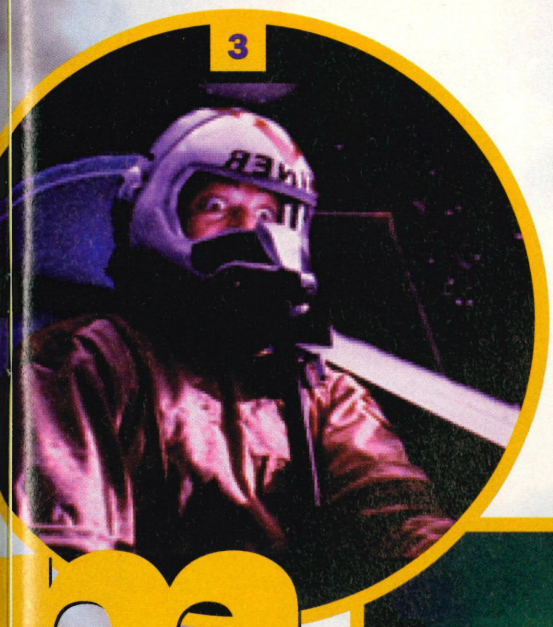
A game of absolutely huge proportions, *Wing Commander IV* has had a multi-million dollar budget to ensure that the sets and special effects are better than ever before. Hardened *Wing Commander* followers will probably recognise the characters and storyline from the previous game. You take control of the heroic fighter pilot Colonel Christopher Blair (played by Mark Hamill). The long wars between the human race and the cat-like Kilrathi (blokes in lion costumes) are over, but a new problem has arisen – violent civil wars and unrest in the human populated border worlds is growing. As Colonel Blair, your mission will be to stamp out the growing fires of disorder, and to restore peace to the colonies once again.

There are a great many features in this game, which give it a far more expensive and professional look than any other interactive games currently available. In-between the action sequences, viewed from the cockpit of your fighter ship, are special FMV sequences featuring a star studded cast of characters.

Occasionally, the player will be able to interact with characters aboard the spacestation, which really gives this the distinct feeling of a real interactive movie. In fact, the word 'videogame' was far from our minds when we saw this for the first time. It's not just a case of blasting away at everything in a typical shoot-'em-up scenario, as there are hours of FMV sequences stashed away in this monster of a game.

Visually, *Wing Commander IV* is looking













Star Studded!

Out of all the actors in this game, these three are the ones most of us recognise...

1. Mark Hamill

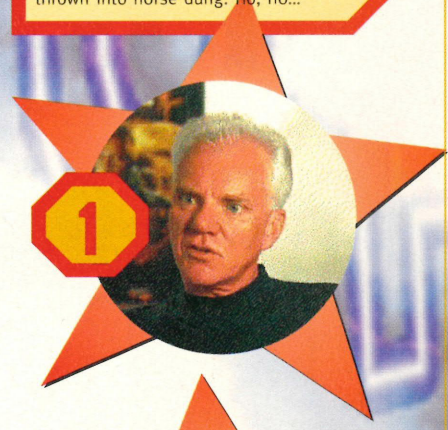
What can we say? The man... no... Jedi Knight himself, Luke Skywalker! Seriously, Mark has had other roles too. He has had parts in *The Partridge Family* and starred in countless other movies, but he is best remembered for his brilliant portrayal of Skywalker in the *Star Wars* trilogy.

2. Malcolm McDowell

This English actor starred in *Star Trek: Generations*, *Tank Girl* and in the controversial, often violent film *Clockwork Orange* back in the seventies. He has also had parts in *Milk Money* and starred in *Wing Commander III*.

3. Tom Wilson

Back to the Future I, II and III were the films this guy has starred in. He played the part of the infamous bully Biff Tannen and his catch phrase was "I hate manure!" Whether it was in present day America, the future or in the Wild West, his character always got beaten by Marty McFly and thrown into horse dung. Ho, ho...







just as striking and detailed as we expected it to be, and a big improvement over previous outings. As well as the still pictures, there will be full moving camera shots. The futuristic looking sets are very well detailed, and the characters fit in perfectly. For maximum visual effect, photo realistic textures and details have been added to the fighters. To put it simply, the whole *Wing Commander IV* package is looking very impressive at this stage.

The actual flying/shooting stages also appear to have greatly improved. Admittedly, in the previous games these sequences were quite dull, and only *Wing Commander III* gave any real impression of movement. However, everything has been spiced up, and the sheer size of the spacestations as you fly close to them is just awesome. The detail on the spacecraft looks brilliant, not to mention the lumbering great docking stations and battle cruisers.

Overall, it seems that everything from the previous Wing Commander games has been taken and improved, and from what we've seen it looks like Origin and Electronic Arts could have a huge release on their hands. Keep your eyes propped open with match sticks for our top review in the future!

3 Panic in the cockpit for Lt. Blair!
4 *Battlestar Galactica* was never like this!
5 A ship is in the spotlight as is takes off from its base.
6 Lock on and fire!
7 Always make pre-flight checks!



Sack the stars!

Everything in Fox Interactive's *Die Hard Trilogy* is authentic to the movies with maps of the city, 'interactive' scenery and characters that resemble their on-screen counterparts. There's just one difference – they haven't been able to use Bruce Willis' face for the John McClane character. That would have cost them some stupid sum of money and it just wasn't worth while. So you only get to see him from a distance – shame!

Have a very bad da

PLAY information

- **Name:** Die Hard Trilogy
- **Publisher:** Fox Interactive
- **Where at:** 80%
- **Target Release:** June

Traditionally movie tie-in games have been atrocious. With enough money to buy the big licence, it seemed like the software companies just didn't have enough left over to buy a few good programmers to do the movie stars justice. So we were presented with a string of dodgy platform games, loosely connected with the mega-bucks movies. Fox Interactive are set to change all that with their first solo project, *Die Hard Trilogy*. The company were also the ones behind *Alien Trilogy*, but with Acclaim pulling all the strings.

Probe Entertainment are the brains behind all the programming. They've split the game into three parts, with a memorable scene from each film taken at the starting point in each. The first is played through a third person perspective as the Bruce Willis character, John McClane, runs around barefoot in a high rise office block, equipped with a suitably impressive array of weaponry.

Terrorists are holding hostages around the office and the simple task is to free them, and blast anyone that's holding a gun. The attention to detail around the office suite is amazing! All the scenery is 'interactive', which means you can shoot practically anything and everything. All the windows, monitor screens, plants – they can all be given a good splattering of bullets. You can even cut your feet on the glass you've shattered, so you have to be careful as you move around.

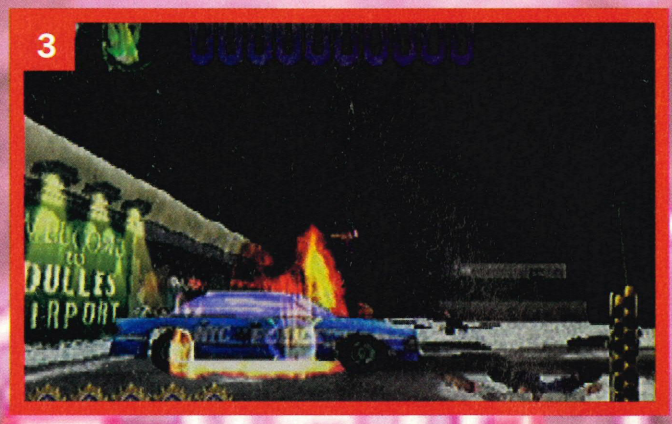
And there's more!

Complete the first section and it's on to *Die Hard 2* where John finds himself at the airport in a shoot-out game similar in style to Sega's *Virtua Cop*. There's no light-gun bolted on here though, just solid joypad gameplay with one button to reload the gun and plenty of targets to shoot down. So that's two great games in one already, and then there's...

Die Hard With a Vengeance, where John is dropped in the centre of New York City hunting for various villains in a taxi cab. In this 3D car simulation you can drive absolutely anywhere. Up on the curbs, over the flower beds in Central Park, up to the theatres and even over any pedestrians that might get in the way! If you are fortunate (for you at least) to run over any people you'll be treated to a blood splattering over the car's windscreen, then the wipers can be used to clear this off! This really is the icing on the cake, and makes *Die Hard Trilogy* the definitive collection of movie games.

All the visuals in each section are









y!

1 You're just not safe in the big city these days!
2 The gun targets centre in for the kill.
3 When you park your car, you don't expect it to be blown sky-high!
4 Trampling Central Park in New York is great fun!
5 Anyone got any water?





6 Call 911 and ask them to send the entire brigade!
7 You should never walk around barefoot with glass on the floor.
8 This used to be such a nice airport.





suitably impressive with plenty of special effects and texture mapped finery, but it's the attention to detail and realism that will make this masterpiece stand out from the crowd. The final show-down in New York is actually based on maps of the city, so if you've ever visited the place you'll be able to track down your favourite haunts – something that's never been done before.

This game is going to rock the PlayStation when it's released this Summer, hooray for Hollywood!





Rage Against Machi

PLAY information

- **Name:** BLAM! Machinehead
- **Publisher:** Core Design
- **Completion:** 90%
- **Target Release:** March

Those chaps at Core Design have recently proved themselves to be a first rate team where PlayStation games are concerned – *Thunderhawk 2* was a startlingly good shoot-'em-up, and now it looks like things are going to go just as successfully with the forthcoming *BLAM! Machinehead.*

Yes, it does sound a tad weird, but this is actually shaping up to be a top notch game! It takes the form of a 3D shoot-'em-up and uses those ever so popular polygon graphics. The storyline is a long one – BLAM! is basically a landmark in scientific engineering of the twenty-first century. Extremely powerful Nano Machines have been designed, with the power to accomplish any task given to them. Unfortunately, a rather deranged scientist has started encoding his own DNA* into the machines, and has now caused all kinds of havoc. The entire world has been taken over by these machines and has been affected by Nano-Replication, whatever that means.

Anyway, this kind of disaster calls for a couple of heroes, and in come Kimberly Stride, a gorgeous yet deadly woman who wears a tight leather outfit (which will be explained in a minute), and her assistant named Orville McCandle. Now, this is where the story gets really weird. You see, this Orville bloke is a bit of a dirty old man, and because of his perv-like ways he has dressed Ms Stride up in this tight leather number, and very kindly strapped her to a phallic looking cruise missile!

The cruise missile flies, with Kimberly attached, through 15 levels of manic, non-stop shooting action. The replication/virus thing is spreading and the Machinehead must be stopped at all costs. There's no hope for Kimberly now – that twisted Orville has his finger on the missile destruct button, so all Kimberly can do is fly it into the heart of the Machinehead, and the mad scientist himself.

BLAM! Machinehead is looking visually stunning, and it seems that Core have done a fantastic job in creating a tense and very atmospheric 3D shoot-'em-up. Extra challenge has been added in the form of various special stages which require Kimberly to complete a task or two.

As the player takes control of Dr Stride the main action is viewed from a first person perspective, but a large proportion of the game is taken up by an area known as the 'Machinescape'. The player will be able to visit this area and alter parts of the in-game map. Special cyber chambers, which contain areas of the real world captured by the Machinehead, can be visited. Once entered, the segment of the real world will be transported to where it belongs. Sound strange so far? Well, it does begin to make more sense as the game progresses.



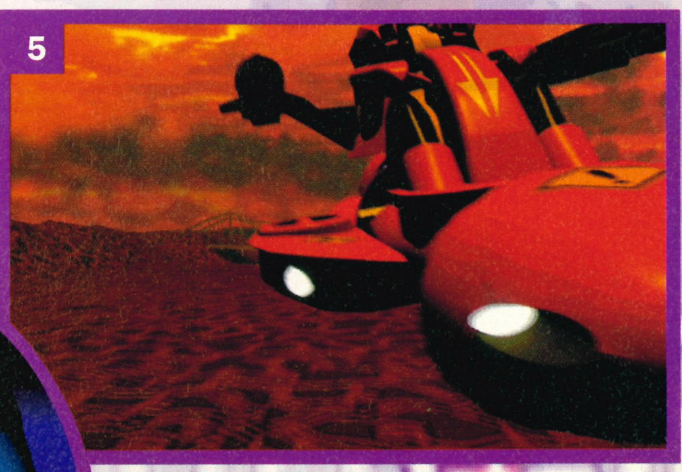
1 A missile roars towards its target.
2 Oh dear – the future is looking bleak again!

* That stands for DeoxyRibo Nucleic Acid y'know!



3 The lovely Doctor Stride resides in her dark and moody lab.
4 Her slightly perverted and totally insane assistant is the cause of all the trouble!
5 The Doc is confined to the missile targeted for the Machinehead!
6 Hmm, gorgeous renders.



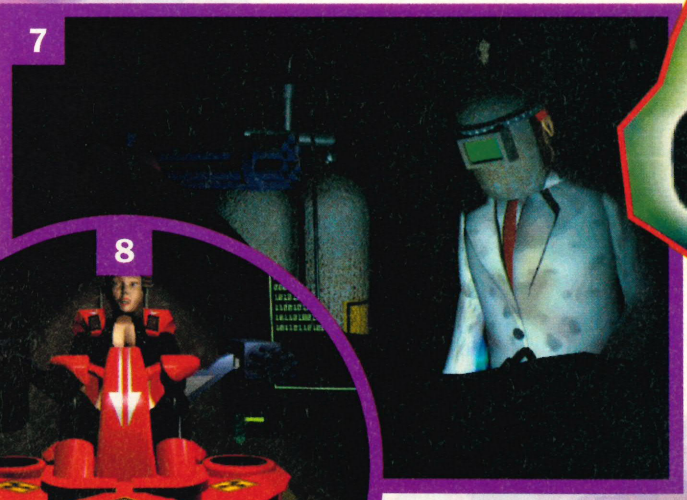




The ne (head)

There is a good deal of variety in *BLAM! Machinehead* – on the first stage it's your job to negotiate a big train through a spider-infested city. The train must be guided carefully as some of the tracks lead to dead ends or drop off huge pits! Other perilous stages to battle through will include a huge futuristic city, a hill of termites (!), a mountain pass and a highway. Battles also take place in the skies as one of the missions involves having to retrieve a satellite.

So, *BLAM! Machinehead* is currently looking very impressive, and now that Core have access to a Silicon Graphics Workstation, we could soon be playing a 3D shoot-'em-up of huge proportions with some real state-of-the-art visuals. We're all looking forward to this one!





7 A stranger works on something top secret in his lab. But, is he friend or foe?
8 Look out world. here she comes! What a mean looking contraption!

Doctor Who?

This stunning woman is none other than Doctor Kimberly Stride, a top boffin who, after being attacked by her perverted assistant, becomes involved in the most dangerous adventure of her life – piloting a high explosive packed rocket towards its destination, the Machinehead. She looks nice though, even if she is just a computer generated sprite with sexy pixels.



Knights Of Fanta

Bust to bust

Each character in *Chronicles Of The Sword* has been brilliantly created in 3D using the latest in human sculpturing and rendering software. The finished effect is mind-blowing, and gives the game an immense feeling of realism, making the adventure even more spin chilling and effective. We just can't wait to play it!

1. Merlin
2. Wilf
3. Lancelot
4. Arthur
5. Morgana
6. Ragnor













PLAY information

- **Name:** Chronicles Of The Sword
- **Publisher:** Psygnosis
- **Completion:** 90%
- **Target Release:** March

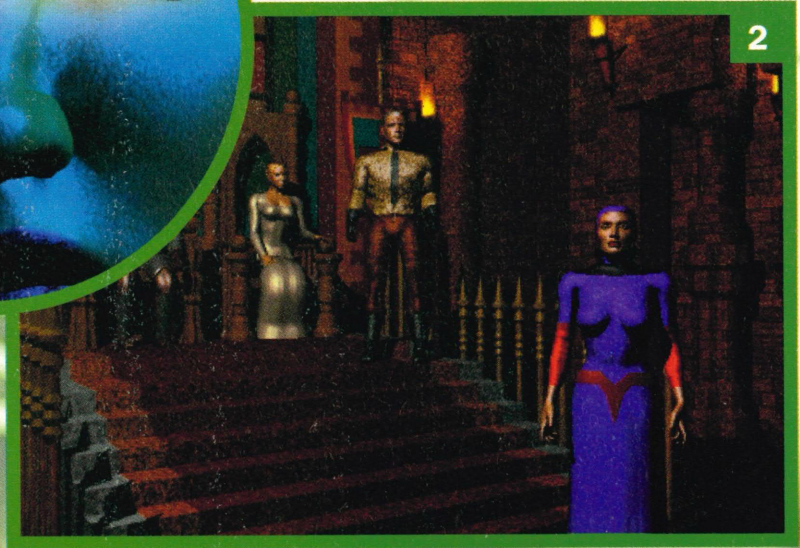
Pay attention folks, because if big scale role playing games are your thing, then the forthcoming *Chronicles Of The Sword* will probably leave you well and truly gob smacked. The game is devoted to the famous, historic legends of King Arthur, and features strong characterisation as well as some stunning special effects. Never before has the PlayStation witnessed an RPG of this magnitude – the whole adventure takes place in a huge, realistic world that contains over 100 locations.

Here's a bit more background to the game...

It seems that Sir Gawain (the character you take control of) has become caught up in the dastardly doings of the evil witch queen Morgana, a fiend who has tried many times to assassinate King Arthur. Gawain is now at risk and you must protect him at all costs, not to mention protecting Camelot itself. The ultimate aim of the game is to defeat the evil Morgana and become one of the mighty knights of the Round Table. This all sounds very promising – *Chronicles Of The Sword* is sure to be no ordinary RPG.

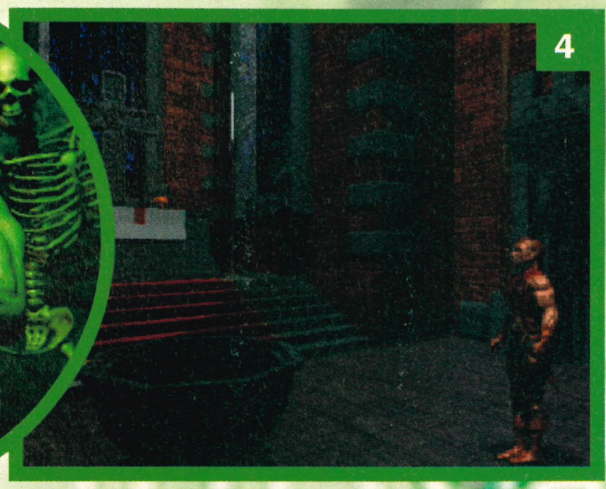
Visually, the game features wonderfully detailed animated characters, all of whom move with startling conviction. Being photo realistic, many of them seem almost human, even though they have actually been rendered in the usual way. Special visual effects include some impressive transformations, a gigantic rendered dinosaur to battle, wriggling snakes and straight out of *Jason And The Argonauts* come those animated skeletal





1 Gasp! Don't look into those eyes or you'll fall under her spell, and then who knows what might happen...
2 The evil queen makes her appearance at the royal palace. Nasty...





3 Behind you! Sir Gawain is unaware of the approaching danger.
4 The altar by the church is one of the few safe areas.
5 Sir Gawain visits an old spooky cottage in the woods.
6 Uh oh! Ever seen one of these things before? Well, it's back!
7 Will Sir Gawain ever get to sit at the famous Round Table?







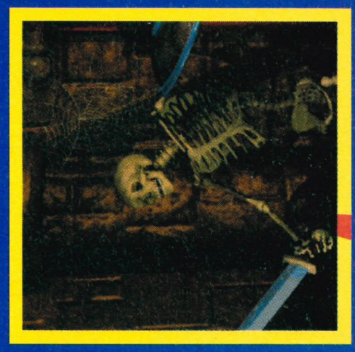
warriors! All this can be viewed in either a first or third person perspective, so it's all looking pretty hot.

Chit chat

The game benefits from actually having some interesting people to chat to rather than the boring offerings other RPGs suffered from. There are real historical characters to meet, such as the wizard Merlin. An intelligent but irritable man whom you must deal with carefully. King Arthur himself is a noble and helpful character, not to mention passionate about his country. Along the way you will also get to meet his beautiful wife, Guinevere, as well as the most famous knight of all time, Sir Lancelot. Wilf the stable lad will become your companion, and what he doesn't know just isn't worth knowing!

As well as all the exploring and chatting to be done, there are a fair few battles to be fought. These are viewed over Gawain's shoulder, but with the enemy in full view at all times. Once an attack has been made, you get the option to run like a coward or stand and fight with whatever weapon you have handy at the time. Like the other sections of the game, these battles are looking mighty impressive, and should provide a cool challenge.

Chronicles Of The Sword is definitely going to be a very special RPG, which perfectly captures that mysterious medieval atmosphere. All you budding knights who crave a huge challenge, or just want to get lost in an alternative world will no doubt love this, so tune in next month for a mind blowing review. Until then, hang onto your codpieces!









Creatures Of The Night

It may be an RPG based loosely on fact, but *Chronicles Of The Sword* has more than its fair share of undead creatures and unspeakable horrors. Just take a look at this skeleton warrior, just one of the beings ready to do battle, but make sure you have a clean pair of Y-fronts handy!

Run for your life!

To celebrate the release of *Defcon 5*, which PLAY calls 'the world's first running away game', or, if we're feeling generous, 'the thinking gamer's answer to *Doom*', we've badgered publisher Psygnosis into giving us some sexy hardware for you all. Reviewed in issue three of PLAY, the Millennium Interactive-designed title claimed an excellent score of 88%, and headed the strategy section of PlayBack for a long time (even if it was mainly because we forgot to put *Worms* in there). Reviewer Asam KV praised it for its well-designed structure and atmosphere and now you can find out about it for yourself, should you win that is. That's not all. Yes, as well as a copy of the game you can win a top Sony speaker system! God, we're good to you.

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

Which firm designed Defcon 5?

A Millennium Interactive

B 2000AD Software

C Twentieth Century Box

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

I'm so scared! PLAY Magazine. Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.



First prize

Sony SRS-D speaker set and *Defcon 5* goodie bag (including a duffel bag, copy of the game, ski hat and badge).

Runners Up

Three other winners will also receive a copy of *Defcon 5*, duffel bag, ski hat and badge.

Please note: The editor's decision is final. Anybody who thinks its clever to send in multiple entries (especially Sharon Rapheal and James Affleck), employees of Paragon Publishing, its suppliers or those of Psygnosis may not enter and will have the Tyron Corporation after them if they try. The closing date for the competition is the 19th April 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 above address.



DOOM
34.99



FIFA SOCCER 96
34.49



ACTUA SOCCER
38.99



THUNDERHAWK 2
39.99



DESTRUCT DERBY
38.99



X-COM
29.99 - £3 XS



ALIEN TRILOGY
36.99



TOTAL NBA
38.99

HEAVY discounts HUGE range
10am to 8pm (5pm Sun)
01279 600204
Fax 01279 726842
(we'll fax back to confirm)
Colour Club Magazine
sent regularly to members
Great prizes to be won

www.reserve.co.uk
The Special Reserve Discount Club

PLAYSTATION GAME CD'S

3 DECATHLON	32.99
3D ARCADE	
TANK BLAST	37.99
3D LEMMINGS	34.99
3D TACTICAL SHOOTER	37.99
ACTUA GOLF	38.99
ACTUA SOCCER	38.99
AGILE WARRIOR	32.99
AIR COMBAT	37.49
ALIEN TRILOGY	36.99
ARCADE GOLF	37.99
ASSAULT RIGS	38.99
B A TOSHINDEN	35.99
CHEESY	37.99
CHESSMASTER 3D	33.99
CRITICOM	36.99
CYBER SLED	37.49
CYBERSPEED	33.99
D	36.99
DEADLY SKIES	36.99
DEFCON 5	38.99
DESTRUCTION DERBY	38.99
DISCWORLD	37.49
DOOM	34.99
EXTREME PINBALL	37.99
EXTREME SPORTS	38.99
FIFA SOCCER 96	34.49
GEX	38.99
GUNSHIP 2000	32.99
HEXEN	32.99
HI OCTANE	37.99
ICE AND FIRE	32.99
JOHN MADDEN 96	34.99
JOHNNY BAZOOKATONE	33.99
JUMPING FLASH	38.99
JUPITER STRIKE	36.99
KILEAK THE BLOOD	27.99
KRAZY IVAN	38.99
LOADED	38.99
LONE SOLDIER	34.99
MAGIC CARPET	37.99
MICKEYS WORLD OF ADVENTURES	38.99
MORTAL KOMBAT 3	39.99
MYST	38.99
NEED FOR SPEED	37.99
NFL QUARTERBACK CLUB	33.99
NHL ICE HOCKEY 96	34.99
NOVASTORM	32.99
OFF WORLD INTERCEPTOR	34.99
OFFENSIVE	37.99
ON SIDE	36.99
PANZER GENERAL	33.99
PGA TOUR GOLF 96	34.99
PHILOSOMO	37.49
PRIMAL RAGE	35.99
PSYCHIC DETECTIVE	36.99
RAW PURSUIT	36.99
RAYMAN	37.99
REVOLUTION X	36.99
RIDGE RACER	38.99
RISE 2 - THE RESURRECTION	36.99
ROAD RASH	34.99
SHOCKWAVE ASSAULT	34.99
STARBLADE ALPHA	37.49
STARFIGHTER 3000	36.99
STREETFIGHTER - THE MOVIE	32.99
STREETFIGHTER ALPHA	36.99
STRIKER 96	35.99
SYNDICATE WARS	37.99
TEKKEN	41.99
THEME PARK	33.99
THUNDERHAWK 2 - FIRESTORM	39.99
TILT	32.99
TOP GUN	36.99
TOTAL ECLIPSE	
TURBO	33.99
TOTAL NBA	38.99
TRANSPORT TYCOON DELUXE	34.99
TRUE PINBALL	37.99
TUNNEL B1	37.99
TWISTED METAL	37.99
VIEWPOINT	34.99
VIPER	37.99
WARHAWK	38.99
WING COMMANDER 3	36.99
WIPE OUT	38.99
WORLD CUP GOLF - PRO EDITION	33.99
WORMS	34.99
X-COM ENEMY UNKNOWN	29.99

XS X-COM - DEDUCT £3 UNTIL MAY 1ST

X-MEN CHILDREN OF THE ATOM	36.99
ZERO DIVIDE	34.99

UNIQUE NOKIA 14" COLOUR TELEVISION



- GERMAN MADE
- REMOTE CONTROL
- SQUARE TINTED TUBE
- SCART INPUT
- HEADPHONE SOCKET

NOKIA 14" SCART TV ... 164.99
NOKIA 14" NICAM FASTEXT TV 214.99

SCART LEAD - PLAYSTATION (FROM COMPOSITE OUT) ...9.99
SCART LEAD - PLAYSTATION (FROM RGB OUTPUT) ...24.99

FREE WHEN YOU JOIN OR RENEW

SCOOP PURCHASE! BUY ANY ONE PRODUCT FROM OUR ENTIRE RANGE AT THE SAME TIME AS JOINING OR RENEWING FOR ONE YEAR OR MORE AND WE'LL GIVE YOU

SUPERMODEL KELLY MOUSE MAT
TOP QUALITY LAMINATED MOUSE MAT
OR THE GUYVER 1
VHS MANGA VIDEO (15)

ABSOLUTELY FREE
Other offers available.
Overseas members add £2 carriage



ALL OUR PLAYSTATION DEALS INCLUDE ONE CONTROLLER AND PLAYABLE DEMO CD

SAVE £40

OFF THE COMBINED RRP OF THESE SUPER PLAYSTATION DEALS*

PLAYSTATION LINK deal* ...309.99
✔ EXTRA CONTROLLER (rrp £29.99)
✔ SCART LEAD & LINK CABLE (rrp £38.98)

PLAYSTATION SMART deal* 299.99
✔ SMART CARD (rrp £29.99)
✔ SCART LEAD (rrp £9.99)

PLAYSTATION X-COM deal* 299.99
✔ X-COM ENEMY UNKNOWN (rrp £44.99)

PLAYSTATION DOOM deal* 304.99
✔ DOOM (rrp £44.99)

FREE FAST DELIVERY ON ALL OUR PLAYSTATION DEALS



CREDIT TERMS AVAILABLE

PLAYSTATION WITH EXTRA CONTROLLER ... 289.99
✔ EXTRA CONTROLLER (rrp £29.99)

PLAYSTATION WITH ONE CONTROLLER AND DEMO CD ... 279.99

PERIPHERALS



ASCII CONTROLLER 21.99

SAVE £8

PS PROPAD CONTROLLER 21.99
8 BUTTON WITH AUTO FIRE & SLO-MO





G-FORCE COMMANDER SUPER JOYPAD 16.99
8 FIRE BUTTON DESIGN, 6 INDIVIDUAL AUTO & TURBO FIRE SELECTORS & 2 METRE CABLE

LOGIC 3 ARCADE STICK ... 39.99
8 FIRE BUTTONS, MICROSWITCHED, 4 SPEED AUTOFIRE, 3 SPEED SLOW MOTION AND 9 LED INDICATORS



SONY CONTROLLER 26.99

SONY MOUSE ...29.99
WITH DESIGNER MAT



SAVE £6

FIRE INFRA-RED JOYPAD SYSTEM 33.99
INCLUDES 2 JOYPADS AND A RECEIVER BOX. TURBO FIRE, LOW POWER CONSUMPTION FOR LONGER BATTERY LIFE. REQUIRES 4 X AAA BATTERIES (NOT INCLUDED)

SAVE £8

SAVE £5



SONY SMART CARD ... 22.99
LINK CABLE FOR PLAYSTATION 19.99
TO CONNECT TWO MACHINES
SONY MULTI TAP ... 28.99
PLUGS INTO CONTROLLER PORT ALLOWING UPTO 4 CONTROL PADS TO BE CONNECTED
PHASE 9 CYCLONE CONTROLLER 17.99
8 FIRE BUTTONS, AUTO/TURBO FIRE & SLO-MO
DUST COVER FOR PLAYSTATION ...7.99

No obligation to buy - No contract - No lower age limit.
Thousands of discounted games and peripherals, many at
UNDER HALF PRICE or BELOW TRADE PRICE

4MB 72-PIN RAM FOR PC...£54.99 inc VAT & DEL
SAVE £40 - SATURN + ONE GAME...£309.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£7.00	£9.00	£11.00

Members are under no obligation to buy anything.
All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please)
Name & Address

PLAY

Postcode

Phone No Machine

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item
item
item

Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Creditcharge/Switch/Visa £

CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO.)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH
Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 06.03.96 E & O.E.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts

VIDEO GAME CENTRE

WE STOCK:- PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD).

PLAYSTATION (JAP)		PLAYSTATION (UK)		PLAYSTATION (USA)	
Biohazard	79.99	Total N.B.A.	44.99	Alien Trilogy	59.99
Tekken 2	79.99	Actua Soccer	44.99	Streetfighter Alpha	59.99
R. Racer Revolution	69.99	Wing Commander II	44.99	Darkstalkers	59.99
Toshinden 2	59.99	Magic Carpet	44.99	Descent	59.99
Stehlfader	69.99	True Pinball	39.99	Kings Field	59.99
Namco 2	69.99	Road Rash	44.99	Tekken	44.99
Motortoon GP 2	79.99	Starblade	39.99	Space Griffon	39.99
J. League Winning II	29.99	Lone Soldier	29.99	Defcon 5	34.99
Philosoma	29.99	Loaded	34.99	Viewpoint	39.99
Gunners Heaven	39.99	Mortal Kombat III	29.99	Ridge Racer	44.99
Horned Owl	59.99	Goal Storm	34.99	Criticom	49.99
Konami Gun	59.99	FIFA 96	39.99	N.B.A. in the Zone	44.99
Kileak 2	59.99	PGA Golf 96	44.99	Warhawk	39.99
Boxers Road	39.99	Tekken	44.99	Air Combat	39.99
Fantastic Pinball	59.99	Krazy Ivan	44.99	Assault Rigs	54.99
V-Tennis	29.99	Assault Rigs	44.99	Toshinden	39.99
Ridge Racer (Used)	29.99	Defcon 5	44.99	Agile Warrior	49.99

MORE NEW TITLES ARRIVING DAILY - PLEASE CALL
1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR

TEL/FAX-01202 527314

38 Upper Lichfield St • Willenhall
West Midlands • WV13 1PB

GAME CRAZY
(01902) 60 40 90

We specialise in -
Saturn and PlayStation games
New and used titles, both imports + official in stock
Try our efficient mail order service or visit our shop.
New titles arriving daily - call for latest details
We also stock 3DO, Neo Geo CD,
Mega Drive and SNES

GAME CRAZY
(01902) 60 40 90

Open Tuesday to Saturday
10am to 5pm

SKILL

The fastest with new games



AMERICAN PLAYSTATIONS

Full Speed-Full Screen-
Full Colour £289 with demo
Stepdown & Scart Conversion

AMERICAN GAMES

Ridge Racer	£39
P.G.A. Golf	£44
WWF Wrestlemania	£39
X-Com	£44
Extreme Sports	£44
Mortal Kombat 3	£44
Theme Park	£44
Tekken	£49
Destruction Derby	£44
Warhawk	£39
Twisted Metal	£39
Wipeout	£44
Doom	£49
FIFA '96	£44
Defcon 5	£39
Alien Trilogy	£49
Agile Warrior	£44
Viewpoint	£39
Krazy Ivan	£49
Syndicate Wars	£49
Assault Rigs	£49
St. Fighter Alpha	£49
Resident Evil	£49
Total NBA '96	£49

ULTRA 64-CALL

JAPANESE GAMES

Gundam	£19
Cybersled	£24
St. Fighter	£19
Ground Stroke	£24
Philosoma	£29
Ace Combat	£34
Zero Divide	£34
V-Tennis	£44
Boxers Road	£29
Prime Goal	£39
Pro Wrestling	£59
Dark Stalkers	Call
Ridge Revolution	£64
Toshinden II	£64
Tekken II	£74
Resident Evil	Call

Skill Academy
PO Box 5913
Ealing, London
W13 9ZX
0181 567 9174
0956 423 482

adida Power

PLAY information

- **Publisher:** Sony Interactive
- **Customer support:** 0181 505 505
- **Expected price:** £44.99
- **Expected when:** March

PLAY CLASSIC

If you thought it was all over with Actua, you ain't seen nothing yet! Sony blast in with a late arrival that blows the roof off of the PlayStation stadium and proves that the contest is still up for grabs. Ryan Butt tries to think of some different stuff to say about a football game...

In my opinion, *Actua Soccer*, for what it is and what it provides cannot be beaten. Having said that, *adidas Power Soccer* shows our hailed national sport in a completely different light. Surging meteoric shots, kung-fu kicks and the notorious 'hand of god' flogged to sick-inducing levels are what's on offer here. Now why do I feel like this isn't going to be like your normal, everyday football game?

Firstly, you can't help but notice how wonderfully presented this game is. All of those rendered players that have been splattered across previews bearing this game's name star in a brilliant intro, to get your pulse beating like a techno drum machine and your taste buds drowning for a slice of the action. I was hooked already.

Aside from the intro, there are a few minor options for you to fiddle around with, but thankfully these have been kept down to a minimum because the programmers obviously recognised the fact that you'd be gagging to get straight into the stadium for a kick around. The only option that you have to really take heed of is whether you want to play in arcade or simulation mode – because whereby in *Actua Soccer* the differences weren't flabbergasting, in this arena it's a totally different ball game.

Simulation mode is just that – it simulates football. So if you fancy no frills realism and a serious competition, this is the place to come. However, *adidas Power Soccer* hasn't quite got the right feel and draw about it to cut it as a serious sports sim, especially taking into account the tough opposition. No, this game's appeal is derived from the arcade mode, or as I like to refer to it, the totally mad-loony psycho mode! As an arcade game, it's without parallel, easily the most fun sports game on the PlayStation.

Picture the scene right, you've just been on the receiving end of a particularly nice long ball, you've only got one defender to outwit before taking on the goalie in a one-on-one, but before you even have a chance to control the ball, the said defender jumps at you at head-level, flames surging from his feet, and delivers the kind of malicious attack that got Mr Cantona in a spot of bother with the powers that be (not to mention making him rather unpopular at Crystal palace) last season.

Soccer

Hard Sells!

As I mentioned in the review, *adidas Power Soccer* is crammed with all kinds of references to the sport firm's products. Fine, they endorsed the game, they should have the right to blow their own trumpet. But aren't they perhaps going a little over the top? Here is the evidence, you decide for yourselves.

And then there you're left ball-less, goal-less, and with dozens of Tom & Jerry style bells circling your head... you've been done over big time mate!

That is just a taster of things to come though. These players wallow in mindless violence and dirty tactics to get results – no matter what the consequences are (just for the record though, one of these Cantona kicks has only ever resulted in a yellow card whilst I've been playing). So what other little tactics are there in the Vinny Jones box of tricks? Well, how about brutal shoves, leg sweeps, and deliberate hand-ball movements whereby the player smashes the ball into the net with their wrists. These tricks provide joy and anger in equal measures – on one hand it's a great laugh to get one over on your opponents by resorting to these acts of violence, but if they retaliate and use the same methods then you'll be one step away from kicking-in your telly... believe me, I was only narrowly restrained in time!

Not all of the arcade gimmicks are rotten though. Just you wait until you're on the wrong end of a super power predator shot. Intrigued? Well this involves getting into a shooting position (although this isn't essential as you'll no doubt discover) and pressing a combination of buttons to unleash a flaming devil shot.



▼ If nothing else, *Power Soccer* can definitely boast having the most realistic goal celebrations... yahoo!



▲ Show off! Arcade mode displays some of the most bizarre tricks and tactics ever seen in a football game. This geezer won't impress his coach though.



▼ That well known United player, Roy Kheane (?!) unleashes a net splitting power shot – dive for cover goalie!





Subliminal messages

Take your eye off of the action and have a look at the boards surrounding the pitch. Notice a certain similarity between each of them? Of course you do, they all say bloody 'adidas'!

Extra-Terrestrial player abilities

Whenever a player unleashes a power shot, doesn't it seem strange that the velocity of the ball exceeds the speed of light and proceeds to hurl any mere mortal daft enough to block its path several feet? Perhaps it has something to do with their footwear and mystic unearthly properties it contains... hmm, perhaps we should get Mulder and Scully onto this one!





▲ Usually, you'd expect the development team to be dead good, but this Psygnosis lot are crap. Not only do they finish at the ass-end of the league every season, but they never score any goals either. How sad!

Most of the time these go straight into the net first time, but if the goalie happens to be in the wrong place at the wrong time and unwittingly catches one, chances are he'll be thrown backwards with the force and collapse in a prattish-looking disgruntled heap inside the goal.

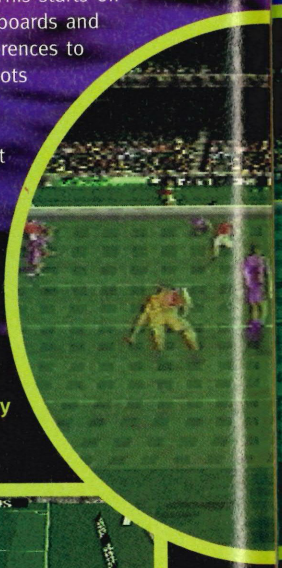
Like the dirty play this is all great fun and proves the source of endless amusement at first. However if you persist in playing in arcade mode then you'll eventually discover that the excitement and tension ceases to come by scoring. Such is the effectiveness of the power shot at notching-up another goal on the score sheet that the whole thing becomes a bit-one sided and predictable.

Graphically, the amount of time and effort that has gone into perfecting the visuals has paid off. When the players move about it just looks so realistic and convincing – right down to their little mannerisms and tantrums. The effect is complimented further by the atmospheric crowd chants and ecstatic wails of delight from the terraces.



▲ Scoring from a corner is a complete nightmare and takes months of practice. Get your act together!

One thing that did get on my wick after a while was the fact that this game is endorsed by adidas, and the more you play it the harder it becomes to forget. At every conceivable opportunity, the big-wig sports company spreads its corporate wings to get in a spot of subliminal advertising. This starts off subtly with rotating billboards and goes on to endless references to their flashy Predator boots whenever a power shot rattles into the net. I haven't checked this yet but I am very suspicious about whether or not the only players that can unleash power shots are those that use the boots in real life... but



▼ Why don't the long-sighted amongst you try playing from the terraces?





A bizarre blend of brilliance mixed with insanity



▲ All together now... the ref is a c***! He went for the ball honest, well, both of them actually!

perhaps I'm jumping the gun. Anyway, to cap it all and really nark me off, the half-time analysis is delayed due to Adidas adverts looping around like a scratched record, NO!

If you can stomach this then fine, but I couldn't. All other aspects of *adidas Power Soccer* are great. You've got a selection of English, French and German teams to play as or against – each has the real line-up (albeit slightly altered in name to avoid heavy law-suits) to give the game a more authentic feel about it. There are also the token seasons and tournaments to play in, all of which are fully recordable.

As far as conveying the sport in a realistic light, *adidas Power Soccer* should brace itself for a torrent of media flak just like the similarly-natured *Fever Pitch Soccer* by US Gold, by if it's a highly-polished laugh-a-thon your seeking from your sports titles then this game fits the boot perfectly... you'd be hard-pushed to find a more bizarre blend of brilliance mixed with insanity.



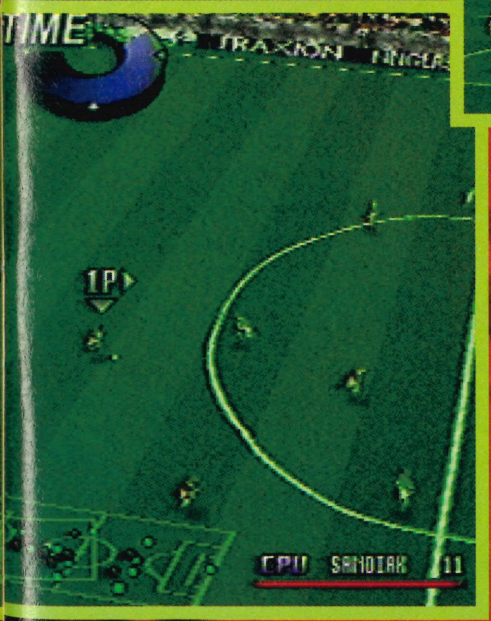
▲ Ouch! What a scorcher. Let's just see that one again in slow motion for the umpteenth time shall we?





▲ These Man United players have got the cheek of the devil. See how they blast shots from any old angle.

▼ There are camera angles aplenty in *Power Soccer*, this Kick Off view is the crappest.





Half-time visitations

No sooner does the man in black blow his whistle and strange images are displayed in front of our eyes in time with soothing ambient music. For some reason, these images subconsciously persuade us to buy products we have no rational use for. I myself went out this morning and blew my salary on Predator boots and spine-fingered gloves – and I only play five-a-side on concrete!









PLAY verdict

Looks:

Sounds:

Lairiness:

Value:

Played 95%

Blinding, beautiful and brutal!







The Ne

Drive Time

They really have thought of everything! You can even choose to race each course in the morning, at mid-day or in the evening – just in case you've got some prior engagement and can't make it any other time!

1. Morning 2. Mid-day 3. Evening



PLAY information

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

PLAY CLASSIC

Line up eight of the world's fastest sports cars and six tarmac burning courses and just watch Nick Roberts leave skidmarks. I feel *The Need for Speed*!

What do you want from a racing game? Fast, frantic tracks with arcade perfect graphics but shallow gameplay or information on all the top sports cars and video of them in action? Well with EA's *The Need for Speed* you've got the best of both worlds. This game is going to leave skidmarks on all racers that have come before it.

As you load up the CD you're bombarded with images of the world's greatest cars: Lamborghini Diablo VT, Porsche 911 Carrera, Chevrolet Corvette ZR-1, Ferrari 512 TR, Dodge Viper RT/10, Acura NSX, Mazda RX-7 and Toyota Supra Turbo. Close-ups on headlights, shots of wheel spins and all kinds of paint jobs – it's a car lovers wet dream! Every presentation screen has been meticulously constructed to use the car imagery at its best with backgrounds and icons displaying all the revving beauties. So I bet you're telling yourself that *The Need for Speed* must be all presentation and no gameplay – well how wrong you are! The options and variety in the game are simply astounding. First of all select your game style: Time Trial where you're all alone against the clock; Head to Head with on-

Speed along at 200 kph



ed for Speed

coming traffic on the roads; Single Race against a pack of super-cars or Tournament in a race track environment. Then the course you'd like to race around: Vertigo Ridge is covered in snow, City gives an urban backdrop, Coastal is by the sea, Alpine up in the hills, Rusty Springs is a dry circuit and Autumn Valley throws up a few leaves. You can even choose to play in the morning, mid-day or the evening with the sky colours and road shading changing accordingly. Then it's time to check out the cars.

Each car can be showcased with it's history, performance and mechanical data on show and a video clip of the car in action to drool over. Price, weight, wheel base and speed – nothing has been left out. Select a car to race, and one to race against if you're playing alone, then it's out to the race track for the start.

Yes, finally you get to play the game, but of course all these glorious options and video sequences can be skipped through if you've seen it all before. As you sit on the starting grid waiting for the lights to change to green you know for sure that there's more to *The Need for Speed* than just presentation.

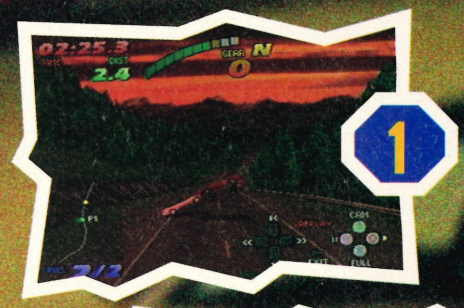
Every car has been painstakingly reproduced in texture mapped splendour. As you move the D-pad you can see the wheels turning on screen, you can sound the horn with one button, change viewpoint through a choice of four with another and move up and down the gearbox with ease.

Backgrounds and scenery are just as impressive with all kinds of spectacles to behold as you zip along. There's a balloon race setting off around one corner, the Statue of Liberty can be found buried in the sand

Edited Highlights

When you've sped through the checkpoint the game doesn't end there. You can view your performance by selecting highlights. Rewind, fast forward, play, pause and camera angle options are available so you can watch that spectacular crash over and over again!

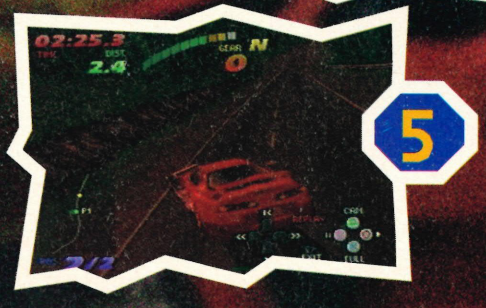
1. Tracking
2. Helicopter
3. In-car
4. Outside car
5. Behind car





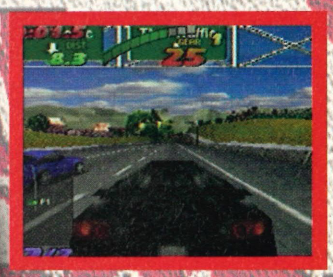












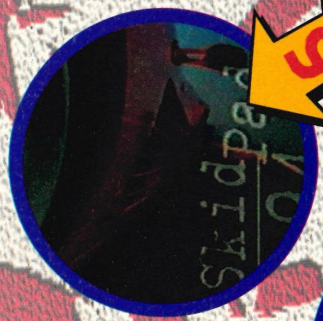
▲ This close-up view is one to impress your mates with!
▼ Hooray for split-screen racing – brilliant fun!





















Showing Off

You won't find a Skoda or Astra in this game, these cars really are something to shout about – and *The Need for Speed* does shout with a showcase on each car incorporating a voice over telling of its exploits, performance statistics and video of the motor in action. What more could a car lover want? Here's a look at the Ferrari...

1. General 2. Performance
3. Mechanical 4. History
5-8. Video footage

and if you look closely you'll see cows and deer standing by the side of the road – but unfortunately (for you) you can't run them down. Even the music and sound effects ooze quality. Each car has been sampled for realism and you can change the background music and sound effects levels to suit your taste. Some courses are simple circuits for high speed racing, but others are set out on the open road with traffic coming towards you and police cars on patrol. It's these that really make *The Need for Speed* stand out from your *Ridge Racers* and *Destruction Derbys*. You see, each car on the road has artificial intelligence. Drive slowly on the wrong side and little Suzuki jeeps and saloon cars will stop, sound their horn in disgust and try to manoeuvre around you. Speed along at 200 kph and hit a car head on and you'll both be sent spinning, landing on the roof of your £252,000 car with steam hissing out from under the bonnet – it's this level of realism that laughs in the face of all other race games.

Okay, it's not all praise. I do have a couple of niggles that I'd like to see put right in a sequel. Why can't you drive your car off the edge of cliffs, smashing through the barriers? Why don't you damage the cars when smashing into traffic or scraping along a wall? These are only minor moans though – they don't spoil my enjoyment of the game one iota!

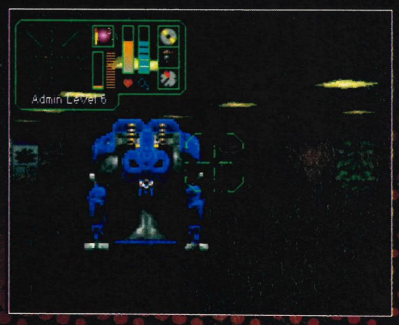
Two-players have been well catered for too. You can select a split-screen game where admittedly the background detail level is dropped but the game still whizzes along at one hell of a speed and you can select from three viewpoints. Then there's a link-up option for the ultimate two player race.

You can keep *Ridge Racer* as far as I'm concerned – it's nothing but the candy floss of PlayStation gaming. *The Need for Speed* is a succulent steak.

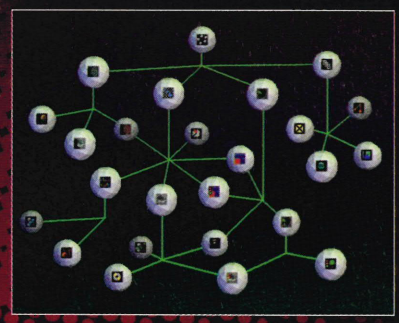
PLAY classic

Looks:
Sounds:
Revs:
Value:

Played 94%
Tuck into a juicy steak!







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

" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Psygnosis™ is a trademark of Psygnosis Ltd. © 1995 Psygnosis Ltd.

Desc

The more Steve Hardy sees of *Descent*, the more he likes it! The groundbreaking *Doom* is going to have some competition...

PLAY information

- **Publisher:** Interplay
- **Phone for info:** 01235 821666
- **Expected price:** £44.99
- **Expected when:** March

For those of you who so carelessly missed issue four of PLAY, *Descent* was featured in our Wired Up section, and it turned quite a few heads here on a first look.

Now, I could be tempted into saying that *Descent* is really like playing *Doom* in a spaceship, but there's a little more to it than that! Of all the 3D shooters to have appeared on the PlayStation, *Descent* is certainly one of the better ones – instead of the first person perspective, the action is viewed from the cockpit of a small ship which is armed with an assortment of lasers and missiles. Stages are set in futuristic, dingy tunnels infested with robots, and each stage presents a certain objective or mission to complete.

Now, it's not just a case of destroying everything on sight and getting the hell out. Oh no, you can't just fly in and shoot everything like a madman because there are special items lying around the mass complex of tunnels, which boost your ship's forcefield and energy levels. Inexplicably, your human mates have been captured and thrown into cells located around each level. These must be rescued first before the big fireworks start. Reactors must also be destroyed, and once hit you will be given a set time to escape the building before it all goes up! As you can imagine, this really gets

▲ Areas like these usually contain a vital key or weapon!
► Luckily, your ship's lasers do a good job at getting rid of the enemy.

cent

Reaction Time

On the many levels of *Descent*, a central reactor lies hidden deep. To reach this dangerous device, you must collect diferent coloured keys and destroy the robots that defend it. A salvo of missiles will be enough to destroy it, but a countdown will als90 begin, and you'll only have a few seconds to escape before the whole stage explodes!





the adrenaline pumping, and you need to develop a good knowledge of the layout of each stage.

Visually, *Descent* more than does the job. No other game in this genre offers total freedom of movement, displayed in glorious and convincing 3D. It may be a PC port, but the game certainly shows what the PlayStation is capable of. The levels are dark and moody, not to mention a bit plain, but this makes them all the more exciting to explore.

Getting squashed against the walls often leads to confusion, and there is a certain feeling of claustrophobia. It's also often difficult to tell where enemies are coming from, until they've shot you!

Still, complaints aside, *Descent* eases the player into the action nicely, and the stages gradually present more of a challenge. Visually everything is smooth and players can move just about anywhere they like. A no holds barred shooter it may be, but this game manages to take a popular genre and dust it with some 32-bit magic. Whatever your preferences, this comes highly recommended and fits in well with the other 3D shooters out there. Still, will you want to buy both this and *Alien Trilogy*?

Puts your head in a whirl

There is more to *Descent* than meets the eye, and you never know what could be round the next corner, as secret rooms are in abundance and shooting at apparently plain walls can frequently reveal hidden doors. The control system is easy to master, and the ability to fly along at high speeds through the tunnels, or peer round corners and fire, is a great feeling. Yes, I know you could do that in *Doom*, but there are also other areas waiting to be explored above and below too!

The few weaknesses lie mainly with the control system. When things get tough, it becomes all too easy to fly around not knowing where you're going or what direction the ship is flying in. You see, the ship can alter its direction with ease, as well as fly upside down.





PLAY recommended

Looks:	9
Sounds:	8
Atmosphere:	9
Value:	8

Played 85%

Lots of ups and downs



Quest for Fa

PLAY information

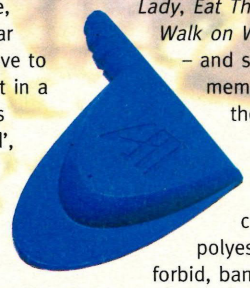
- **Design team:** Virtual Music Entertainment
- **Team leader:** Dr Peter W Farrett
- **Where at:** 80%
- **Release date:** July
- **Publisher:** IBM

IBM? The PC Manufacturer? What on earth do they want with the PlayStation? An intrigued Ian Lynch has IBM's Quest For PlayStation Fame explained to him.

What next, I wonder? *Turbo Nutter Bastard Fighter* from Hewlett Packard? *Horace Goes Skiing '96* from Escom? Or, even... god help us... *Doom – The Bill Gates Edition* from you know who. What am I blathering on about? Well, I've just been talking to some of IBM's (as in makes millions and millions of PCs a year IBM) finest, and I'm gob smacked.

Not content with launching some educational and multimedia PC titles, Big Blue wants to be a PlayStation publisher. The grand-daddy of them all wants to be hip. Blimey! Perhaps not unsurprisingly, IBM's debut title is a PC conversion.

Scheduled for a July release, *Quest For Fame* is an air guitar game. No, really, what you have to do is pretend to be a guitarist in a band. If you're thinking, 'that's going to be fun with a joypad', hold up a minute. IBM have manufactured an electronic pick (the bit of plastic guitarists use) which you plug into the PlayStation. You can then play by strumming against an object (tennis racquets are good). Producer Dr Peter W Farrett explains... "*QFF* is a game that gives the user the illusion of being a rock star. This is accomplished by use of a virtual pick so that the user can play with the band via an 'air guitar'."



Rock the world

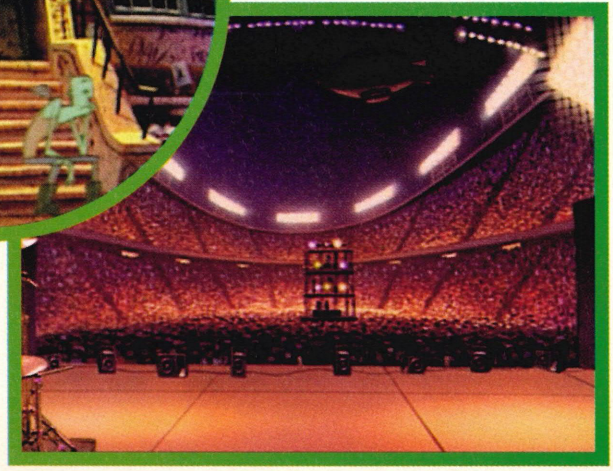
The concept of the game is to 'advance' through several levels – bedroom, garage, blues club, recording studio, and finally to a stadium to play with US rock gods Aerosmith, who've been signed up by IBM (you play some of their songs – *Love In An Elevator*, *Dude Looks Like A Lady*, *Eat The Rich*, *Shut Up & Dance*, *Walk on Water* and *Livin' On The Edge* – and some blues stuff). Aerosmith members actually appear along the way to 'guide' the player, but note if the player screws the gig up, they are sent back to dodgy transit van circuit venues such as polyester lounge or even, god forbid, banished back to the bedroom for more practice.

Tone deaf

And if anyone feels that being an out and out guitar hero is a little beyond them, you can choose skill levels from beginner, intermediate or advanced or even opt out and stick to playing rhythm rather than lead. As Peter explains, you don't have to be a musician to play the game.

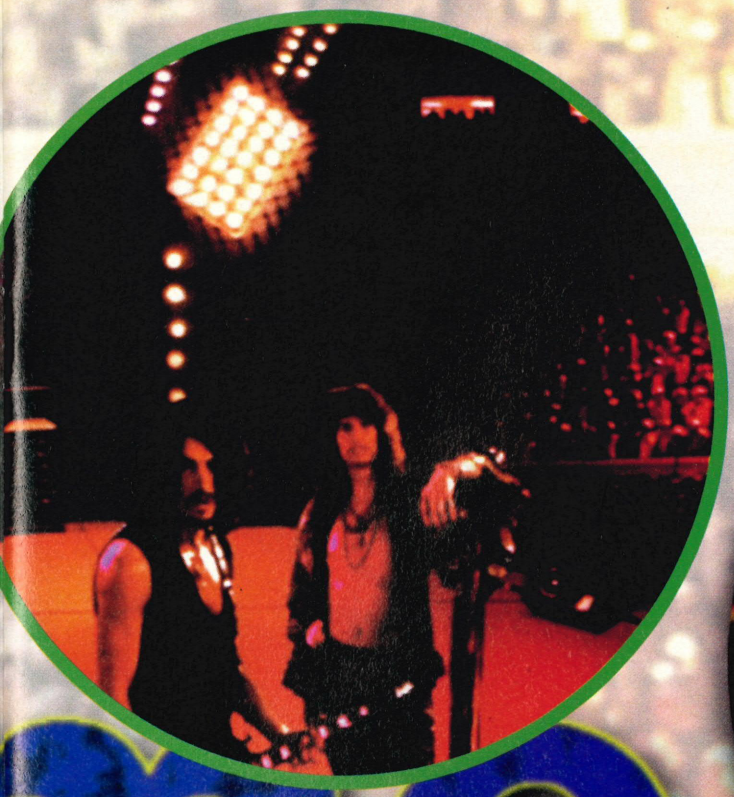
"The player does not have to be musically trained at all! In fact, that's why the game was created in the first place: to fulfil just about everyone's fantasy in that you do not have to be musical (although it does help





▲ **Club Doom, it certainly ain't.**

▶ **The biggest, girls taking their tops off and flashing their titsiest stadium in the world.**



IBM Interrogation

The quirky *Quest For Fame* sounds interesting, and it could be a lot of fun, but what else has IBM got lined up? Paul Zuzelo, Executive Producer and Head of Product Development, is the man with the answers.



Play: People are going to be surprised that IBM is getting into PlayStation development. Can you explain how a global PC manufacturer has become interested in games generally, and the PlayStation specifically?

Paul: We are focused on being a consumer-oriented company, in addition to our proven expertise in the corporate and business arenas. Consumers use their PCs for entertainment as well as home business and educational uses. So we need to include games and entertainment in order to be a truly well-rounded, consumer-oriented company.

The PlayStation choice was an easy one. We know that consumers who have PCs are likely to have children playing video games. It's a service to both our customers, and to the Studio's developers to make these games available on all appropriate platforms. The Sony console is one of the leaders on the next-generation video game platforms, and thus is a natural choice for IBM and its developers."

Play: Why should PlayStation gamers take IBM seriously? You're not exactly dripping games experience, are you?

Paul: To start, the IBM Multimedia studio has hired some of the star industry development, marketing and sales leaders from companies such as Electronic Arts, Sierra and Sony. We know what makes great titles and we're bringing that expertise to IBM. You'd better believe we're serious about this!

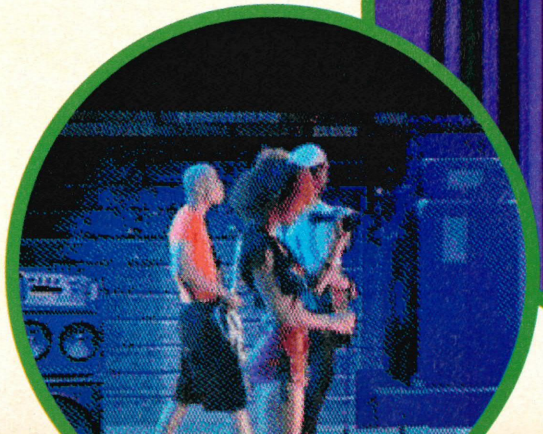
Next, we're working with great developers and leading Hollywood animation houses, such



◀ **Yeah! You've made it to the recording studio. Now, for that hit single.**

▼ **Wacky cartoon characters take their place in this game.**





QUEST for FAME

▶ **Bloody Aerosmith. Couldn't they have got Oasis for the UK version?**

▼ **The view from a 747 as you jet in for another gig.**





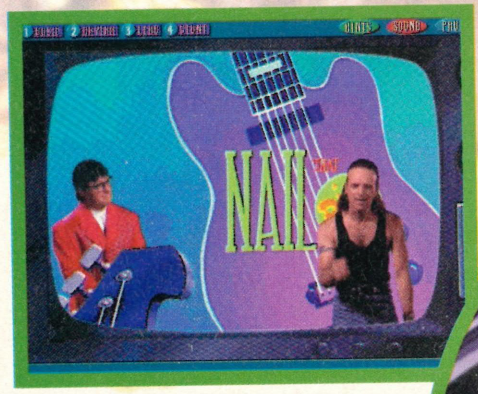
if you have a sense of rhythm) to play a guitar and even better – to play with a world renown rock band."

"Note also that the player syncs with a visual cue: an 'EKG' displays spikes so that the player knows when to play. In order to get to the very top (the stadium), a player simply has to practice!"

"There are two modes: the regular game mode, and Open Access. The latter gives you a chance to play various venues and levels without having to go through the regular game. This is very helpful because you can have a great deal of fun while learning your guitar parts. So, eventually you can go into the regular game and score effectively, (points are awarded at each level, and generally a player has to get around 750 points to go to the next level)."

Which is where I'm off to now. See you in July.

▼ **Nail hits the Ed Sullivan show. Altogether now, "girl we couldn't get much higher."**





as Digital Domain, Film Roman, Virtual Music Entertainment, Dreamers Guild, and Powerhouse Entertainment to ensure that our games are not only state-of-the-art, but industry leaders in gameplay, animation, graphics, video and sound. You'll be seeing visuals that combine the best of Hollywood special effects with great interactive game play and sound. You'll be seeing 3D arcade/action games, side-scrolling 3D games, adventure games, full motion interactive video, and other leading-edge effects in our games.

So, while we haven't done arcade-platform games in the past, we have the industry expertise and excellent development talent to bring out games that are every bit as good as the current industry leaders. We think that's plenty of reason to get excited about our products."

Play: What kind of resources are you putting behind your games division and how many titles will you be releasing? How does this compare with, say, your PC line up?

Paul: We've set-up the IBM Multimedia studio with an excellent staff in product development, marketing, sales, business & ops, and finance to provide all the services and facilities needed to publish games on a world-wide basis. We're also leveraging the talents of IBM's Yorktown Research and Development groups to provide advanced technology, such as continuous speech recognition, music technology, video and other capability, to our development groups.

We're currently working with over a dozen different development groups, and are evaluating proposals from over 20 other groups. We'll release a minimum of 10 projects this year, 25 titles in all since some will be launched onto more than one hardware platform. About half of these will be games for next year, and we're planning for the studio to increase these numbers by about 50%. The PC line-up will represent about 80% of the SKUs, with Sony PlayStation having about 3-6 titles this year, and 5-10 next year. We're taking an aggressive approach to finding and publishing new titles, and are taking all steps to insure that everything we do has the potential to be a top ten game.

Play: Thanks.





new! Inside: probably every PlayStation cheat in creation!

Paragon Publishing Ltd
9 771362 504000 01

100% PlayStation 0% fair

season: spring '96 • price: £3.95

number one of a series

PowerStation

the complete A-Z of PlayStation tip

When the going gets tough, the tough CHEAT!

132 pages of underhanded tricks of the trade that will blow your games apart!

It's like a dose of steroids for your super-console!



If you want to beat it – *buy this!*

Amongst those getting a good kicking are: Actua Soccer, Battle Arena Toshinden, Destr... y, Doom, Loaded, Hi-Octane, Jumping Flash, Mortal Kombat 3, Rayman, Ridge Racer Revolution, ... er Alpha, Tekken, Total NBA '96, Twisted Metal, Wipeout, X-Men... *had enough PlayStation? Or do you w... e?*

PowerStation 100% PlayStation 0% fair the complete A-Z of PlayStation tips

On Sale 21st March

PowerStation Reservation Form

Please ensure that you keep a copy of PowerStation magazine for me every month (ISSN 1362-5047) at £3.95.

Name .....

Address .....

.....

.....

Postcode .....

Telephone .....

PowerStation is published by **Paragon Publishing Ltd**, Paragon House, St Peter's Road, Bournemouth BH1 2JS and Distributed by **Seymour International Press Distributors**, Windsor House, 1270 London Road, Norbury, London SW16 4DH

The great challe



Once in a while you have to put a stop to all the speculation and rumour and get down to proving just who is the best when it comes to videogames. So the PLAY magazine challenge was born. We took on fellow Paragon magazines Ultimate Player, PowerStation and X•Gen in a battle to the game over screen in three of the world's best PlayStation titles: *Tekken*, *Total NBA* and the all new *The Need for Speed*. Let the tournament commence...

Tekken

This challenge took place over three games, with the players allowed to choose any character for each, but not allowed to repeat the same character in two consecutive games. The mighty Perry had proclaimed himself king of the beat-'em-up before we even got started, so had a lot to live up to. He kicked off by choosing Yoshimitsu to play while our very own Steve took Law.

Maybe it was the excitement of the event, or the fact that he was distracted by the managers' meeting he had to attend after the challenge, but Dave just couldn't get it together at the start. Steve stormed into the lead, taking the first round with a few simple punches and kicks. Dave changed his tactics, choosing Law against Steve's Kazuya and soon evened up the match by obliterating poor Steve in seconds. Then came the decider with Dave playing Nina and Steve King. In a flurry of joypad movements it was all over, with The Games Animal wrapping his arm around King's neck and knocking him to the ground. First round to Dave!



On with the show

The next game up was Ryan playing Law Vs Asam playing Paul. These two really knew what they were doing, both coming from new playing tips mags they'd had plenty of opportunity to practice their moves. Ryan was a big fan of the four hit combo and swivel kick and soon won with a KO. But it wasn't enough, Asam went on to win with a perfect victory!

To decide the points Steve took on Ryan using Law and Michelle resulting in another perfect win, this time for Ryan. Then it was time for the mighty showdown between Dave and Asam.

Final

Dave Perry (X•Gen) Vs Asam Ahmad (PowerStation)

Dave playing Nina, and Asam Paul the first round was a tough one, but Dave was victorious with a flying kick. Asam soon brought the game back though using a combination of long rang kicks and a lunging double kick to make it 1-1. You could feel the heat coming from those joypads as these two went into the deciding round. Dave chose Law for his final fight, with Asam choosing King. The special moves were being pulled off left right and centre with Dave managing a power flip kick and a triple roundhouse in succession. This was just too much for PowerStation's Asam and it was all over with Dave as the winner.

After one event the scores stood at:

X•Gen	5 points
PowerStation	3 points
Ultimate Player	2 points
PLAY	1 point

Total NBA

So with a victory tucked away for X•Gen is was on with the next event, a challenge on the great new basketball game from Sony using the sim game mode on a medium difficulty. We definitely had the advantage here with Ian Lynch already proclaimed as the master of the ball and a right basket case, although all the other magazines had plenty of time to practice before the match.

The early rounds were pretty uneventful with Ian obliterating any puny challenge that the others could muster. After a couple of tough matches, one between Paul from PowerStation and Paul from Ultimate Player, where Ultimate Player were victorious, the final was decided with Phil King stepping up to take on the stupendous Lynch.

Final

Ian Lynch (PLAY) Vs Phil King (X•Gen)

Ian chose the Atlanta Hawks for his final game with Phil going for the San Antonio Spurs. Poor old Phil got fowled in the first few seconds by Ian's dirty tactics but went on to score with Robinson. Not to be beaten, Ian soon scored a great dunk but blotted his copy book again with another fowl. With Phil reeling from his kicking Ian went on to easily intercept the ball and score again leaving the score 8-5 at the end of the first quarter.

The second quarter was a similar match with more fowling from Mr Lunch but some great scoring too, shooting from far down the court. Phil just couldn't stand up, falling on his arse all through the game while Ian just kept those balls coming. After a back court violation or two, Ian disgraced himself and Phil won 8-13 even though the ball was in Ian's possession for a clear minute more than Phil.

The third quarter and Phil still has trouble standing up and resorts to fowling his way

PLAY nge!

The line-up

Take a look at who lined up to play each game...

PLAY	Tekken	Total NBA	The Need for Speed
Nick Roberts			✔
Ian Lynch		✔	
Steve Hardy	✔		
PowerStation			
Asam Ahmad	✔		✔
Paul Bartlett		✔	
Ultimate Player			
Ryan Butt	✔		
Paul Morgan		✔	✔
X•Gen			
Dave Perry	✔		
Phil King		✔	✔

through. This seems to work though, he wins this quarter 8-15 while the crowd cheers him on! Straight on into the final quarter and Phil scores immediately – and then again, and again! Wow! Ian starts to panic, his reputation was on the line and PLAY's gameplaying skills were on show. He turned up the heat, scoring baskets left, right and centre. The icing on the cake had to be Ian's basket using Long from almost on the centre line to give him a win 22-17.

After two events the scores stood at:

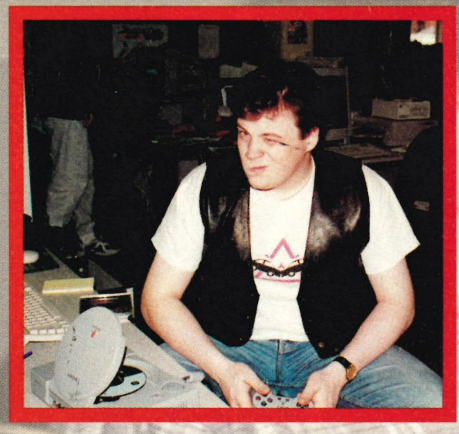
X•Gen	8 points
PLAY	6 points
PowerStation	4 points
Ultimate Player	4 points

The Need for Speed

So on with the final game, and Nick's forte. Having reviewed the game for PLAY he considered himself a bit of an expert, in fact he's the undefeated office champion at the game. What chance did everyone else stand in this event? Nil.

The game was to be decided on the best time for the Alpine course with both players in the Porsche, to make the car performance equal for both players, and we kicked off with Nick playing Paul from Ultimate Player. With a cry of, "I love this game", Nick took an early lead, zipping around the corners and even jumping another car at one point! With just 6.3 miles to go Paul had a spectacular crash leaving Nick eight seconds ahead. The first leg was soon over with Nick leading.

Into the next segment and both players were neck in neck until Nick tried a crafty overtaking



manoeuvre, only to meet an on-coming car head on. Loosing vital seconds, Nick was soon on the road again with Paul far off in the distance. Paul continued in this vein and easily won this leg.

Straight into the next and Nick wasn't going to be beaten this time. Paul had a few problems staying on the road which resulted in a spectacular crash and Nick shouting, "That's no way to treat a Porsche!" across the linked-up PlayStations. This part of the course is incredibly hilly and as Nick gathered speed his car took off on one hill, jumping an oncoming van and clipping what looked like Dave Perry in his red jeep. This gave Paul a chance, but he blew it going into a 360° spin leaving Nick free to finished the race with a time of 12:13.4 and Paul bringing up the rear with 12:47.3.

Final

Nick Roberts (PLAY) Vs The World!

Phil and Asam were on the joypad next, to try and better Nick's time. Asam got off to a flying start but span out at 7.5 miles, with Phil following suit at 6.7 miles. Asam obviously thought he was in a stock car race, rather than racing sports cars because his play style was to smash into every vehicle that came along. With a cry of, "Crickey, Asam's not even on the map!" Phil went through the checkpoint to win the first leg.

The second segment was pretty uneventful except for Asam shouting, "Frankly, all these cars are in my way so I'm going to ram the lot!", and they were both on into the final segment. Asam just couldn't understand how Phil wasn't crashing into anything as he whizzed off into the lead, bouncing up and down the hills until he got stuck on a snowy verge. Once you've hit the snow in this game you've got to be a good driver to pull the car back onto the road and although Phil managed it eventually, his and Asam's final times just weren't good enough to beat our Nicko. They finished with 15:05.3 for Asam and 13:46.2 for Phil. Oh dear!

After three events the scores stood at:

PLAY	11 points
X•Gen	10 points
Ultimate Player	7 points
PowerStation	5 points

Overall winner

The one and only...

PLAY

So there you have it – PLAY is the champion of PlayStation gaming! Although the other magazines did really well, they just couldn't come up with the goods on the day. Well, PowerStation and Ultimate Player being tips and cheats magazines, they probably could have one if they'd have used their cheating techniques, but good honest skill is what really matters! PLAY rules OK!



Wing Comman

Heart of the Tiger

Pack away your anorak and tidy up those plastic figures. Star Wars and Star Trek are dead – Nick Roberts discovers the new frontier of space adventure!

PLAY information
- Publisher: Electronic Arts
- Customer support: 01753 546465
- Expected price: £44.99
- Expected when: March

Picture the future. The year is 2010, a lone gamesplayer straps himself into his cyber-chair and inserts two electrons into his hypothalamus. Immediately he is transported to a 'virtual reality' where he in 'in' the video game, interacting with characters in his head and playing out his fantasies. Sound ridiculous? Just science fiction? Well things are heading that way!

The *Wing Commander* series has given video games another boot in the 'interactive movie' direction. What started out as a haven for bit-part actors with zero talent has now turned into a multi-million dollar industry, with this adventure costing a cool $4 million alone. Long gone are the hopeful wannabes, and in are the famous names.

Luke Skywalker (or should that be Mark Hamill – I get those two mixed up) plays the lead role in *Wing Commander III*. The role of Colonel Christopher Blair, a veteran pilot who has returned to the TCS Victory space base to once again go to war with the Kilrathi, a fierce tiger-like race. Along for the ride (or should that be the cash) are Malcolm MacDowell (*Star Trek: Generations*) and John Rhys-Davies (*Raiders of the Lost Ark*) and a cast of thousands, all pixelised for your pleasure.

If you haven't witnessed one of these 'interactive movie' games before, then this is the gist of what goes on in *Wing Commander III* – the scene is set with a long intro sequence, showing space ships cruising around the galaxy and the wrath of the Kilrathi. Mark Hamill struts around doing his Luke act until he comes to a suitable conjunction in the dialogue. Then it's down to you to take over his life. By moving the cursor around the screen you can move Luke to various locations, talk to people and log-on to the computer network. Chatting is a simple process – you select one of two responses to a question and your fellow chatter will either turn instantly frosty and storm off, or warm to you and spill

Separated at Birth!

The Kilrathi are a hairy cat-like race that are supposed to fill you with terror as they missile your ship in mid-flight. Unfortunately you can't help thinking that they've been separated from their brothers at birth. Half the clan went off to become an alien race in this game, and the other half shot to fame with Jim Henson in The Muppets. Just take a look at these two pictures – it's uncanny!

1. Hobbes, a Kilrathi defector
2. Muppets monster, a Kilrathi descendant?





© The Jim Henson Workshop

der III

out more information and clues. The computer allows access to news reports from a suitably dim newscaster and you can display the duty log to see what's happening around the Victory base.

After prancing around for a while, and attending a mission briefing, the game proper can start. You finally get out into space in a texture-mapped space ship environment with plenty of floating stars and moons to gawp at and various viewpoints on the action. The early missions are simple affairs with way points to fly through and a few Kilrathi to pop off. On returning to base you must master landing your ship and there are intercom systems and radar to learn. Once back in the Victory you can take a look about the place again, and you'll find people have moved and there are new characters to talk to.

The game continues in this





Babe Count

Hmm... this isn't a game aimed at young males with more testosterone than brain cells, is it? There are more babes in *Wing Commander III* than there are space stations – and you can even walk up to them and attempt to chat them up without the risk of getting a slap. Wow, it's the next best thing to having a real girlfriend!

1. Rachel

This blonde beauty is in charge of arming your ship with missiles, so she's used to men dropping their load.



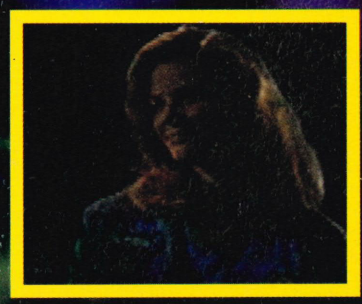
2. TNC News Reader

News readers are always well groomed and this cyber-babe is no exception.



3. Flint

This mysterious woman doesn't say much – but I find they're generally the best kind!



4. Angel

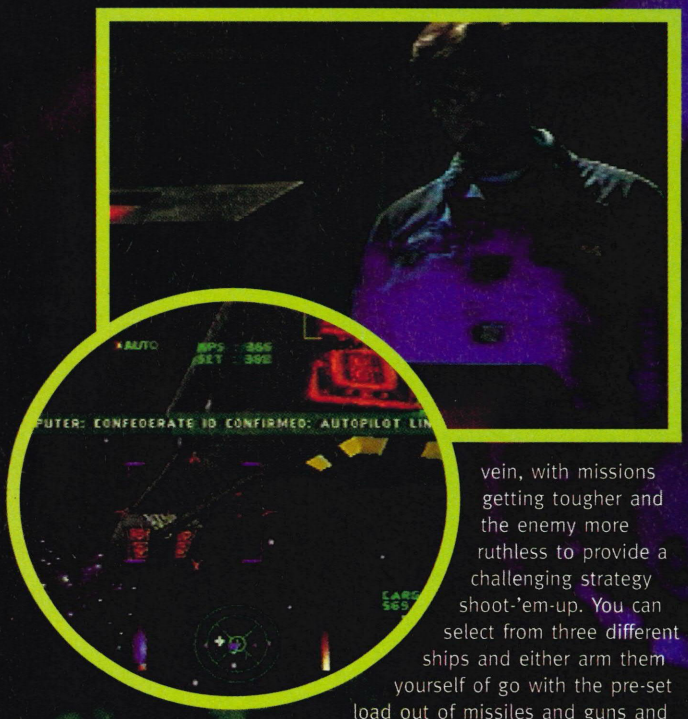
Nice perm! Captured by the Kilrathi, this young lady is having a spot of pus... cat trouble.



5. Buckly

Mean and moody. She doesn't say much, and with a face like that I bet she's got a forked tongue!





▲ The Victory spacestation looks mighty impressive from this angle.

vein, with missions getting tougher and the enemy more ruthless to provide a challenging strategy shoot-'em-up. You can select from three different ships and either arm them yourself of go with the pre-set load out of missiles and guns and there's no danger of you becoming bored with the early stages of the game as data can be saved out to a memory card at any time.

Due to the large amounts of full motion video contained in the game *Wing Commander III* comes on four CDs! I played for over two hours, completing the missions set me and interacting with all kinds of characters and still didn't get off the first CD – so there's plenty to keep even the most experienced space blasters at bay. The story can change

Mark Hamill struts around

direction depending on what answers you give and directions you take so no two games have to be the same – always an encouraging feature.

The only problem with Electronic Arts' release of *Wing Commander III* is that *Wing Commander IV* is already planned for a PlayStation release (you can read the Wired Up over on page 22), and it's looking bigger and better with 'real-life' sets used in the movie sequences instead of the rather false looking ones in this game. Should you wait? That's down to you, but this game is still packed full of challenge and at the end of the day it's still a nifty *Star Wars/Star Trek* movie clone to watch!



▲ Tracking the Kilrathi is half the fun, blasting them is the other half.



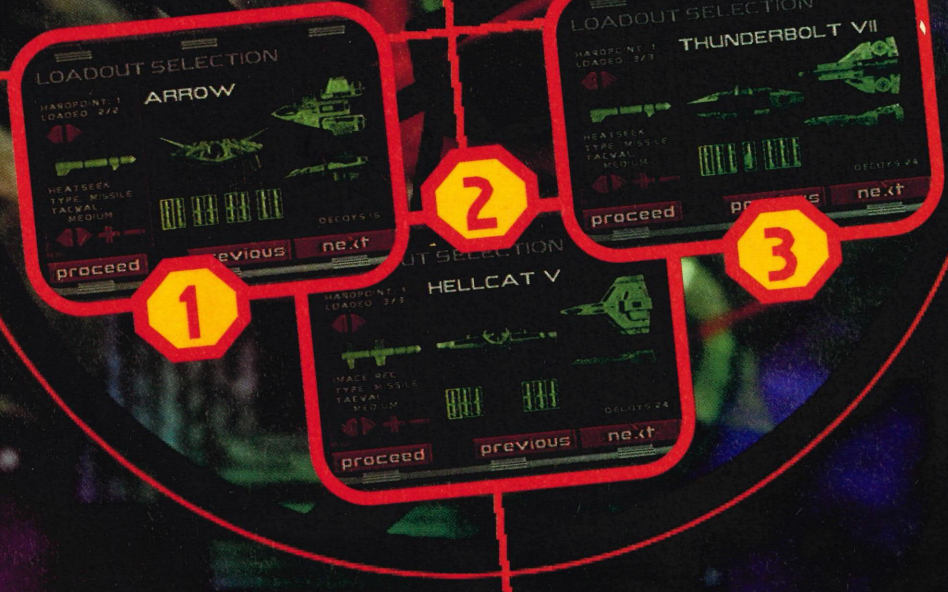
▲ Flying around space is tricky at first, but it soon becomes instinctive.



Ships that pass in the night

As you prove yourself to be a worthy pilot for the TCS Victory you'll get a choice of three ships to take on your death-defying missions. You can arm these in any way you like, and each has suitably impressive texture-mapped graphics!

1. Arrow 2. Hellcat V 3. Thunderbolt VII



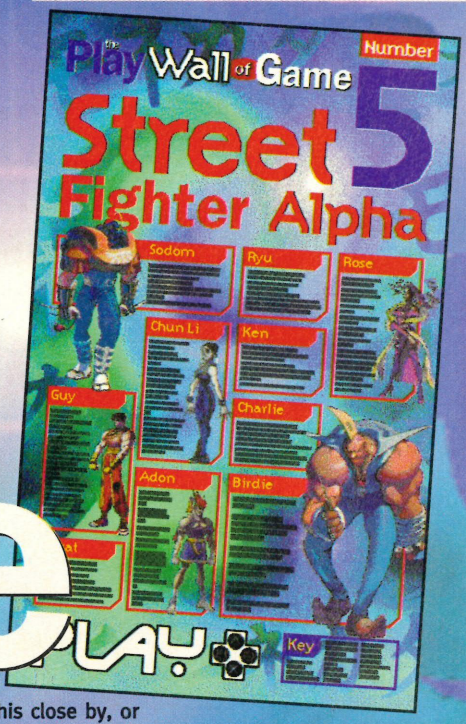
PLAY recommended

Looks:	
Sounds:	
Force:	
Value:	

Played 82%

Obi-Wan would be proud

Wall of Game



Calling all Street Fighter fans! It was inevitable that the brilliant *Street Fighter Alpha* should feature in our Wall Of Game – and so we've printed all the smart moves for this excellent fighter for your perusal. Each character has his or her own special moves, and super finishing moves which are great for totally humiliating your opponent. The awesome Super Combos have been included, and just in case you get stuck in a corner, we've also printed the special Alpha Counter moves, which are perfect for getting out of a sticky situation. Keep this close by, or stick it on your wall, and you should be able to perfect those moves in no time!

Street Fighter Alpha

Street Fighter 2 eh? What an incredible game that turned out to be. Since its release (more than four years ago), it has spawned a number of follow ups and sequels. Just about everyone knows what *Street Fighter 2* is like, so let's not go into too much detail. One of the most successful fighting games of all time, *Street Fighter 2* has created a huge following, and has also led to a movie, a cartoon and loads of merchandise. *Street Fighter Alpha* is the latest one in the series, and it's absolutely brilliant! Some new characters have been introduced, and the graphics have changed to give a more cartoony appearance. It plays just as well as the rest, and overall it ranks as one of the best PlayStation beat-'em-ups yet.



PLAY information

- **Publisher:** Capcom/Virgin
- **Customer Support:** 0171 368 2255
- **Expected Price:** £44.99
- **Expected When:** April

Played 93%

From zero to hero!

the Play Wall of Game Number 5

Street Fighter Alpha



Sodom

Power Bomb – Rotate joypad 360° + P
Carpet Bomb – Rotate joypad 360° + K
Tengu Walk – B, D/B, D + K
Jitte Slice – F, D, D/F + P
Super Jitte Slice – D, D/F, F, D, D/F, F + P
Super Power Bomb – Rotate joypad twice + P
Alpha Counter Move – B, D/B, D + P

Ryu

Hurricane Kick – D, D/B, B + K
Dragon Punch – F, D, D/F + P
Ground Roll – D, D/B, B + P
Fireball – D, D/F, F + P
Overhead Kick – F + Forward
Vacuum Dragon Punch – F, D, D/F, F, D, D/F + K
Super Dragon Punch – D, D/F, F, D/F, F + P
Alpha Counter Move – B, B/D, D + P

Rose

Soul Reflect (horizontal) – D, D/B, B +
Strong Soul Reflect (diagonally) – D, D/B, B + Fierce
Soul Throw – F, D, D/F + P
Soul Absorb – D, D/B, B + Fierce
Soul Spark – B, D/B, D, D/F, F + P
Slide Kick – D/F + Forward
Aura Soul Spark – D, D/B, B, D, D/B, B + P
Aura Soul Throw – D, D/F, F, D, D/F, F + P



Chun Li

Spinning Kick – F, D/F, D, D/B, B + K
Lightning Kick – Repeatedly press kick



Ken

Hurricane Kick – D, D/B, B + K
Overhead Punch – F + Strong Punch
Fireball – D, D/B, B + K
Dragon Punch – F, D, D/F + P

Guy

Flip Kick – D/F + Roundhouse
Dash Kick – D, D/F, F + Roundhouse
Bushin Hurricane Kick – D, D/B, B + K
Bushin Air Suplex – D, D/F, F + P
Run – D, D/F, F + Short
Running Slide – D, D/F, F + Roundhouse
Overhead Elbow – F + Strong
Elbow Drop – D + Strong whilst in the air
Super Dash Kick – D, D/F, F, D, D/F, F + K
Super Air Punch – D, D/F, F, D, D/F, F + P
Alpha Counter Move – B, B/D, D + K



Sagat

Low Tiger Shot – D, D/F, F + K
High Tiger Shot – D, D/F, F + P
Tiger Crush – F, D, D/F + K
Tiger Uppercut – F, D, D/F + P
Tiger Genocide – D, D/F, F, D, D/F, F + K
Super Tiger Shot – D, D/F, F, D, D/F, F + P
Alpha Counter Move – B, B/D, D + K

Repeatedly press kick button
Rising Spin Kick – Charge down, U + K
Kikkoken Fireball – Charge B, F + P
Knee Flip – D/F + Roundhouse
Head Stomp – D + Forward whilst in the air
Super Lightning Kick – Charge B, F, B, F + K
Super Spinning Air Attack – Charge D, D/B, D/F, D/B, U + K
Alpha Counter Move – B, B/D, D + K



Adon

Jaguar Tooth – F, D/F, D, D/B, B + K
Jaguar Knee – D, D/F, F, U/F, U + K
Jaguar Kick – B, D, D/B + K
Front Kick – D/F + Forward
Super Dashing Punch – D, D/F, F, D, D/F, F + P
Super Jaguar Kick – B, D, D/B, B, D, D/B + K
Alpha Counter Move – B, D/B, D + K



Dragon Punch – F, D, D/F + P
Vacuum Fireball – D, D/F, F, D, D/F, F + P
Vacuum Hurricane Kick – D, D/B, B, D, D/B, B + K
Alpha Counter Move – B, B/D, D + P



Soul Illusion – D, D/F, F, D, D/F, F + K
Alpha Counter Move – B, D/B, D + P

Charlie

Jumping Back Kick – F + Forward
Stepping Side Kick – F + Roundhouse
Flash Kick – Charge D, U + K
Sonic Boom – Charge B, F + P
Super Sonic Boom – Charge B, F, B, F + P
Super Kick – Charge B, F, B, F + K
Super Flash Kick – Charge D/B, D/F, D/B, U + K
Alpha Counter Move – B, D/B, D + P



Birdie

Head Butt Rush – Charge B, F + P

Turning Head Butt – Briefly hold down all three punch or kick buttons, then release.

Chain Slam – Rotate joy-pad 360 degrees + P

Super Chain Slam – D, D/F, F, D, D/F, F + K

Super Head Butt Rush – Charge B, F, B, F + P

Alpha Counter Move – B, B/D, D + P

PLAY

Key

0 : Forward
X : Short
Square : Jab
Triangle : Strong
R1 : Roundhouse
R2 : No Function
L1 : Fierce
L2 : No Function
U : Up
D : Down
F : Forward
B : Back
C : Crouch
S : Stand
J : Jump
F : Flying (aerial attack)
K : Kick
P : Punch

Alien Tr

PLAY information

- **Publisher:** Acclaim
- **Customer support:** 0171 344 5000
- **Expected price:** £TBA
- **Expected when:** 29th March

"Game over, man!" Andy McDermott tackles a triumvirate of tin-toothed terrors.



H. R. Giger's acid-drooling xenomorph and videogames have had a long, but not particularly rewarding, history together. First on the scene was *Alien*, Ridley Scott's seminal SF/horror combination and a rather effective strategy game on the Spectrum and C64. It was short on graphics, long on tension as you despatched the Nostromo's crew to hunt for the alien and, more often than not, never heard from them again.

Next came *Aliens*, an awesome biomorphic roller coaster ride which brought heavy weaponry and anthropomorphic forklifts into the mix courtesy of James Cameron, and just happens to be one of this reviewer's favourite films of all time, so no bias there. This too inspired Spectrum and C64 games – *Aliens UK*, a sort of prehistoric *Doom*, and *Aliens US*, a dismal selection of inept subgames that wouldn't have passed muster on the Atari VCS.

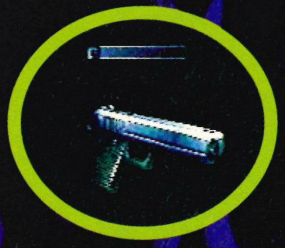
Alien 3, directed by *Seven*'s David Fincher, was rubbish. The games this cinematic non-event spawned were a pair of platform shoot-'em-ups on the Mega Drive and SNES – odd, as guns were conspicuous by their absence in the movie. Atari took a shot with *Aliens Vs Predator* on the Jaguar, but this was about as successful as the console itself, ie not. Most recently, *Aliens: A Comic Book Adventure* appeared on the PC, based on Dark Horse's successful comic spin-offs, but this was nothing more than a risible point 'n' click adventure with hardly any aliens in it. All over the world, *Alien* fans have been crying, "Can't *anyone* bloody well do it right?"

Well, they can stop crying now. Acclaim have finally done the business with *Alien Trilogy* – it's got more aliens than you can shake a length of John Hurt's intestinal tract at, and all the neat guns to boot. The 'Trilogy' part of the title comes from the fact that the game ostensibly features locations from all three films, but as the Nostromo was blown to bits at the end of the first one and the colony on LV-426 was nuked at the end of the second, certain liberties have had to be taken. This also applies to the storyline – instead of the familiar square-jawed Sigourney Weaver incarnation of Ripley, *AT*'s version (seen in the various excellent cut scenes) looks more like *Aliens*' so-macho Vasquez, but since she's tooled up to the nines with bug-bursting weaponry we'll maintain a polite silence.

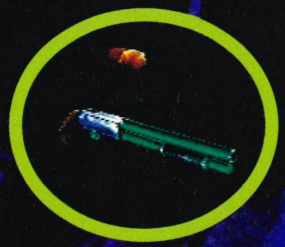
The action moves from an alien-infested colony to (by no

Let's rock!

All the weapons from the movies are featured in *Alien Trilogy*. Here's a rundown...



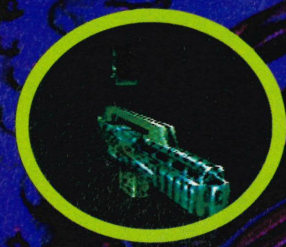
▼ 9mm Automatic
Did this basic weapon do Gorman any good? Exactly.



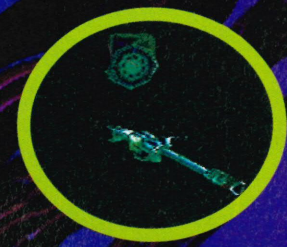
▲ Shotgun
"I like to keep this handy... for close encounters." Ka-boom.



▼ Flame-thrower
Turns aliens into toasty toppers in about five seconds flat.



▲ Pulse Rifle
Yee-hah! Watch that ammo counter go down!



▼ Smart gun
Problem with aliens? You need one of these, John.

logy

credible means) the planet of the Slap-Headed British Character Actors from *Alien 3*, and ultimately the derelict alien ship where everything kicked off. The action is viewed from a first-person perspective like *Doom*, but *Alien Trilogy*'s visuals are far more impressive. The kind of moody lighting effects last seen in *Loaded* appear here in spooky 3D, and the detailing of the rooms and their contents is far more intricate than iD's demon blaster. Familiar locations crop up throughout the game – the hyper-sleep chamber from *Alien* puts in an out-of-place cameo in the colony, the atmosphere processor where Wierzbowski and his mates copped it plays a major part, as do the EEV and lead works from *Alien 3*, and even the fossilised pilot of the alien ship gets to say, "Hello, mum!"

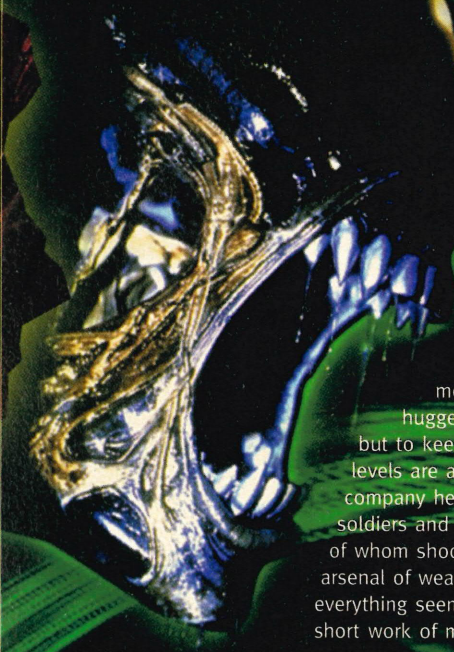








▲ Ahh, your highness. May I introduce you to a close personal friend of mine? Prepare to meet thy doom!

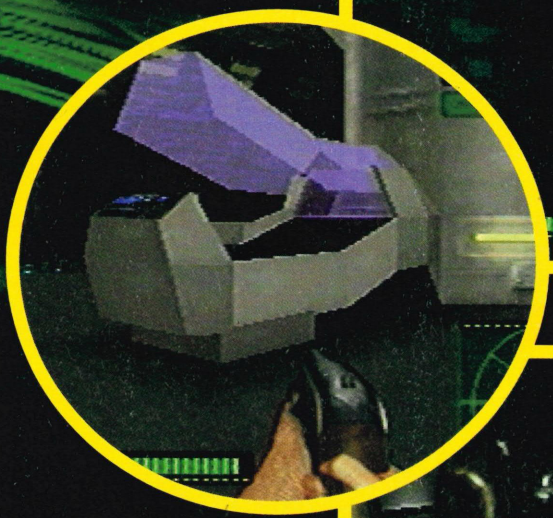


The mission briefing may change for each level, but essentially it boils down to 'We're marines! We're mean!' – in other words, kill everything that moves and take a shot at everything that doesn't, just in case. All the familiar incarnations of Giger's monster appear, from face huggers through to the Queen, but to keep you on your toes some levels are also occupied by sinister company henchmen, alien-infected soldiers and psychotic androids – all of whom shoot back. Fortunately, your arsenal of weapons (which boasts everything seen in the three films) makes short work of most creatures, and once you've got the smart gun you can rip through the alien hordes like a red-hot chainsaw through a baby.

This game is not for the paranoid







▼ Hissing steam and moody lighting adds to the atmosphere.



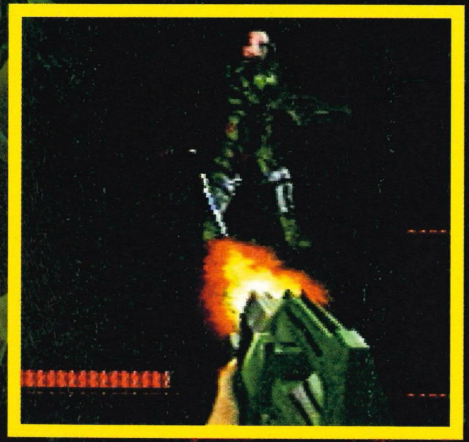
Oddly, while the attacking humans are very well done, the aliens themselves aren't quite as effective as you'd expect. Out in the open, their movements are jerky and they have a curiously plastic look about them. It might just be due to over-familiarity, however, as when seen as they were intended to be seen in the movies – namely lurking menacingly in semi-darkness and darting in and out of the shadows – they're a lot more creepy.

The sound effects go a long way to establish the game's nerve-wracking atmosphere – the aliens hiss and screech as they scuttle about, distant clanks and rumbles echo through the corridors and the sudden pinging of the motion tracker can be genuinely unsettling if you're not prepared for it. This game is not for the paranoid.

Alien Trilogy allows you to save games, but for those (like me) whose single lonely memory card is stuffed full of *X-COM* data, there is also a password option. You'll need it – there are a lot of levels to work through, and the scarcity of ammo on the later stages means that you have to make every shot count.

So, fans of the *Alien* movies can finally rest easy in their beds – someone has at last created a game that does the films justice. Wait a minute, though – what was that scuttling noise? Maybe they can't rest easy after all...

▼ Soldiers infected with alien parasites occupy some levels. It's a shame to kill your buddies, but... DIE, YOU SCUM-SUCKING FREAKS!



PLAY recommended

Looks:

Sounds:

Acieeed:

Value:

Played 91%

This time it's war!

COMPUTER EXCHANGE

YOU COULD SHOP ELSEWHERE ... BUT THAT'D SUCK.






BUY We've got stacks of titles, both New and 2nd hand, across a wide range of formats. And they're all CHEAP!

sell Sell your unwanted games and goodies for CASH! Decent rates and instant sales.

Partex Part-exchange what you've GOT towards what you WANT! Massive savings on NEW GAMES!!!

PLAYSTATION

Streetfighter Zero £79.99
Road Rash £57.99
Biohazard £79.99
Darkstalkers £79.99
Toshinden 2 £69.99
Ridge Racer Revolution £72.99
Revolution X £49.99
Descent £59.99
Two Tenkaku £69.99
NBA In The Zone £57.99

SATURN

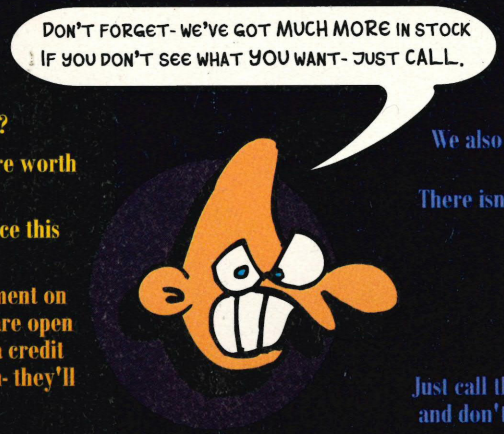
Saturn UK Machine £298.99 (with free universal adaptor)
X-Men £64.99
Streetfighter Zero £54.99
Wan Gan Racing £64.99
Darkstalkers Revenge £69.99
Virtua Fighter 2 £39.99
Toshinden S £54.99
Guardian Heroes £69.99

PC CD-ROM

Duke Nukem 3D £34.99
The Dig £32.99
Wing Commander IV £34.99
F1 Grand Prix 2 £34.99
Dungeon Keeper £34.99
Warcraft 2 £34.99
Civilisation 2 £34.99
This Means War! £34.99
Gabriel Knight 2 £34.99

3DO

Doom £34.99
Star Fighter £39.99
Battlesport £37.99
Phoenix 3 £37.99
Shockwave 2 £44.99
PGA Tour '96 £39.99
"D" £39.99
Foes of Ali £39.99
Captain Quazar £39.99
NHL '96 £39.99



Access
SWITCH
MasterCard
VISA

Want to order any of the above games?

Want to find out how much your old games are worth in exchange?

Want to see if anything NEW has arrived since this advert was printed?

No problem. Just call our Mail Order department on 0171 636 2666 (ask for "Mail Order"). Lines are open 10am-7pm Monday to Saturday. If you have a credit card, you can order the goods there and then- they'll be despatched the same day*.

2nd Hand BARGAINS

We also have a massive stock of 2nd-hand bargains, across a wide range of systems.

There isn't room to print a full price list- but here's a few examples:

3DO Systems from £125!

SNES & Megadrive games from £5!

PC games from £8!

Playstation & Saturn games from £25!

Just call the mail order department TODAY to find out what's in stock and don't forget, you can always TRADE your old games and systems towards the items you want!

COMPUTER EXCHANGE

Branch addresses & phone numbers...

Central London:
32 Rathbone Place
London W1P 1AD
(0171) 636 2666

Harrow:
282 Station Road
Harrow, Middx HA1 2EA
(0181) 427 5800

Website:
http://www.cex.co.uk/cex/
e-mail:
enquiries@cex.co.uk

Marina's PRICE PROMISE
If you see ANY of these games advertised elsewhere in this magazine at a lower price, simply call the Mail Order hotline and ask for Simon. He'll move mountains to bring you the same game- at a cheaper price!

MAIL ORDER HOTLINE 0171 636 2666
ask for "Mail Order"

COMPUTER EXCHANGE

All prices and offers subject to change without notice & subject to availability. Prices correct at press time, E&OE. All trademarks remain the copyright of their respective owners. I.D. required from sellers of stock. This ad= d:\images\latest\EDGE.CDR

Scary moments!

D is a game that professes to scare you, right? So without giving away too many gruesome moments lets take a look at some of the poor souls that Laura encounters as she traverses the mansion...



Timmy's quest for the elusive contents of the cookie jar was bound to land him in trouble!



Body piercing, though trendy, can be taken to ridiculous extremes.

Something horrible has happened at the Los Angeles Memorial Hospital. Chris Matthews dons his brown trousers and prepares to be scared... really scared!





The year is 1997 and the seemingly sane Richter Harris, Director of LA's largest hospital, has committed a hideous crime, killing several patients and taking others hostage. The LAPD is powerless to act, only Richter's daughter, Laura, can enter the institution without fear of provoking a massacre. Alone she enters the building and is witness to the carnage. Encountering a strange distortion in one of the corridors, Laura's surroundings are transformed from the familiar walls and ceilings of a hospital into an eldritch old mansion. At this point you take on the role of Laura and start to unravel the mystery that surrounds her father for yourself.

It must be said that the intro sequence is an incredible piece of tension building, with a brooding menace unlike any other videogame. As the scene is set, the letter D is flashed repeatedly at players. What is the significance of this letter and why does it send a chill up your spine?

Laura's first task is to explore her immediate surroundings and here we get a taster for the real thrills that await brave explorers. At one point Laura cautiously approaches a mirror only to see, warping out of the glass, a threatening hand. Something is wrong here, very wrong. Laura's father appears to give subtle hints as to the state of this reality but to say any more of this would ruin the thrill of trying to piece together the fragments for yourself.

Unfortunately, after only a few minutes of play, you soon realise the restrictions that are placed upon your actions. Rooms can only be navigated by set routes and Laura herself can be rotated and made to move forward, but only if she can interact with what is in front of her. This factor alone means that the game is played in a linear manner one room, or puzzle, after another.

The puzzles themselves are of varying quality. The simple key-lock ones are there, of course, but try the tumbler switch puzzle and the air around you will almost certainly turn blue!

After moving there's only one button to select to interact with your environment, so complex operations are out. If you get really stuck however, Laura carries a mirror which can be used to glean clues. Upon opening, the face of the mirror transforms into a hazy representation of the next location that should be visited. However, after each use it cracks and finally shatters.

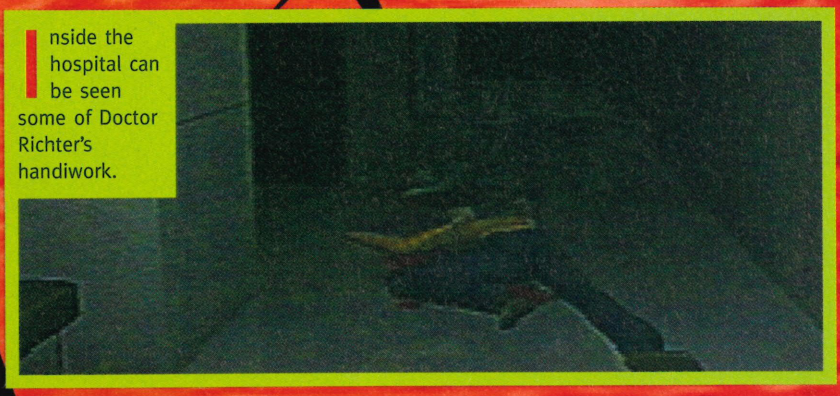
Having just explained about the limited gameplay you may well be wondering what this game actually has to offer. Its the visual aspect that really

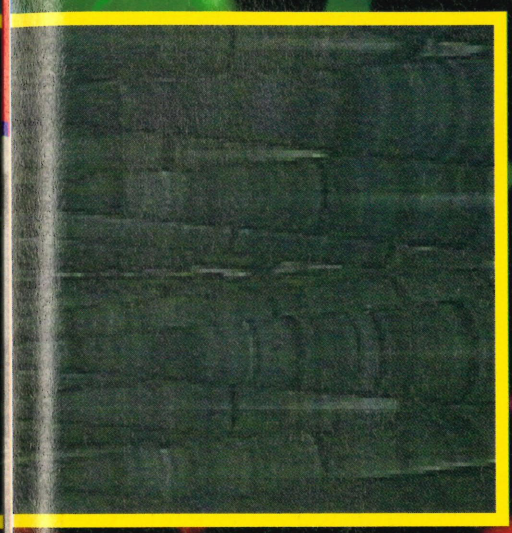
PLAY information

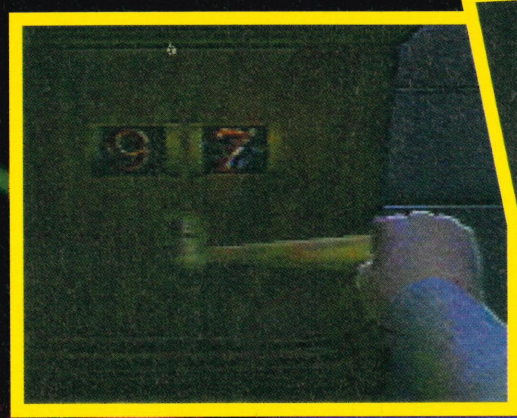
- **Publisher:** Acclaim
- **Customer Support:** 0171 344 5000
- **Expected price:** £44.99
- **Expected when:** Out now



Inside the hospital can be seen some of Doctor Richter's handiwork.





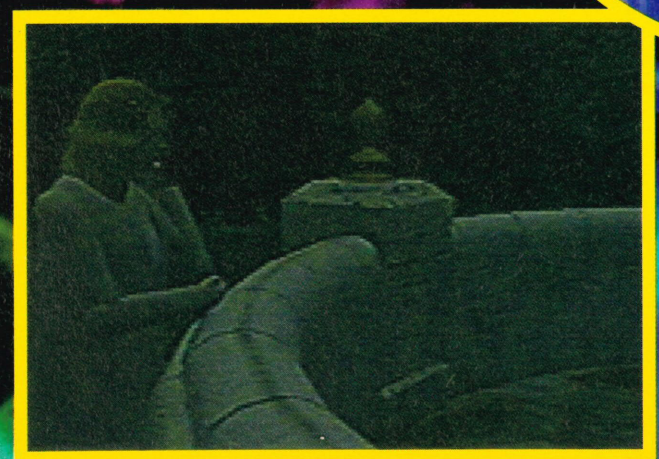




▲ Whatever you do in the game, just don't go and pull this lever!







impresses the most. The screen display is in the PlayStation's high-res mode with stunning rendered locations, oozing dark moods. The CD access times are noticeable but the speed of the game seems fitting.

As it's impossible to die, *D*, is a game that won't take that long to finish. After playing for only a short period of time I found myself accessing the third and final disk! However, while it lasts the atmosphere of this truly movie-like title will thrill, shock and frustrate in equal measures.

stunning rendered locations, oozing dark moods

PLAY verdict

Looks:	
Sounds:	
Blood Curdling:	
Value:	

Played 69%

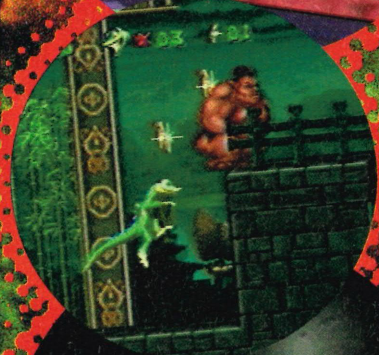
Short lived thrills 'n' spills













Gex

Platform game stars come in all shapes and sizes, but a leaping lizard? Nick Roberts puts this 3DO cast-off through its paces.

PLAY information

- **Publisher:** Crystal Dynamics
- **Contact:** The Video Game Centre on 01202 527314
- **Price:** £54.99
- **Origin:** USA

When Crystal Dynamics first unveiled Gex on 3DO they hyped him as a platform game star for the next generation, but there wasn't much competition back then. Now he's got a tough fight on his hands with *Rayman*, *Jumping Flash* and *Johnny Bazookatone* to contend with. This is one gecko that needs to show off something special!

Yes that's right. Gex is a gecko, a kind of tropical lizard, with a brash American sampled voice and some snazzy special moves packed into his tail. While sat watching his favourite TV show the green geek was sucked through the screen by Rez, the chrome coloured ruler of Media Land, who wanted him as a mascot for the Media Dimension. This dimension is made up of five themed levels for Gex to ramble though, picking up power-ups and searching for TV remote controls and video tapes. The remotes open up the next level on the main map screen and the tapes save the current position. Gex can flick enemies with his tail to kill them, or use one of the fireball or spinning power-ups, if he's gulped them down with a flick of his tongue. To add a little variety Gex can also jump onto backgrounds and walk up and down.

The adventure begins in Graveyard world, with zombies, killer tomatoes, chain saw freaks and skulls flying all over the shop. Before reaching his armchair haven again there're cartoon, jungle and kung-fu worlds to be conquered, each with their own strange brand of freaks and sound effects. Bonus levels and warps are hidden away and there's a special tough level for Gex experts which is only accessible on completing all the others.

All sounds very impressive doesn't it? And for the most part Gex is a fun platform game, but there's something that just doesn't gel for me. It could be the speech samples that you have to be American to appreciate most of the time. The only funny one was 'Sorry Mr Presley' when you step on a gravestone. It could just be that this kind of platform game is just too simple for a 32-bit console.

If you want some undiluted platform gaming then Gex will suit your taste. It isn't particularly impressive though.

▼ Never mess around with a guy holding a chainsaw – okay?



PLAY verdict

Looks:	
Sounds:	
Tails:	
Value:	

Played 76%

A bit too slimy for our liking.

Sidewinder



PLAY information

- **Publisher:** Asmik
- **Contact:** The Video Games Centre on 01202 527314
- **Price:** £69.99
- **Origin:** USA



Ever wanted to fly your own fighter jet and shoot down enemy planes? Get real, you'll have to make do with *Sidewinder!*

Looking at *Sidewinder*, it's obvious that Asmik have gone for the more realistic approach to their brand new flight sim. Fans of this genre will be glad to know that a selection of some of the best fighter jets are on offer, all of which are all displayed in a gorgeous rendered intro at the beginning.

After that, you may either select a training flight, or go on a proper mission of your choosing. Fortunately, a versus battle mode has been included, allowing two players to take part in a dogfight. From there on in, you are thrown into dangerous zones, where the skies are patrolled by enemy fighters.

The jet itself cannot be viewed, although there are two different views of the cockpit. One of these shows the angle that your jet is flying at, and a helpful little screen gives advance warning of incoming missiles, allowing you to take appropriate action. One thing's for sure, it isn't just a case of going in and shooting wildly at anything that moves – the enemy jets are fast and very easy to lose from your sights. The control method itself has obviously been designed with the feel of a real jet in mind. The slightest movement on the joypad will move the jet, so it takes a good while to become accustomed to the controls.

The landscape moves along very smoothly, although it doesn't go as fast as it should do. At times, the jet just doesn't feel as if it's moving fast at all, and although it is possible to avoid being hit, I found things became incredibly frustrating after being shot down for the umpteenth time in the space of a few minutes.

At times, there just wasn't enough action going on for my liking, and this slightly restricts the gameplay. If the controls had been easier to handle, this would have scored much higher, as it is, it does feel very limited in the action department. However, it does have realism in its favour, so try and get a feel of how it plays before parting with your cash.

▲ **This smoking factory will shortly be belching fire seeing as it's a primary target.**







PLAY verdict

Looks:	7/10
Sounds:	5/10
Realism:	7/10
Value:	6/10

Played 74%

Low on action, but pretty realistic

PLAY information

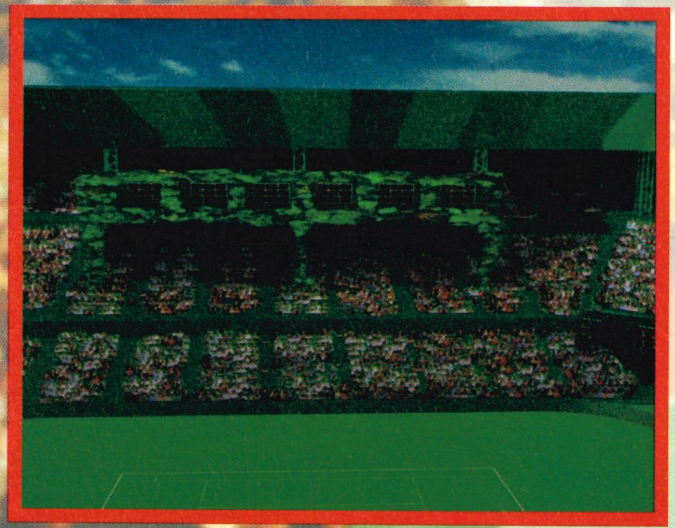
- **Design team:** Codemasters in-house
- **Team leader:** Gavin Raeburn
- **Where at:** 60%
- **Target release:** June
- **Publisher:** Codemasters

Tennis has always been a tricky sport to convert into a videogame – and certainly hasn't been done well on a 32-bit console yet. Codemasters are preparing to smash all the puny efforts we've seen before with their *Sampras Extreme* so Nick Roberts took a trip into the countryside to discover just how many optical motion censors you can attach to a tennis player!

Sampras Extreme

Let me blind you with figures, that's always a good way to whet a videogame fan's appetite! 160 different tennis moves, three viewpoints, four roaming cameras, eight world locations, 50 Meg of sound samples in each country, 22 selectable players, 60 frames per second and 5,500 polygons in two frames! Throw all this into a hat and add tennis supremo Pete Sampras and you've got enough to make any sports fan wet their pants!

▼ **Stadiums from around the world have been perfectly rendered.**



Codemasters pride themselves on their gameplay and realism rather than their graphics, and when their graphics look this good you know you're in for something special. The seven-strong development team actually spent three months just testing out ideas using stick men and dots for the graphics to fine tune their game engine before adding in the flashy visuals.

Just like real life!

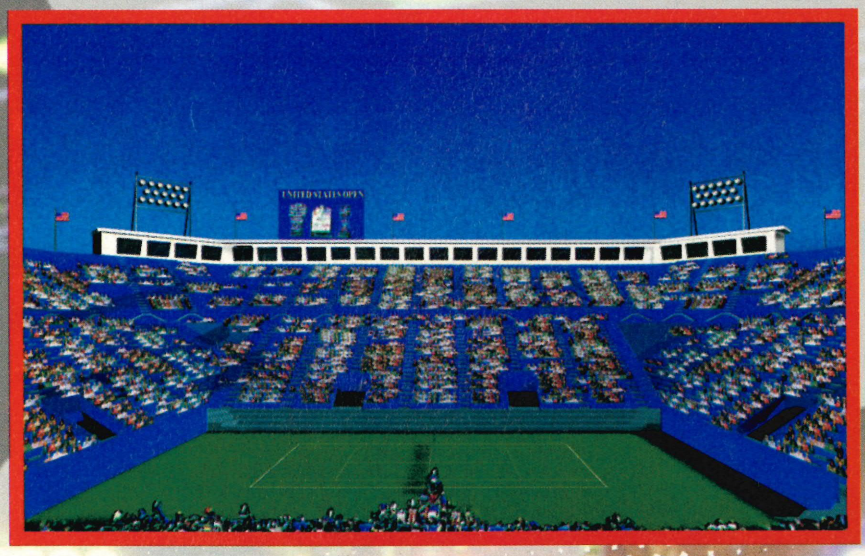
Realism is the key. All the movement information for each player was captured using optical motion capture techniques at an actual indoor tennis court rather than in a development studio, so you get a perfect representation of the passion and physical exertion that the tennis aces feel on court.

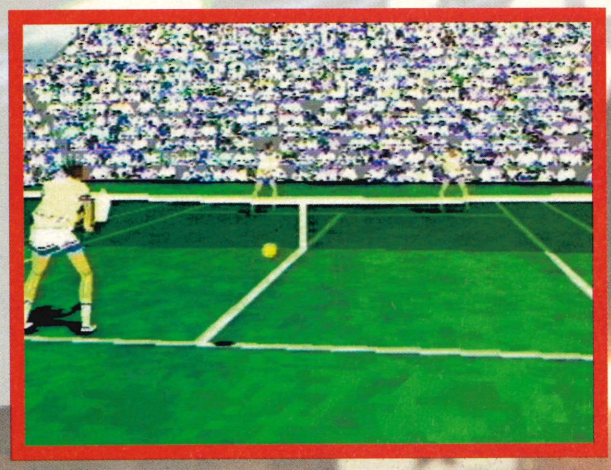
The process of motion capture involves attaching reflective balls to the limbs and joints of your subjects and then filming them going through the motions. Codemasters used an eight camera optical system flown in especially for use in the game and combined with the use of 40 reflective points they collated data with just a 2mm variance. Movements were recorded at 100Mhz and then the correct number of frames picked out for different speed systems, so you get a perfectly smooth finished result. In real terms this simply means that what you see in the game is pretty darn realistic – and fast, as the PlayStation has been used at low level! Different motion capture data has been used for male and female players too, as each sex has subtle differences in the way they move, swing and express themselves.

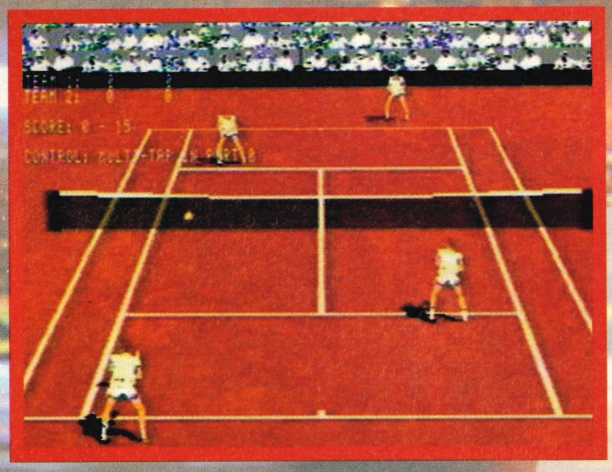
One problem with motion capture in the past has been that the computer characters always tended to repeat their movements and become predictable, but enough sequences have been recorded for *Sampras Extreme* for you to never play two games the same.

Then there's the artificial intelligence to add into the mix. Adaptive neural net



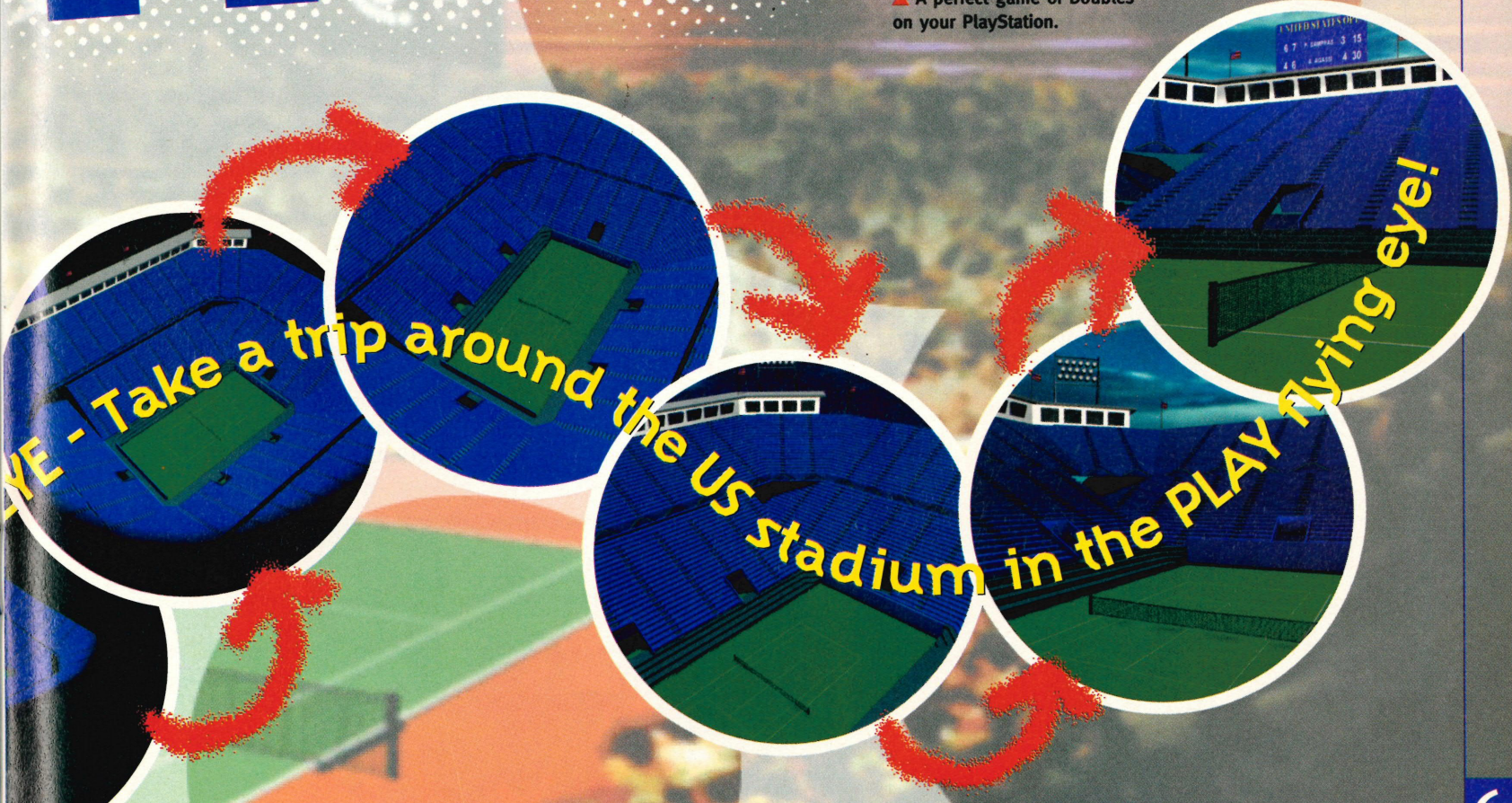






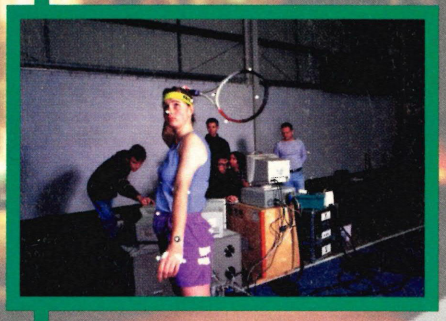
▲ A perfect game of Doubles on your PlayStation.

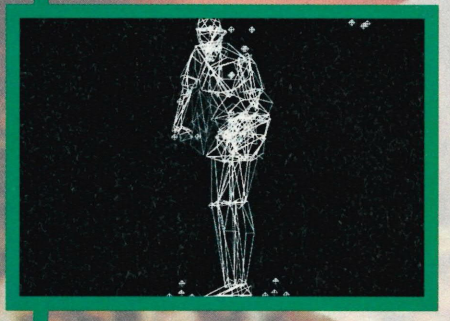
me



World in Motion

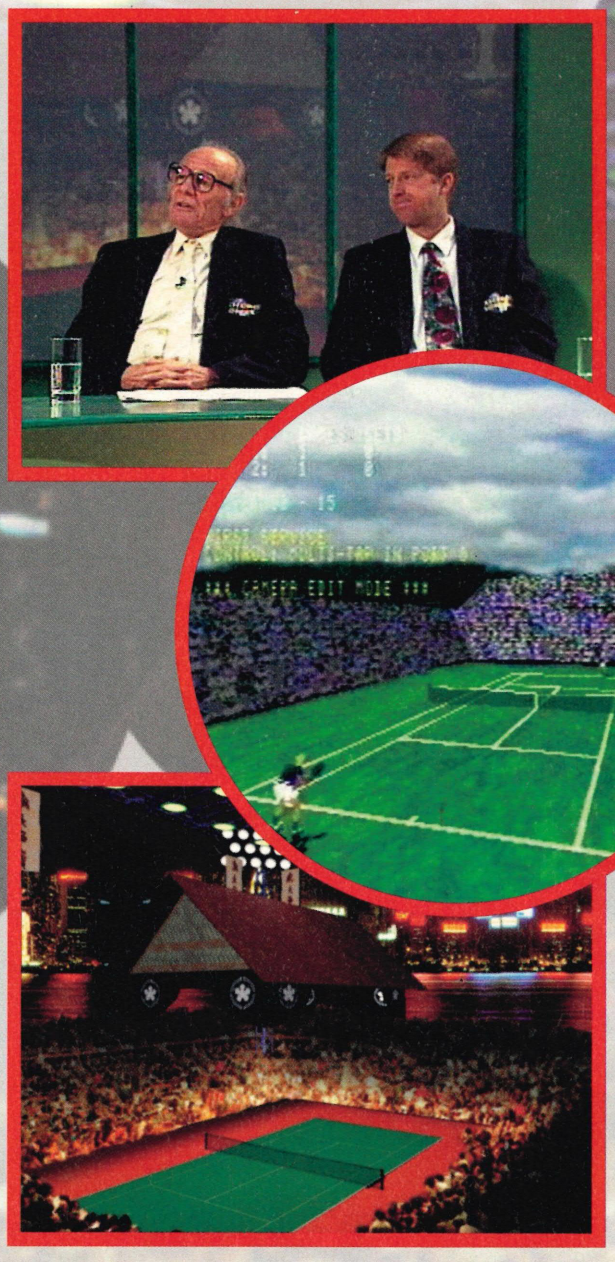
Motion Capture is a method of animation that is being used more frequently now that videogame consoles have the memory capabilities to cope with the data. It's a difficult process though, with a large margin for error, so you need a good development team behind the graphics to make sense of all those numbers. Here's a look at the Codemasters team as they record the data, and the finished wireframe results.











▲ Each location has it's own unique surroundings and backdrops.

AI has been used with the many different computer players having individual skills and abilities. They can adapt to a human player's playing style over time, learning strengths and weaknesses to combat any move you can throw at them. This gives the game an immense replay value as the usual predictable return faults that other tennis games have been dogged by are eliminated.

Roll the cameras...

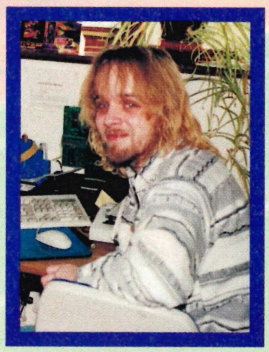
So that's realistic motion capture and excellent artificial intelligence – what else can they do to make this the ultimate tennis simulation? How about presenting the game in a TV show environment? Codemasters actually created their own state-of-the-art TV studio in a local warehouse on a cold January day. Two actors were roped in to play the American ex-professional tennis ace Jim Smash and the English tennis official Major Duffer, two goons that commentate and criticise each match and introduce the various countries and stadiums. The set was borrowed from a BBC Midlands sports show and 500+ sequences were recorded in broadcast quality with the development team keeping a watchful eye to ensure that everything will flow with the computer generated sequences.

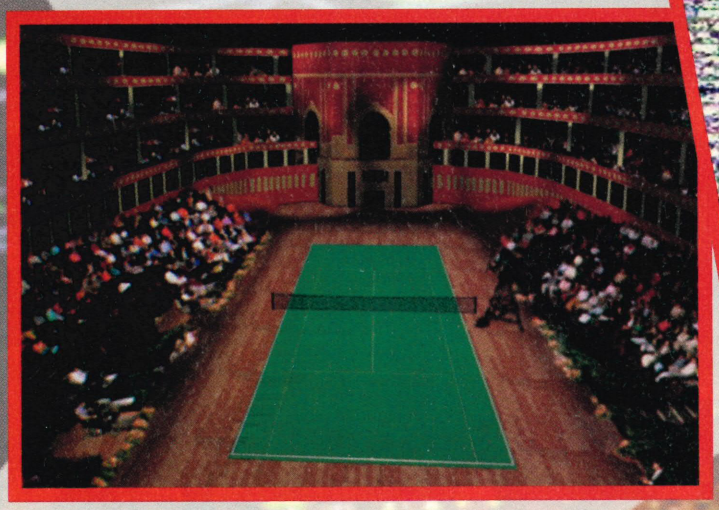
So we've got a great looking game here – the sound must be rubbish, right? No, as much effort has been put into creating a realistic tennis sound as the movement of the players – but there's no in-game music as the team think this is always pointless in a sports game, you wouldn't have a rave track playing in the background at Wimbledon! The crowd,

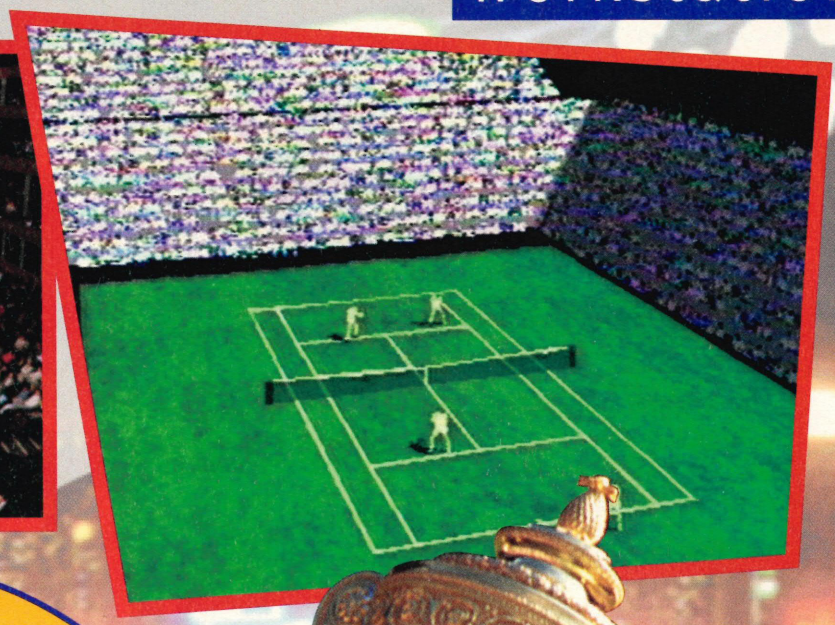
Team Tactics

Here are the people responsible for bringing *Sampras Extreme* to your screens. On the left is the programming team and the sound effects engineer on the right in his studio. All these people just so you don't have to get up off your backside and go to Wimbledon!









for a start, can react in a magnitude of different ways to your play. Get a good smash and they'll cheer but carry on a long rally and then hit the net and they'll jeer and laugh at you, making your mistake feel even more foolish. They even gradually sway towards the better player, booing the loser and cheering their heroes. Sound effects are just as detailed with many different sounds for balls hitting the net, lobs, smashes and slices and then there are the umpires. Each country's umpire talks in the right language so you can learn how to say "15-Love" in eight different ways – including Cantonese!

As you can tell, *Sampras Extreme* is shaping up into probably the most complex, realistic but playable tennis simulation to ever be created on any videogame system – and only the PlayStation makes this possible. PC CD-ROMs and the Saturn just wouldn't be able to run a game like this! The development team are putting together all their bits and pieces as I type, so a previewable version should be on my desk ready for the next issue. I can't wait!

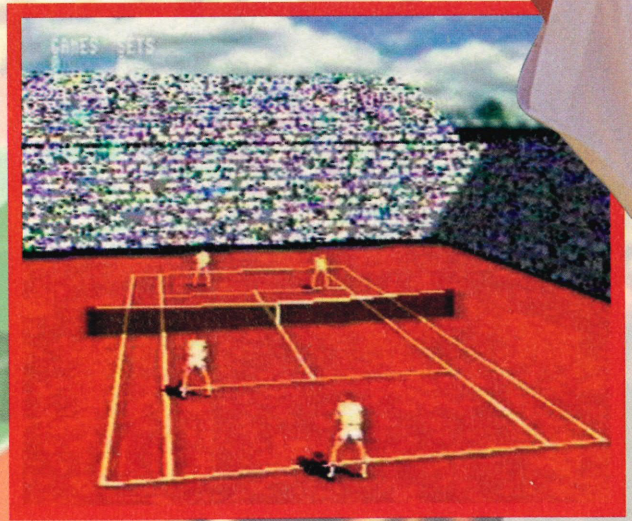
Ogle These Options!

The joy of 32-bit gaming is the sheer amount of options that can be packed into a game. Of course you can play Sampras Extreme as a one-player game against the computer, but there's also the option to play two player matches, have four players using a multi-tap or use a link-up option – this works really well in first person perspective!

You can play in the TV mode, but you'll have to sit through all the sequences, so a Battle Mode has been incorporated where you can bang on straight into a game of tennis. Beat all the characters in the game and you'll eventually get to take on Pete Sampras himself with his 135mph serves! The eight locations are made up of four grandslams and four made up courts. Each has a different 3D environment – Hong Kong is set in a harbour, Moscow inside a ballet theatre, then there's Barcelona, Frankfurt, Sydney and Paris.

You can edit your own characters if you so desire. There are four in all, with 100 points to spend on each with categories like legs, arms, swing and experience.

Of course, all this data can be saved out to a memory card.



▼ You can play the game from various viewpoints.



PLAY information

- **Publisher:** Asciiware
- **Contact:** The Video Game Centre on 01202 527314.
- **Price:** £69.99
- **Origin:** USA

King's Field

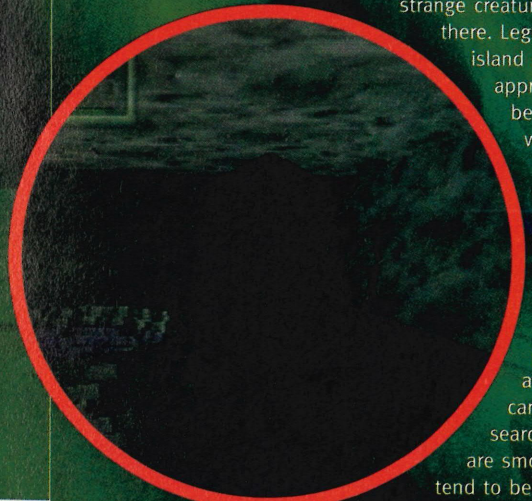


▲ This strange looking object rests on top of a big tower. Any ideas?









A mysterious island has been shrouded in darkness, but just what is going on? It's time to get all adventurous!

An RPG of huge proportions has finally come to the PlayStation – the mystical island known as Melanat has been conquered by darkness, and strange creatures have appeared there. Legends say that the island should never be approached, for a sleeping beast sleeps there, waiting to rise again. This spooky sounding plot sets the scene for this strange RPG, which casts the player as a warrior elf. Viewed from a first-person perspective, almost any area of the island can be accessed and searched. The 3D graphics are smooth, although they tend to be quite plain in some areas. For example, many of the building sections lack detail and the caves themselves look a bit too dark at times. Your warrior can pick up items along the way, such as weapons and magic items that will prove invaluable for the latter half of the quest.

For the patient ones amongst us, *King's Field* is a fairly grown up RPG that will offer hours of searching, magic spell casting and sword fighting. All kinds of weird monsters will present obstacles to the quest, including sword wielding skeletons, giant snails and man-eating plants. The player is always kept in suspense, and most of the areas are very dark and moody, so anything could come round the next corner! The controls themselves are very user friendly – you are able to look up and down, which comes in handy for those vital objects which are usually hidden away.

As the quest progresses, more and more parts of the island can be discovered and the mystery surrounding the whole thing is gradually revealed. The rippling water effects, especially on the waterfall section, look fantastic and really give the game a dark yet strangely calm atmosphere. It's just a shame that a bit more detail could have been added to compliment the huge challenge that lies ahead. Give *King's Field* a look if you want something that will offer a good solid challenge.

PLAY verdict

Looks:	9
Sounds:	7
Mystery:	9
Value:	8

Played 77%

Challenging RPG that's slightly flawed

Every now and then you really need to get back to basics and have a blast in an old fashioned shooter. Fire buttons at the ready!





Stahlfeder

Recently, the PlayStation seems to have taken a step back into the glorious world of eighties arcade games, and the first thing everybody said when they saw *Stahlfeder* was, "Hey, that's just like 1942!". Now, videogame veterans reading this should remember that classic game, which was basically a shoot-'em-up set during the Battle Of Midway. Now, *Stahlfeder* has resurrected the old vertically scrolling shooter and given it a huge facelift.

Four different planes, each with some very German sounding names, are available at the start. Each has two weapons with which to shoot down swarms of enemy aircraft, as well as a special smart bomb which wipes out everything on screen when things get too tough. Now, this all might sound pretty exciting – after all, games like this were all but left for dead years ago.

For the first few minutes play, *Stahlfeder feels* great and things get pretty hectic once the hoards of planes, aircraft and tanks start firing at your solitary attacker. However, I couldn't help but notice that the whole game was just too darn easy to play. Naturally, no strategy or brain power is needed (probably why Nick got me to review it...), but it really is just a case of putting your brain into neutral and holding down the fire button. No matter how big or fast they are, the enemy are just too easy to shoot down, and the only real challenge is presented in the form of a massive boss at the end of each stage.

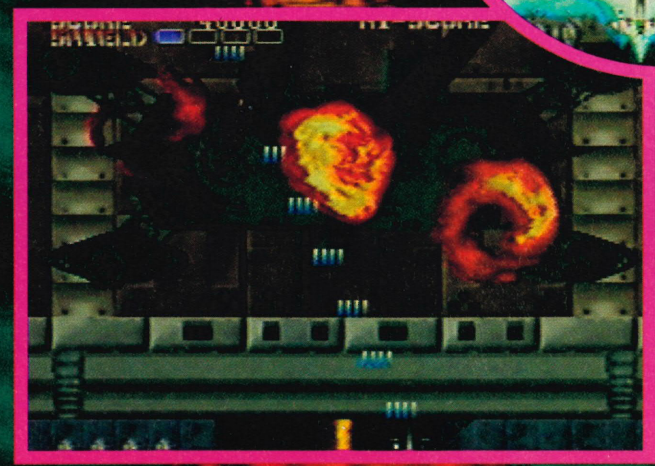
On a lighter note, the visuals are noticeably impressive, particularly the falling structures and planes that crash to the ground once hit. There's a pretty funky, well paced soundtrack in there too, but there is very little variety throughout each of the stages (of which there are only six).

Sorry guys, but I was more than a little disappointed with this. Had there been a steeper difficulty curve and more stages, the game would easily have competed with the next generation shooters on the PlayStation. Older gamers may well want to give this a go, but it really doesn't justify the price tag, certainly not in this day and age.









PLAY information

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

PLAY verdict

Looks:

Sounds:

Challenge:

Value:

Played 65%

Great looking shooter, but too easy!





Magic C

Flying around indulging in a spot of world domination sounds like fun. Ian Lynch grabs a turban, rug and spell book and dives in to attack...

PLAY information

- **Publisher:** Bullfrog/EA
- **Customer support:** 01753 546465
- **Release date:** March 31st
- **Price:** £44.99

Oh what an atmosphere, I love a party with a happy atmosphere!', so once sang talentless comedian Russ Abbot. Well, if Bullfrog's second PlayStation offering, *Magic Carpet* was a party, Russ'd love it. From the haunting CD-spooled warning music, spot-on effects and mist-hidden scenery, the game reeks of the word that starts with 'atmos' and ends with 'phere'.

The first contributor to the glowing *MC* aura is simply the fact that it is so different to standard PlayStation fare. For a start, the game has so much more to it than the currently available selection of PlayStation fancies, which to this reviewer are beginning to seem like dressed up adrenaline-pushers, which can only offer an instant fix, a pleasurable three day rush and then a long, long empty feeling of having wasted your money, leaving you scrabbling around the grimy back streets of second-hand shops trying to recoup some of your losses. Or, put simply, in a world of fast food, this game is gourmet stuff.

Magic Carpet brings some much needed variety and imagination to PlayStation gaming. On a basic level, it's a 3D shooter, like say *Doom*, *Descent*, *Alien Trilogy*, *Krazy Ivan* or whatever, but as well as the basic premise of moving around and shooting you've the added elements of an increased level of strategy and freedom of movement. And, moreover, it's movement in the wide open spaces and glorious multi-textured skies of *Magic Carpet* rather than say the claustrophobic, down amongst the depths corridors of *Descent*. Plus! It's got dragons, it's got the Kraken, it's got seven wizards and lots of other mystical beasts all intent on wiping you and your mana from the face of whatever world you're currently trying to save.

It's also got depth, in the form of a whopping 75 levels – that's... count 'em... 16 more than *Doom*, which is about as big as PlayStation gaming has got to date. Like Duracel batteries, *Magic Carpet* lasts up to six times longer than standard rivals.



For first time readers who missed out on Issue four's introductory feature and interview with the *Carpet* designing crew, and who are probably a bit lost already, the game is basically an Arabian nights style mystical fantasy. Set in a universe where eight competing sorcerers have fallen out so badly that one of them has practically destroyed the whole place with an



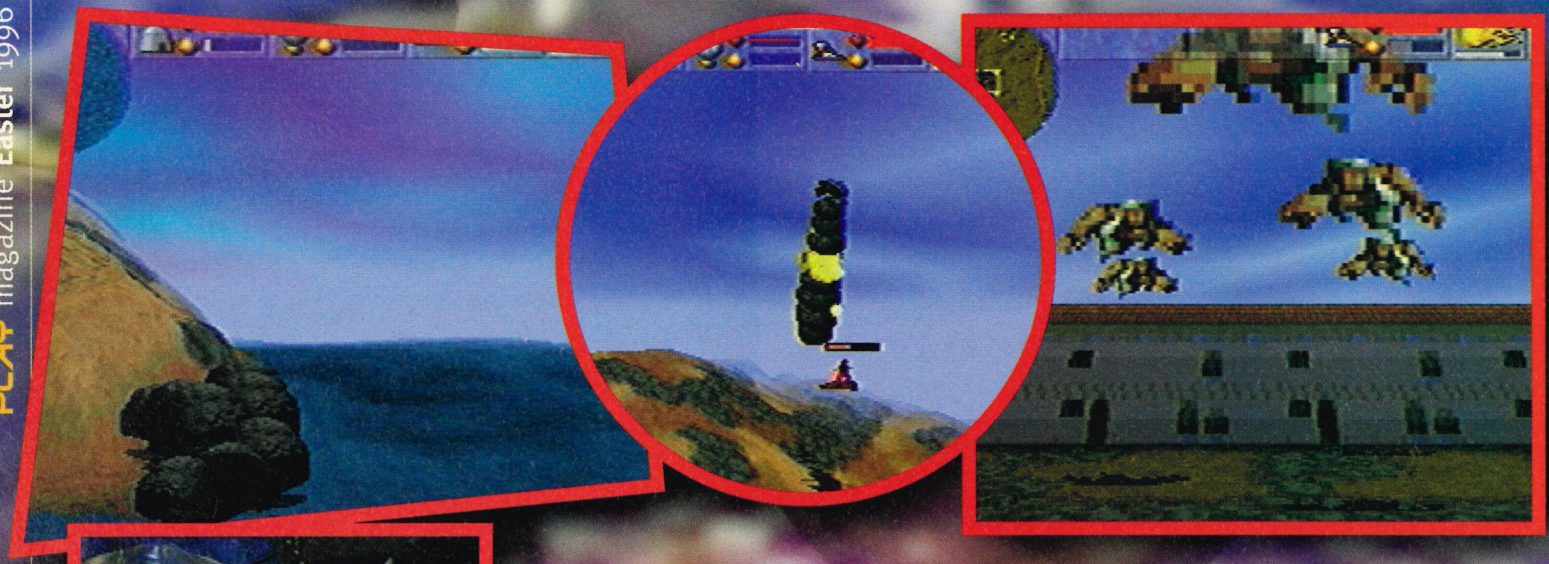


arpet

brings much needed variety to PlayStation gaming

industrial-strength super spell, scattering magical energy and plenty of misery all over the shop. The idea is to reclaim the energy (mana) and re-build the universe. The gamer comes in as the universe-destroyer's apprentice. Basically, this means flying around, splattering mythical creatures into magical energy, gathering it up, building a castle to store it in, using it to increase the splatter-factor of your existing spells, searching out new, more powerful spells whilst all the time beating off the challenge of your seven carpet-mounted wizard rivals. This not so magnificent seven are all trying to do the same as you, and you are In The Way.

Spells are to *Magic Carpet* what guns are to *Doom*, if you haven't got the right one for the right situation, you're right in the sh... smelly stuff. Starting off with a mana collection spell and a single fireball, you can eventually acquire a rapid-firing fireball, a lightning bolt, a meteor, a homing meteor, a wall of fire (there's nothing like toasting a wyvern, let me tell you), create a lightning storm, cause an earthquake, raise a volcano and unleash 'global death' as well as build castles, raise an undead army, heal yourself, accelerate forwards, accelerate backwards, cast a shield around yourself, gather all scattered man into one easy-to-





grab visible lump, make yourself invisible, reflect incoming fireballs back towards the enemy attacking you, steal mana of rival wizards and teleport back to your castle should things get really, really rough. So, as you can see, there's plenty of choice.

Now, whilst this is a big, very well executed (there's a bit of polygon clipping, but you soon cease to notice it)) piece of programming you can't help but feel that flying carpets, mythical wizards and mystical beasts is all a bit poncey. Wet, even. It's not, for instance, as gripping as sitting in a darkened room playing *Doom* or *Alien Trilogy* on a decent TV in stereo, it's just not as an intense gaming experience as that pair. Occasionally, this reviewer couldn't help thinking that *MC* would be a bit more enjoyable if it all ran a little quicker, and thus gave a better impression of speed, than it does (average frame rate is 20 per second). And at later stages, it's bloody difficult. Otherwise, you can't fault it.

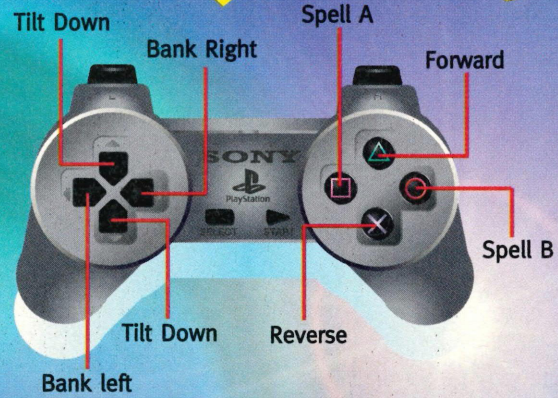
▲ **Some of the ugly monsters are very odd indeed, and a little bit blocky too. Mind you, most are superbly well done so perhaps it wasn't fair to pick these out.**

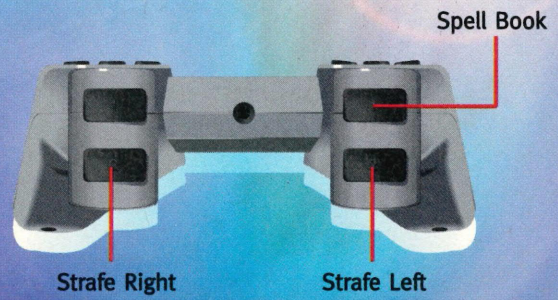


▲ **I thought I'd try and write my name with the wall of fire spell. Never mind, at least that dragon isn't going to be giving me any more hassle. Heh, heh.**

I'm a control freak

Perfecting the control system is the key to success in *Magic Carpet*. The game was originally designed for use with a mouse, not the easiest of sensations to represent on a joypad. The design team have done a pretty good job with the translation though. When you square up to your foe, use the left and right buttons on the D-pad (to bank) in combination with the top Right and Left buttons (to strafe) and, with a bit of practice, you should be able to spin around like a good 'un. It's still not as easy as using a joystick or mouse, but that's joypads for you.





PLAY recommended

Looks:	
Sounds:	
Size:	
Value:	

Played 90%

You can't beat this carpet!

Return To The Eighties

There are six 'classic' games in *Namco Museum Vol. 2* – each one has been rated out of ten for your review pleasure. Here's a look at the 3D museum Namco have created around each one, and an in-game shot to show you just how great those graphics are!




Dragon Buster: 5



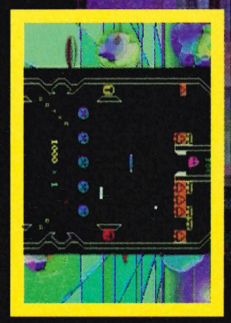

Gaplus: 7



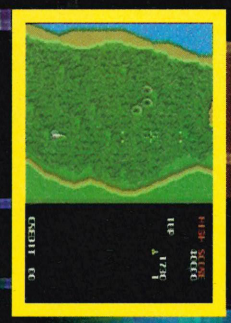

Mappy: 5




Grobda: 4

Cutie Q: 3

Xevious: 8

Namco Museum Vol. 2

As if the first volume wasn't enough, another six arcade classics from Namco have arrived!

PLAY information

- **Publisher:** Namco
- **Contact:** The Video Game Centre on 01202 527314.
- **Price:** £49.99
- **Origin:** Japan

Once again, courtesy of Namco, we get to delve back into the eighties. A time of bad haircuts, synth pop and arcade games in cafés. *Namco Museum Vol. 2* has preserved six of the aforementioned arcade 'classics' and revived them onto one CD for your PlayStation...

The games include two great vertical shoot-'em-ups, *Xevious* and *Gaplus*, but these are about the best available. The others include two platformers – Mappy featuring a mouse who has to collect stolen goods scattered around different levels and *Dragon Buster*, a more advanced platformer set in a fantasy world, but still very basic.

Cutie Q is a one screen game, and is basically a combination of pinball and *Breakout* .The final one is *Grobda*, a tank battle viewed straight from above. Again, this looks extremely basic and is very tough to play and becomes extremely dull after a while.

It has to be said that *Namco Museum Vol. 2* delivers a good dose of nostalgia, and it gives us the chance to play those old arcade classics that aren't around any more. The intro looks fine, and the ability to move around the 3D museum and find out about the games is a neat little feature too. It's a shame that the games have remained exactly the same – they would have been better had they been given the PlayStation treatment as well as the inclusion of the originals.

Older gamers may well consider this a bargain, but it's a shame that some of the games don't have much lasting appeal. Apart from the two shooters, the others only merit a few goes before they become boring or too difficult. Overall, it's still a fun little package that sets itself apart from other PlayStation offerings. Let's hope that some of the better eighties classics are considered in volume three – there's bound to be one!

PLAY verdict

- **Looks:**
- **Sounds:**
- **Nostalgia:**
- **Value:**

Played 70%

Worth a look for nostalgia fans

PLAY information

- **Design Team:** Bizarre Creations
- **Team Leader:** Martyn Chudley
- **Where at:** 75% complete
- **Release date:** July
- **Publisher:** Psygnosis

Maybe two games a year cause the kind of excitement currently surrounding *Formula 1*. Inquiring minds want to know, can it really be this promising? Lucky sod Ian Lynch has played the latest version, and has a barrow-load of questions... does Psygnosis have the answers?

Formula

"It's an arcade racer, it's a totally realistic sim, it's going to be the game of the summer, it's the game of the decade, it's going to stuff *Sega Rally* and so on and so on". *Formula 1* is certainly flavour of the month at the moment, receiving excited coverage left, right and centre from every computer magazine going. Some of it has been more accurate than others.

Well, this is what it is. *F1* is really an arcade racer with a hell of a lot of very cool elements which lets the user define just how realistic an *F1* experience they want it to be. Up to a point. *F1* isn't a rival to *F1GP2* on the PC, it is a superbly designed, graphically-gorgeous racer with one hell of a lot of knobs on. Bizarre Creations is the team entrusted with the task of designing Psygnosis' second generation flagship PlayStation title, but boss Martyn Chudley seems to be enjoying the challenge...

"We've now reached the Alpha stage of development, which means basically that the main bulk of the programming and artwork is done, and we're now working on perfecting the options, focusing the arcade and Grand Prix modes. It's all gone pretty well."

Time is probably one of the most valuable resources when it comes to game development. Games often suffer from designers simply running out of the time needed to get all their ideas working properly before the dreaded deadline arrives. Being given plenty of it (time, that is) is something Martyn believes has helped the project, "We were actually one of the first third party developers to be given a development kit, and were lucky enough to have Psygnosis' backing to allow us to spend time experimenting with the machine without the pressures of project deadlines. *F1* has greatly increased our knowledge of the PlayStation in a time-frame that wouldn't have happened otherwise. Psygnosis chose us to develop the game for them, and we've worked hard to fulfil their trust. I think we've surprised ourselves with what we've achieved, even with such intensive development."

Spokesgame for a generation

One of the reasons *Formula 1* is causing so much excitement is that those lucky enough to have played the game believe it heralds a second generation of PlayStation game design, showing the kind of things that can be achieved once developers get to know the hardware. Or, as Martyn puts it "*Ridge Racer Revolution* was the second in a series, but you wouldn't really class it as a leap forward. We have been constantly developing our 3D engine and are actually onto our 'third' generation – we believe *F1* represents a marked leap forward in the utilising of PlayStation hardware."

"Whatever the numbers though", he continues "our primary focus has been to produce an enjoyable game – the

▼ **Things can get a bit hairy on the first lap, there isn't a lot of room.**





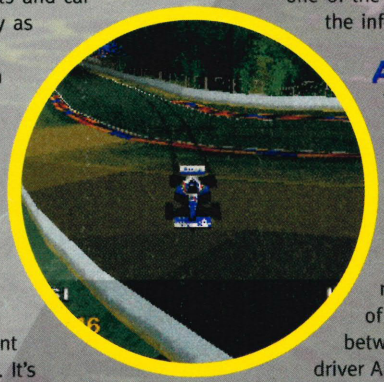




number one priority for any game developer has got to be playability. If a game is boring, unplayable or badly designed, then it can have all the features in the world, but it still won't be enjoyable. What we've tried to do is produce a game with fast paced action for the arcade player, and enough depth in the Grand Prix mode to satisfy the older or more experienced gamer. First and foremost, we've concentrated on playability. Second on the agenda was realism, representing the circuits and car dynamics as accurately as possible. Obviously, trying to produce such a high-realism game creates its own kind of problems. Our main one was getting accurate information. With the amount of money and high technology involved in the sport, teams are very reluctant to release information. It's taken nine months of gentle persuasion to get the information we have."



And it's certainly born fruit. The team have managed to prise all the circuit data, including the official survey maps, out of the FOCA (Formula One Constructors Association) office plus car diagrams, slides, technical information and driver photos. Martyn even claims to have talked one team into giving him all the telemetry test data (the feedback from on-board computers the teams use to work out how to improve the performance and set up of each car) although he won't tell me which team, as apparently that was one of the conditions of getting the information.



AI to die for

This is all very well, but with the game trying to be all things to all men, i.e. a simple arcade racer and a (kind of) sim in the Grand Prix mode, there's a danger of falling somewhere in between. Getting the driver AI right is, in my opinion, the key to making the advanced mode work, for the game to give players a genuine lasting experience. Martyn?

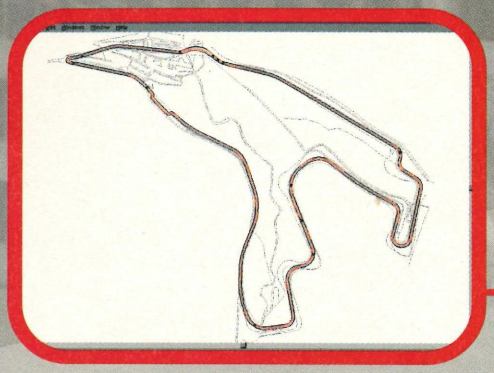
Vital Statistics

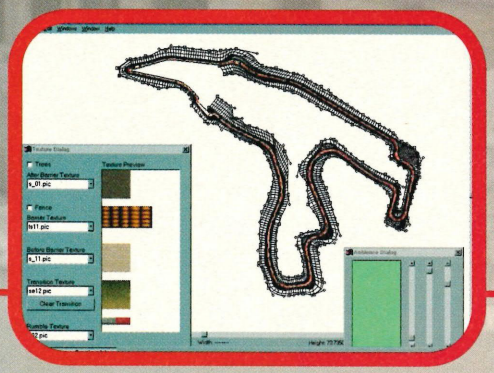
Here's some of the key features Psygnosis claims to have crammed into F1.

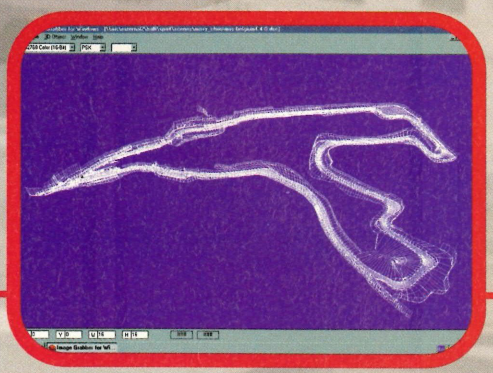
- The official 1996 Formula One licence which means they can use all 13 teams from 1995 – Benetton, Williams, Ferrari, McLaren, Jordan, Sauber, Tyrell, Pacific, Minardi, Ligier, Forti, Footwork and Simtek.
- Individual behaviour models for all 35 drivers used in the 1995 season. That's Schumacher, Hill, Coulthard, Alesi, Mansell, Berger, Brundle, Herbert, Katyama, Hakkinen, Blundell, Salo, Inoue, Papis, Magnussen, Barrichello, Schiattarella, Morbidelli, Irvine, Gachot, Verstappen, Diniz, Moreno, Martini, Lamy, Badoer, Suzuki, Panis, Wendlinger, Boullion, Frenzen, Montermimi, Lavaggi, Deletraz and Tarquini.
- All 17 circuits (ranging in length from 3.3 to 7 km long) – Brazil, Argentina, San Marino, Spain, Monaco, Canada, France, Britain, Germany, Hungary, Belgium, Italy, Portugal, Europe, Pacific, Japan and Australia.
- All the official team and hoarding sponsors (except for cigarette companies) that featured in the season.
- All 26 cars have been modelled from team diagrams, photographs and video footage (NB: All models are of a unique design as in the races themselves – i.e. not just models with different colours on like other racing games).
- Changing weather – based on the statistics for the area at the race time of year. Weather can change during the race, and the track conditions will change accordingly.
- Assisted dynamics (selectable) for the arcade player to ensure it drives like a game you would find in, say, a coin-op. This is to emphasise the pick up and play 'arcade style' of the game.
- Realistic collisions can result in your choice of damage realism – from a diversion from the racing line and speed, to a complete car rebuild.
- Options – limited car set-up, race strategy, full qualifying,

Blueprint for Success

Developer Bizarre Creations used a combination of official track surveys and hours of video footage to represent each of the 17 Formula One circuits. The track surveys provided the basis for the wireframe model, and the video clips were







"Because of the size and complexity of the game, the AI drivers have to have enough decision-making ability to 'run their own race'", is his opening gambit.

"We have seen other games where the other cars are all following a set path – and they get confused when the pattern is disrupted. Others have a single dynamic model for the AI, meaning that all the drivers have the same style. That isn't the case in *F1*. Each driver has a number of goals he has to achieve. Obviously, the drivers are all trying to win, and thus go as fast as they can in every situation, sticking to the racing line whenever they're not attempting a manoeuvre. However, they are all affected by the straight line and cornering speeds of their particular cars, and the situation on the track around them.

The decisions each driver has to make are really the basic ones Schumacher and Co would make in real races – whether or not to move out to pass (or be passed), which direction to make that move in, whether to accelerate or decelerate, whether it's time to make a pit stop... these are then made based on what part of the track (or run-off if they've had an off) they are on, whether they are currently on the racing line, whether there's a car in front or behind, and what those cars are doing (and at what speed). They can then assess their own speed and race position, and make the decision to move accordingly."





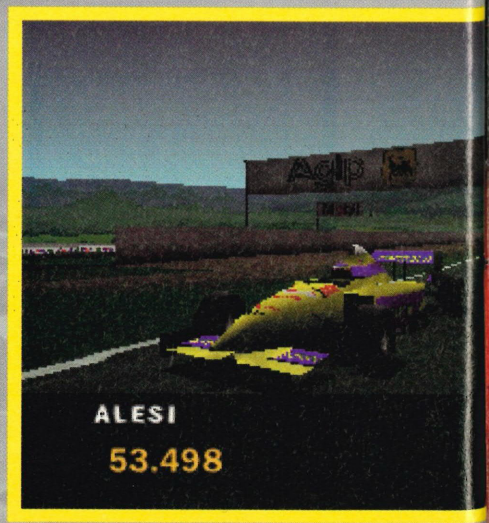


"Having established this", continues Martyn ,"it's been very important that we create individual personalities for each driver. The AI has been coded with a set of 'tuneable parameters' – basic ones such as a performance, and complex ones such as aggression levels. These parameters will be tweaked to represent their driver, and we are therefore going to end up with 35 individual models rather than, for example, eight 'fast' drivers, eight 'quite good' drivers and so on and so on."

So, there's a pretty impressive driver AI system then. Indeed, the level of thought that's gone into the game is impressive, even when you're trying to be deliberately cynical. For instance, as well as the two default modes, Arcade and Grand Prix, Martyn and his team have given the player the option of designing his own game set up, by making the majority of the variable game elements selectable.

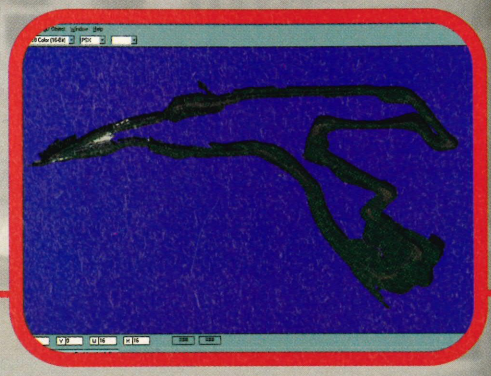
"Yes, it's important to us that you can set up the game to suit your preference in racing", he chips in, "Even within our development team, there are those who prefer Arcade play, those who like the simulation of the Grand Prix, those who want assisted options, those who want to race a full two hours... we've included a memory card option so that you can save your ideal configurations."

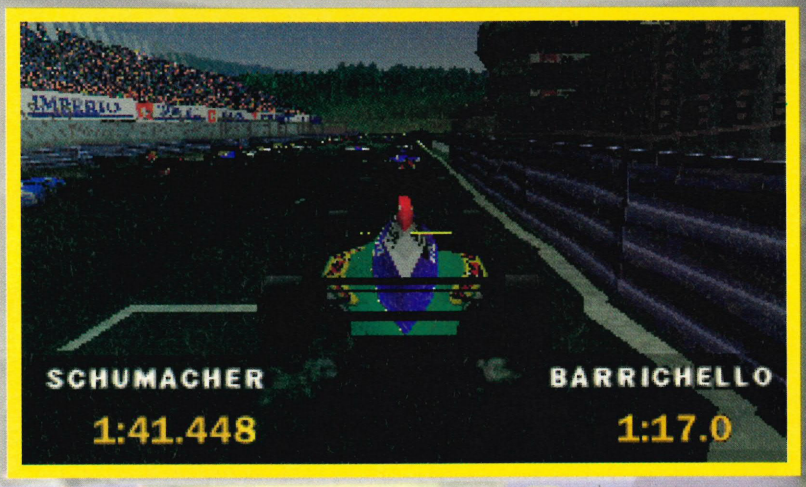
This translates to the following factors having the following options: Damage – off, repairable, full; Pit Stops: off, pre-set,



used to pinpoint the location of major landmarks on each circuit. The detail to each venue is so precise that the correct advertising hoardings are in the exact same place as they are in real life although, because of British advertising law, no hoardings carrying Cigarette brands could be included in the game.







user-defined (including strategy); Racing Line – off, drawn onto circuit to assist driver; Head Roll – off, reduced, full; Weather: off, random, statistically correct. Others, such as corner markers, tyre wear and the set up of the car may or may not be selectable depending on playtesting trials and... err... time.

In the version of the game I played, the tracks were only 85% complete, the cars were made up of 90 polygons rather than the final planned 420, some of the background detail on the circuits was missing, the brake dynamics hadn't been perfected and the corner markers were missing along with a few backgrounds. There was even a bit of scenery pop up. Yet, despite all this, it is still the most enjoyable racer I've witnessed on the PlayStation.

Now, I know what you lot go through, having to wait months for something you want now. All I can say is roll on July!



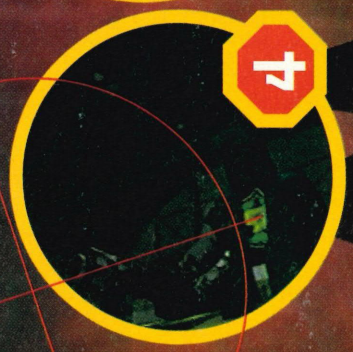


tyre and refuelling stops, as well as plenty of configurable options – pits, gears, tyres, steering, braking, collision damage, qualifying, race length and weather effects.

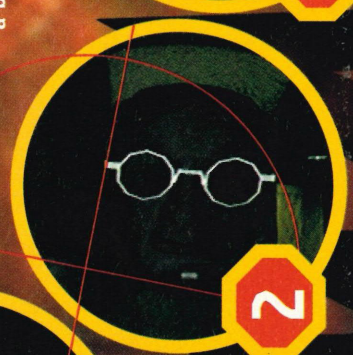
- Practice, single race or championship modes.
- Commentary for the UK version is being provided by the voice of UK F1 master Murray Walker.
- They are also looking to include a full German commentary by Jochen Maas, as well as further French, Spanish and Italian voice-overs.
- Apparently, Murray has recorded over 20 pages of script, covering every happening in a variety of ways (NB: The total time of the voice-over snippets combined is over one hour of continual speech).
- This will be linked together to avoid repetition and annoyance that is evident in many recent games using famous commentators (e.g. "My goodness!", "It's Damon Hill!", "He's out of the race"... or "Alesi!", "He's taken the lead", etc.
- Music tracks from US guitar heroes Joe Satriani and Steve Vai plus 12 in-game CD rock tracks produced by Psygnosis' Mike Clarke.
- Sound effects recorded physically strapped to a test-driver's body during racing. Plus external sounds from trackside and pit lanes.
- Dynamic calculated Doppler effects for TV cameras, overtaking, in-car effects, etc. to give a very realistic feel to the game.
- Camera views including overhead, above and behind the car (distance), above and behind (close), in-cockpit and a nose-cam, which reproduces what it is like to race 6" off the ground.
- The whole race will be recorded for replay – up to the 70 or so laps in the full simulation – and can be viewed from any camera, any car and also the actual TV positions used by the BBC and Eurosport.
- A two-player link option as a minimum. The team is currently experimenting with a split-screen mode.
- Supports memory cards, the NeGcon pad and the new Mad Catz steering wheel and pedal combination.







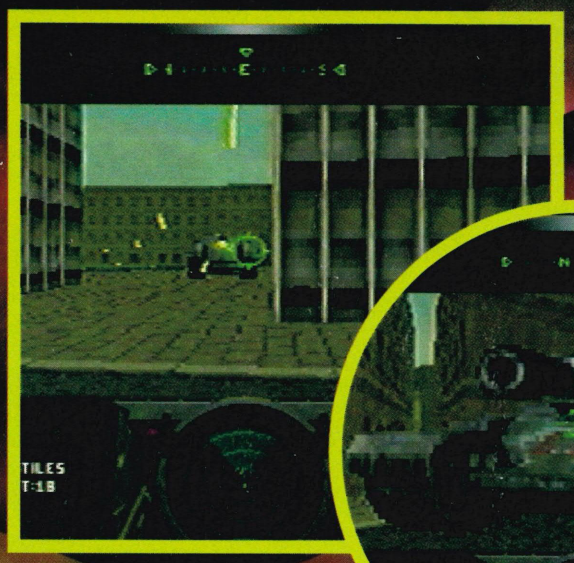






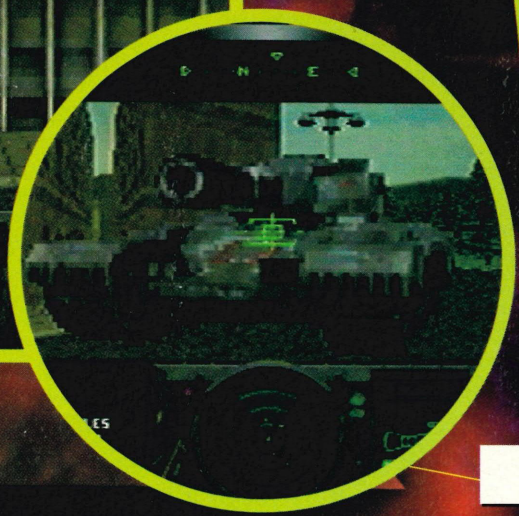
Meet Da Wardenz

The game starts off in the lair of the Wardenz, known as the Pen. This is shown in all its glory, courtesy of a very smart looking intro sequence. You can also talk to any of Da Wardenz around the base, and they'll tell you what they do and what is expected of you. There's also a tank simulator, a basketball court and a ghetto blaster that alters the in-game music.



◀ Peer cautiously round the side of buildings so you don't get hit!

▼ Extreme close up of an enemy tank...



shel

Core Design are back in military mode again, but this time they're attacking in tanks. Steve Hardy pops on the uniform and gets ready to move with the home boys!

"Jus' Keepin' Da Peace", so goes the 'trendy' saying from *Shellshock*, Core Design's latest action shoot-'em-up. Games where the main vehicle is a heavily armoured battle tank are few and far between, unless you count the recent *Assault Rigs*, so being a bit of an army lad myself I just couldn't wait to give these mean machines a spin.

heavy weaponry tactics keep the peace

The game is based in 1997, apparently, and war is still raging around the planet. It's up to a brave group called Da Wardenz (more trendy speak) to try and put a stop to all this chaos, with a little help from their armoured combat vehicles. These five guys are all devoted to the cause of peace, and they will have to complete 25 missions in order to secure the peace they desire. Forget those endless peace talks – these guys use heavy weaponry tactics to keep the peace. Doesn't really make sense does it? If you haven't already guessed, *Shellshock* is basically a tank battle game that takes place in a full moving, three dimensional environment. The game itself is set in 1997, and civil wars are still raging all over the world. To help combat the overpowering forces, Da





1shock

Wardenz go out in a heavily armoured battle tank (they also have a tank busting warplane) and battle it out with the enemies' heaviest weaponry over a variety of war zones.

A wealth of options are available to the player, but these aren't just represented by a straightforward list – the entire base of Da Wardenz has various rooms to visit and people to see to find and select your options. Finally, when you feel comfortable with the controls of the tank, you will have to go into the briefing room and find out what lies in store for you. The big boss, known only as 'The Man' explains the details of each mission, and from there on in you are thrown into a battle ravaged war zone!

The main action is seen from the usual first person perspective, it's a pity that a main view of your tank hasn't been included. Still, the scenery and background visuals scroll along nicely, and the details on the enemy tanks as they close in for the kill are suitably impressive. The whole game is really like a cat and mouse chase, particularly in the city stages when one rogue enemy tank is lurking around every corner. Unfortunately, the buildings and other background obstacles look very plain. Surely it wouldn't have hurt to put in a bit more detail? This would have further increased the realistic feel of the game. The tank itself moves quite realistically – the turret can be turned to face a target whilst the tank itself is moving in another direction, which is a clever little addition.

It's great fun for the first hour or so, but just shooting tanks and blowing up the odd building begins to wane after a while. Had there been more traps to avoid, and the odd end of level boss to throw in that little bit of extra challenge, this would have fared much better. The whole up-beat feel of the game will no doubt appeal to many people, but underneath all the street talk and rendered images lies a fairly standard blast.

If war games are your thing, then *Shellshock* will be right up your street. After all, it is quite a lot of fun to play, and there are no complaints in the sound or gameplay departments – if only there had been a bit more to do!

PLAY information

- **Publisher:** Core Design
- **Phone for info:** 01332 297797
- **Expected price:** £44.99
- **Expected when:** March



PLAY recommended

Looks:
Sounds:
Responsiveness:
Value:

Played 85%

Top tank busting action!

PLAY information

- **Publisher:** Electronic Arts
- **Phone for info:** 01753 54944
- **Expected price:** £39.99
- **Expected when:** Out now





Psychic De

PLAY's resident psychic and all round strange bloke, Steve Hardy, decided to take a look at a game that's actually on his wavelength.

Interactive movie games are on the increase for Sony's machine. However, *Psychic Detective* takes a slightly unusual approach. It seems that the good old videogame is dead, and now more and more games are featuring an entire cast of actors.

The character you control in this game, the aforementioned Psychic Detective, is named Eric Fox, a bit of waster who possesses the startling ability to see into other people's minds. He has been employed by a strange woman to discover the mystery behind the death of her father.

It's gonna be a big mystery to solve. Heck, there are three CDs for this thing! Clues to the mystery are everywhere, and by touching certain objects Eric can reveal their history. All this is viewed from a first person perspective as Eric chats to all the other characters (particularly the gorgeous women). A word of warning though – parents, don't buy this for your kids! It contains sex, violence and swearing, so only play it when they're safely tucked up in bed.

As an interactive comedy thriller, *Psychic Detective* works reasonably well. The huge mystery starts with Eric meeting the beautiful young woman named Laina. She introduces you to the other members of her family. Once another character appears on screen, an icon with their face on appears on the border. Click on this icon, and Eric will be able to delve into that person's mind. This comes in handy for getting to know who is suspicious and who is innocent. As you can guess, the game is packed full of characters, so the mystery will take a heck of a long time to finish.

Eric is able to receive weird psychic flashbacks, which usually feature either scenes of murder, sex or just suspicious goings on. He can influence the behaviour of other characters (annoy them, seduce them, etc.). As well as people, the smallest of items can give vital clues, even a







▲ Ooo-err! Weird flashback moments like these are common in *Psychic Detective*!

◀ "Fancy a quick coffee?" Eric gets romantic with a lovely lass.

World Of The Strange

The main character, Eric Fox, suffers from extremely weird psychic flashes, which depict certain scenes. These are often vital clues to solving the mystery, even if they do look weird. Some bits are a bit pervy – keep this away from your mum!



◀ Eric must play this mysterious board game if he is to progress any further. Spooky!

Detective

stubbed out cigarette. It all depends on how carefully you watch the screen border. Special 'Psychic Collectors' must be picked up – these can magnify Eric's psychic powers. When one is activated, the screen goes into a swirl of colours, and presents the player with a variety of choices. As the game progresses, Eric gets to play the Black Diamond game. This is a psychic battle which takes place on a board, but it's a bit strange.

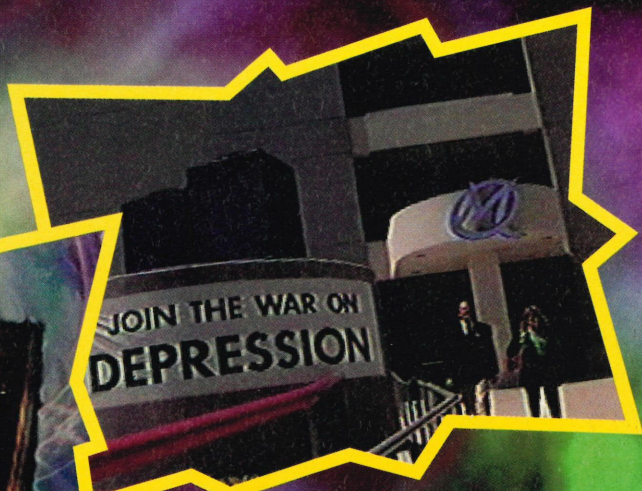
In fact, the whole game is a bit strange. There are too many instances when a load of icons pop up on screen, leaving the player with too many choices. There are so many people to talk to and so many routes to take, and this can easily cause confusion. Still, those who like a good, serious challenge will lap this up.

a good, serious challenge

The plot is a long one, but the introduction of more and more characters kept my interest. This certainly makes a refreshing change from your average videogame, but is this really what we want see more of in the future? I for one hope not. Most of the time it feels like you are just watching a film, with very little to do until you are otherwise instructed. Interactive this may be, but it also gets very tedious. Despite the over long challenge (and some corny acting) this still comes recommended.

Older gamers, the game comes with an 18 certificate, with a lot of patience will most definitely enjoy this, but at times it just becomes a bit awkward and irritating. The game just needs a little something else. A bit more gameplay perhaps?





▲ A strange sign adorns the outside of this huge building. You need to go in and meet a seductive lady on the top floor...







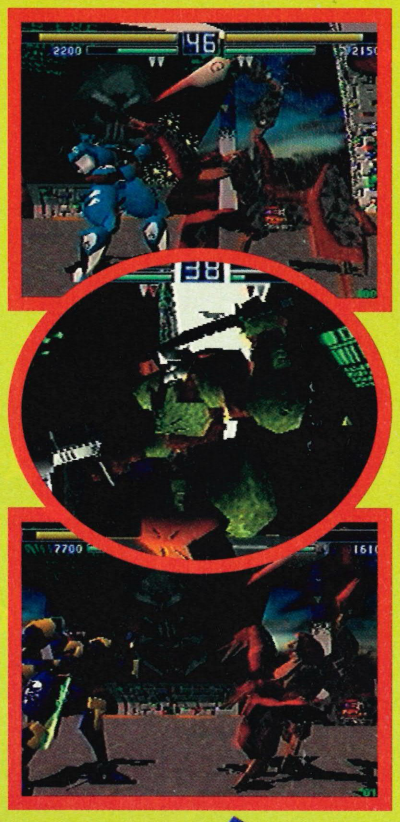
PLAY verdict

Looks:	
Sounds:	
Strangeness:	
Value:	

Played 75%

Move over Mystic Meg!

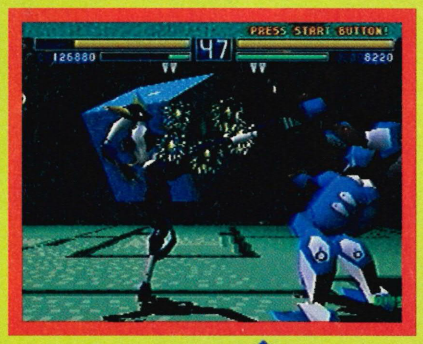
Zero Divide



PLAY information

- **Publisher:** Ocean
- **Customer support:** 0161 832 6633
- **Expected price:** £39.99
- **Expected when:** Out now

In Issue one we reviewed this game on import – six months on *Zero Divide* is now officially available in the UK. So, has it changed much? Basically, the game is on a level similar to *Rise Of The Robots*, featuring eight different warriors, most of them robots, each with their own moves and weapons.



In a style similar to *Battle Arena Toshinden*, each robot battles it out in a large arena, which can be viewed from any angle. The backdrops look quite impressive and the fighters are bright and well detailed. However, the robots themselves are extremely sluggish and just don't respond to the controls properly, which spoilt my enjoyment of the game after just a few minutes.

There also appears to be a real shortage of moves, which is so disappointing as this could have been so much better. The robots themselves look good and move well, but all are too slow and unresponsive. To make things worse, an extremely annoying DJ commentates over each fight *Ridge Racer* style.

Basically, this has nothing we haven't seen before, and doesn't warrant buying especially as there are so many more satisfying beat-'em-ups out there.

Played 64%
A bit sluggish and unresponsive.

X-COM: Enemy Unknown



PLAY information

- **Publisher:** Microprose
- **Phone for info:** 01454 893893
- **Expected price:** £44.99
- **Expected when:** Out now

This game is set in the year 1999, and it seems that alien beings just can't leave the planet alone anymore. Innocent people have been abducted and subjected to some of the most horrific experiments. To combat this, the X-COM (Extraterrestrial Combat Units) have been formed. After selecting a site for your new base, the player can go on to scan for any incoming UFOs. Once they have been intercepted, a form of air-to-air combat takes place. If it is shot down, you can send out troops to search the crash site.

For the action scenes, the viewpoint switches to a view similar to that of *Syndicate Wars*. Your eight man squad have a mission to either stun or destroy the aliens roaming around the many stages. A catalogue of options are at the players disposal, and you must look after your men as well as possible. Overall, *X-COM* is a very involving game that has originality in its favour. Some may be put off by the wealth of options (and the 100 page instruction booklet!) but it's guaranteed to last aeons. The music gives the whole game a suitably creepy atmosphere and players are presented with more than enough challenge for their money. Ever dreamed of saving the planet? Go get this, you won't be disappointed. Be warned though – the game takes very long to get into.

Played 82%
Very involving, but quite complicated

SCOTLAND

89 Holburn Street,
Aberdeen,
AB1 6BQ

SOLID GOLD GAMES CENTRE
COMPUTER ENTERTAINMENT

Tel/Fax
(01224) 212721

Official Stockist of the U.K.
Sony PlayStation
&
Sega Saturn

Trade-in an old PlayStation game and get £20 off any new title.

Exchange your old PlayStation game for one of a selection of titles for only £8 inc. P+P.

We also pay £20 cash for any used PlayStation game.

For an up to date list of available titles E-mail us on 'solid@wintermute.co.uk'

LEEDS

Visions

Part Exchange Specialists
U.K. and Import always available.
Large selection of new releases and used games.

PlayStation and Saturn game rental only £1.00 per day.
Saturn converters £25.

Call, fax or write for details.

7 days
Till 9.30 pm

Visions,
728 King Lane,
Leeds,
LS17 7BA.

TEL/FAX
0113 261 3424

AFTER HOURS
0374 651 703

NORFOLK

AVG Systems

3 Tower Place, Kings Lynn, Norfolk, PE30 5DF.
Tel/Fax (01553) 692415

Sony PlayStation Console, All Software & Peripherals At Lowest Price, Guaranteed.

Also Saturn/SNES/Megadrive Stocks, New Or S/Hand,

Trade-ins, Next-day Delivery Or Call In.

Ask For Mike Or Emma.

LINCOLN

FANTASIA CONSOLES
OFFICIAL PLAYSTATION CENTRE



All new & used games in stock
01522 514553
440 High St, Lincoln, LN5 8HZ

LANCS

Stewart Electronics
Computers - Consoles - Software - Accessories
Tel / Fax: 0161 339 0504
85 Penny Meadow, Ashton-U-Lyne, Lancs. OL6 6EL

Official PlayStation Centre

UK PlayStation £286
Credit terms available - ask for written details.

All new games at discount prices.
Phone for latest releases or send S.A.E. for price list.
Part exchange welcome.

Second-hand games £15 - £25
Fast mail order or call in shop.

Credit Charge

Also Saturn, 3DO, Jaguar, Amiga, Software & Hardware

LONDON

Arcade Machines

Have the real thing in your home, limited stock, Jamma arcade machines for sale at £150.00, first come first serve, you can't beat the real thing!

0171 738 9991

DORSET

VIDEO GAME CENTRE

We have a huge range of new & used consoles, games, & accessories including new & rare imports from Japan and USA.

Megadrive, Mega CD, Sega Saturn, Sony PlayStation, Super Famicom, Nes, Gameboy, Jaguar, Lynx, 3DO, PC Engine, Turbografx, Neo-Geo.

888 Wimborne Road, Bournemouth. BH9 2DR

Tel/Fax: 01202 527314

WALSALL

COMPUTA BITZ
341A WALSALL ROAD, GREAT WYRLEY, WALSALL, WS6 6DP
TEL FAX 01922 410327

EXTENSIVE RANGE OF GAMES ON ALL FORMATS.
NEW RELEASES ALWAYS IN STOCK.
PART EXCHANGE AVAILABLE ON MOST FORMATS.

ACTUA SOCCER AVAILABLE NOW £37.99

CALL US FOR A BETTER BUY

ESSEX

FREE

Sony Playstation Games

Out Soon Tekken 2 & Toshinden 2
Part X & Swaps Taken

Best Prices Start at Only £29.99

For ALL the latest Games out on the Market, used Games, Best Service and Best Prices in Essex.

Tele: 0370 454254 Office: 01702 333974

Ring to enquire about our free games offer! !

Please make cheques and postal orders made payable to Mr S G Critchley

ESSEX

CONSOLE CONNECTIONS
Sony PlayStation Centre

Exchange *Service*

Part exchange your used games towards other new or used titles.

Examples:

Game Wanted	*Trade In*	*You Pay*
Actua Soccer (New)	Dest. Derby	£19.99
Wipeout (Used)	Dest. Derby	£9.99

How to *Order*

Just simply call to arrange a part exchange and we will reserve the chosen title for you.

Tel: (01872) 261065

19 Kenwyn St, Truro, TR1 3BU; (Mail Order).
Old Bake House Lane, Chapel St, Penzance; (Shop Only).

SCOTLAND

PLAYSTATION GAMES
NEW & SECOND-HAND

ALL THE LATEST TITLES ALWAYS IN STOCK

MAIL ORDER OR COME INTO OUR SHOP

C.A. GAMES

DE COURCY'S ARCADE, CRESSWELL LANE
HILLHEAD, GLASGOW

TEL 0141 334 3901

PLAY

If you want real results from your advertising call Keith on

01202 200230

or email paragon@paragon.co.uk

BRISTOL

DOLBY DISKS
Leveret House, West End, Nailsea, Bristol BS19 2DD
Tel: 01275 853810 Fax: 01275 854016

PLAYSTATION PRICE BUSTERS

Actua Soccer	£36.00
Total NBA '96	£36.50
Shockwave Assault	£36.00
Defcon 5	£36.50
Krazy Ivan	£35.00
Need For Speed	£38.00
True Pinball	£36.50
Magic Carpet	£39.50
Worms	£35.50
NFL Q'back Club	PLEASE RING

OTHERS AVAILABLE

POSTAGE AND PACKING IS FREE
PRICES CORRECT AT TIME OF GOING TO PRESS

Station Master

Come on then, if you think you're hard enough! Well you obviously aren't hard at all, because you need some help from Station Master! There's a veritable plethora of tips, cheats and passwords for you this month, including a bit of an apology and a few corrections for the *Doom* codes in last issue. They're all here this time, and we've taken screenshots of the levels to prove that they work too! If you've got any tips for PlayStation games you'd like to share with your fellow PLAY readers then send them in to: Station Master, PLAY, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Many thanks to you.

TIPS & CHEATS • TIPS & CHEATS • TIPS & CHEATS • TIPS & CHEATS • TIPS & CHEATS

Doom Corrections

Sorry to everyone who had problems with the *Doom* codes in the Wall of Game last issue. They did work, but some of them turned out to be for the American version of the game, not the UK one. So stop your phone calls (you're driving us insane) and use these codes for the bonus stages instead...

1. 55 - CKHDP33X35
2. 56 - 0J1W3PRCPM
3. 57 - WVX07TT0TR
4. 58 - XDV29SRKRT
5. 59 - 644YL1Q9GJ



Warhawk

Codes

This game may be nothing much in the looks department but many of you seem to like it, and have been asking for tips and cheats. Here are a few level codes and cheats to try out. The codes should work on all versions of the game.

Complete code list

□ □ Space ○ □ ✕ □ △	Preview Epilog Text
□ Space ○ □ △ ✕ ✕ □	Check Special Upgrades Text
○ ○ ○ Space ✕ △ ✕ ✕	Warhawk A-La Mode (Infinite Weapons, Invincible)
△ △ ○ △ □ △ △ ✕	Infinate Weapons (Non-Invincible)
□ ○ □ □ △ ✕ △ △	Thor Mode (9999 Flash-Bombs Ultra Guns)
✕ ○ ○ □ ✕ △ ○ △	Kali Mode (Super Swarmers, Ultra-Lockons)
△ ✕ Space ○ ○ ✕ △ □	Preview Movies
△ ✕ △ □ □ □ ✕ △	Face to Face with Kreel
△ ✕ □ △ ○ □ ✕ ✕	Kreel's Door is Open
△ ✕ □ ○ △ ✕ △ □	Above 3rd Force Field
△ ✕ △ △ △ ✕ ○ △	Above 2nd Force Field
△ ✕ ✕ □ ○ □ ○ ✕	Above 1st Force Field
△ ✕ △ □ ○ ✕ ○ 0	Stormland
△ ○ ○ △ △ ✕ □ △	In with the Gatekeeper
△ ○ ○ □ △ ○ ○ ✕	West Gauntlet Boss
△ ○ ✕ △ ○ ✕ △ □	East Gauntlet Boss
△ ○ △ ○ △ ✕ □ □	Gauntlet Level
□ □ ✕ ○ △ ○ □ △	Volcano Boss is Active
□ △ ✕ ✕ ✕ △ ○ □	Volcano Level
✕ □ △ ○ ✕ △ □ □	Airship Rear Hanger Open
✕ ○ △ △ ○ ○ ○ ✕	Post Transformation Airship
✕ △ ✕ □ □ △ □ △	Airship Level
○ ○ ○ □ △ △ □ △	Approaching Uma
○ □ △ □ △ △ △ □	In Canyon with Crystal
○ △ ✕ □ ○ ○ △ △	In Canyon with Belle
○ □ ○ □ ✕ ○ ○ △	In Canyon with Amber
○ △ △ ✕ ○ ○ □ 0	Canyon Level
△ ○ ✕ △ ○ ○ ✕ □	Desert All But Done
△ □ ✕ △ ○ □ ○ ✕	Pyramid Has Risen
△ □ ✕ △ ✕ ✕ □ □	Desert Level

Total Eclipse Turbo

Passcodes

For a bit of a helping hand in this 3DO port-over try out these level passcodes for size.

1. Magma Prime - ✕, ○, △, □, ✕, ✕, ✕, □
2. Solarius Centuria – △, △, ○, ✕, △, △, ✕, □
3. Polaris 5 – ○, ○, ○, △, ✕, △, □, □







Assault Rigs

Tips and cheats

Want a few handy cheats to help yourself along in this tank busting extravaganza? Your wish is my command!

- Push blocks to protect your tank from being attacked. They can also be used to fill up gaps, allowing your tank to access new areas.
- Wherever possible, try to avoid shooting mines – if a string of mines is hit, they will all blow up in a chain reaction. Avoid!
- Floating blocks require extreme caution when travelling on them – drive onto the centre, apply the brake, and be prepared to release it when the block comes to the end of its journey
- Missile firing Rig: This one is dangerous – get in close (approach from the rear). If it fires any missiles, destroy them with the mini-gun.
- Contact Rig: This armoured rig is impervious to attack from the front. Circle round it and attack from behind.
- Standard Rig: These are easy to destroy in the early levels, but become tougher by the later stages

Access all weapons

Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.

If done correctly this should display the message "Max weapons added... Oh yes"

Invulnerability

Press Left, Fire, Left, Fire, Left, Left, Fire, Right, Fire, Right, Fire, Fire.

This should display the message "Invincible! Yes indeedy"

Level codes

1. Welcome	○ ○ ○ ○ ○ ○	22. Park A Lot	□ □ △ ○ □ △
2. Next Gen	□ ✕ □ ✕ △ □	23. ZamCam	○ ✕ ✕ ✕ ✕ △
3. This Way	△ □ □ ○ ○ △	24. Shootme	△ □ □ △ △ △
4. JoyJoy	△ □ △ △ ○ △	25. Wild	△ ○ △ △ ○ □
5. Noddy	□ △ △ △ ✕ △	26. Oil Rig	□ ○ ○ ✕ □ ✕
6. Wastelands	△ □ ○ ○ ✕ □	27. Rightway	✕ ○ □ △ △ □
7. Vertigo	✕ □ □ □ ○ △	28. Waste 2	□ ○ □ □ □ □
8. Gem Tower	△ □ ✕ □ △ △	29. Dodge	△ □ ○ ✕ ○ ○
9. Bridge	□ △ □ ✕ △ ✕	30. Air	□ ○ ✕ ○ ✕ □
10. Obliterate	△ △ ○ □ ✕ □	31. Jump	○ □ ✕ △ ○ △
11. Arena	△ △ ✕ △ ○ □	32. Room 101	△ □ ✕ ○ □ ✕
12. PBM	○ □ △ △ △ ○	33. Firepower	✕ ✕ △ ✕ ✕ ✕
13. Ramps	△ □ ○ ✕ △ □	34. Wave	✕ ○ □ ○ ○ □
14. Oasis	△ △ ✕ □ □ ✕	35. Push Off	○ △ ✕ △ ✕ △
15. Halls	○ ✕ △ △ △ △	36. Perimeter	✕ △ △ ✕ ✕ □
16. Coaster	○ □ ○ ○ ○ □	37. Spiral	✕ △ △ ✕ △ □
17. Mine	△ △ △ ○ △ □	38. Bounce	○ ✕ △ △ □ △
18. Look-Up	□ ○ □ ✕ □ △	39. The Castle	□ △ □ △ □ ✕
19. Deadline	✕ ✕ □ ✕ △ ○	40. Fortress	□ ✕ △ ✕ ✕ △
20. Fort	✕ □ ✕ △ △ □	41. Lifts Ahoy	△ ✕ △ ○ □ ✕
21. Stairway	△ □ △ □ △ △	42. Push Me	○ ✕ △ ○ △ □

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'.

TIPS & CHEATS • TIPS & CHEATS • TIPS & CHEATS • TIPS & CHEATS

Doom dunces

Dear Station Master,

I am an avid *Doom* fan and was buzzing too find in the March edition of your great mag, passwords for Bonus levels of *Doom*. However, I was completely pissed off to find that only two of the so called 'bonus' levels worked. Now this could be down to the fact that you maliciously made them up, or did you just misprint them? Hmmm...

I hope this letter is correct because myself and *Doom* fans alike would shudder to think that you made them up just to sell more copies of your mag (it was these passwords that prompted me to buy your mag). Whilst I think your mag is well worded and well put together, I think you should rethink the Station Master section as I also tried your Loaded cheat for an extra character, and guess what – it didn't work.

The following passwords are the ones which enraged me when the truth came to light and I realised I'd been ripped off, they are:

Level 13: Command Centre 350% health (Ha! Ha! Ha!)
Level 15: Spawning Vats, 300% health
Level 55: Fortress Of Misery, (invalid password)
Level 58: The Mansion, 250% health (invalid!)
Level 59: Club Doom (Shockingly, this doesn't work either)

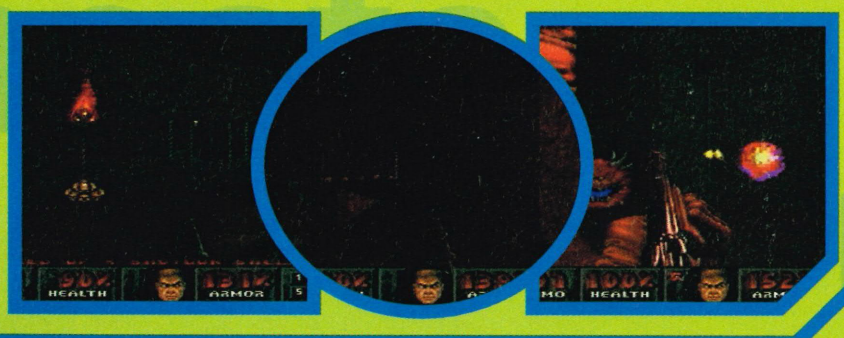
The password you gave for The Marshes DOES work, but the password offers 25% armour.

Could you please print this letter even if it is only to give me a public slagging off.

Shaun Riddel, Wolverhampton

*Right. I know that some of the codes we printed for Doom last issue were wrong. But please, please stop phoning and writing in now. I'm spending most of my day just on the phone giving out these flamin' level codes. I've already printed them in the playing tips this issue, but once again for your benefit Shaun here are the correct codes: 55 - **CKHDP33X35**; 56 - **OJ1W3PRCPM**; 57 - **WVXo7TTOTR**; 58 - **XDV29SRKRT**; 59 - **644YL1Q9GJ**. Now I don't want to hear any more about this – right!*

We do try to test as many cheats and passwords as we can, but unfortunately old Steveo didn't get as far as the bonus stages in his testing. It turns out that some of the codes that we printed were for the American version of the game – doh!





Making the conversion

Dear Station Master,

I am writing to you hoping that you will be able to give me some information on a query I have.

In issue five of PLAY you told David Smith of Aberystwyth about a little adaption that could be done to a PlayStation, in order to play Japanese or American import games on a UK PAL PlayStation. I am also interested in playing import games but do not wish to invalidate my warranty. However, recently I called Datel Direct on the 15th of February, and they told me that they were making a converter which would allow you to do this. What I would like to know is whether or not this is true, and if it is when will it be on sale?

I hope that you will be able to help me – thank you for taking time to read this.

Jamie Camp, Wickford

I gave Datel a call for you Jamie and they've confirmed for me that they are working on a Universal Adapter style cartridge for the PlayStation. They've been working on it for some time in fact, but the project has been giving them a bit of trouble. If all goes well it should be a cartridge that plugs into the expansion port on the back of your PlayStation and will allow all software from around the world to work on a UK PAL machine. They've got no firm release date for this yet, as they can't tell how well their development of the product will go, but we'll keep you all posted.

They've already got an Action Replay device out in the shops which allows you to input cheats into your PlayStation games. Look out for this as it's a very handy device if you're rubbish at videogames!

PLAY

SAVE UPTO 25% OFF THE PRICE OF YOUR FAVOURITE PUBLICATION WITH A YEAR'S SUBSCRIPTION TO PLAY MAGAZINE. WE'LL EVEN DELIVER YOUR COPY DIRECTLY TO YOUR HOME EVERY MONTH!

Prepare your waistline because Easter is here. A time of chocolate bunnies, chocolate eggs, chocolate heaven! Oh, and a time of great PlayStation games too, if you subscribe to PLAY!

subscriptions

If you can catch your breath between stuffing Easter eggs down your neck then get out a pen and fill in this subscription form to your favourite PlayStation read. You can have a PLAY subscription for yourself, or get one as a present for a friend. In fact, forget the chocolate, why not get a mate a subscription as an Easter present and save all those dentists bills!

Annual subscription to PLAY (12 issues)
Save almost 25% on UK newsstand price.

12 Month Option Only	UK	Europe	Rest of World
Mag Only	£27.00	£45.00	£63.00
Mag + Control Station Pad	£39.99	£57.99	£75.99
Mag + Station Master Pad	£45.99	£63.99	£81.99
Mag + PS ProPad	£49.99	£67.99	£85.99
Mag + PS Arcade	£69.99	£87.99	£99.99

Inclusive of postage and packing.

Please return the coupon, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address:-

PLAY Subscriptions, Paragon Publishing Ltd, Freepost BH1255, Bournemouth BH1 2TA.

It won't cost you a penny if posted in the UK. Alternatively, call our credit card hotline on 01202 200200 or fax us with your details on 01202 299955

Your Details:

I would like my subscription to start from Issue No.....

If you are taking out a subscription to PLAY for yourself or as a gift for someone else, please fill the details right:

PLAY

Name.....

Signature .....

Address.....

.....

Postcode .....

Phone Number.....

Method of payment

☐ Cheque/Postal Order
(please make payable to Paragon Publishing Ltd)
☐ Credit Card

Expiry Date ☐☐☐☐ Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

If the subscription is a gift, please fill in the details of who you wish to receive the magazine:

Name .....

Address.....

.....

Postcode .....

Phone Number.....

How the Worms turned!





One of the most frustrating, but playable, games over the past few months was this little number from Ocean and Team 17. *Worms* took the best elements of Psygnosis' *Lemmings* and the age old tank battle games and combined the two to create a unique game with a high addiction factor. Creator Andy Davidson lives, breathes and yes... eats worms, so we asked him to write this guide for us!

1,2,3,4?

Choosing good names for your worms is VERY important. A good worm name will strike fear into enemy worms – Joanna Lumley being a good example. Some people, however, get scared when asked to name their worms, and resort to the EVIL 1, 2, 3, 4 team. These people should be shouted at very loudly.

A bad worm name, though, can make life very difficult for your team – like the person who decided to have Danny Baker on his team. Danny was far too tempting a target for everyone else, resulting in a HUNT THE PLONKER game until he was dead – nobody has Danny Baker on their team anymore!

You're not my father

The dark side of *Worms* playing, used by only a few, can be very annoying to those who play a very violent game. Someone you know may have dark-side tendencies – these are the tell-tale signs...

1. **Excessive use of the blow torch.**
2. **Teleporting worms into remote places like Croydon.**
3. **Slapping girders down everywhere.**
4. **Naming worms after US Presidents or letters of the alphabet.**

If this type of play makes you physically sick, you can either change the Weapon Options, to limit the use of the blow-torch and girders, or you can use the preferred method – PERSECUTE THEM!

This involves everyone else declaring a truce until the Dark Side worms have been removed. Once this has been achieved, the game carries on as normal.

The Force

This is something Dark Side players just cannot do, using the Force involves hitting an enemy worm who is at least a screen away, without scrolling the screen to see where he is. Once you can do this, you have reached a higher level of *Worms* playing.

60 Seconds? Change it!

Once you've got the hang of *Worms*, change the move time to 30 seconds, and the round time to 15 minutes.



So much choice...



BAZOOKA

This is the Swiss Army Knife of weapons, having many different uses. What separates the good from the bad, however, is being able to use the wind. When there is a strong wind, firing straight up and letting the wind take it is known as an Over Shoulder-Boulder. Hitting a worm with one of these is well worth activating smug-mode for.

Other good uses for the bazooka are dislodging mines and close-up over-the-top assassinations.



HOMING MISSILE

If you've got a lot of will power, it is best to save these for sudden death, but for most people, if you've got 'em, you use 'em! The best times to use homing missiles are when lots of worms are on the edge of a cliff, or a load of worms are standing near a bunch of mines. If you're feeling confident, use the Wheel Of Fortune shot. Target the homing missile in the open air, and let fate decide.



GRENADE

Grenades are better for long-range shots, as they are not affected by the wind. Once you've got the power right, you can keep doing roughly the same shot. As cluster bombs and banana bombs are thrown in the same way, use grenades to gauge the power/angle required, then lob one of the better weapons.



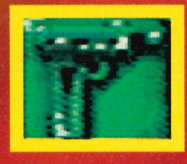
BANANA BOMBS

Or the 'How to win a game with only one worm left' weapon. The Soft Fruit of Doom is the most powerful weapon in the game, and if you do get one, wasting it can be very embarrassing. To avoid this, use grenades to judge the range of the shot before unleashing the bananas. Air bursts are also very effective – use a one or two second fuse and lob it full power across the screen.



SHOTGUN

Best used for finishing off crippled worms, especially when you have a whole family of them to shoot. More cunning uses of the shotgun are blasting holes in the scenery so that your worm can walk through and kill an unsuspecting member of the royal family. Smug shots with the shotgun are long-range sniper shots, hitting worms over a screen-length away. Other good uses are dislodging mines, and shooting bridge out from under other worms.



UZI

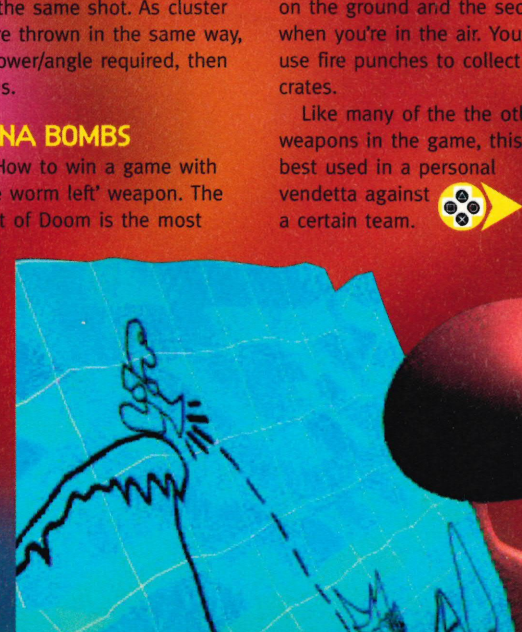
Save it for those special occasions – a close-up assassination of a particularly disliked worm. The Uzi is most effective when the victim is pinned against a wall – laugh as they're spun around helplessly.

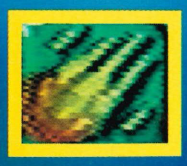


FIRE PUNCH

The most common use for this is for walking up to an enemy worm, and twatting it into the water. Variations on this are twatting them into a load of mines, or off the side of the screen. Cunning uses are using it to cut through the land and hitting the worms on top. Double fire punches are possible by hitting one worm on the ground and the second worm when you're in the air. You can also use fire punches to collect weapon crates.

Like many of the the other weapons in the game, this is best used in a personal vendetta against a certain team.





DRAGONBALL

Use it when a fire punch wouldn't send the worm far enough across the screen, or when you don't want to move your worm next to the enemy. A very cunning use of the dragonball is to knock a mine with one. This is very useful on bridges.





DYNAMITE

As well as using it to make a mess of a load of worms, you can also use it to propel worms up and over things by dropping it on their nose or the back of their heads. It can also be dropped on worms from a great height. It's also worth remembering that the dynamite doesn't have to be dropped on a worm to kill it – if it is already crippled, you can drop it some distance above the worm, and still kill it. This is useful in Sudden Death, when playing against the Dark Side as you can drop the dynamite in the tunnels where their worm is.



MINES

Although intended for protecting your tunnels, most people use this as a less-powerful, fluffier dynamite. Careful positioning of the mine can result in exploding hats, scarves and turtles!





SHEEP

Sheep like running and jumping – remember that. You can help a sheep do this by building sheep ramps out of girders. A well-built sheep ramp resembles one of those charity donation things, which you drop a penny in and watch it roll to the bottom. Sheep are also a useful weapon against the Dark Side, being able to infiltrate their tunnel networks with ease. One other feature of sheep is that they have extremely large pockets, and they can pick up weapon crates on their travels.



AIR STRIKE

Punish enemy worms by burning them with an air strike. This is the Dark Side's favourite weapon, as they can be underground in a tunnel and still use it. Very effective on bridges, but more useful if you save it for the end of the round.



TELEPORT

Good players use it to move their worms to high ground, and better attacking positions. Members of the Dark Side use it to stuff their worms up small crevasses where they can't be hit – call them a Crevice Girl if they do. Annoying players quote lines from Star Trek.



BLOW TORCH

The tool of the Dark Side! Over-use is dangerous, but a cunning use is to blow torch through a tree, hitting a worm on the other side and sending him to his doom. Can also be used to pick up weapon crates.



PNEUMATIC DRILL

This can leave your worm open to abuse from above, but it is useful for infiltrating enemy tunnels. The cleverest use of the drill though, is to drill through a bridge, and land of a worm's head, spinning him off into the water. Like the blow torch, you can also pick up weapon crates.





NINJA ROPE

Best left to experienced worms, such as Agent Copper. As an FBI agent, he was the first worm to fully exploit the ninja rope, swinging across huge valleys to drop dynamite amongst the Four Worms of the Apocalypse. Excessively violent, or stupid, worms like to throw themselves off the rope at high speed to dislodge other worms and send them into the water.

Skilful use of the rope can make moving around the landscape a lot easier. 'Martyn's Pull-In/Release Technique™' involves pulling the rope in as you

If all else fails...

Sometimes it is necessary to use 'dubious' tactics, usually to get rid of persistent Dark Side players.

1. Accidentally drop the joypad whilst passing it over to them.

2. Insult them constantly during the game. This works best if everyone joins in, even if they aren't playing, and will usually result in the Dark Side player storming out.

3. Point out that the three-eyed tree is looking more evil than usual. This will unnerve them, but check that you have a three-eyed tree before trying it.

release your worm. This will get your worm up and over things, and gets gasps of amazement from the watching crowd. A not-so-exciting, but much easier way, of using the Ninja Rope is just to extend it over long distances so that your worm just ends up sitting on the ground before releasing it. While swinging you can also pick up weapon crates.



BUNGEE

Best used to attack Crevice Girls. Girders can also be used first to make a landing platform. Like the ninja rope, you can pick up weapon crates whilst swinging.



GIRDERS

Another tool of the Dark Side. They use it to trap worms in tunnels or trap them against trees. Much more interesting uses of girders are building sheep ramps, placing them to swing from, stopping your worms falling off cliffs into the water, and building small houses. If someone is building a house, wait until they have nearly finished it, and then teleport your worm inside. Squatters can be very difficult to get out.

KAMIKAZE

Not just a weapon of last resort, kamikaze has had many devious uses. The most common is to strip a bridge of all it's worms. More cunning is to hit worms in their tunnels by judging the distance so your worm explodes right on them. If the worm punches and explodes at the same time, it can cause up to 80% damage, as well as sending the enemy worm into orbit. kamikazeing (?) through a hill to knock a worm off the other side is also rather good. Mines can also be used as air-brakes to stop your worm, so if you are really cunning, you can have all of the benefits of kamikaze, without the nasty side-effect of death. You can also pick up weapon crates whilst kamikazeing.



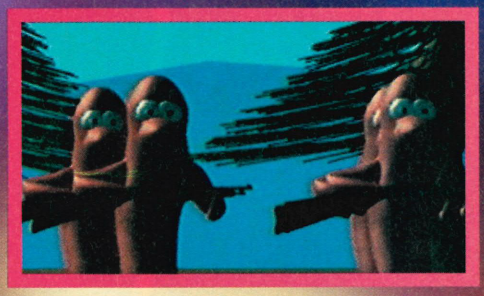


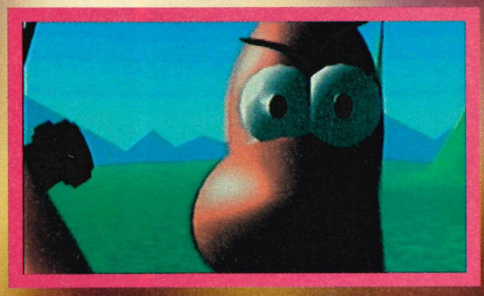
PROD

A Legend in it's own lifetime, the prod move is easily the most sarcastic way of killing an enemy worm. The more experienced the enemy worm, the better. Just walk up and give them a shove!

MINIGUN

Although better for assassinations – drive worms into the ground or spin them up into the air. The minigun is also useful in Sudden Death as if it is fired over a long distance you can take out a whole hillside.





SKIP GO

Another Dark Side favourite... Zzzzzzz.

SURRENDER

Just say no...



4. Throw various objects at them. This usually starts with pencils and stuff, but can end up with chairs and sharpened wooden giraffe if they don't give in easily.

5. Fake serious illness, such as a collapsed lung, if they start doing well.

6. Accidentally turn the machine off at the mains if they're about to win!

7. Throw everyone out of the house – although this can cause problems later if it isn't your house.

Team rankings

In the Arcade mode, the relative abilities of the teams were based on actual FIFA rankings. So to help you know your Ghana from your Bolivia, here's the full list:

1. Brazil
2. Spain
3. Sweden
4. Italy
5. Germany
6. Netherlands
7. Switzerland
8. Norway
9. Republic of Ireland
10. Argentina

Football crazy!

Putting the boot into Actua Soccer

Arguably the greatest soccer game on the PlayStation (so far), Gremlin's *Actua Soccer* is ripping up the turf with its cool 3D visuals and intense gameplay. There's a real art to becoming a first division player in these next generation soccer games, so here's a guide with a few hints and tips to push you in the right direction. Many thanks to Gremlin!

Gremlin Showbiz XI cheat

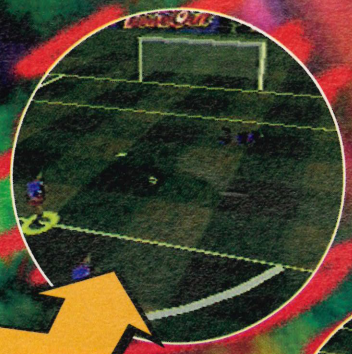
Hidden inside the game is a dream team called the Gremlin Showbiz XI. Up high in their ranks is the highly rated Bazza Davies, number 11. The commentator thinks he's wonderful! All you've got to do to perform this cheat is go to the title screen and press: R2, L2, Select, Up and Left all at the same time.



Controls

- **Up** Move forward
- **Down** Move back
- **Left** Move left
- **Right** Move right
- ■ Shoot
- ▲ Nearest man
- ● Speed boost
- ✕ Pass
- **L1** Rotate left
- **L2** Last camera
- **R1** Rotate right
- **R2** Next camera
- **Start** Pause



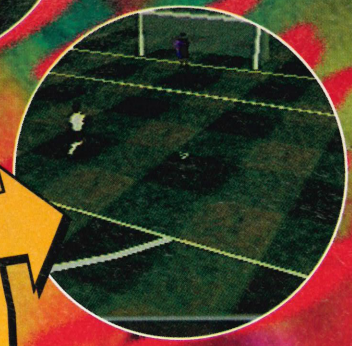


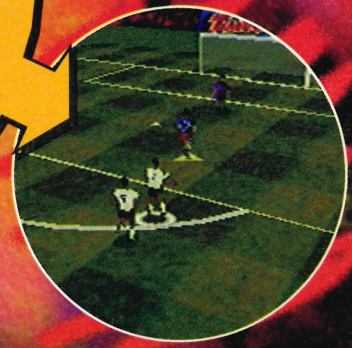
Defending

▶ It's always a good idea to keep the opposition's shooting opportunities to an absolute minimum. Undoubtedly the best course of action when coming under heavy attack is to live by the footballer's maxim – "If in doubt... boot it out."

▶ Beware of the ball rebounding from your keeper. Opposing teams will always maintain an attack until the ball is in the keeper's hands.

▶ A good tip is to always keep the offside option on. It may be a pain when going for those long-ball glory runs, but it also means your defenders will always stand a chance of a blocking a goal run.



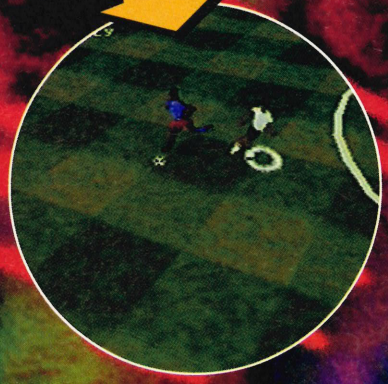


Passing

▶ Creating space is the key to successful passing. Don't be tempted to pass when a player is right on top of you. Either release the ball quickly, or twist and turn until you've broken free.

▶ Look for the players in space and aim for the gaps. Remember that you don't always have to be facing the player you want tom pass to. If your player has good vision, he will pass to the man in the best position.







22. Egypt



21. Zambia



20. Portugal



19. France



18. England



17. Columbia



16. Bulgaria



15. Mexico



14. Denmark



13. Russia



12. Nigeria



11. Romania

23. USA

24. Belgium

25. Ivory Coast

26. Ghana

27. Saudi Arabia

28. Greece

29. Poland

30. Tunisia

31. Cameroon

32. Scotland

33. Morocco

34. Czech Republic

Shooting

- Always try to shoot with the one touch feature. Don't give the goalie time to get into position.
- On the other hand though, one touch shots are very difficult to perform from short passes. Therefore, only attempt them when you have plenty of time to set it up.
- If you have enough space, attempt the super shot (with joypad centred).
- Always be ready to chase after rebounds from the keeper. The best time to score isn't when the goalie is still on the floor.
- Always apply loads of after touch on a shot. With the best keepers, after touch is the only way to score from long distance.
- When taking a penalty, select the "wire" camera. Aim your player at a corner of the goal and use the power shot. Then quickly pull back on the joypad to keep the ball low and hard.
- Above all... don't panic! The best players stay cool when the ball's in the area.

General Tips ▼ General Tips ▼ General Tips ▼ General Tips

Formation and tactics

- Plan each game like it is your last, getting to know both your squad inside and out and the strengths and weaknesses of the opposition. For example, if you're playing a weak team against Germany, play with a packed defence, stick to a long-ball game and use forwards with good controlling skills rather than those with good pace or flair.
- Every team is different, and indeed the way the computer selects a team to play may not necessarily be the style in which you adapt to – so don't be afraid to choose your own formation above the default setting.

Tackling

- When making a tackle try not to pull players out of position. By doing this, you may be leaving dangerous players unmarked.
- You don't want to lunge at every player feet first. Sliding tackles should be used only when you're sure of coming away with the ball, or as a last resort.
- By far the most effective approach to tackling is to run into the player (use the sprint button to gain extra ground) and shoulder him off the ball.
- Keep an eye on which referee is in charge of the game. One too many tackles with a strict ref and it's time for an early bath.

35. South Korea

36. Japan

37. Uruguay

38. Finland

39. Iceland

40. China

41. Wales

42. Israel

43. Slovakia

44. Bolivia

45. Northern Ireland

Alternatively, if you play the game in Simulation mode, each individual player will have his own ability levels. Therefore, each team will be as good as the squad members selected to play. In this mode the best teams tend to be Italy and Brazil.

Arena

I have never known a letters page in a magazine to be as popular as this! The amount of mail we get for Arena is astounding, and it's all down to you. Keep all these queries and questions rolling in. This month we've got letters on subjects as diversified as plugging speakers into your PlayStation for ultimate stereo effect and why you can't write your game data onto the CD, instead of having to pay out for expensive cartridges. As ever, the address is: Arena, PLAY, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or email: nickr@paragon.co.uk.

Nick Roberts Editor

CD saving

Dear PLAY,

Firstly I would like to thank all at PLAY magazine for that shiny new PlayStation on my living room floor. I now actually believe real people win these competitions and I'm sure we will have hours of fun. If the high quality games continue to be published it will definitely turn into years.

Secondly, let me congratulate you on an excellent magazine that is set out in a purely professional way – at last, all the information is at my fingertips. Well done all of you.

Thirdly, two comments aimed at Sony, as I can't understand why nobody has brought this up before. Why do you only get one joypad? What a rip off! I mean, most people spend £300 on a state-of-the-art machine, but if you want to play against somebody else, you have to spend a further £65, with £40 for an average game and £25 for an average joypad.

Also, with the complexity of most games and CD technology we have nowadays, I would have thought there would be enough room on CDs to store more memory, not on a £20 memory card. Let's be honest – a simple machine like a Super Nintendo playing Mario allows you to go back to any level without using an excessive add-on. Please explain.

Thanks again

Simon Nugent, Liverpool

PS If you think I am a cheapskate, I did actually buy a PlayStation three weeks before I actually won one.

PPS Any chance of a copy of *Defcon 5* (cheeky bugger, hey?).

Glad we've made yet another person happy, Simon. Why does the PlayStation only come with one joypad? Well, it's probably because joypads cost money, and when all the decent two-player games come along, people have to rush out and buy another one. It's all about making money really.

As for your comment about CD technology – you obviously don't understand CDs very well. They are a ROM storage device which means that you can read data from them, but you can't write any data to them, unless you have an expensive CD 'burning' device that allows the data to be put on in the first place. To release a console that could write to CDs would give it a multi-thousand pound price tag – you don't want that now, do you? So Sony came up with the dinky little memory card system which works really well – and fits into your pocket too. Just sell that other PlayStation you were on about and you can buy yourself a few!

Polygon problems

Dear PLAY,

I have a couple of queries that I hope you may be able to help me with:

On *Wipeout*, on the Arridos 4 course, white lines appear and then very quickly disappear. I would like to know if this happens on every copy of *Wipeout*?

Secondly, on *Ridge Racer* a series of blue and white lines quickly flash on the road, especially when going down the section with the beach on the left. When you race at night, black lines appear instead of blue ones – is this normal? Please put my mind at ease.

I would just like to compliment you on a superb magazine.

Gareth Pike

You'll be pleased to hear that there's nothing wrong with your PlayStation, or your games Gareth. This is a very common problem with 32-bit consoles at the moment, but I'm sure the software companies will iron it out as they become more accustomed to the PlayStation hardware.

What is happening is that the polygons that make up the road in these games aren't fitting together as well as they should. As you zip by in your car you are seeing a glimpse of the background through the road. That's why in Ridge Racer you see blue and white in the daytime and black at night. It's nothing at all to worry about – concentrate on bettering your lap times instead. But make sure you don't fall through the hole between the two polygons – that would be tragic!

Never say die!

Dear PLAY,

I bought a PlayStation last October and I think it's a really hot console, so could you please answer these questions?

1. When the Nintendo Ultra 64 is released in the UK, do you think the PlayStation will slowly start to die off?

2. I own *FIFA 96* and plan to buy *Actua Soccer* – what other football games are planned for the PlayStation?

3. Will any football management games ever be released for the PlayStation, like *Sensible World Of Soccer* or any of the mighty *Premier Manager* series?

4. The NES is an 8-bit machine, the Mega Drive and SNES are 16-bit machines and the PlayStation is 32-bit – so would it be possible to create a 128-bit machine? What would the games be like? Which company would be most likely to develop it?

Scott Young, Boston

1. PlayStation? Die off? Oh come on! The PlayStation was only released in September, and the games are getting better all the time! You do have a point though – the PlayStation will have

some serious competition when the Nintendo 64 is released, but that won't be until Christmas and we'll have a bulging software base by then.

2. There are currently two footie games in the pipeline for the PlayStation – the first one (which is looking pretty hot) is adidas Power Soccer and you can read our review of this great game in this very issue!

3. No football management sims are planned for the moment, but lots of people have been asking for them, so it's only a matter of time.

4. A 128-bit machine? Hmm... will things have gone too far by then? It would probably cost too much to produce with today's technology and prices. Good question though – wait a few years and it might even become reality!

Hello Dave?!

Dear PLAY,

I'd just like to say how great your mag is – thank you for advertising the best games company in the world, Gameplay. Now, a few questions that I hope you can answer:

1. I am trying to buy just the great games for my PlayStation, so I got *Tekken* and *Ridge Racer*. I am getting *Theme Park* for my birthday, so which game should I get next?

2. I heard that if you enter your name as MIKE on *Theme Park*, something cool happens. Is this true and if so what is it?

3. I am the greatest fan of Gamesmaster – when will it be back on TV, and where will it be set?

4. On the Gamesmaster reviews section where you come on, it says that you're from X•Gen magazine – how come it never says PLAY?

5. Is it fun working with Dominik Diamond and Rick Henderson?

6. Is *Resident Evil* going to be rated 18, and will it be any good?

Neil Short, Scotland

P.S. Could you please get me a signed photograph of you, Dom and Rick?

As your letter was to Dave, Neil, I've had him answer it for you – for old time's sake...

***1.** Check out Total NBA 96, Alien Trilogy or Magic Carpet. Assuming they're all in the shops by the time you read this, all of these games have their own distinct merits and are well worth the money!*

***2.** Can't say I've tried this out, Neil. Any other readers out there know what Neil is talking about?*

***3.** There will be another series of Gamesmaster, but I can't say when it will be broadcast yet!*

***4.** The reason why it said that I'm from X•Gen and not PLAY, is because I'm managing editor for PLAY. My real responsibilities lie with X•GEN at the moment, although some of my work is printed in PLAY. Make sense?*

***5.** Yes, it is good – good to be teaching those lower down than myself a thing or two.*

***6.** We haven't reviewed it yet.*

TV teaser

Dear PLAY,

Why do you have such a long address? I'm writing to you concerning the prize featured in issue four. It was a Sony 16 inch wide screen Trinitron TV. I derived at the conclusion that I would not win it, so could you tell me where I can purchase one, because I think it is wicked.

John Barwell, Stretford

Have you tried your local Sony Centre? There are 250 of them dotted around the UK. Otherwise call Sony on 0171 486 2526.

No Worms!

Dear PLAY,

After reading all the PlayStation and multi-format magazines, I've decided to keep reading your magazine and the Official PlayStation Magazine (at least until you get a CD demo), and there are a few things I want to say:

First, I love the mag, especially the Playback pages, but you shouldn't leave out games that scored highly (*Worms* in issue one). I'm an occasional reader of French magazines, and I discovered that there was a feature in almost all of their mags that English readers could only dream of – a free ads page. Combined with the Playback, Arena and WorkStation pages, this feature could surely make PLAY the best magazine ever, if it isn't already.

Secondly, could you answer these questions please?

1. Do you think *Power Soccer* is worth waiting for, or should I get *Actua Soccer*?

2. I'm an X-Men fan and I liked the coin-op, but I don't understand why I will have to wait until June to see the arcade conversion in the UK.

I'm thinking of buying a beat-'em-up, but I don't know which one to get. *Dark Stalkers* could be the closest one to X-Men, but *Street Fighter Alpha* could be better. Then again, *Rise 2* looks stunning and has 18 fighters. Could you tell me which one I should get?

3. Will you be previewing these games – X-Men, *Quake*, *Horned Owl*, *Space Hulk*?

Hani, London

Glad you like the mag Hani. Our Playback section has proved to be extremely popular with all you readers, and as long as everyone likes it, we'll keep adding to it, we didn't realise Worms had been excluded though – we'll soon put that right! As to reader ads, we're really squashed for space at the moment, so we can't fit one in. Eventually we will print one.

***1.** adidas Power Soccer is a brilliant footie game which is definitely worth waiting for. In the meantime, I'd definitely get Actua Soccer – no other soccer game comes close to this monster!*

***2.** Well, that's life being a games fan in the UK isn't it? We usually always get games after everyone else, but the game will be available on import before then if you want it that badly.*

Check out Playback if you want a decent beat-'em-up – they're all in there. Anyway, here are the PLAY teams personal favourites:

Ian Lynch: Tekken
Nick Roberts: Mortal Kombat 3
Ryan Butt: Street Fighter Zero
Steve Hardy: X-Men in the arcades

Gun toting

Dear PLAY,

I've got some questions for you to tackle:

1. When will there be a gun available for the PlayStation?

2. What will the next three racing games be, and when will they be released?

3. What do you think are the best three games available for the PlayStation, and which one is best value for money?

4. What game should I get, out of *Lone Soldier* and *Krazy Ivan*?

Donald Daly

What on earth do you want a gun on your PlayStation for? Isn't the brilliant joypad enough for you? There are no plans at all for a gun at the moment, if one did come out in the future it would be tied in with a game release, as lightgun games have to be specially programmed to make them work. Konami released a lightgun with their Lethal Enforcers game back in the days of 16-bit, so perhaps they'll do the same for the PlayStation at some point.

The biggest and best racing game coming up has to be Formula One from Psygnosis. From what we've seen so far it's going to be the bees knees and swallow up every other racer on the market. If you don't want to wait you can always check out our review of The Need for Speed this issue, that's a stonking game too!

As for the best games, if you go by our Playback section then the highest rated ones are Tekken with 95%, Wipeout with 95% and Actua Soccer and Total NBA '96 with a joint 94%. Get any of those and you won't be going far wrong. Lone Soldier only has 86% at the moment with Krazy Ivan at 87%.

Savour the sound

Dear PLAY,

I've just received the speakers that I ordered for my PlayStation. What a difference they make when playing games and listening to music. I could recommend anyone who has a PlayStation and is using its advanced sound capabilities through the TV speaker to stop now and get a set of speakers.

They were well worth the £50 – the ones I got were Zy-fi-2 Pro Stereo speakers from Special Reserve. On the subject of CDs, what has happened to the *Wipeout* CD I won last issue?

I was glad to see that you've expanded the letters page, you've made a great mag greater.

Peace, love and friendship.

Gary Sharp, Banff

So there you go! If you want to savour the sounds coming from your PlayStation, get yourself a pair of speakers. All the PlayStation games use stereo in one way or another, so you're not really getting the full gameplay experience if you're playing it through a dodgy old TV speaker. Shop around in places like Tandy or Game and you'll might find a few speaker bargains too!

As for your CD Gary, don't fret – it's being sorted!

PLAY back

トネカタソカスヌ

Welcome one and all to the only guide to PlayStation games you'll ever need. A few of our eagle eyed readers spotted that we had left out *Worms* last month, so we've put it back in where it belongs you'll be glad to know. It's been a pretty good month for PlayStation games – a trio of new stars has arrived in *The Need For Speed*, *Alien Trilogy* and *Magic Carpet*. If ever you wanted an excuse to buy a PlayStation, look no further than this lot!

For easier reference (aren't we kind?) each genre table will now have a top ten, with the remaining flotsam and jetsam cast overboard into the 'others' section (aren't we cruel?). Happy gaming folks!

New entries are marked (-), and any changes to the original scores are highlighted in yellow.

Beat-'em-ups

Game	Review Score	Comment	Date of Review	Current Score
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	74%
8. (7) Battle Arena Toshinden	76%	Great looking stuff for beginners	Nov '95	72%
9. (-) Toshinden 2	71%	The revenge of the nerds!	Mar '96	71%
10. (8) WWF Wrestlemania	74%	Unspectacular wrestling beat 'em-up	Nov '95	70%

Others

Street Fighter: The Movie 68% (Nov '95) Zero Divide 64% (Nov '95) Power Instinct 2 52% (Jan '96)

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%
4. (-) Sidewinder	74%	Low on action, but pretty realistic	Easter '96	74%

3D Shooters

1. (1) Doom	93%	Smooth as silk, more cutting than glass	Jan '96	93%
2. (-) Alien Trilogy	91%	This time it's war!	Easter '96	91%
3. (-) Magic Carpet	90%	You can't beat this carpet!	Easter '96	90%
4= (-) Descent	85%	Lots of ups and downs	Easter '96	85%
4= (-)Shellshock	85%	Top tankbusting action, for a while	Easter '96	85%
6. (2=) Krazy Ivan	90%	Not the toughest to finish	Feb '96	84%
6.= (3=) Loaded	85%	big, bad blasting action	Nov '95	84%
6.= (3=) Firestorm: Thunderhawk 2	85%	Fast 'n' frantic airborne action	Jan '96	84%
8. (5) Philosoma	85%	Not as good as Firestorm	Dec '95	83%
9. (6) Assault Rigs	81%	Mass assault or no assault I'm afraid	Jan '96	81%
10. (4) Lone Soldier	92%	Missing staying power	Dec '95	80%

Others

Starblade a 68% (Dec '95) Warhawk 65% (Jan '96) Kileak The Blood 57% (Nov '95) Kileak The Blood 2 65% (Mar '96)Cyber Sled 55% (Nov '95) Zeitgeist/ Jupiter Strike 51% (Nov '95)

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%
5. (-) Horned Owl	73%	Good graphics, OK challenge	Mar '96	73%
6. (4) Rapid Reload	71%	Could use a rapid rethink	Nov '95	71%

Game	Review Score	Comment	Date of Review	Current Score
7. (5) Namco Museum Vol. 1	70%	Just a bit dated!	Feb '96	70%
7. (-) Namco Museum Vol. 2	70%	Worth a look for nostalgia fans	Easter '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%
Others				
Stahlfeder 65% (Easter '96) Twinbee Deluxe Pack 65% (Dec '95) Novastorm 38% (Nov '95)				

Sports Sims

1. (-) adidas Power Soccer	95%	Blinding, beautiful and brutal!	Easter '96	95%
2. (1) Total NBA '96	94%	Just a bit special	Mar '96	94%
2.= (1) Actua Soccer	94%	Everyone's football fantasy!	Feb '96	92%
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%
Others				
World Cup Golf 72% (Mar '96) Goalstorm 69% (Dec '95) J - League Winning Eleven 66% (Nov '95) Ground Stroke Tennis 65% (Nov '95) Prime Goal Ex 62% (Dec '95) Hyper Formation Soccer 50% (Jan '96) King Bowling 37% (Dec '95)				

Strategy/Adventure Games

1. (-) Worms	92%	Relentless wormy warfare action	Nov '95	92%
2. (1) Defcon 5	88%	Don't throw away the manual	Jan '96	88%
3. (2) Theme Park	86%	More fun than Thorpe Park	Nov '95	86%
4. (-) X - COM	82%	Very involving, but quite complicated	Easter '96	82%
5. (3) Alone in the Dark	77%	A disappointing conversion of a classic	Feb '96	77%
5. (-) King's Field	77%	Challenging RPG that's slightly flawed	Easter '96	77%
6. (4) Discworld	74%	Just don't mention the monkey!	Nov '95	74%
7. (5) 3D Lemmings	69%	Nice idea, but not for me	Nov '95	69%
8. (6) Cyberia	67%	Nice game, shame about the 'play'	Feb '96	67%
9. (7) Hebereke's Popitto	43%	Pop off Hebereke!	Dec '95	43%

Racers

1. (1) Wipeout	94%	Still way up there!	Nov '95	95%
1. (-) The Need For Speed	94%	Scorching split screen racing	Easter '96	94%
2. (2) Ridge Racer Revolution	93%	Good, but could have been so much more	Feb '96	89%
3. (3) Ridge Racer	93%	Buy the update... it's better!	Nov '95	84%
4. (4) Destruction Derby	86%	Fun, but durability is a problem	Nov '95	81%
5. (-) Impact Racing	87%	Not enough variety to be top class	Mar '96	80%
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%
Others				
Motor Toon GP 60% (Sum '95)				

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%
2. (3) Johnny Bazookatone	85%	Very playable, but eventually a little tiresome	Feb '96	79%
3. (-) Gex	76%	A bit too slimy!	Easter '96	76%
4. (2) Herme Hopperhead	53%	Unacceptable fodder	Dec '95	53%

Pinball

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

Interactive Movies

1. (-) Wing Commander 3	82%	Obi-Wan would be proud!	Easter '96	82%
2. (-) Psychic Detective	75%	Move over Mystic Meg!	Easter '96	75%
3. (-) D	69%	Short lived thrills 'n spills	Easter '96	69%

In the Indian with. . . Trevor Williams of Rage

One of the most low-key PSX developers have been daddies of *Striker '96*, Rage Software. PLAY caught up with their head honcho from Brum, Trevor Williams, at his local curry palace – and being Birmingham, a real curry heaven, it was a scorcher!

PLAY: What makes a good game?
TW: Addictiveness... control... emotion... fun! Although I play most of the major titles which are released, I play very few to completion. Most are quick thrill – they have no real staying power.
The player must feel that he is in control of what is happening. For instance, in sports titles, if you lose a game, you should feel that it was because you made mistakes or were just not good enough – you should never feel frustrated with the game. With yourself maybe – but not with the game.
Games should be fun. We play games to be entertained.

PLAY: Who thinks up your games?
TW: The ideas come mainly from our in-house team. Sometimes publishers will approach us and ask us to write a particular type of game for them, but even then they tend to leave the details to us.

PLAY: How do you decide which ideas to begin work on?
TW: We ask ourselves a simple question – do we feel that this game could make No 1 in the charts, and we try to answer it honestly.

PLAY: What has been your greatest videogame achievement to date?
TW: As far as achievement... I guess *Striker '96* on the PlayStation... probably because it was the most recent and it is very successful. It was a great game, totally re-written onto a new platform and we knew that there were at least three other PSX soccer titles due for release in the same month. *Striker '96* was the only one completed and released on time.

PLAY: Is developing for the new machines any more fun than the ones you used to?
TW: Not really. I think some of the fun has gone out of development. It is certainly a much more serious business now, with the huge cost of developing 32-bit titles. It is much more difficult as a developer to get started on new or perhaps obscure ideas. Publishers do tend to prefer the safer option.
On the other side of the coin, there are ideas which people have had for many years which they could not code because the systems were not powerful enough. Some of these are now workable.



PLAY: With so many staff working for you, how much work do you actually do?
TW: Well that depends on who you ask! Actually, I am finding that I spend less and less time actually working with the projects. I tend to look at them from a much greater distance. This does have some advantages as it prevents you from becoming too close to the games you are working with. Sometimes I slide around the office, and you can almost see the guys thinking, "Oh God, here he comes again, what's he going to want to change now". But it really does help to have someone who stands back and looks at the overall picture. I tend to work with projects during the first month and then intensely during the last three.

PLAY: Why do so many games copy someone else's hit formula? Are companies lazy, thick or what?
TW: I don't think that this tendency is particularly restricted to the games industry. Microsoft have built an empire on their theory of 'leading from behind'. they are not innovative, they just implement other people's ideas very well. I think that this is frequently the safe option for games developers and publishers. It is often very difficult to visualise a new game idea, so people tend to copy previous successes. The main reason that they get away with it, it that people continue to buy their games.
Personally, I don't have a problem with this as long as it is a great game. If I enjoy playing it, I'm not that concerned with its parentage.

PLAY: Do you think the PlayStation can change this?
TW: Unfortunately, not yet. Developers still have an awful lot to learn about the machine. There are not that many original PSX games at the moment, many are converted from other platforms or are designed to be portable across all 32-bit platforms.

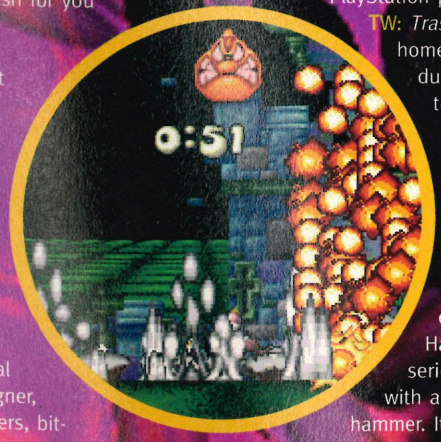
PLAY: Videogames were once famously labelled the new rock 'n' roll, what happened?
TW: Very few programmers are artists earned enough money to become rock 'n' roll 'stars'. In general, media attention is more intense and focused on the music industry. We have a lot of – what we call – specialist press, but it is unusual for games to hit the national headlines. There was also a great deal of talk about the crossover between videogames and the music industry, but this has been very slow to happen. I have found that often, pop stars and

PLAY information

- **Name:** Trevor Williams
- **Job:** General Manager, Rage Software
- **Fave Curry:** Chicken Tikka Dupiaza
- **Fave Game:** Generally Warcraft #2 (it's awesome) and PSX Worms (it's great fun)

their agents do not understand the commercial realities of our business – they just want too much cash!

PLAY: What was the most rock 'n' roll thing you ever did?
TW: I can't really go into details but it did involve a bottle of Johnny Walker (full), a Boeing 737 (also full), a wheelchair, two air stewardesses and a pile of pampers! If you ever hear this story, I will pay pots of cash for you not to print it.



PLAY: Do you want to be famous?
TW: Only if it involves money! Actually, I would like the games that we work on to be famous. That would be far more satisfying. Developing a PSX videogame is a real team effort – designer, coders, 3D modellers, bit-map artists, composer, audio engineer, test engineers. They should all be famous. I just make the tea!

PLAY: Sony is trying to make the PlayStation cool, and bring the twenty-somethings back into videogames. Is the videogame industry cool yet?
TW: It is certainly improving but I'm afraid it still retains something of its anorak image. From my own personal experience, games are still primarily played by technically oriented twenty-somethings. Star Trek, Dr Who and videogames are always pushed into the same brackets. One of the problems is that young men like to do 'cool' things to impress young ladies. As much as we have tried to make games attractive to girls, it is still a male dominated pastime. Let's be honest, bragging that you can complete the GDI missions on C&C in 12 hours doesn't really cut it with the chicks!



PLAY: Is the PlayStation?
TW: Yes, I think it is. Certainly amongst the game playing community. I think Sega have helped as well to make 32-bit machines cool, although I really do think the PlayStation has the upper hand at the moment. Sega are catching up fast though, they have had some hot releases recently.

PLAY: On the coolness of computers front, do you own up to being a computer games designer at parties?
TW: Believe it or not I do... well I tell people that I work for a company who write computer games. They usually assume that I make the tea or something.

PLAY: Tell us a little about your new PlayStation project, *Trash-It*.
TW: *Trash-It* is one of our home grown titles. It is due to be released towards the end of the year. It is an idea we have had for a long time and has taken nearly two years to develop. It involves the exploits of Jack Hammer – a seriously hard dude, with a seriously hard hammer. It is a funny, chaotic adventure with a real satisfying feel to it. The few people who have seen this game (including me – Nick) have been bowled over, so we have very high hopes for it. It has some spectacular graphics and has one of the most advanced object collision engines ever developed. In truth, it is a product we will be extremely proud to put our name to.

PLAY: List the following in order of importance – cash, cars, football, videogames, sex.
TW: Sex, videogames, videogames, videogames... what are the others anyway! And why isn't beer on the list?

PLAY: Stranded on a desert Island time, only this one's got its own car testing circuit. Pick the most desirable combination to have of car, partner, videogame and games machine.
TW: Why would I need a car on a desert island?! But it has to be a Ferrari. Partner: clichéd I know, but Elizabeth Hurley is a real babe and I have probably blown all chances by announcing it here! Videogame: can I be greedy and take two? *Sensible Soccer* on the Amiga and *Command & Conquer* on PC with a satellite network link. And of course *Trash-It* on PSX, if it has been completed.
PLAY: Great stuff Trev, many thanks.



Played Out...

We're now six months old and getting stronger and better all the time. Next month we welcome back Asam Ahmad as games editor, giving us an extra weapon in the battle to bring you all the latest news, early looks and reviews.

Also next month we'll be looking at how ***Syndicate Wars*** shapes up, ***Fading to Black*** with EA, indulging in some ***Pro Pinball***, having a swinging time with ***Actua Golf***, projecting some ***Overkill*** of Konami's hotly-tipped blaster and causing ***Mayhem*** with Mirage. All this and so much more... Issue seven of PLAY, on sale **April 25th.**



Get me Loaded! competition

First prize winner (or should we say winners) of a Sony 16 inch widescreen TV, plus a copy of *Loaded* are:

Mr and Mrs O'Donnel
Lhanbryde, Morayshire

Four runners up of a Loaded pack including the game and special posters are:

Karen Brown - Canning Town,London
Miss C.A. Gee - Wolverhampton
Sean Steele - Liverpool
Mr M.J. Burton - Halifax

PLAY

Editor
Nick Roberts
nickr@paragon.co.uk

Deputy Editor
Ian Lynch
ianl@paragon.co.uk

Staff Writer
Steve Hardy
steveh@paragon.co.uk

Designer
Ian Feeney

Contributors
Ryan Butt, Andy McDermott, Chris Matthews

Advertising Manager
Keith Williams (you can call Keith direct on 01202 200 230)
advertising@paragon.co.uk

Managing Editor
Dave Perry
dperry@paragon.co.uk

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Thanks to: Everyone who came to Mallo's bithday party and Dougal's debut gig – top nights out it has to be said. Also, Declan, Tony and Andy at Ocean, Glen and Mark at Psygnosis, Susie at Core, Suzanne at Aplus, Rachael at Codemasters, Stu, Lisa, Sharon, Alex *and* Russell so they still like the mag. The Bournemouth Video Game Centre (Tel: 01202 527314).

No Thanks to: You guessed it, the Brazil Club, which has now barred Colin for life a massive five times. Colster the Cat, as he is now known has only four lives left.. Oh yeah, our lawyers, for blocking the April Fool's joke about *Sony Rally*.

They also served: Advertising Sales Executive Alan Walton Advertising Production Kim Thomas (controller), Annabel Inkpen (controller) Marketing Manager Michael Robinson Production Manager Jane Hawkins Systems Manager Alan Russell Systems Assistant Jason Warren Bureau Manager Chris Rees Prepress Ted Dearberg, Stewart Taylor, Steve Gotobed Publishing Director Pat Kelly Production Director Graham Pritchard International Director Jean Luc Janet Finance Director Trevor Bedford Joint Managing Directors Di Tavener & Richard Monteiro (richardm@paragon.co.uk)

Subs/Mail Order
Tel: (01202) 200200
Fax: (01202) 299955
Subscription Rates
Annual Rate (12 Issues)
UK: £27.00
Europe: £45.00
Rest of World: £63.00

Mail Address
PLAY
Paragon Publishing Ltd
Paragon House, St Peter's Road
Bournemouth. BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955

Printed by
Duncan Web Offset, Maidstone

Distributed by
Seymour International Press

Distributors
Windsor House, 1270 London Road, Norbury, London, SW16 4DH
Tel: (0181) 6791899

Play is fully independent and is in absolutely no way an official Sony-licensed publication and thus gets to go on sale when it's supposed to.. The views expressed within are not necessarily the opinions of Sony Computer Entertainment Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 1995 Paragon Publishing Ltd.
Play: ISSN 1358-9474

ATTENTION! TRUE OR FALSE?

Please answer the following

	TRUE	FALSE
M2 IS A MOTORWAY!	☐	☐
ULTRA IS A WASHING POWDER!	☐	☐
JAGUAR IS A BIG BLACK PUSSY!	☐	☐
SATURN IS A PLANET!	☐	☐
PLAYSTATION IS THE BEST GAMES CONSOLE IN THE UNIVERSE	☐	☐

ACCESSORIES

1.	SONY JOYPAD	£24.99
2.	SONY MEMORY CARD	£19.99
3.	SONY MOUSE	£24.99
4.	SONY CARRY CASE	£19.99
5.	SONY LINK LEAD	£19.99
6.	SONY EURO SCART CABLE	£34.99
7.	PDL AV SCART CABLE	£19.99
8.	NEGCON PAD	£44.99
9.	ASCII PAD	£24.99
10.	ASCII JOYSTICK	£49.99
11.	JOYPAD EXTENDER LEAD	£7.99
12.	STEREO PHONO LEADS	£4.99
13.	PHONO SCART CABLE	£7.99
14.	RF UNIT FOR UK PSX	£24.99
15.	ANTISTATIC MAT & CD CLEANER	£4.99

WE HAVE THEM IN STOCK

Official UK Sony PlayStation



SONY COMPUTER ENTERTAINMENT

DOWN TO EARTH PRICE £279.99

HERE IS JUST A SELECTION OF SOME OF THE GREAT TITLES AVAILABLE

ACTUA SOCCER	39.99
ACTUA GOLF	39.99
ALONE IN THE DARK	39.99
CHESSMASTER 3D	39.99
DESTRUCTION DERBY	39.99
DISC WORLD	39.99
DOOM	36.99
EXTREME SPORTS	39.99
ELEVENTH HOUR	39.99
FIFA '96	39.99
GOAL STORM	39.99
HI OCTANE	39.99
KRAZY IVAN	39.99
LOADED	39.99
LONE SOLDIER	34.99
MADDEN '96	39.99
MICRO MACHINES 3	39.99
NHL HOCKEY '96	39.99
MORTAL KOMBAT 3	39.99
TEKKEN	39.99
PANZER GENERAL	39.99
PARADIOUS	37.99
PGA GOLF '96	39.99
PRIMAL RAGE	39.99
RAIDEN PROJECT	37.99
RAYMAN	39.99
RIDGE RACER	37.99
RIDGE RACER REVOLUTION	39.99
ROAD RASH	39.99
SHOCKWAVE ASSAULT	39.99
STARBLADE ALPHA	39.99
STRIKER '96	39.99
MICKEY MANIA	39.99
VIEWPOINT	39.99
ASSAULT RIGGS	39.99
THEME PARK	39.99
TRUE PINBALL	39.99
TILT	39.99
TWISTED METAL	39.99
WARHAWK	39.99
WING COMMANDER 3	44.99
WIPEOUT	39.99
WORMS	37.99
WORLD CUP GOLF	37.99
SAMPRAS EXTREME TENNIS	39.99
BOXERS ROAD	39.99
THUNDERHAWK 2	39.99
JOHNNY BAZOOKATONE	39.99
ONSIDE	34.99
PROJECT OVERKILL	39.99
X-COM ENEMY UNKNOWN	39.99
TOTAL NBA '96	39.99

OTHER TITLES

POWERSERVE TENNIS
DESCENT
ALIEN TRILOGY
AGILE WARRIOR
BATMAN FOREVER
CASTLEVANIA
COOLSPOT 3
CREATURE SHOCK
DARK STALKERS
DRAGONS LAIR II
INCREDIBLE TOONS
MOTORTOON GP
MYST
NASCAR RACING
RISE OF THE ROBOTS 2
SHREDFEST
SLAYER
STREET FIGHTER ANIMATED
SYNDICATE WARS
WARHAMMER
WATERWORLD
X-MEN C OF ATOM
ZOOP
ZORK NEMESIS
NBA IN THE ZONE
SCOTTISH OPEN
MAGIC CARPET
TOY STORY
ZERO DIVIDE
CLAYFIGHTER
TOH SHIN DEN 2
RESIDENT EVIL
ADIDAS POWER SOCCER
CRITICOM
NAMCO MUSEUM 1
AH-64D LONGBOW
FADE TO BLACK
TOP GUN
DEFCON 5
EARTHWORM JIM II
NEED FOR SPEED
INT CHAMP SOCCER

VERY SPECIAL OFFERS

FREE STEREO PHONO LEADS with every game ordered.
AV Scart Cable ONLY £14.99 when purchased with game.
Joypad Extenders 2 for £9.99

playstation DIRECT ltd

MAIL ORDER DIRECT ON

01442 279700

217 LONDON ROAD • APSLEY • HEMEL HEMPSTEAD • HERTS HP3 9SE
PRICES SUBJECT TO CHANGES WITHOUT NOTIFICATION E & OE

Cheques/Postal Orders payable to:
Playstation Direct Limited

Postage & Packing
SONY PLAYSTATION MACHINE £5.00
Software and Accessories FREE

10 TELEPHONE LINES
Open 10 a.m. - 7 p.m.

Access MasterCard VISA SWITCH



PLAY

The Most Powerful Magazine On Earth