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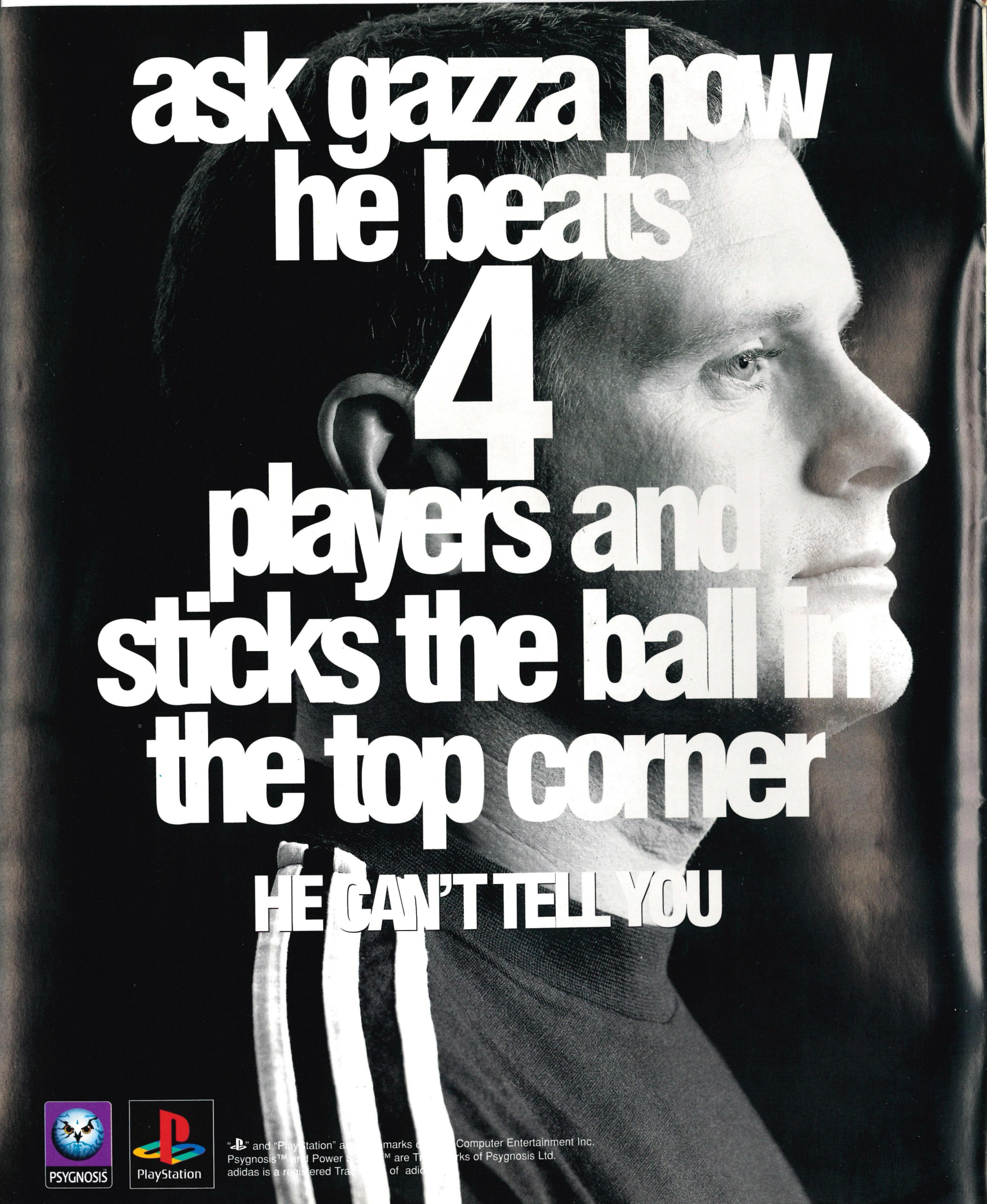
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RESIDENT EVIL

EXCLUSIVE REVIEW!

16 Gallons of blood, hundreds of soiled pants, and literally thousands of spent shotgun cartridges after its Japanese release, we have the first UK review of the ultimate PlayStation zombie movie. Eight pages of pure unadulterated, shameless praise for the game we think ranks as the PSX number one. If you're looking to buy *RE* officially, then this is the only review you'll ever need. What are you waiting for? Go spray some guts!

NEW LOOK PLAY!

Well, what do you think? We've tweaked and tucked and improved the magazine a hundred fold – tell us what you think. Write to the usual address, care of the editor.

THE REGULARS...

PlayStation Wired
06 We cast a topical eye over the very latest .44 news bullets to penetrate the PSX membrane. If you can imagine such a thing.

Wall of Game
49 This month, we bust open *Ridge Racer Revolution* – every cheat and devious tactic is explained in full, along with pictorial proof.

Station Master
80 The definitive guide to burning the tread off your tyres in *The Need for Speed*, plus a spell guide for Bullfrog's *Magic Carpet*. Get your solutions in to us now at the usual address.
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Magic Carpet spell guide 80

Subscriptions
53 If you like what you see (and who can blame you?) then why not save yourself an absolute fortune on the cover price (plus the effort to go down to the shops and buy a copy) by subscribing to the Most Powerful Games Magazine on Earth.

Arena
92 Oi, PLAY – sort it ahhhht! Yep this is the letters section, where you get the chance to voice your opinions on the magazine, the Sony PlayStation – in fact anything you want really.

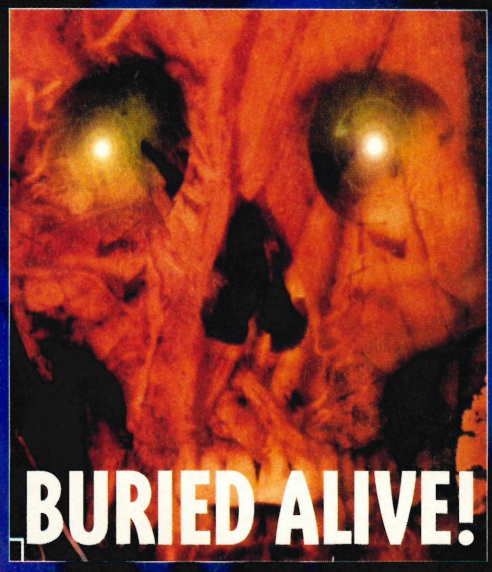
Playback
94 Want to know the games that PLAY really rates? Then you'd better turn to Playback, where we've rated the ten best games in each genre. Sports, shoot-'em-ups, racing games – they're all there in this handy buyers' guide.

Down the Dog & Duck with...
96 More rye chat with an industry somebody in the confines of somewhere vaguely amusing. This month we talk to Martyn Chudley from Bizarre Creations; the divas behind *F1* from Psygnosis. Cool.

inside PLAY
issue eight
Best selling Unofficial PLAYSTATION Magazine!

EXCLUSIVE GUNSHIP REVIEW!

64 When hyper-active Mancunian PR bloke from MicroProse said (while waving his Liberache-like ringed hands in the air) "Hey, you fancy being the first UK PlayStation mag to review my fab game, *Gunship*? Go on, there's a tub of lard in it for ya" We naturally jumped at the chance, and here it is – the smash conversion of the PC classic. Sorted!



BURIED ALIVE!

34 We check out BMG's *Exhumed*, a first person perspective shoot-'em-up with more than the usual amount of brains. Could this be the game to topple *Doom* and *Alien Trilogy*?

OLYMPIC GAMES

30 Rugged athlete, Ian Lynch leads a full scale thumb-tearing assault on US Gold's fantastic looking sports sim. Yes, let's button-bash like we did with *Track & Field* and *Daly Thompson's Decathlon* all those years ago. 15 events, 15 ways to cripple yourself! Find out why this game is without a doubt the best sports conversion of the decade!

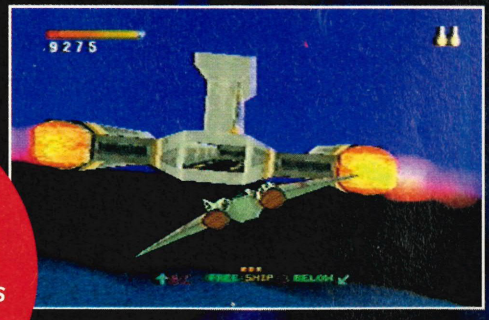
WIN! Over £1,500 of PlayStation goodies, including a massive 29" TV and all the add-ons you'll ever need with our Great Readers' Survey. Turn to page 67 now.

WIN! £600 of Scalextric sets with Mindscape on page 28!

WIN! PlayStations and games courtesy of MicroProse on page 40 – bless 'em!

FIRST REVIEW! STARFIGHTER 3000

42 We rate Telstar's great PSX hope, it looks the business, but how does it play?



WORKSTATIONS

Your first look at the latest games still in development. If it's behind closed doors, we're the ones with the battering ram!

SUPERSONIC RACERS

Mindscape's cartoon multi-player racing game is unveiled here in all its glory for the first time.

SHINING SWORD

Is this the first real RPG for the PSX? No, it's an RPG/beat-'em-up, but what the hell it looks good and we've got the first proper look.

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WIRED UP

A short preview look at the hottest games before the full review next issue (hopefully). Space is tight, so only the most exciting prevail.

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The very latest official and import games are reviewed here by the experts – no other magazine gives you this many reviews per issue.

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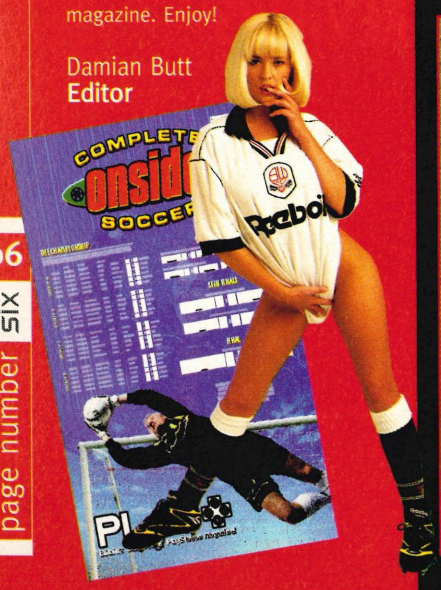
PLAYSTAT wire

YOU CAN'T GET much bigger than an exclusive *Resident Evil* review, well, not unless you count a FREE Jo Guest *Onside* poster from Telstar. Yes, you may have guessed that things are a bit different down at Chateau PLAY this month. We've had a bit of a re-design, included some new sections and wrapped it all up in a bevvie of exclusives, not least the first review of MicroProse's helicopter sim, *Gunship*, and *StarFighter 3000* from TES. PlayStation gaming doesn't get much better than this! PLAY is now fully equipped to take the best that the PSX can offer.

On the reviews front we've crammed in far more information than ever before, including a new challenge box, and we hope this will help you to decide which games to buy and those you should stay away from. The Wired Ups are now at the back of the magazine away from the WorkStations because many of you felt it was confusing to have it all bunched together.

I hope you enjoy the face-lifted PLAY, why not write or send me an e-mail and tell me what you think? The address is at the back of the magazine. Enjoy!

Damian Butt
Editor



PUT UP YO

DUKE NUKEM 3D, the smash PC first person shoot-'em-up is at this moment being converted to the PlayStation according to George Broussard, president of 3D Realms, the game's developer. The sensational news came after rumours from within US Gold suggesting that the game was in production were confirmed by Broussard to PLAY earlier this month.

Duke Nukem wooed the PC press earlier this year (although the full version isn't out yet) because it took an improved *Doom* 3-D engine called Build, and set each level in realistic locations rather than endless dark corridors. Among those on offer are a comic shop, night club, NASA space centre and even a porno theatre where you can even take in a show!

The plot concerns the invasion of Earth by a vast horde of aliens whose sole aim is to steal our women. You play the titular Mr Nukem (Arthur and Beryl's boy), a muscled gun for hire with a penchant for large explosions and a laconic line for every situation. Flying over Los Angeles you are blown out of the sky by the aliens (some look like walking crocodiles, whereas others are pigs in LAPD uniforms) and that makes it personal. The resultant 30-odd levels are full of screams, gallons of blood and sick humour – the body count makes *Rambo* look like *Rainman*.

The boy Duke can tool himself up with the usual arsenal of deadly weapons, this time comprising of a meaty shotgun, *Die Hard*-style rapid fire pistol, rocket launcher (watch

[ABOVE] **The level of detail in *Nukem* is astounding and it far surpasses the simple texture maps of Doom or Hexen. The monsters do need a lot of work though, something that can be addressed on PSX.**

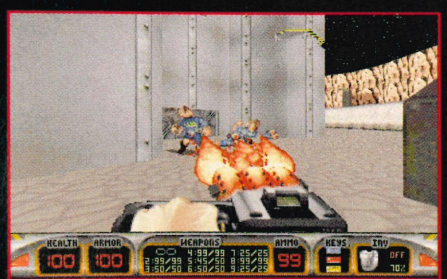
[ABOVE] **One of the weapons in the game is a pipe bomb which can be detonated from afar.**

[Above] One of *Duke Nukem 3D's* greatest strengths is the variety and ingenuity of the level design. You start off in Los Angeles during an earthquake, and can visit shops and leg it through office blocks, then it's onto such diverse locations as a NASA space centre, the San Andreas fault, and finally up into space for a battle aboard a huge orbiting spacecraft. It's all go.

UR DUKES!
ORLD EXCLUSIVE:
UKE NUKEM ON PSX!

those torsos scatter to the four winds!), mini-gun, shrink gun (you can then step on the miniature monsters) and a rather neat booby trap activated by breaking a laser beam. The latter is great for setting up traps that the dumb aliens naturally walk into.

3D Reams is not sure how the PlayStation version will compare to the PC, but hopes are high, and there's also talk of some of their other games, most notably, *Shadow Warrior* (*Hexen* with even more disgusting gore) and *Prey* (a darker, moodier *Quake*) also making their way onto the 32-bit console. *Duke Nukem* will certainly not appear until Christmas but we can tell you right now that it will be hotter than a volcano full of chillies.



[Above] As in *Doom*, *Nukem* boasts many weapons including this powerful mini-gun.

[Above] Tooled up with the rocket launcher, Duke decapitates an unfortunate janitor. Look at those body parts go!

NOZIN' AROUND

NOZIN' AROUND

RUMOURS WE can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer. Nozin' Around Nozin' Around.

The word on the underground grapevine is that top UK developer The Bitmap Bros is at the moment in negotiation with Sony with regards to bundling a PlayStation mouse with their forthcoming release, ***Z***, an overhead destruction game featuring well 'ard robots. The title's price will naturally be inflated, but hopes are high for Sony being able to lower the unit cost and selling it for around £65. Would you be tempted if that happened?

US Gold will shortly break with the news that they are developing a new Incredible Hulk game called ***Hulk 3D***. It will be nothing like the torrid Super NES version apparently, and will be released at the end of the year.

Tekken 3 will happen and it's already been started.

There's a strong possibility that the recent multiple name changes of Psygnosis and Sony will culminate in the Liverpudlian company being called Psygony Weaver. Honest.

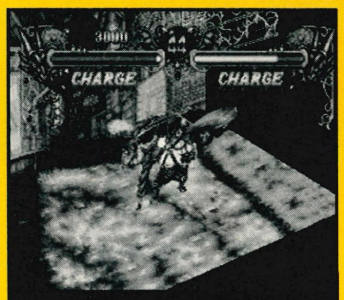
We've heard that from June, all games submitted for approval by Sony have to be optimised for the PAL TV standard, which basically means we can say good-bye to that annoying black border at the top and bottom of the screen. By the summer, all PlayStation releases should occupy the whole screen – it's about bloody time!

Geoff Crammond has just given the go-ahead for a sequel to his great Spectrum game, ***The Sentinel***, to appear on PSX.

JAPS EYE

ALL THE LATEST NEWS from the land of the rising sun brought to you by Konishki San...

Double Dragon has just been released in Japan this month, but it's not what you might think. The logo on the front of the box is the same as the highly played amusement machine in the late Eighties, and even some of the original characters are present, but the developer has turned a highly playable scrolling adventure/beat-'em-up into – yes you guessed it – a one-on-one beat-'em-up, just like *Street Fighter Alpha*, *Tekken 2*, *Toshinden* etc. Tthe game plays like a complete dog and the graphics would look shabby on a Super NES. If you see it in your local import emporium, keep on walking.



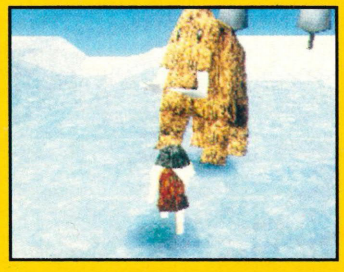
[Above] *DD* features a strange 3-D isometric mode which doesn't really work.

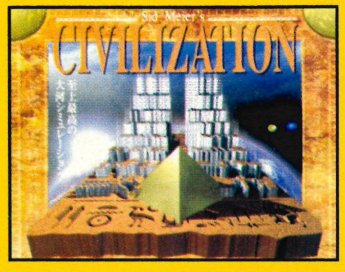
Sid Meier's ***Civilisation*** has just arrived in Japan. The game is a full conversion of the PC hit God game, although the graphics have been simplified and it has been made more user-friendly and simple to get into. It is not clear whether it will ever reach these shores and the game has been coded by Asmik, but if you're quick, you can pick it up on import.

Wild, Pure, Simple Life may sound like a stupid name for a game, but it all makes sense when you realise that this is the first caveman sim on any console. You play the part of a Neanderthal man on a quest for fire (or something) and it's a three-dimensional polygon adventure where you can go anywhere in the whole world. Along the way, and in keeping with One Million Years BC, you encounter sabre-toothed tigers, woolly mammoths, huge rats and pterodactyls. It looks like a complete laugh and it may never appear over here, but you can check it out on import now.

Wild Arms is a fabulous rendered 3-D adventure which looks like a cross between *Super Mario World* and *Deathtrap Dungeon*. You control one or two players (boy or girl) and the game features a roving camera angle which heightens the sense of tension in certain areas. It doesn't get better looking than this on the PlayStation, and there is a strong possibility that ***Wild Arms*** is coming to the UK, but you'll have to wait until the E3 show next month to find out.

Contact The Video Game centre (01202 527314) for all your importing needs.





THOSE RELEASE DATES IN FULL

OBVIOUSLY these dates were supplied to us in good faith and are correct at time of print. PlayStation games are prone to slippage so please don't hold them as gospel.

JUNE
addias Power Soccer (Psygnosis)
Blam! Machinehead (Core)
Chronicles of the Sword (Psygnosis)
Darkstalkers (VIE)
Fade to Black (EA)
Gunship (MicroProse)
NFL Face Off (Sony)
Olympic Soccer (US Gold)
Return to Zork (Activision)
Space Hulk (EA)
Williams Arcades' Greatest Hits (GT)

AND THE SLIPPERS...

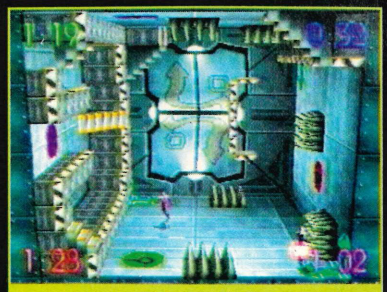
IT'S HORRIBLE, we all hate it, but sometimes it's the difference between a finished game being good or just average. Yes, we're talking slippage – games being delayed. The last three months have been worse than usual, so we've compiled a list of those featured in the last two issues which have been held up. Remember, don't blame the messenger...

GAME (PUBLISHER)	WAS	NOW
addias Power Soccer (Psygnosis)	March	June
Blam! Machinehead (Core)	May	June
Casper (Interplay)	April	September
Chronicles of the Sword (Psygnosis)	April	July
Die Hard Trilogy (EA)	June	September
Formula 1 (Psygnosis)	July	September
Gender Wars (SCI)	September	December
NHL Powerplay Hockey '96 (VIE)	June	July
Resident Evil (VIE)	June	July/August
Space Hulk (EA)	April	June
SyndicateWars (Bullfrog)	June	September
Tilt (VIE)	June	October
Tunnel B1 (Ocean)	May	July
Viper (Ocean)	July	October
Warhammer: SOTHR (Mindscape)	April	September
Wing Commander IV (EA)	June	December!

BLADE RUNNER?

TWO NEW GAMES from Activision are set to appear on the PlayStation in September and November. The first, *Hyperblade*, is a futuristic team sport game set in the 21st century, where battle is an integral part of the play. The game is to feature a full tournament structure and a variety of drome arenas with ramps, bumps and jumps.

Blast Chamber is the second title to appear later this year. A multi-player game set in a rotating 3-D cube, *Blast Chamber* is all about staying alive. Avoiding the other players is as vital as avoiding all the traps and spikes that lay in wait for you on your dash to retrieve the crystal in each arena.


[Above] **In *Blast Chamber* the entire room revolves to catch out players and force them onto spikes!**

"FAST FAST FAST SO UP AND DOWN IT WILL MAKE YOU CAR SICK

BRILLIANT."

– C&VG 95%.

namco

SONY

PlayStation

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PLAY The CHARTS

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BOTH *ALIEN TRILOGY* AND *NFS* HANG ONTO THEIR RESPECTIVE POSITIONS THIS MONTH, BUT NEWCOMER *AITD* STORMS IN AT NUMBER FOUR.

Pos	Game	Developer	Publisher	Current Score
1.	Alien Trilogy	Probe	Acclaim	91%
2.	Need for Speed	EA Canada	EA	94%
3.	Actua Soccer	Gremlin	Gremlin	94%
4.	Alone in the Dark	Infogrames	Infogrames	77%
5.	Total NBA '96	Sony	Sony	94%
6.	True Pinball	Ocean	Ocean	85%
7.	Shellshock	Core	Core	85%
8.	Magic Carpet	Bullfrog	EA	90%
9.	Destruction Derby	Psygnosis	Psygnosis	86%
10.	Wing Commander III	Origin	EA	82%

INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...

DAMIAN BUTT
The editor of this fine organ, Damian is a ferocious gamesplayer and a harsh critic, so PlayStation games beware. Send your letters/complaints to **gecko@paragon.co.uk**, or just mark your letters for his attention.

IAN LYNCH
Ian is the deputy editor which means he does all the work while Damian swans off to parties/launches/orgies etc. Ian is also your point of contact for competition winners and CVs (if you want to try and join the team). **ianl@paragon.co.uk.**

ASAM AHMAD
Games, games and more games. Asam is the games animal (not literally, that would be hideous) and if you want to know what's coming out and when, or a technical query, then send your letters or e-mail him now. **caveman@paragon.co.uk.**

STEVE HARDY
Steve is the hardy staff writer who maintains the Station Master tips section. Contact him now if you want to send in some tips/cheats/solutions. **steveh@paragon.co.uk.**

DARK SCREENS

FOLLOWING OUR EXCLUSIVE news on LucasArts' spectacular PlayStation debut, we now have some shots of their first set of games. The PlayStation version of *Dark Forces* looks set to feature similar graphics to the PC, although the surfaces are smoother and don't pixellate when you walk right up to them. We've just our hands on some screenshots of the PlayStation version and we'll have even more information next issue, 'cos we'll be meeting up with the guys at LucasArts at the E3 show in Los Angeles and asking them plenty of probing questions. The full story will be in next month's PLAY, don't miss it.

[ABOVE] **This is a bona fide PlayStation screenshot of *Dark Forces* on the PlayStation. Unfortunately it look just like the PC version except for more colours and smoother textures.**

DOMARK BECOMES EIDOS INTERACTIVE

DOMARK'S ASCENT to the heady heights of super-publisher continues with the news of *Deathtrap Dungeon* and *Crimewave* both coming to the PlayStation in the latter half of this year, but we're now allowed to call them Domark anymore. The technology giant Eidos has taken a controlling share in Domark, Core Design and US Gold/Centergold and now the well established Domark name is to be dropped in favour of the clinically anonymous, Eidos Interactive label.

Domark... sorry Eidos Interactive, has two new PlayStation games in the offing. The first to arrive will be *Crimewave*, a fast moving racing/shoot-'em-up set in the metropolis of Mekeo. The police have been privatised (don't laugh – it could happen) and criminals are now eliminated for hard cash by trained bounty hunters, of which you are one. There are eight levels, beginning in the suburbs and culminating in the industrial and casino sectors of the city. *Crimewave* looks to be a reet laugh and should be out sometime after the Saturn release, which is August.

Deathtrap Dungeon is a fantastic looking 3-D atmospheric jaunt based on the Fighting Fantasy gamebook of the same name written by Ian Livingstone (who now works for Eidos Int). You are the adventurer sent in to brave the many traps of the fiendish Baron Sukumvit and win the cash prize. Take a look at the graphics because they really are special, and we at PLAY have high hopes for this one. We'll have an in-depth WorkStation in the near future. *Deathtrap Dungeon* will be released in November.

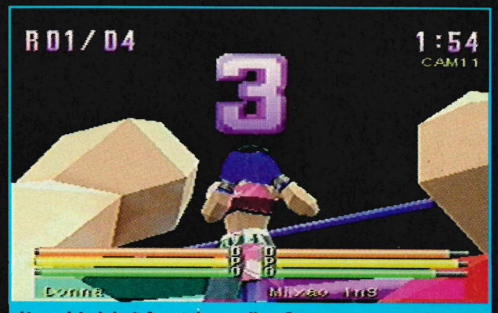
[ABOVE] **Domark's *Deathtrap Dungeon* is one the most promising concepts on the PSX at the moment. The graphics are incredibly detailed and it has the pedigree of the FF gamebooks.**

X MARKS THE SPOT

THESE ARE THE latest shots of Team 17's new PlayStation shoot-'em-up, *Project X2*, based on the original Amiga game. It's a horizontally scrolling shoot-'em-up featuring loads of levels, glossy arcade quality graphics and we think it looks jolly tasty. The only problem is that it's not coming out until December. Expect to see more later in the year, much later.

[ABOVE] **Team 17 are known on the PC for their playable Amiga conversions and gameplay-over-graphics philosphy, will this carry over onto their PSX games, or is it something new from the Osset boys?**

[ABOVE] **The PSX version of Victory Boxing will feature improved facial features and it's faster too.**



[ABOVE] **And don't forget the excellent first person perspective mode where you see through the eyes of the boxer. Knock-out!**

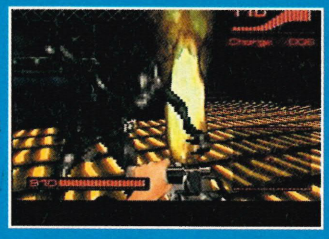
PLAY RECOMMENDS...

BUST-A-MOVE 2

It may have a crap name in the UK (*Puzzle Bobble 2* is much better), but this simple test of hand-eye co-ordination is just about the most addictive game on the PlayStation at the moment. Infantile it may look, and the music is just plain sickly, but so far we've spend about 100 hours playing it and there's no sign of abatement. A fantastic two player game.

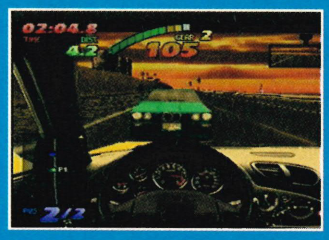
ALIEN TRILOGY

Probe's stab at the ultimate *Alien* game seems to have paid off because it's dark, disturbing and not for the faint hearted. The sound, especially if linked up through a decent stereo is top notch; perfecting capturing the atmosphere of the first two films (the third is rubbish – everyone knows that) and it's a well planned and slickly executed shoot-'em-up. Worth every penny.



THE NEED FOR SPEED

Contentious it may be to back this 3DO champion, but we stand buy our 94% review because *The Need for Speed* is a cracking racing game that adds a vital element of realism to the plethora of racing games that choked the PlayStation at its launch. It's much faster than any other version, has some great new tweaks, but best of all it has both a split-screen and link-up option. Scorchio!



KNOW WHAT I MEAN, 'ARRY

BOXING IS A sport that's never been successfully converted to a console, a bit like mud wrestling, but that's all set to change with JVC's *Victory Boxing*, a 3-D polygon-fest of Tyson proportions. Converted from the popular Sega Saturn version, *Victory Boxing* has over six different views, including overhead, behind-the-shoulder, and even first person through the eyes of your boxer, and from our brief look we can tell you that the graphics have been substantially improved, with proper faces welded onto the lithe athletes. The Saturn version worked well, but was slow and jerky, a common failing amongst boxing sims since the dawn of time. By the looks of it, JVC have solved both problems for its PSX debut and we'll have a more in-depth look next issue.

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USA ENTERTAINMENT USA

ALL THE LATEST news from the land of lax gun laws from the pen of Cat Buchanan...

Worms has at last been deemed suitable for release in the USA, despite the fact that Sony US believed that it was too simple looking to be a 32-bit game. *Worms* has sold over 60,000 copies in Europe since its release but that didn't stop the bullish yanks holding up its stateside release for three months. *Worms* will now come out this month and we expect it go to down a storm.

Earthworm Jim 2 has apparently been cancelled on the PlayStation.

And there's also Virgin's latest acquisition, Bethesda. Are the guys there going to move into the world of 32-bit gaming with a conversion of their terrific film licence, ***Terminator: Future Shock?*** A spokesman told us that this is a definite possibility, or more probably that they will hit the PSX first with the game's sequel, ***Terminator 2: Skynet's Revenge***, due out at the end of this year on PC.

Sony has just snapped up the Ocean titles, ***Tunnel B1*** and ***Viper*** to distribute in America. Apparently, reps from Sony US were so impressed by the titles at the recent ECTS show, they signed them up straight away.

Games bundled with PlayStations is becoming a reality as the price of the Sega Saturn drops further and Sony gets in its counter-blows. Sony US is at this moment watching how the Japanese fighting packs are selling (A PSX with an extra pad and a memory card) with a view to launching their own alternative, perhaps with ***Tekken*** or ***Toshinden*** as the free game. If that happens, expect the same idea to filter through to Europe on a much wider scale than the current three-game bundles in Dixons and the ***Destruction Derby*** pack sold in small computer stores.

And finally, the sensational news that Sega may well start producing games for the Sony PlayStation. Segasoft are thought to be looking at original PSX games in the near future. Sega has a 40% share in Segasoft, but it thought that there will be no big name Sega games on the way, and three totally new ones, perhaps arcade conversions will be shown at the E3 in Los Angeles this month. I'll give you a full report next month.

[ABOVE] Cat Bucannon's PSX news, "games warden to the events rhino." Right on.

Contact The Video Game centre on 01202 527314 for all your importing needs.

LEMMINGS ARE BACK!

THE ANNOUNCEMENT OF a new *Lemmings* platform game might not come as a surprise to many because all the *Lemmings* games are of the platform variety. What they mean is that instead of controlling a hundred little green-haired guys all heading for certain death, you control a single character, Sir Lummox, in his quest to defeat Evil Ed who is brain-washing all the lemmings. Cue a platform game very much like *Rayman* and a licence to print money for Psygnosis. The game features up to five layers of parallax scrolling in the backgrounds (to give a tremendous sense of depth), you can walk in and out of the screen, and there's also a two player mode, although details are scarce as to what that will involve. Take a look at the screen shots and see what you think – should *Lemmings* remain as a puzzle game, or is it time for some new life? *Lemmings Platform* will be released at the end of the year.

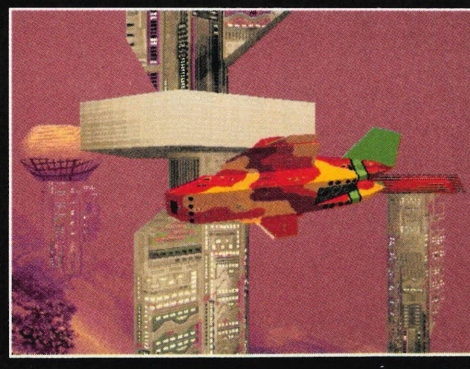
[ABOVE] It's *Lemmings* Jim, but not as we know it. The new game (no firm name as yet) is a horizontal platform romp.

[ABOVE] Standard platform fare as you can see and it looks to be up against *Rayman2*.

[ABOVE] The parallax backgrounds give a tremendous sense of depth.

GREMLIN DECLARES HARDWAR!

***HARDWAR* IS A NEW** 'real-time' game from Gremlin Interactive that involves several different elements of gameplay, from bounty hunting, to salvaging and sabotage. Based around random interactive missions, in a 'true' 3-D city containing 'infinite' modular buildings, *HardWar* certainly sounds impressive. It's scheduled for a November release.



[LEFT] The graphics at this stage are still very sparse, with the game still in early development. Knowing Gremlin though, by the time the game is released, you'll need sunglasses to take it all in...

RIGHT TURN KLAWD

THIS IS *FIRO* *& Klawd*, an original and very funny detective game focusing on the exploits of a streetwise cat (Klawd) and an Orang-utan with more than his fair share of limbs (Firo) as they attempt to tackle organised crime in New Yak city (the Big Avacado – groan!). Oh yes, this is going to be silly alright. But what else can you expect from the team who brought the world the *Fantastic Adventures of Dizzy*, an egg you may remember, who wore a safari hat.

But to the plot. Klawd is a courier for the mob and is arrested by honest cop, Firo while trying to pass some counterfeited money. In order to say his own fur, Klawd agrees to team up with the ape and bust the forgers. The scene is therefore set for a hilarious isometric cartoon adventure set in numerous locations around the city, including alleyways, junkyards, building sites and of course the luxurious abodes of the forgers themselves. *Firo & Klawd* contains over 30 rendered 3-D characters (check out the screenshots if you want to see the level of detail), eight isometric levels to explore and it comes in both one and two player flavours, The developers have even managed to cram in six first person perspective shoot-'em-ups sections to add variety to the gameplay. These guys think of everything.

Firo & Klawd will be out in October. A full WorkStation and an interview with the developer, Interactive Studios soon.

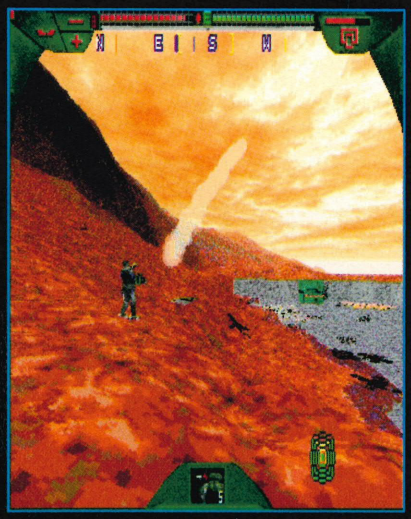
[ABOVE] **Absolutely nothing like *Sam & Max* on the PC at all. Well, not much.**

EA SNAPS UP FOX

AS MOOTED LAST issue, Electronic Arts has indeed become the official European publisher of Fox Interactive, the exciting games offshoot of the massive US film and TV company. The firm has already wooed UK journos with a tantalising look a *Die Hard Trilogy*, and also has a number of other potential blockbusters in the pipeline. These include the highly anticipated *X-Files* game (I'll be buggered if it'll live up to the hype), Oliver Stone's *Planet of the Apes* and *Independence Day*, the game of the soon-to-be-huge sci-fi *War of the Worlds* update due this summer. This is great news for PSX gamers in the UK and now that the deal has been done, expect tons of Fox gear lavishing the pages of Britain's biggest selling unofficial PlayStation magazine soon and we will have a unique look at all these games at the E3 show.

TERRA NOVA ON PSX

MORE EXCLUSIVE news as we can reveal that *Terra Nova*, Looking Glass Technologies' incredibly playable mechwarrior game is to be converted onto the PlayStation by the end of the year. In the game you play the commander of a squad of troops who fight in armoured exoskeletons on hostile planets. Not only do you have access to a whole host of destructive weaponry, but you get to set traps and ambushes, plan your own missions and generally have a laugh whilst blowing the crap out of the enemy. It was a big hit on PC and we think it'll make an even better PSX game. Stay tuned for more info next month.



TRIO FROM MERIT

A NEW ARCADE racer from Merit Studios, *AR Drivin'* is set for release later this year.

Set over seven diverse types of terrain with six tracks per level, the game certainly has many tracks. With a selection of five different power cars ranging from rally to F1 and buggies, *AR Drivin'* should appeal to those wanting a more involved racing project to master. The game should be link-up compatible.

ICR is the working title of another racer from Merit, but this time more angled towards a multi-player game including multi-tap compatibility. Being programmed by the Ian Copeland, Super NES coder for *Micro Machines 2*, *ICR's* fun cartoon slant would suit gamesplayers wanting a comical and fun racing game to play with in crowds.

Finally, in a break from breakneck polygons, Merit's third planned release is *Sato City*. A gritty cyber-thriller set in a dark and brutal future, *Sato City* follows the adventures of Skinner, a man on a quest. Set through a mass of rendered locations brimming with silky animation, this *Bladerunner*-esque action adventure sounds could be rather interesting.

[ABOVE] ***ICR* Racing from Merit Software, this game is still in early development but looks promising.**

SONY'S BIG SCORE

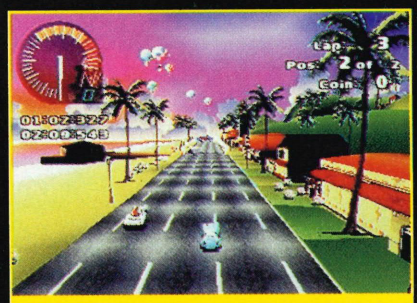
FOLLOWING THE ECTS show in mid April, Sony has announced its impending line-up of games, most of which will start appearing from August onwards. As befits their flamboyant marketing style, Sony's stand was massive; occupying the entire back half of Olympia in London and boasting many 'first looks' at games like *Tekken 2* (reviewed last issue – Ed), *F1* from Psygnosis, *Motor Toon Grand Prix 2* and *Crash Bandicoot*, the PlayStation's first and hopefully only pseudo mascot.

Motor Toon Grand Prix 2 is of course the sequel to the disappointing *Motor Toon*, which many felt was just an early graphical showpiece that lacked vital gameplay. With *Toon 2*, the developers have tweaked the car handling, track design and artificial intelligence and this should make for a more accomplished game, but we won't know until a copy wings its way through the PLAY letterbox in September.

Raging Skies is an *Afterburner* arcade-style fighter shoot-'em-up that is appearing exclusively on PlayStation and it has been developed to run with the new analogue joystick which comprises of two sticks on one pad so that all the controls are easy to access. It certainly looks impressive, but then again, it also looks suspiciously like Asmik's *Sidewinder*, the import release awarded 74% in issue six of PLAY.

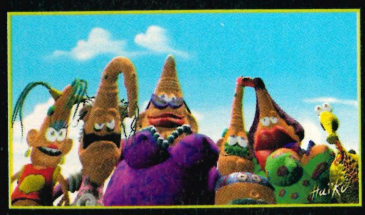
Never mind, if you think two joysticks are crazy then you'd better prepare to go flippin' bonkers for the light gun that works with Sony's official release of *Horned Owl*, called *Gun Law*. You take the skies in a futuristic post-apocalyptic city (aren't they all?) and blast everything in sight, very much like Sega's coin-op, *Virtua Cop*. And, like the Saturn conversion, *Gun Law* allows you to link up a funky laser gun to your PlayStation and the whole thing is draped in Manga graphics courtesy of Masamune Shirow. Let's just hope the gun improves the gaming experience, as *Horned Owl* scored a pretty average 71% in issue five of PLAY. *Raging Skies* and *Gun Law* are both scheduled for a September release.

Also from Sony in the near future (expect previews/reviews soon) are *Aquanaut's Holiday*, a surreal underwater adventure, *Galaxian*^{3}, a conversion of the Namco multi-player coin-op, *Smash Court Tennis*, which we mentioned in issue six, but is now looking more complete, and finally the unstoppable assault of the nostalgia game continues with *Namco Museum Vol 3*. This boasts *Ms Pac-Man* (God – no!), *Pole Position II*, *Phozon*, *Tower of Druaga*, *Galaxian* and *Dig Dug*.



[ABOVE] ***Motor Toon GP2*** **from Sony promises to be a lot more playable than the original.**

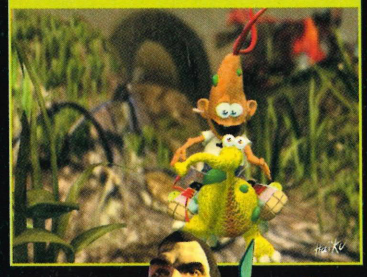
[ABOVE] **The long awaited PSX gun, to be used with *Gun Law*. Black not available for obvious reasons.**



PHILIPS IS DOWN IN THE DUMPS

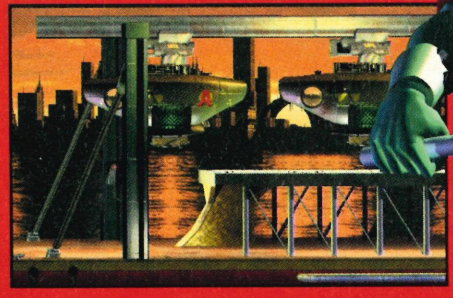
YES IT'S TRUE. *Down in the Dumps*. Well, actually it's the name of the firm's new game. Being developed by Haiku, the title is an adult cartoon adventure that is being designed to please in many ways. Oo-er, missus. Not least of which is through a plentiful level of wry adult humour and the odd snippet of gratuitous violence thrown in for good measure. Lovely. We'll bring you more info on this interesting title soon.

[BELOW] **An adult cartoon adventure – yeah right, they all say that. Does he look cool?**



MINDSCAPE MARVELS 2099

MARVEL 2099, based on characters from the *Marvel* comics including *Spiderman 2099* and *The Hulk 2099*, is a new fighting game from Mindscape. The game sees you on a superhero battle quest across America fighting evil villains. *Marvel 2099* is planned for release by the end of the year. Mindscape also has *Raven Project*, *Megarace 2*, *Dream 18: Golf the world*, *Necrodome* and *Starwinder* in the pipeline. More detailed news after the E3 show in Los Angeles next issue.



[ABOVE] **At the moment, all that's been completed on Marvel 2099 is the platform backgrounds which look very pretty, but they're hardly state-of-the-art.**

[LEFT] **This boat is part of the waterfront level in *Marvel 2099*. All your favourite characters will be featured – Spider-Man, bendy man, and of course the Punisher.**

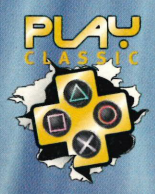
THE GAMES

REVIEWS • WORKSTATIONS • WIRED UPS

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.

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.

75-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some gameplay flaws, but nothing serious.

50-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

30-50 Games that should be avoided by everyone except die-hard fans of the genre.

0-30 Complete tripe. Avoid at all costs!

PLAY ICONS

An at-a-glance guide to what the game features or needs.

ONE PLAYER

MUTIPLE PLAYERS

LINK CABLE

MEMORY CARD

MOUSE

STEERING/ANALOGUE

SPLIT SCREEN

MULTI-TAP

CHALLENGE BOX

This shows you how long the game will last for the one and multiple player game over a set period of time. Clever eh?

WORKSTATIONS

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 four new games.

SUPERSONIC RACERS 24
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EXHUMED 34
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PLAY REVIEWS

Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PSX game without seeing what we gave it first.

RESIDENT EVIL 16
STARFIGHTER 3000 42
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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!

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TUNNEL B1 84
STEEL HARBINGER 86
ONSIDE 88
BIG HURT BASEBALL 89
BURNING ROAD 90

RESIDENT

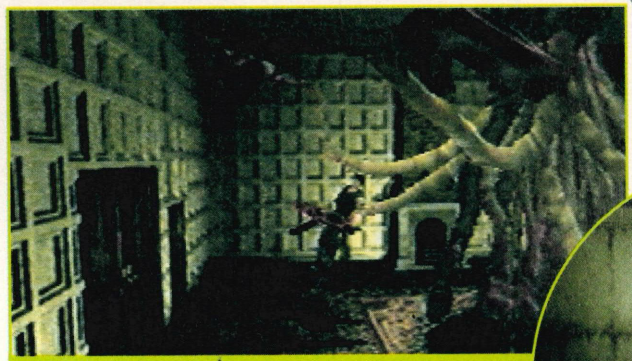
PLAY INFORMATION

Publisher: Capcom/VIE
Customer support: 0171 368 2255
Price: £49.99
Release date: End July

ONE PLAYER

MEMORY CARD

IAN LYNCH IS ANGRY. HE'S BEEN PLAYING *RESIDENT EVIL* AND HE'S ALSO ANNOYED, IRRITATED AND FRUSTRATED YET HE CLAIMS IT'S BRILLIANT. WHAT *IS* GOING ON?



[ABOVE] **This is one branch line Chris would've done well to avoid. Bad puns, you can't beat 'em.**

PLAY CLASSIC

Call me a sissy if you want, but I do not like meeting large spiders. I'm not Andy Arachnophobe or anything, but large hairy crawly things and my good self do not get on. After playing *Resident Evil* I can categorically state that I par-tic-u-lar-ly do not enjoy rounding a corner and coming face to face with a spider the size of Southampton. Brown trousers, pants and socks time and no mistake. Everything else in *Resident Evil*: the presentation, the music, the atmosphere etc, is great. But not that damned spider.

If you've ever wanted to know what it feels like to be the stupid teenager in a horror movie who always says "So Joe

You're constantly on the verge of cacking your pants!

Bob, Billy Ray, Emma Lou and Susie May have disappeared and have probably been brutally dismembered and transformed into zombies, but, what the heck, I think I'll wander around this haunted house without a torch", you should buy *Resident Evil*.

Alternatively, if severed heads, devilish puzzles, hellish creatures and blood-caked walls are your thing, still buy *Resident Evil*, and then run home very quickly, draw the curtains, kill the lights, hook up the amp, tell the girlfriend you'll see her next week (maybe), get in some bread, a few cans of beans and some

STARS IN THEIR EYES

MANY HEAR THE CALL, BUT FEW ARE CHOSEN. OF THE STARS SQUAD, THE GAMER CAN CHOOSE TO PLAY EITHER THE SASSY GIRL-AROUND-TOWN JILL VALENTINE (AN ESPECIALLY APT DESCRIPTION IF THE TOWN IN QUESTION IS BEIRUT) OR BIG ON BRAWN, LOWISH ON BRAINS CHRIS REDFIELD.

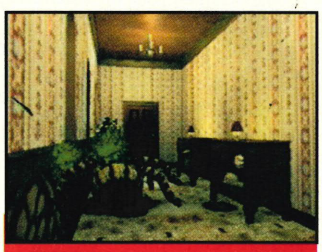
VALENTINE: Playing with Jill makes the game easier.

the BIG EVIL

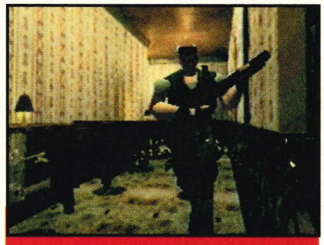
ARACHNOPHOBIA

All is revealed, Mr Lynch is none too fond of spiders (wimp).

soup, brew up plenty of coffee, kiss the next 96 hours good-bye and settle back for *Return of the Living Dead* – Interactive!



SPIDER: Not what you want to see when you go around a corner.

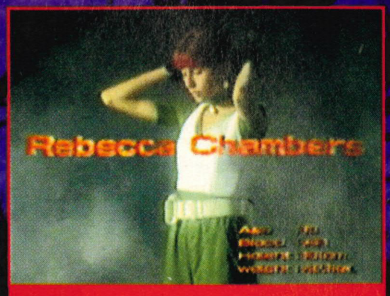


RUN AWAY: Sometimes it's safer to run away and live to fight another day.

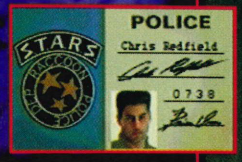
Mulder and Scully? No, Chris and Jill

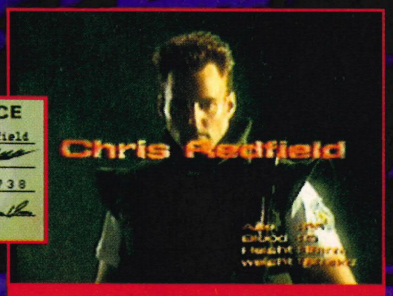
This particular form of escapism has you playing the role of either Jill Valentine or Chris Redfield, two heroes of the STARS team, who are currently investigating mysterious happenings down at scary mansion number 347, or whatever it is. To cut a long story short, some boffins were experimenting with genetic engineering, screwed up, turned themselves into

[Right] Jill Valentine is far sexier and far tougher than any of the girls in *Tekken 2*. Apart from Nina, of course.



CHAMBERS: Protect Rebecca, she has hidden talents.



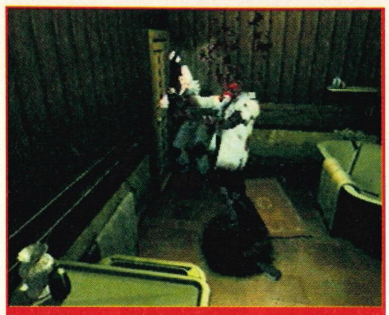


REDFIELD: Chris likes to do things the hard way.

A HEAD FOR FRIGHTS

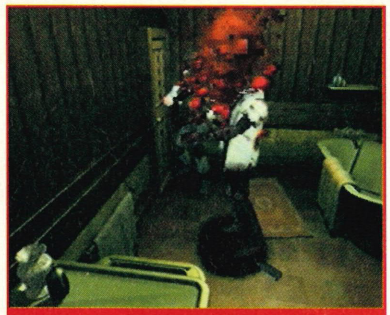
BLOWING SOMETHING'S HEAD OFF IS ENJOYABLE. ANY UNDER 18S, SOCIAL MISFITS, TORY MPS OR TABLOID NEWSPAPER REPORTERS READING THIS PLEASE NOTE THAT THIS STATEMENT REFERS TO VIDEO GAMES ONLY AND NOT REAL LIFE. WE GAMERS *CAN* TELL THE DIFFERENCE YOU KNOW.

[1] A quick step back and Ronny Zombie is right in my sights. "Get back clammy-handed one!"

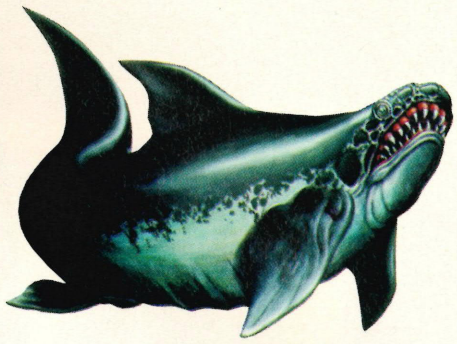


[2] SPLAT! Ronny's facial features disintegrate rapidly. Tarantino would approve.

[3] Hello, I guess I must have hit an artery. Kewl. Claret all over the shop.



[4] Well, he won't be bothered by headaches anymore. Who's gonna clean this up though?



zombies and sent all the animals (and some of the plants) homicidally mad, as well as mutating some of them to huge sizes. But you don't actually know this yet, technically, (you learn bloody quick mind) as you've been sent in to find out what's going on.

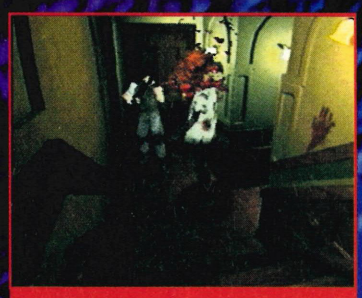
At the beginning of the game you choose to play as either Chris or Jill; one a muscle-bound Arnie type, the other an elf-like slim girlie in pig-tails, and the structure and difficulty level of *Resident Evil* changes drastically depending on your selection here. Jill for example can obtain a gun right from the start, has extra slots in her inventory and a handy lock pick kit which negates the need for loads of keys, but her strength is low. Whereas playing with Chris is for real masochists because he doesn't even start with a gun. Anyone who's watched a few too many zombie flicks will know that this is a basic requirement.

Other members of the team do play a part in the game, either through supplying you with handy information in well-presented rendered cut-scenes (when one comes up to you and says "I really think you should go to section A", do it, as it means there's little left to be had in the current area) or, more macabrely, as a source of ammunition (ie, you find a corpse and nick their ammo clips).

The game itself is viewed from multiple fixed camera positions very much like *Alone in the Dark*, and the view switches instantly when you move from one area to the next. This system is certainly dramatic and it keeps dark corners even more mysterious (you have to get near in order to get a decent view) but it can be annoying, as the monsters tend to hide at the cross-over points meaning instant death. Most of

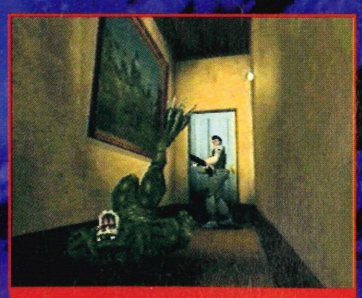
Blast the bugger's head off with both barrels and splatter his brains all over the wall!

NEVER WORK WITH CHILDREN OR ANI



ZOMBIES: Chris says: Gee, I never knew one mansion could house so many zombies. Still, never give a sucker an even break, I say.

DOGS: Chris says: Next time anybody tells you dogs are a man's best friend, tell 'em Chris Redfield says they're talking horseshit.



HUNTERS: Chris says: I don't know what got into these guys, but it came in a bottle labelled Mr Ugly's scaly green skin sun-tan lotion.

[Above] When the camera pulls back like this, you get the feeling something nasty is about to happen. Be warned.

[Above] All very biblical this puzzle. Unfortunately, I gave up on religion somewhere around my 13th birthday.

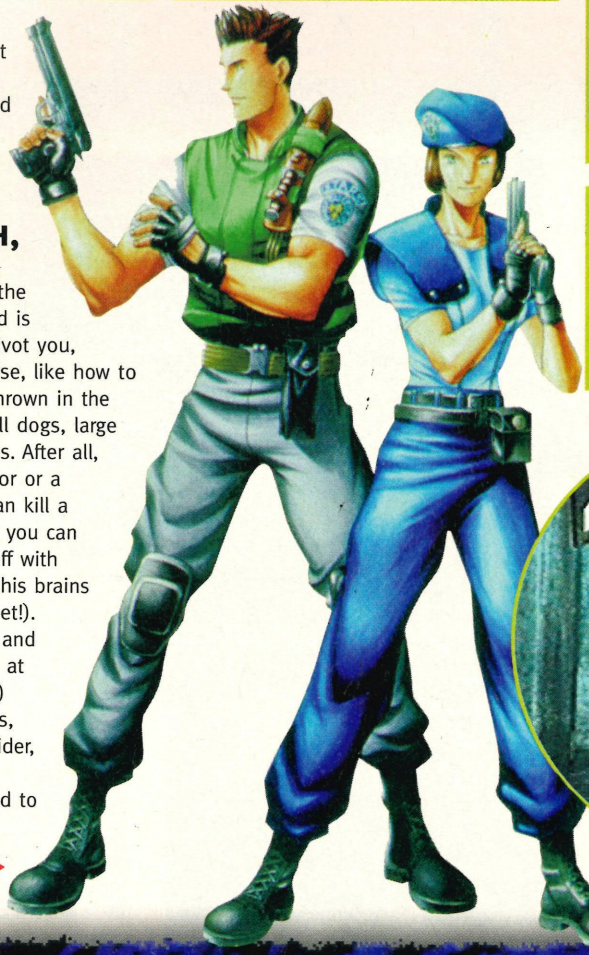
[Above] Should an almost dead zombie grab your foot, stamp on his head.

the time however you don't notice the viewpoint because the graphics are so stupendously good and you're constantly on the verge of cacking your pants!

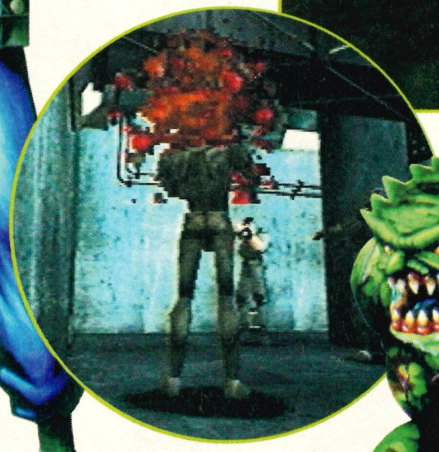
Murder, Death, Kill

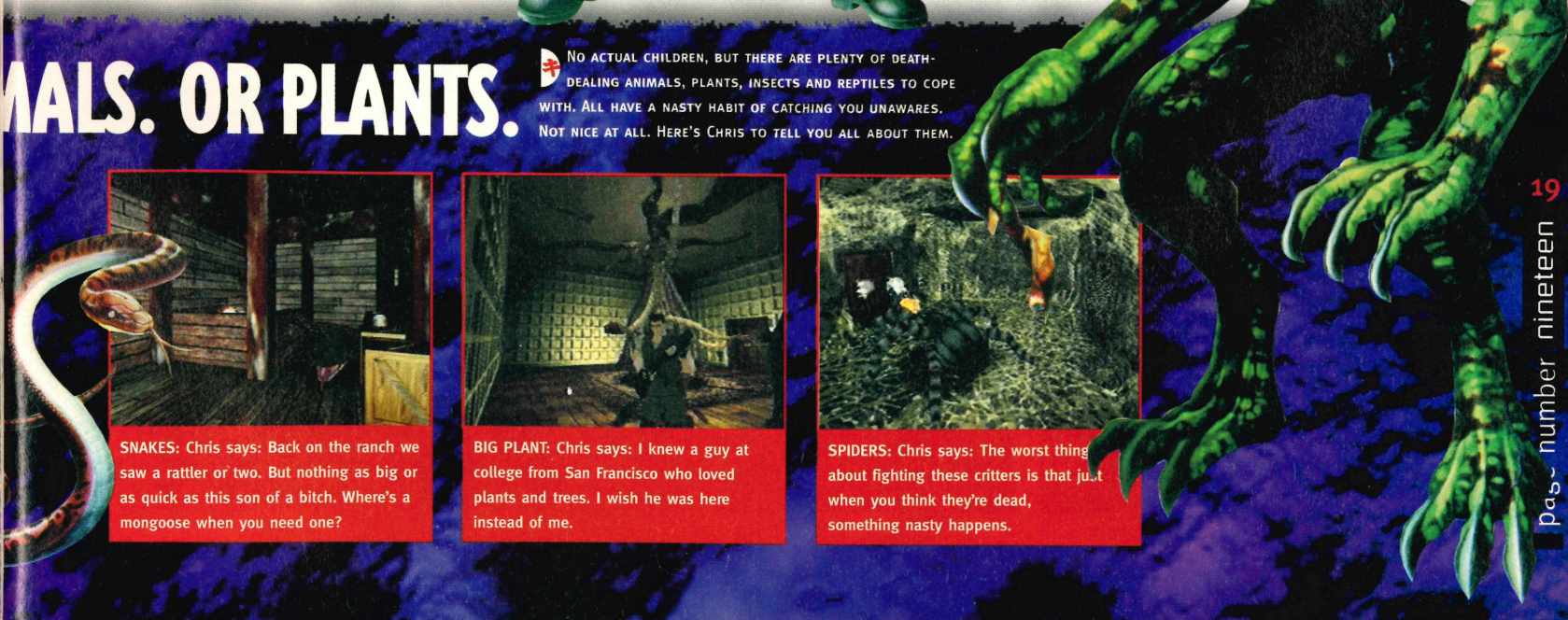
Once you've got used to the fact that up on the joypad is forward and the others pivot you, more pressing matters arise, like how to negotiate the obstacles thrown in the way, be they zombies, hell dogs, large spiders or fiendish puzzles. After all, you can't kill a locked door or a flooded basement (You can kill a zombie of course, in fact, you can blast the bugger's head off with both barrels and splatter his brains all over the wall and carpet!).

Zombies are the bread and butter of *RE*; cropping up at regular (and inconvenient) intervals, whilst other foes, such as our friend the spider, a giant snake, hell dogs, crows, giant fish et al tend to herald the completion of certain sections and result in



[Left] Rendered cut scenes mix with the gameplay to give you a respite. Here, we see the intro to your first zombie encounter.





MALS. OR PLANTS.

No actual children, but there are plenty of death-dealing animals, plants, insects and reptiles to cope with. All have a nasty habit of catching you unawares. Not nice at all. Here's Chris to tell you all about them.

SNAKES: Chris says: Back on the ranch we saw a rattler or two. But nothing as big or as quick as this son of a bitch. Where's a mongoose when you need one?

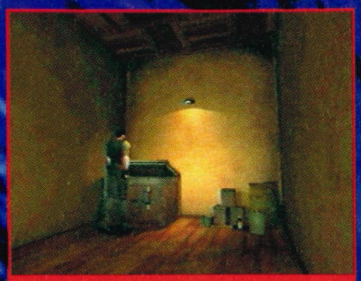
BIG PLANT: Chris says: I knew a guy at college from San Francisco who loved plants and trees. I wish he was here instead of me.

SPIDERS: Chris says: The worst thing about fighting these critters is that just when you think they're dead, something nasty happens.

I THINK THEREFORE I AM

There's more to *Resident Evil* than a test of reflexes and your ability to kill things. You will also have to get your grey matter working if you want to survive for long. Here's some examples of the dilemmas encountered along the way in your quest for the truth.

SCREEN: As you can see, the inventory screen has room for only six items and having the correct eqiupment at hand is the key to success. It also informs you of your state of health, current weapon and amount of ammunition left.



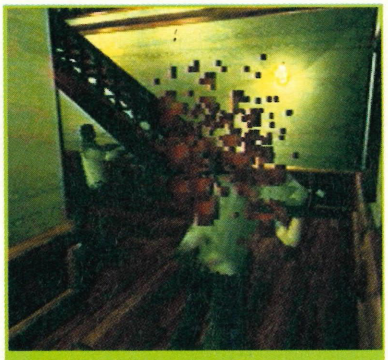
HIDEY HOLE: Rather than being forced to discard any extra items, *RE* allows the storing of them in chests around the mansion. No matter which you open, it will contain any item already deposited in another earlier on.

MAP: The maps in *RE* are useful to a degree, but unless you possess a photographic memory, it is advisable to make your own notes regarding what items are to be found in what rooms to save time later on.

KILL THE BITCH

I've always been a cat person myself. Dogs always want to jump on you, don't they? Blow 'em to pieces with a shotgun, that's what I say.

[Above] Curiosity not only kills the cat and stripped it skin, but it sometimes lets slip the dogs of war. Yes! Double cliché!



[Above] Violence in video games, where will it all end? That's what I want to know.

the gamesplayer being offered some new items necessary to solve a later puzzle. Handy to know, that is.

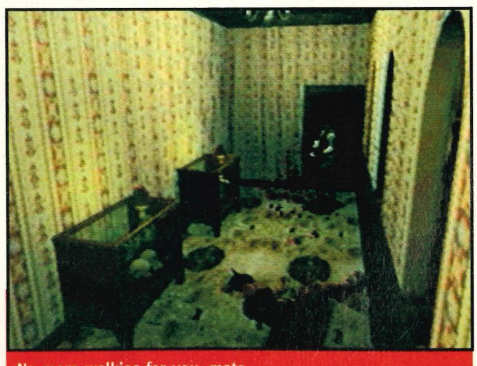
Equipment comes in the form of weapons (knife, Berreta pistol, Magnum revolver, shotgun, bazooka) as well as keys, emblems, jewels, books and batteries to name but a few. The most vital gaming weapon needed to progress through *RE*, however, is ammunition (although a logical mind, cartography skills and the ability to ask yourself questions like, "what the hell is that moose's head there for?" are all useful).

Up the arsenal (please)

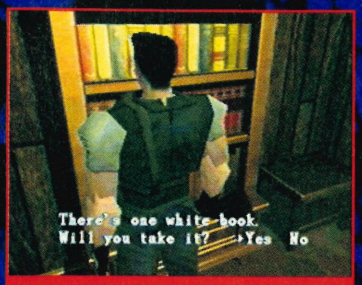
It's not that much of an exaggeration to say that ammunition (or the frequent lack of it) is the driving force behind decision-making in *Resident Evil*. It is not a good idea to face a giant spider with only three rounds left in your Berreta. Capcom is saying here, in a very smug voice, you've missed something, better go back and work out what it is. Well, actually, it's not just ammo, this

RE dogs are quick and vicious.

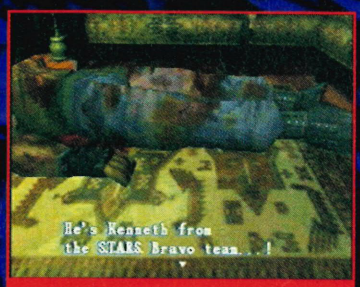
But no match for a shotgun.



No more walkies for you, mate.



BOOKS: Books provide vital clues as to the storyline as well as possible dangers that lie ahead. Capcom has executed this gaming device stylishly, with the stories genuinely adding to the game's atmosphere.



DEAD: Obviously, you're completely gutted that your fellow STAR Ken has met an unfortunate demise and are not at all thinking of frisking the body in case the corpse has some valuable ammo on it. Obviously.

CURIOSITY: One of the puzzles in *RE* involves looking around a picture gallery and making the choice of which switch to select. Those crows look very ominous. They look like they have sharp claws and beaks.

applies to the puzzle-solving elements too, but the scenario of vicious creature in front, little ammunition in gun, tends to be a bit more immediate than not having the right key for a locked door.

Kiss the next 96 hours good-bye and settle back for *Return of the Living Dead* – Interactive!

The result is a lot of mooching around rooms you've already visited, racking your brains to work out exactly what it is you need, as all too often, finding another ammo clip only means delaying the inevitable. *Resident Evil*-life just isn't that simple. Either that, or it's a case of trying to dodge the less-effective bad guys to conserve precious bullets and quite frankly I'd rather just blow their heads off! Also, only six objects can be carried around at one time and this isn't enough if you want an easy life.

Such is the quality – the atmosphere, the tension, the effects, the sound, the gore, the variety of enemies – of *RE* though, that the anger experienced isn't focused on the game designers for being awkward, but is rather

WEAPONS

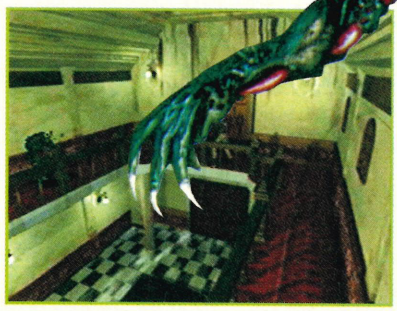
HERE'S THE GALLERY OF LIFE-TAKERS AND LIFE-SAVERS THAT GIVE YOU SOME REASSURANCE THAT YOU CAN TAKE ON THE HORRORS OF *RESIDENT EVIL* AND SURVIVE!

Pistol: Available early on.

Knife: All Chris has at the start.

Shotgun: Now we're getting there!

[Above] This is a hunter, looking very dead, and Chris, looking very vindictive.



[Above] Where there's a web, there's usually a spider. Worse luck.

Rocket Launcher: Kicks ass.

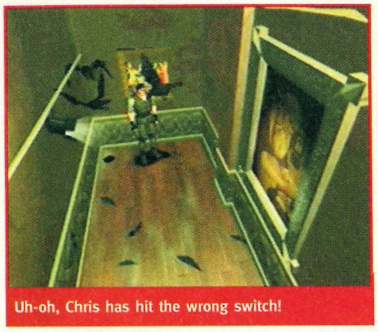
Bazooka: Blows zombies apart!

Colt Python: Better than pistol.

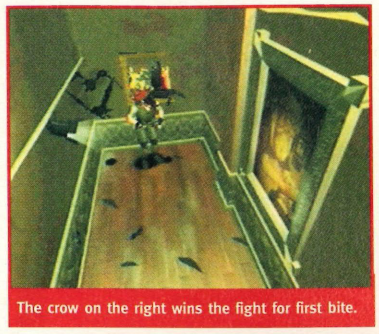
Flame-thrower: Hot stuff (groan).

FLIPPIN' PECK!

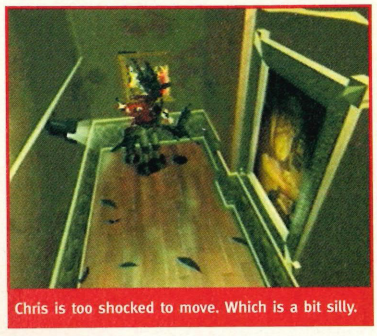
After a few hours of play, you should come to a picture puzzle. Of course, I wouldn't dream of telling you how to do it, but as a means of motivation, take a look at what happens when you get it wrong. Um, those crows up on the roof aren't just sitting there for the good of their health, y'know. Or yours.



Uh-oh, Chris has hit the wrong switch!

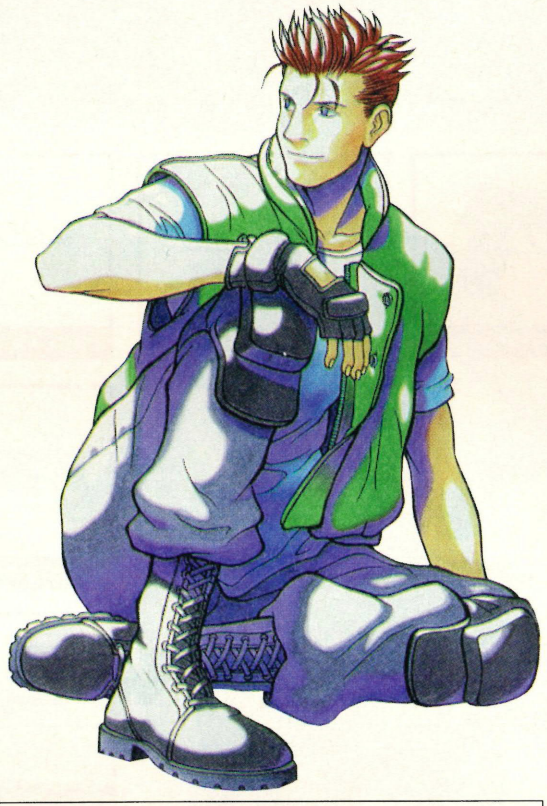


The crow on the right wins the fight for first bite.



Chris is too shocked to move. Which is a bit silly.

That look



[Above] **You frequently encounter other members of the STARS team in your exploration of the house, many give you information or help you kill something.**

LOOK BACK IN ANGER

One of the key features of *Resident Evil* is the switching camera angles from which the action is witnessed. Smart gamers will quickly learn the situations where the camera angles change to give themselves the best view of incoming enemies. Here, Jill shows how to make the camera your friend while Chris, as ever, does things the hard way.

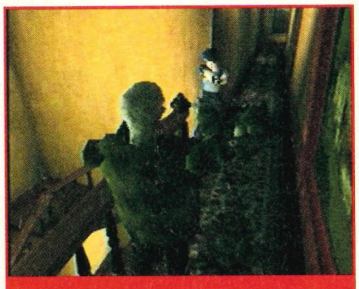
channelled into bloody-minded determination to show the game who's boss. Or, as is often the case in my experience, to die trying. Indeed, as far as sheer frustration/addiction goes, *RE* stomps on the frail eggshell mind of other PlayStation games and then to add insult to injury, has a game of footy with it.

Cheats never prosper

You can't even cheat by saving regularly and going back to your saved position when Mr Death turns up with his scythe. Obviously wise to this little tactic, the Capcom fiends have made saving your position a game element. Progress can only be saved by using a typewriter ribbon (odd choice, but what the hell) and, like everything else that's useful, these are limited in supply.

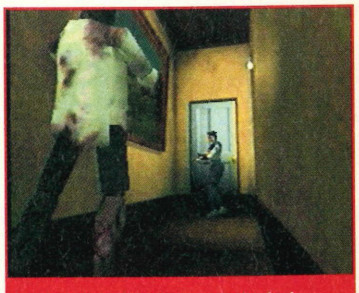
Stomps on the frail eggshell mind of other PlayStation games

Herb-fanciers will no doubt be pleased that sundry root vegatables play a part

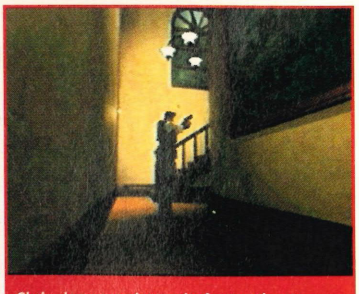


Jill, the clever girl, has quickly knocked off the zombie to the left of the stairs and is stood with her back to the wall to give her the maximum space possible facing zombie number two and thus get more shots off.

Chris, on the other hand, has come too far up the stairs, the camera has closed in as the zombies approach and now he will have next to no time after killing the first before the second attacks from the rear.



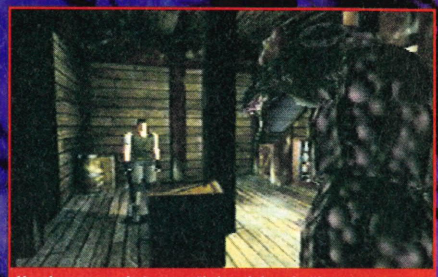
Smart lady is Jill – here she's backed right up to a door and thus placed herself far from the camera but able to watch the zombie lumber forward towards her. She now has plenty of time to kill it.



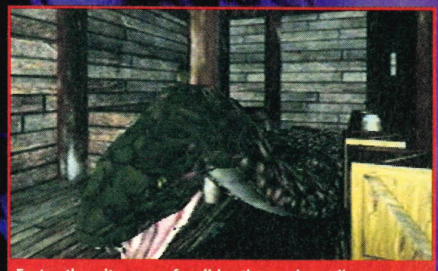
Chris, however, instead of retreating to the door and causing a camera angle change like Jill, has stopped at the corner. He now can't see if he's hitting the zombie, or, indeed, how close it is to him.

SNAKES AND BLADDERS

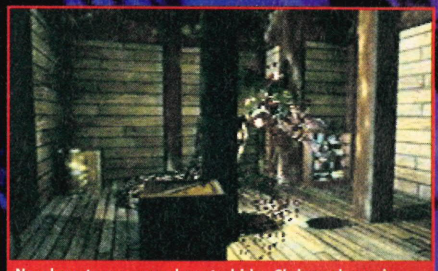
SOME OF THE ANIMALS IN *RE* HAVE BEEN BLOWN UP OUT OF ALL PROPORTION. HERE, OUR HERO MEETS HIS NEMESIS IN THE FORM OF A 50FT LONG SNAKE.



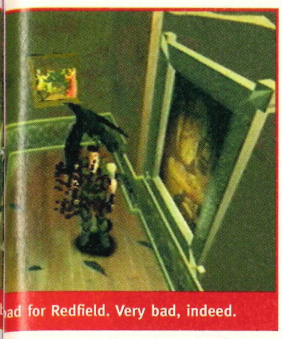
Here's one snake's eye Chris wishes he'd never come face to face with.



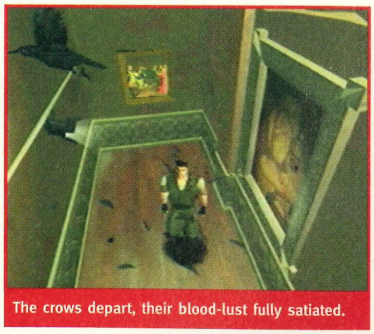
Faster than it seems feasible, the snake strikes towards poor Chris.



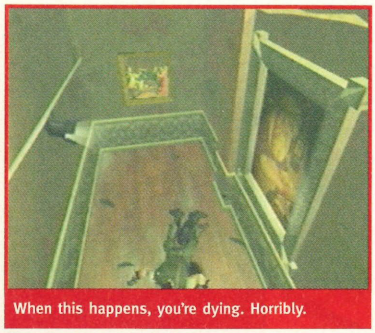
No place to run, no place to hide. Chris ends up in jaws open wide.



ad for Redfield. Very bad, indeed.



The crows depart, their blood-lust fully satiated.



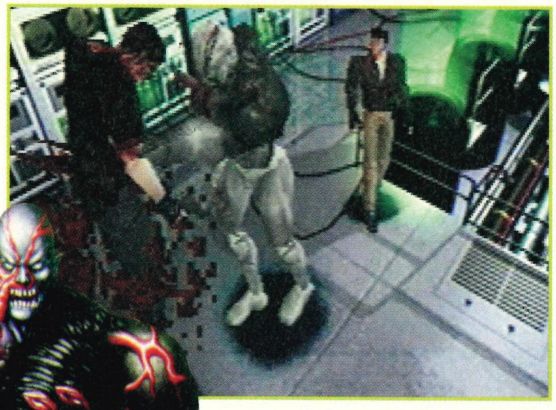
When this happens, you're dying. Horribly.

[ABOVE] Keys are a lot more imporant items of equipment for Chris than for Jill, as she should find a lockpick relatively early on in the game.

in the well-being of your chosen character. You can use them simply to replenish energy, but sometimes you might be poisoned by one of the end of level bosses and mixing the right herbs creates the perfect antedote. Lucky or what? Again, the gamesplayer will have to search out information stored somewhere else in the mansion to discover how to get the most of out the herbs.

The effects in *Resident Evil* are excellent, from the danger-signalling soundtrack, to the lighted corridors, to the switching camera views and the attention to detail obviously paid to the little touches, such as how clues are presented and the timing of when they are revealed.

Considering the game boasts a perfect B-movie plot, just the right amount of action, character interaction, mental challenge and film-like presentation, that If I didn't know better, I'd say that Capcom has produced the perfect interactive movie. *RE* is horribly, horribly addictive – it tests your reflexes, satiates your bloodlust, stretches your mind (and temper) and leaves you both thrilled and drained. *Resident Evil 2* please Capcom, as soon as you can do it, and don't spare the ketchup.



PLAY

LOOKS	9/10
SOUNDS	9/10
GAMEPLAY	9/10
VALUE	9/10
HORROR	10/10

PLAYED 95%

Bloody, challenging, awesome – almost perfect

ALTERNATIVELY:
ALONE IN THE DARK (77%)
FADE TO BLACK (OUT JUNE)

[LEFT] Some tracks have various crossings to negotiate, such as this bridge on the left, or the jump in the picture above.

SUPERSONIC RACERS

UNDER CONSTRUCTION

MULTIPLAYER GAMES ARE IN MANY PEOPLE'S EYES THE BEST YOU CAN GET. USING YOUR CONSOLE IN A BATTLE OF WITS AGAINST A HUMAN OPPONENT IS OFTEN HILARIOUSLY VICIOUS. ON THE GREAT MULTI-PLAYER GAMES TRAIL, ASAM AHMAD WENT SUPERSONIC...

There's nothing like getting back home after the pub with a bunch of mates and whacking a game like *Micro Machines 2* on your console for a bit of multi-player mayhem. At least that's the philosophy the Supersonic boys take, talking about their new PlayStation game, *Supersonic Racers*. "With *Micro Machines 2*, the main aspect of the game was the incredibly addictive multi-player gameplay. With *Supersonic Racers*, we wanted to take that to another level, enhance that, go a bit further," explains project leader Peter Williamson, enthusing about their new game, brandishing a multi-tap.

Supersonic Racers is the first product from Supersonic Software. The team, who were behind the classic Mega Drive titles *Micro Machines 2* and its *'96* incarnation, have been working away for over 15 months so far on *Racers*, in an attempt to bring to the PlayStation some of the old-game glory that induced bleary eyes and nervous twitches to many a victim of late night challenge sessions. Games are meant to be fun, and fun is something that a lot of games these days tend to miss the mark on. This is certainly something the Supersonic boys are trying to redress. "As far as the concept is concerned having cartoon characters, we wanted the game to be fun, not some kind of pretentious 3-D rendered thing, which is the way a lot of games are going now."

Indeed, let's face it, graphics aren't what actually make games great. It's playability. This is not to say that *Supersonic Racers* is in some way graphically deficient – it runs at 150,000 polygons per second, with texture-mapped cars and tracks – so the eye candy is certainly there. These boys, however, know that if a game doesn't play well, it matters not how nice it looks – it'll be a dodo.

Blueprint

Publisher: Mindscape
Developer: Supersonic Software
% Complete: 50%
Target release date: Sept '96
Origin: UK
No of players: 1-8

SOFTOGRAPHY

SUPERSONIC SOFTWARE:
Micro Machines 2
Micro Machines '96

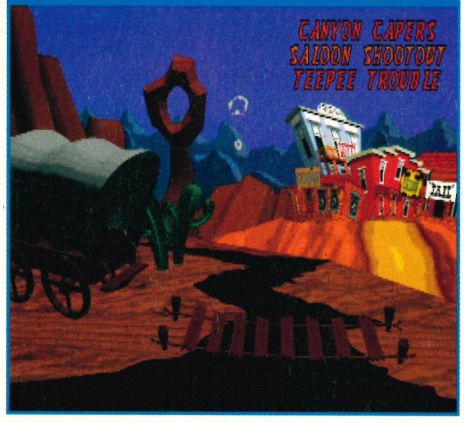
[BELOW] The vehicles turn into submarines for the underwater stages, with different handling.

DETAILS, DETAILS...

Racers is set over ten different playing areas, with around three tracks each to race on. Apart from the 30 normal layouts, there'll be bonus hidden tracks to discover as well. The eight characters in the game all have their own vehicles to drive in, with six variations depending on the track. For example as submarines, boats, zeppelins, spaceships, magic carpets and skidoos. Sounds impressive, with lots of variety, but then again features are just incidental if the gameplay isn't right...

"There is a difficulty with racing games and one player

[Above + Below] The whole cartoony concept has been extended to the entire game to give *Supersonic Racers* a fun look. Thanks to the Fiend for giving me these wonderful title screen pictures to caption. Cheers... I dunno.

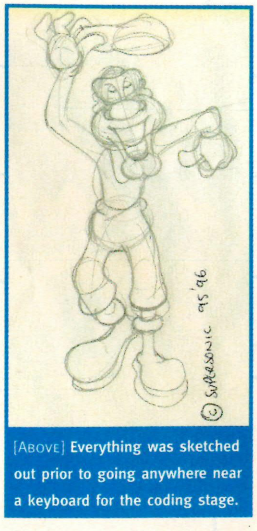


"The human element of interaction, with people gloating over victory, shouting at defeat, is the area where games come into their own. Playing games then really falls into a proper social event, say after the pub."
Peter Williamson, director, Supersonic Software

modes which is getting computer cars to behave in such a way that they provide a good challenge for players of any given level," comments Peter. "The way we're getting around this is largely by brute force. We're getting lot and lots of people to play it and time them to come to some kind of consensus as to how the computer cars should behave." Indeed, the single player game is probably the hardest part to get just right challenge-wise.

"To make the single player game much more involved, we've put a lot more structure into it. There are going to be several different ways to play the game, for instance a football-type tournament where you play on 'home' and 'away' tracks, leagues, and a knockout tournament where you gradually eliminate the computer cars. There'll be plenty of structured challenge," Williamson reassures.

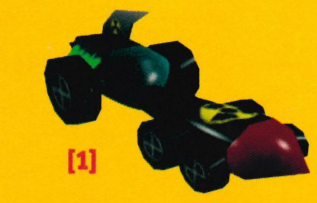
But of course the main aspect of the game is indeed the multi-player challenge modes. With up to eight players on one machine, or spread over two linked-up PlayStations, *Racers* should certainly provide an intense challenge to dastardly gamesplayers. Bashing your opponent with your control pad is heavily advised to instigate ruthless and deadly war.

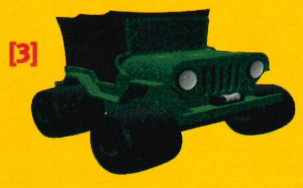


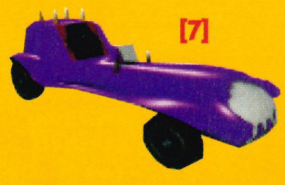
[Above] Everything was sketched out prior to going anywhere near a keyboard for the coding stage.

VEHICLE VARIATIONS

There are eight different cars in the game, all driven by the characters created by the Supersonic team. Although all the cars handle pretty much the same, there are actually another six variations to the norm. That makes a total of 56 different vehicles!







[BOATS]

The boat versions as you'd expect are for races on the water...

[CARPETS]

Put your car onto a magic carpet, and you almost have another game!

[SKICARS]

Snowy stages require the use of slip-slidy skidoos to stay on track.

[SPACE]

For a bit of astral orbiting, the spacecraft version of the cars come in handy.

[SUBS]

Underwater shenanigans call for submersible vehicles. Aha! Submarines!

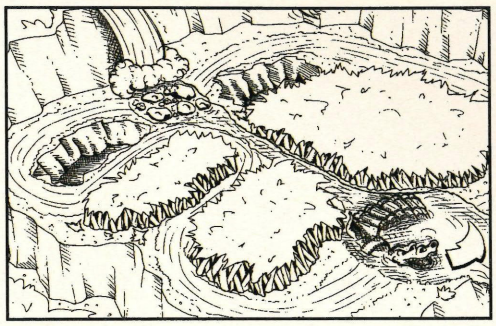
[ZEPPELINS]

The last set of vehicles, and we have blowable balloons, sorry, zeppelins.

ON TRACK

Before being committed to code, all the tracks go through an extensive design phase to ensure they're as playable as possible, and don't obstruct the action as you drive around. There is only one viewpoint used in the game, a sort of isometric view, but to aid keeping as much as possible in sight, the 'camera' zooms in and out to follow the action.

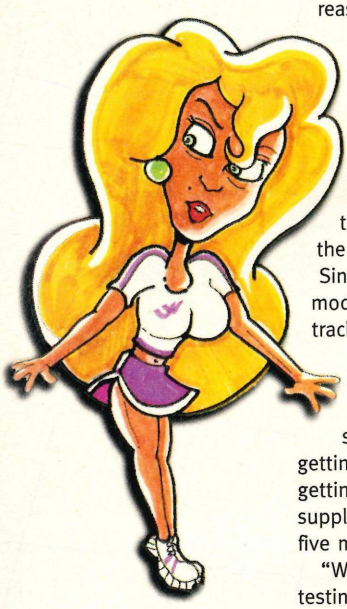
Here is a sketch of one of the jungle tracks, and its final inception into PlayStation polygons. As you can see, the Supersonic boys have followed their original design pretty closely.



LET'S GET TECHNICAL

The seven-strong team at Supersonic have still several months of coding and refinement to put into *Racers*.

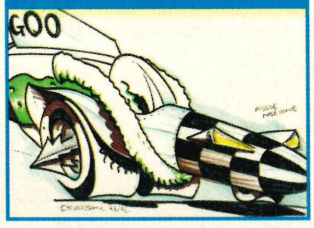
"One of the problems with the intelligence of computer vehicles is the fact that it is artificial. We've given them reasonably rigid playing roles to help maintain a certain amount of difficulty, in order to prevent the situation where a player deliberately tries to fool the computer into playing rubbish on early tracks, just to suddenly outrank the computer at more crucial stages. The hardest part is actually trying to define the limits of how easily or hard the computer players should play."



Single player mode aside, the multi-player modes require fine-tuning to make sure the tracks are as playable as possible. "The basic engine, in terms of how the cars behave and interact with the landscape, has taken around three or four months, but specific interactions with events such as getting onto a crocodile's back or on a train or getting sucked into a whirlpool, which are supplementary to the main engine, have taken five months or so," adds Peter.

"We're doing an enormous amount of focus testing on *Supersonic Racers*," comments producer Simon Harris. "As you've seen now, we've got a playable version up and running but we're going to spend the next five months tuning the computers cars as well as the playability of the multi-player modes. Ultimately, that's what it's going to come down to – the difference is the amount of time we're really putting in to making sure it works and plays really well."

[Below] An original sketch drawing for one of the cars in normal mode



[Below] The Supersonic boys even sketched out various themes to depict certain stages in the game. Weird!

A SUPERSONIC FUTURE?

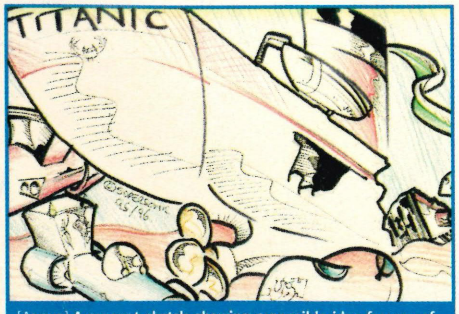
Peter Williamson most definitely sees the future of video games in terms of multi-player action. "Single player games are all very well, but there is only so long you can sit on your own in front of a console without getting sad and lonely. To me, multi-player games are where it's really at – lots of people sitting round playing against each other on one machine. The human element of interaction, with people gloating over victory, shouting at defeat, is the area where games come into their own. Playing games then really falls into a proper social event, say after the pub."

Something that Williamson would like to work on in the future is a similarly multi-player vehicle-based game, where various objectives must be carried in a race for victory. Such a game would throw in tactical and strategic elements into the mix, rather than just all out brawn. A racing fan myself, I'll certainly be looking out for it.

Until then however, *Supersonic Racers* is looming. With a heritage to be proud of, *Racers* should be something to watch the progress on over the next few months as the game gets tweaked to perfection. We'll keep you informed of this exciting project.

SUPERSONIC GUYS...

Simon Harris - Producer
Peter Williamson - Project Leader
Gordon Hargreaves - Artist
Alistair Latcham - 3D Modeller
Craig Justice - Artist & Modeller
Andrew Williamson - Programmer
Andy Fussey - Programmer
Gerald Gourley - Sound & Music



[Above] A concept sketch showing a possible idea for one of the underwater stages. The Titanic is a part of the scenery.

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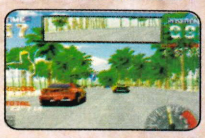
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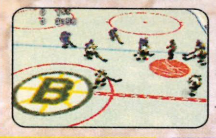
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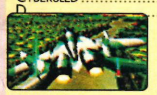
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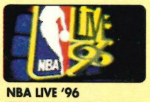
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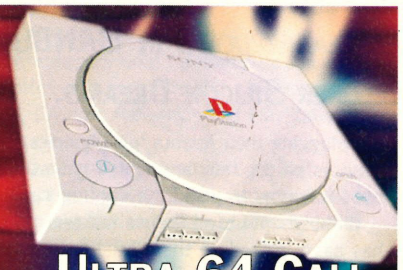

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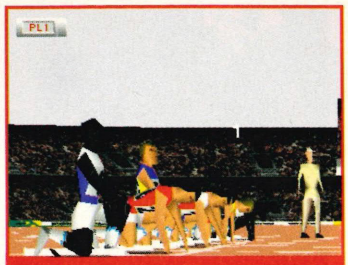
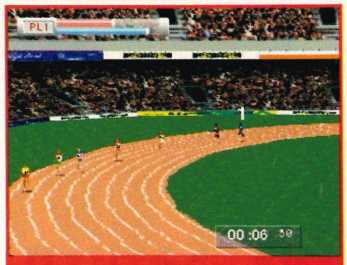
THE PASSION AND THE GLORY

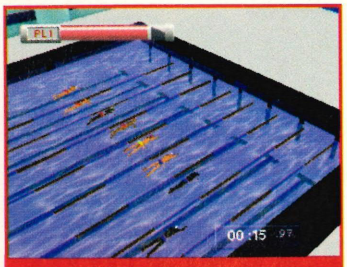
Olympic Games boasts a whopping 15 events, five more than Konami's *International Track & Field*. The way it has been developed, some events are practically finished whilst others (swimming, weight-lifting, skeet shooting, fencing, pole vault and archery) are still being worked on. We've talked Silicon Dreams into showing you them anyway...



100M: One of the simultaneous multi-player action events this is a firm favourite amongst the Play team.



400M: And this is THE favourite. The combo of button pressing and timing (stamina bar) works excellently.



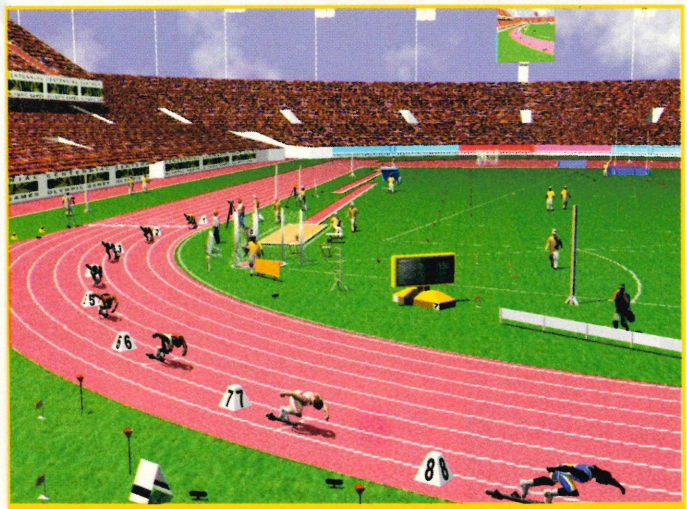
SWIMMING: Another to use a combo of button pressing and stamina bar-watching, all from (currently) three switching camera angles.

OLYMPIC

SUMMER'S ON THE WAY, BRINGING THE OLYMPICS AND THE RE-INCARNATION OF THE BUTTON-BASHER. IAN LYNCH DISCOVERS THAT A FEW NEW TRICKS HAVE BEEN LEARNT DOWN IN BANBURY, HOME OF *OLYMPIC GAMES* DEVELOPER SILICON DREAMS.

Linford Christie beating the Yanks, the fuel-injected Ben Johnson being caught out, the nation staying up to some ridiculous hour in the morning to watch the GB hockey team win in Los Angeles – the last three Olympics have produced some stellar athletic and sporting moments, and the world's greatest sporting spectacle, is now only a few short months away. Already the sponsors are plugging their Atlanta '96 Olympics-endorsed services on the telly and, video games-wise, the hype has now leapt off the starting blocks.

Birmingham-based licence masters US Gold has again picked up the official licence (as they did for Barcelona '92) and have entrusted Banbury-based Silicon Dreams with the development work. Originally, the firm planned to do two games, each containing nine events, but wisely decided to concentrate on cramming the most possible into one package, resulting in the 15-event *Olympic Games* (see boxout for event details).



[Above] **A glorious rendered screen of the start of the 400m. One day, in-game graphics will look like this. All the different elements such as the scoreboard and monitor are in this game.**

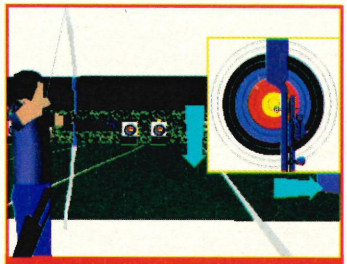
WHAT'S NEW PUSSYCAT?

And, of course, button bashing and timing is the order of the day for most of the action. It's a well-established system of gameplay which dates back to the original *Track & Field* arcade machines (out in 1983). As the years have passed, the system has

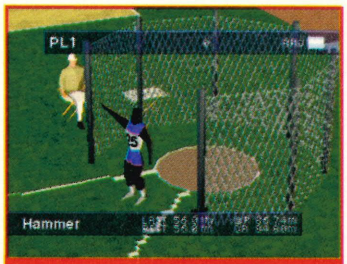
Blueprint

Publisher: US GOLD
Developer: Silicon Dreams
% Complete: 80%
Expected release date: July
Origin: UK
No of players: 1-8

JAVELIN: Unlike similar titles, the correct angle isn't just 45 degrees, but varies from event to event – more skill y'see.



ARCHERY: Still work needed here, but a quick look at the wire frame and finished range boxout below right should ease misgivings.



HAMMER: It's no use asking for it back now, you just should have thrown it further than 56.01m, shouldn't you.

LONG JUMP: The red line on the yellow bar represents the board for take off. Don't go over it and get a decent take-off angle.

C GAMES

100 Atlanta 1996

been tweaked and enhanced through generations of home computer imitators such as Ocean's *Daley Thompson's Decathlon* on the Spectrum, Epyx's *Summer Games* on the Commodore 64, US Gold's previous '92 licence on the Amiga and now, into the next gen of machines, *Olympic Games* on the PlayStation. So, what's new?

"We've tried to maintain the same high quality of gameplay with a vast improvement in graphics representation," says producer Rob Palfreman.

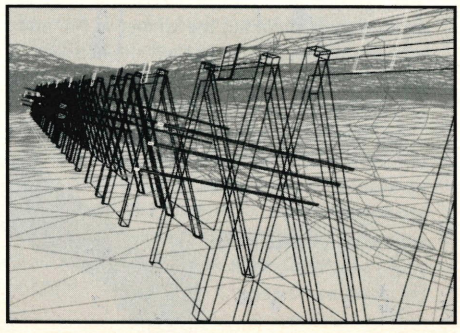
Given the power of PlayStation, gamers might expect a little more, and Rob is confident they'll get it. "The eight player feature really adds to the competitiveness of the game and the 3-D environment allows the action to be viewed from any angle."

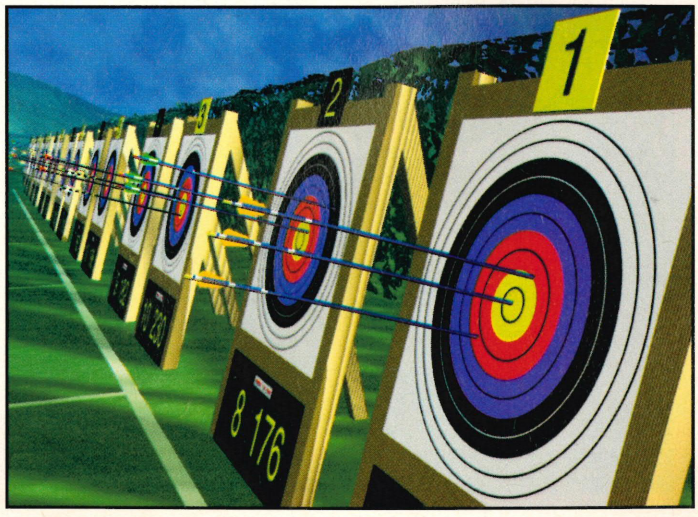
I WOZ RUBBED

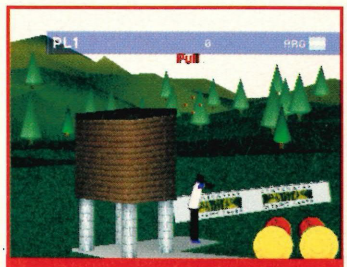
But button-pressing is still the foundation of this genre, at least for now. No matter how developers try to experiment with a new control method, they always seem to resort to the adrenaline-pumping bashing method as the main system in the end. Rob half-jokes that "we do actually have two control methods, bash and rhythm, but the rhythm method's a bit unreliable!" Well, we haven't experimented with the alternative yet, as it wasn't working properly during our session on the demo version, but have been trying out various methods of button bashing. Whereas the incomplete Konami game (the firm might yet change it) discussed last issue uses the ● and ■ buttons, limiting the user to simply trying to press both as

WIRED UP

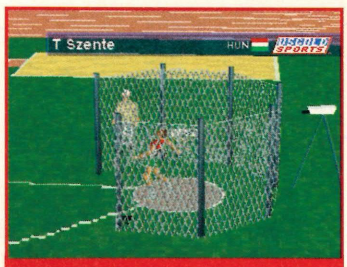
INTRO SEQUENCE OR NOT, YOU HAVE TO ADMIRE THE WORK THAT GOES INTO CREATING THIS QUALITY OF FINISH. ROLL ON THE DAY WHEN THIS LEVEL OF GRAPHICS REPRESENTS IN-GAME SCREENSHOTS! HERE, WE CAN SEE HOW THE DEVELOPERS CREATE A WIREFRAME MODEL OF THEIR CHOSEN SCENE BEFORE MAKING WITH THE COMPUTER CRAYONS AND ADDING THOSE SUBTLE TONES AND COLOURS WHICH TURNS AN ARCHERY RANGE INTO A WORK OF ART.







SKEET SHOOTING: Pull. If only it were as simple as that (sigh). They ought to make this event a bit easier.



DISCUS: Stopping him spinning and getting the throwing angle right is the hard bit here. And no mistake.

RAPID FIRE: This is excellent, this is. Six run throughs the five targets, with eight, six and then four seconds to get your shots off.

TRIPLE JUMP: Tricky. Not only due you have to build up speed but you must also stop the cursor going over the red line three times out of three.

quickly as possible, Silicon Dreams has decided on X and ■ as the main two buttons (although gamesplayers can change this, if desired), allowing both the fingers-on-buttons method, and the side-to-side skim using the back of a finger wrapped in a handkerchief. Something, which appears to propel your polygon-packed figure quicker, as is confirmed by Rob "yes, a rubbing action across both buttons is by far the fastest." There's also an argument for saying this is easier on the joypad.

Mode-l structure

It's safe to say that quite a bit of thought has gone into the modes of play (Olympic, Arcade and Challenge) included in *Olympic Games*.

In the former, the gamesplayer competes with 29 other opponents, up to eight of which can be human players, and the rest are CPU-controlled. Here, gamers go through qualifying heats on the track events and swimming, first and second in each heat going through to the final.

Over to the pole vault, high jump and weightlifting events where each player has three tries at each height/weight, the winner being the one who jumps/lifts the highest/most.

Throwing and jumping-wise, (discus, hammer, javelin, long jump and triple jump) the player has three tries to get their best throw/jump. The winner being the one who throws/jumps the furthest. In skeet shooting, the player who shoots the most skeets out of 25 wins the gold medal. Rapid fire shooting consists of six series of ten targets, over eight, six and then four seconds. Which is quick.

Archery is made up of six shots in each of six rounds over various distances to give a total out of 360 points. Which just leaves one of the better events, fencing. This has been designed as a knockout tournament competition and hence to win this event you have to beat all computer/human players you are pitted against. In each event, gold, silver and bronze medals are awarded, worth five, two and one points respectively. Once you've taken part in them all, the winner is the one with the highest score (really?). Remember, according to the Olympic ideal, it's the taking part that counts (yeah, right).

So, over to arcade mode, which unsurprisingly mirrors the old coin-op system of progression and scoring. No CPU-controlled players here, your rivals come from up to seven human players. Each event

[Above] Just shy of the world record – unlucky my son. The triple jump is a real test of hand-eye coordination.

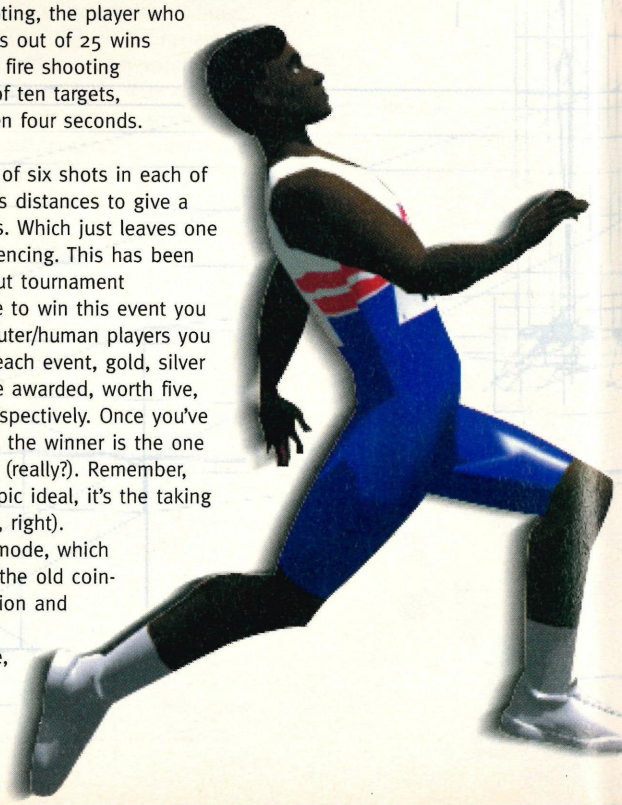
"The eight player feature really adds to the competitiveness of the game and the full 3-D environment allows the action to be viewed from any angle."
Rob Palfreman, Silicon Dreams

MULTI-PLAYER, JOYPAD SLAYER?

As is increasingly the case with new PlayStation projects, *Olympic Games* has been developed with an eye on multi-player action. Up to eight human players can take part, all using the same pad and taking it in turns. Those tempted into paying out for a multi-tap are in for a treat as players can compete simultaneously in the 100m, 400m and swimming, as well as going head-to-head with one opponent in the fencing.

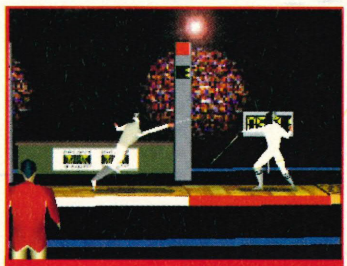
"This is the first eight player multi-event sports game and it's quite a larf playing with a group of mates after the pub. Beer, balti, bash...brilliant," chips in the ever jovial Rob.

Multi-player madness: The Play team (from L to R – Butt, Hardy, Lynch, Ahmad) get stuck into some serious rivalry and slagging each off. This is what it's about.

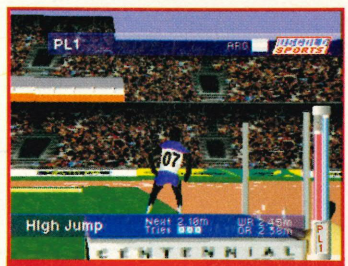


WEIGHT LIFTING: This one requires an horrendous amount of button bashing. The side-to-side method is definitely one to adopt.

POLE VAULT: Hit buttons, stop the grey bit by white line to lower pole, then stop it again to jump bar. Next gen gameplay, eh? (grin).



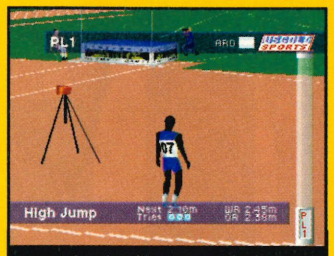
FENCING: Another featuring head-to-head action in multi-player mode. Very stylishly too, it must be said.



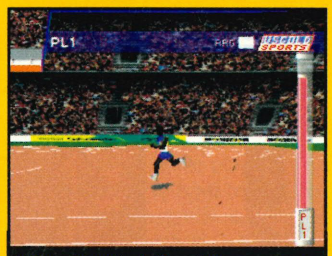
HIGH JUMP: The height attempted can be set as desired. 2.10M isn't a lot, but the bar isn't where it should be, is it.

HE'S SO HIGH

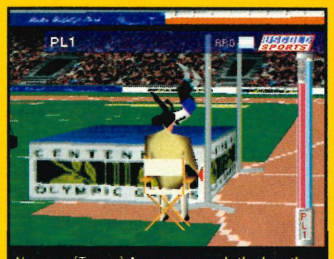
Track & Field veterans might be thinking, Oh no, this used to be impossible, what with the three button timing necessary to get over the bar. Silicon Dreams has simplified a lot. Let's watch our pal Archie Argie go though a jump.



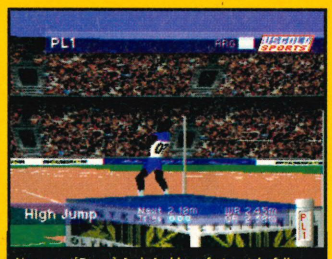
Number [One] Archie stares at the bar, a picture of mental concentration as he psyches himself up to jump over 7ft.



Number [Two] Bash those buttons – aim to get the pink bar as near to the top of the tube as you possibly can.



Number [Three] As you approach the bar, the blue indicator surges upwards. What you have to do is stop it dead level with the pink.



Number [Four] And, Archie unfortunately fails. I've said it before, but that bar is most definitely not where it should be, and no mistake.

has a qualifying standard, which must be bettered to go onto the next one. Performance means points here (10,000 per event is average) with a running total kept to show the overall leader. Fencing is not included in this mode.

If you're interested in taking on the champ at one event, you'll be glad to know that in Challenge mode the gamer selects which events to compete in. Choose from one to eight players, with the CPU taking over control of those slots not taken up.

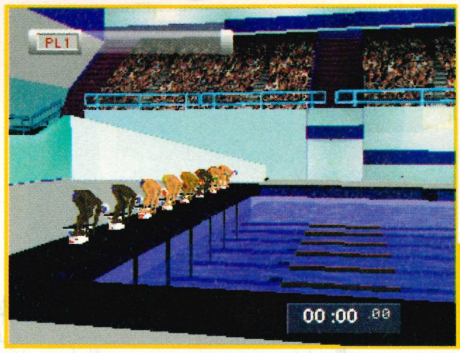
Add all this gameplay-focused thought to a mix which already includes three levels of difficulty-setting for the CPU characters, music, commentary from Radio 5's Alan Green, intercut FMV clips of opening, medal and closing ceremonies and you have what seems like an attractive proposition for sports-minded PlayStation owners. As Rob says, "how can it fail?"

SOFTOGRAPHY

Silicon Dreams:

Fever Pitch
(Mega Drive and Super NES)

Olympic Soccer
(out June on PlayStation)

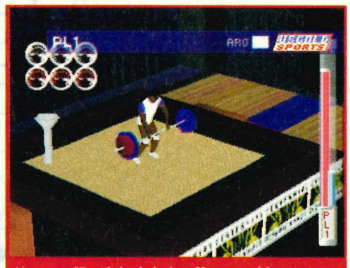


[Left] The swimming is one of the incompleted events and as yet as no sound or camera angles.

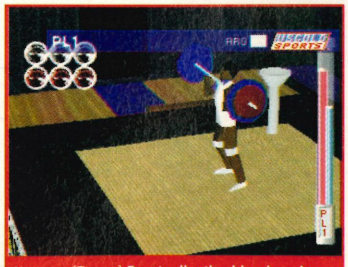
WEIGHT FOR IT...

The weight-lifting requires probably the most sustained amount of button bashing of all the events. It's almost as knackering as trying to lift the weights themselves!

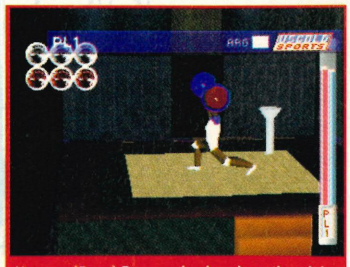
Number [One] The camera zooms close in as the Argentine lad buckles down for his first lift in the clean and jerk.



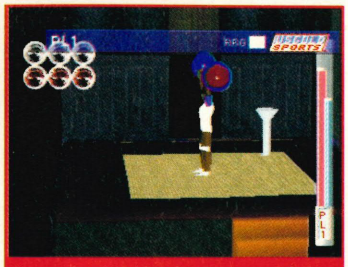
Number [Two] And, he's off... smashing buttons to get the pink power bar as high as possible.



Number [Three] Eventually, the blue bar rises up, with the player having to stop it level with the pink to go the next stage of the lift.



Number [Four] By now, having done the pink and blue match twice, you're getting tired. Okay, one last effort.



Number [Five] And it's there! Your arms feel like rubber, but you've done it. Only thing is, it's now time to do it again.

EXHUM

UN
CONS

IN MANY WAYS *EXHUMED* IS AN APT METAPHOR FOR THE WHOLE 3-D SHOOT-'EM-UP GENRE, BUT LOBOTOMY SOFTWARE'S FIRST PSX PROJECT IS ALL SET TO SCARE THE LIVING DAYLIGHTS OUT OF YOU. DAMIAN BUTT WALKS LIKE AN EGYPTIAN...

Stargate meets *Doom*.

If someone in a nylon shirt and anorak approached the majority of you in the street and asked you to sum up *Exhumed* in one media-friendly soundbite, that's what you'd say. Yes, it's set in Egypt and therefore has more than the usual amount of mummies and blokes in gold sarcophagi flying about the place. And okay, it is a three-dimensional shoot-'em-up, just like *Doom*, but *Exhumed* is different. No really it is.

Exhumed is Lobotomy Software's first home grown game and they're pretty pleased with themselves because after two year's hard slog (mostly using their own money) it's nearly ready. And what's more it's damn good, as we found out on the BMG stand at the ECTS show where it debuted.

First things first, the plot. *Exhumed* is a first person 3-D shoot-'em-up set in the Egyptian city of Karnak which has been seized by an evil force called Kilmatt. Naturally, all the women and children have been devoured and the men enslaved, but they've also nicked the corpse of King Ramses and six artefacts which when collected will allow you to jump higher, float etc when found.

The game is littered with hundreds of mind and body puzzles and to help you along the way, the spirit of Ramses himself appears in a sort of mummified Clare Rayner capacity. *Exhumed*, therefore, is not just a brainless shoot-'em-up which causes your mouth to hang

Blueprint

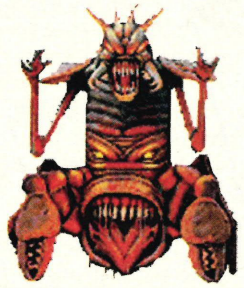
Publisher: BMG
Developer: Lobotomy Software
% Complete: 80%
Expected release date: September
Origin: USA
No of players: 1

STARHATE

EXHUMED FEATURES OVER 25 DEADLY DENIZENS THROUGHOUT ITS 29 LEVELS, HERE'S A BRIEF SELECTION OF THE ONES WHO ARE ALREADY IN THE GAME.

[FIRE DRAGON]

[DOG-HEADED BLOKE]



[SCORPION GOD]

[MUMMY]

[SKULL MUMMY]

[PIRAHNA]

[SCORPION GUARD]

ED

limply while playing, you're going to have to use the old grey matter to solve hundreds of fiendish Egyptian puzzles. Intrigued? You should be because it certainly looks the Doberman's doobries, but hey, I'm babbling, let's allow Lobotomy to wax lyrical about their creation.

Exhumed on PlayStation was written using a modified version of the 'Build' 3-D engine developed initially by 3D Realms for their PC CD-ROM smash hit, *Duke Nukem 3D* (so *Duke* on PSX is entirely possible then). Lobotomy licenced Build and work began on the PC version of *Exhumed* two years ago. But whereas Build was fine for the PC, the PlayStation and Saturn conversions of the game required something special to make best use of their hardware capabilities. Over to the head of Lobotomy, Paul Lange,

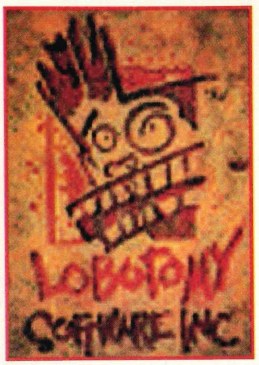
"The console engines are drastically different from the PC ones considering they are full 3-D polygon engines vs raycasting variant. The speed we have been able to squeeze out of the Saturn and PlayStation has surprised many well informed people. There are 29 levels of varying sizes and complexity. We were able to create much more complex levels on the PSX than on PC but in turn the levels are smaller overall."

Okay, so a little more about the game, as we've only really seen a brief snippet at a trade show. We know that it features plenty of puzzles, a bit like *Dungeon Master*, that you can swim underwater, slide down chutes, and that the game is full of dynamic lighting which means lit torches illuminate your immediate surroundings, but what is the team most proud of?

"Being gamesplayers at heart we are most proud of how *Exhumed* feels. It's a beautiful game and the monsters and environment are truly art, created by craftsmen. But the bottom line is how the game feels and whether it makes you come back for more when faced with a challenge after losing your last life. The graphics have to be there to compete with other games, the levels have to be engrossing and offer just the right amount of challenge, the sound and atmosphere have to convey a sense of realism and gratification, and the programming has to tie it all together seamlessly with that perfect feel."

We were dismayed when *Stargate* was released because the plot was astonishingly similar...
Paul Lange, Lobotomy Software

[BELOW] Makes *Doom* look a bit crap doesn't it?



Why isn't there a mutli-player option to link-up PlayStations? Surely omitting such a detail is pure folly?

"It's a cool concept and we have to give Sony credit for incorporating it, but frankly it's just too big a hassle to get two PlayStations together along with two monitors to play multi-player games. Even in our offices, where we have multiple systems readily available, we rarely link them up. We just didn't feel it was worth risking a delay to support it."

Hmm, well maybe you'll think of including it in *Exhumed 2*. How about the Egyptian angle, you guys watch *Stargate* a few too many times or what?

"Actually, we were dismayed when *Stargate* was released because the plot was astonishingly similar to *Exhumed*. We had been doing research for over a year before *Stargate* was released. Basically, we checked every book, photograph and piece of Egyptian art we could find to familiarise ourselves with Egypt, and then just built on that framework to create the world of *Exhumed*. We could have gone intellectual with this product by including real hieroglyphs and paintings, but we felt it would interfere with the game design."

[Above] Check out that meticulous detail on the walls, oh and the mummy in the distance.

Exhumed features many different weapons such as the .357 Magnum and M-60, here's the ultimate question. You're stuck in a chamber with a horde of monsters attacking you from all sides, which weapon do you start blasting with?

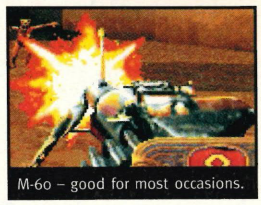
"Good question! Actually, it really depends on what enemies are attacking you, how fast they are closing and how far away they are. All of these factors come into play. My favourite weapon is a mystical cobra staff that shoots undulating green cobras that seek their target and explode on contact. It's really fun to use, but is a bit dangerous at close quarters. Some of our weapons, like the Amun bomb (a grenade-like device that explodes on impact) take considerable skill to use properly, but are devastating to enemies. Of course, you can't go wrong with the .357 Magnum or the M-60 machine gun. We have some very creative weapons that are fun to blast monsters with. There are actually more weapons available in the console versions than the PC."

WHERE'S YER TOOL?

You can't have a 3-D shoot-'em-up without big guns. *Exhumed* has plenty, but we've only got pictures of...

Cobra stick – fires green cobras.

Flame-thrower – burn mummies.



M-60 – good for most occasions.

Machete – slice 'n dice baby.

But let's face it, surely *Exhumed* is just another *Doom* or *Alien Trilogy* clone, right?

"*Doom* in our minds is a strict conversion from the PC, but with improved colour depth. On the PC it's a great game, but on other platforms it just hasn't worked as well. *Alien Trilogy* took advantage of the polygon crushing abilities of the consoles by adding sloping surfaces and polygon objects, but hasn't pushed the system to its limits and is designed with more of a PC game philosophy. *Exhumed* is upping the ante by using sloping surfaces gratuitously, light sourced illumination from torches, explosions and creature fireballs, swimming underwater, levitation, and wrapping this up with a game that video game fans will die for, not just a game designed in vogue with PC games.

You can't go wrong with the .357 Magnum or the M-60 machine gun!
Paul Lange, Lobotomy Software

[Above] With gun blazing you are accosted by two dog-head guardians but manage to find a secret power-up room. It's all go!

With the PlayStation we are using multiple 256 palettes and can tile each individual polygon with a different texture. This allows us much greater flexibility and greatly improves the appearance of the levels. Ultimately, no matter how nice the graphics or theme of the game, the bottom line is gameplay. If it isn't fun to play and engrossing enough to play over and over again, it's going to suck. Much of *Exhumed* was greatly influenced by *Super Mario World*, *Super Metroid* and *Zelda* on the Super NES, three very popular and highly regarded Nintendo titles where gameplay is all. That's our philosophy at Lobotomy.

We originally designed *Exhumed* as a first person RPG for the PC, and then *Doom* came out and the whole genre exploded and that's the direction we decided to go. We still think it would have made a great RPG."

Maybe that's to come. Lobotomy has arrived.

You encounter some vicious fishes underwater. Run!

[Above] "Do ya feel lucky, punk?" BUDDA-BUDDA! Obviously not.

SOFTOGRAPHY

Lobotomy Software:
Exhumed is Lobotomy's first game. It is called Powerslave in the USA.

IMITATION IS LIKE, FLATTERY

***Exhumed* isn't just another Doom game, it's totally original, isn't it? Well that's what Lobotomy would have us believe, let's compare it with its two main rivals**

	Exhumed	Alien Trilogy	Doom
Guns	6	5	8
Energy	Beating heart	Medi kit	Medi kit
Power-ups	Servant's hand	None	None
Map	Yes	Yes	Yes.
Entrails	Copious	Green	A bit
3-D engine	360° all directions	360° left/right	360° left/right
Levels	29	33	59
Alt. views	third person	None	None
Atmos	Musty	Pant-filling	Spooky
Link-up	No	No	Yes

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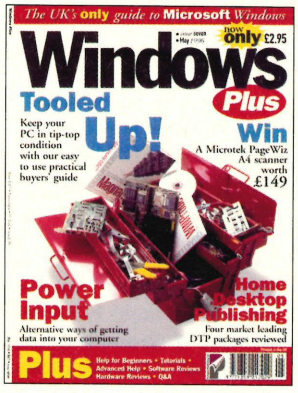

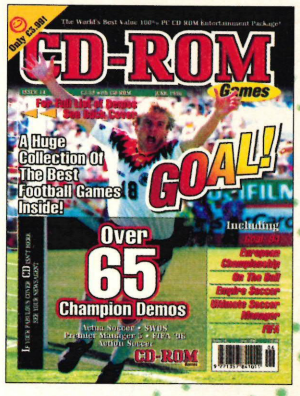

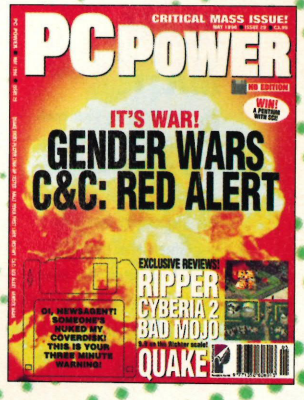

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SHINING SW

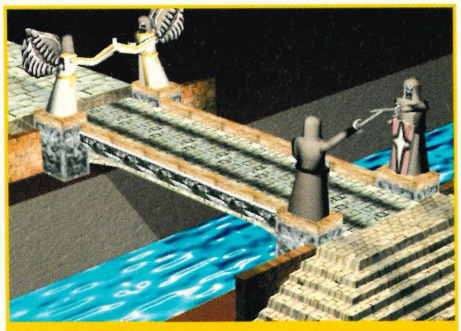
FORGET *TEKKEN 2* AND *ARC THE LAD*, YOU WANT A GAME THAT GIVES YOU THE BEST OF BOTH WORLDS, AND HERE IT IS – *SHINING SWORD* – A ROVING ADVENTURE/BEAT-'EM-UP THAT LOOKS SET TO ELECTRIFY THE PSX. DAMIAN BUTT INVESTIGATES...

American Laser

Games is best known for its Light Gun-based coin-ops such as *Mad Dog McRee* and *Space Pirates*, but when we heard that the firm's first PlayStation game was to be a total departure from all this, a stunning virtual adventure that was unlike anything seen on the PSX – a cross between *Doom* and *Tekken 2* wrapped up as an RPG, no less – we jumped at the chance to have an exclusive behind-the-scenes look at *Shining Sword*.

The game is set in a medieval world of swords and sorcery, with the player assuming the role of one of four characters (Lich, Minotaur, Acolyte and Ratkin) searching for the fabled Shining Sword. Reminiscent of *Little Big Adventure* on the PC, *Shining Sword* boasts a massive 3-D world made up entirely of texture mapped polygons, and the developers of the game have apparently pioneered "an animated particle system, to create special effects such as waterfalls, streams of flame and wizard spells." There are also some fantastic sequences depicting buildings collapsing in true 3-D and body parts being hacked off during the battles (it is a fighting game remember).

Like Adeline's *Time Commando*, *Shining Sword* features multiple moving cameras for dynamic viewpoints, but unlike the French game, you will be able to wonder around the whole world at will. Tim Gerritsen, the project leader of the game, explains,



[ABOVE] **An example of the pioneering animated particle system making the rendered river ripple.**

"I think *Shining Sword* is a new experience not like any other game out there. If I had to compare, I would have to say that it is a combination of *Doom* and *Tekken* with a little *Resident Evil* thrown in."

So what sort of game is it exactly?

"We believe *Shining Sword* is a new genre – an exploratory fighter. You get to wander around á la*Resident Evil* and hunt for stuff, but you also get to fight like in *Tekken* when you get close to an adversary. Because of this, there are two modes to the game – the adventure/movement mode where you wander around the world looking for a path to the Shining Sword, and a combat mode where you fight."

The game's much mooted feature is that the entire game is open right from the start. If you want to go off and explore the mountains, or stay near the towns, it's up to you, because the game will adapt to your playing style. Sounds good, too good, is it at all linear? Gerritsen explains.

"There are three sections of the game broken down into areas, of which there are 12 in the first section, six in the second, and one in the third (so far). The beauty of *Shining Sword* is

"*Shining Sword* is a new experience not like any other game... it's a combination of *Doom* and *Tekken*, with a little bit of *Resident Evil* thrown in."
Tim Gerritsen, ALG.

Blueprint

Publisher: TBA
Developer: American Laser Games
% Complete: 60%
Expected release date: TBA
Origin: USA
No of players: 1-2

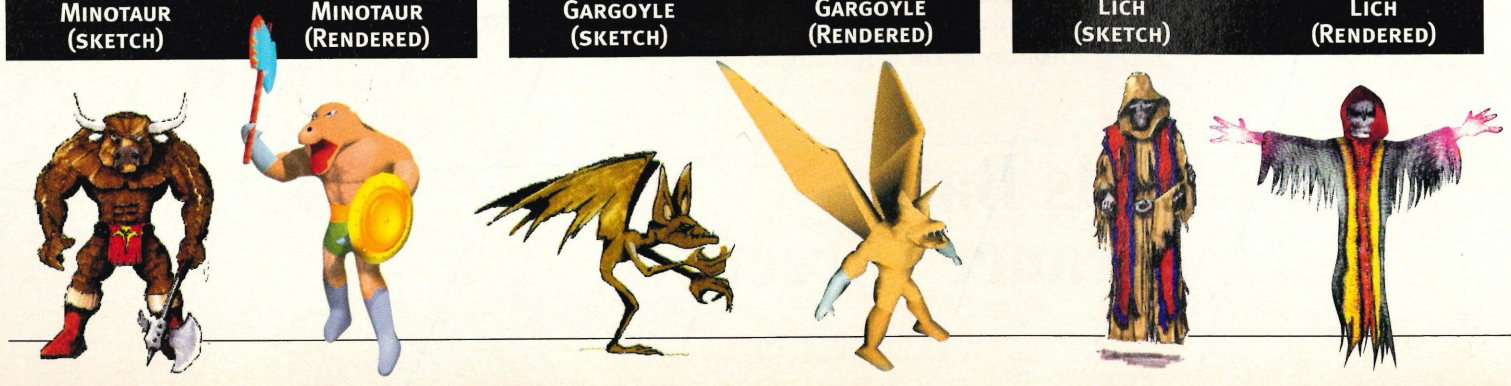
BEAST MASTER

***SHINING SWORD* WAS BEGUN IN SEPTEMBER 1995 AND THE MONSTERS WERE SKETCHED FIRST AND THEN FLESHED OUT AND RENDERED FOR THEIR INCLUSION INTO THE MAIN GAME WHICH STARTED TO COME TOGETHER IN NOVEMBER OF THE SAME YEAR. PLANNING, YOU CAN'T BEAT IT.**

SOFTOGRAPHY

AMERICAN LASER GAMES:
Mad Dog McCree, Mad Dog II, Space Pirates, Crime Patrol, Drug Wars, Mazer, OrbAttack.

MINOTAUR (SKETCH) | **MINOTAUR (RENDERED)** | **GARGOYLE (SKETCH)** | **GARGOYLE (RENDERED)** | **LICH (SKETCH)** | **LICH (RENDERED)**



WORD

that the game is totally non-linear. You can go where you want and do what you want, in any order. I should also mention that there are two ways to play the game. You can play a full game where you search for the sword, or an arena game where you play against opponents from the game in a fixed setting like any other beat-'em-up.

You can also play the game with another player on one system in arena mode, or the full game using the link cable (We can't do a split screen version of the game because we are pushing the hardware too hard to make it look any good in split mode)."

Okay, so it's a fighting game and you get to walk around a lot – a bit like *Legend of Zelda* on the Super NES, which is no bad thing. So far the PlayStation is woefully short on this kind of adventure game, but is it too much of a culture shock for beat-'em-up-thirsty PSX owners, or is it the big break we've all been waiting for – at last something to really test the power of the PlayStation?

"There are many reasons people will like this game," Gerritsen explains, "it is a fighter with a plot, you can run away when you are losing and look for healing, you can use the world in your fights (stairs, arches, bridges, pools of water), and the world is huge. These are just a few things that set it apart from other games out there. Not to mention it looks pretty darn good."

So you're proud of it then?

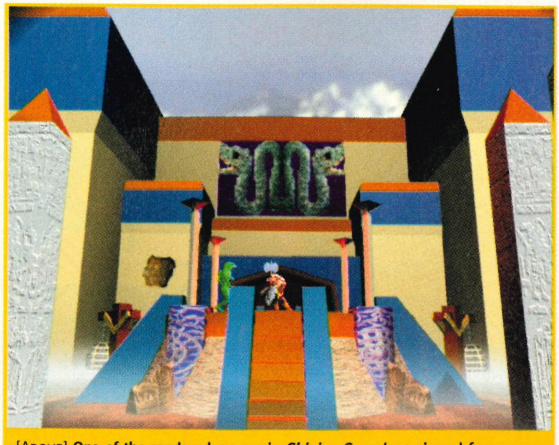
"All of our characters are seamless – that is they are made up of one continuous object instead of different body sections. Also, we created a particle system similar in style to what you would see on an SGI system that allows us to create very cool special effects. Then there are the little things, such as the fact that all the vertices in the game are shared, so that you shouldn't see seams between polygons in the world, and the fact that we will be pushing 3,500 polygons per frame. Yes, you could say I'm of it."

But the real test of *Shining Sword* is how the characters interact with the landscape. There's no doubt that the technical expertise is there, the real question is what sort of monsters will appear in the game and what form will the gameplay take? Again, Tim Gerritsen enthuses, "There are over 20 monsters of all types. We didn't want a straight humanoid fighting game, so we came up with dragons, spiders, bats, and elementals as well as your standard humanoid types.

As for weapons, there will be a variety of one and two handed implements. There are four basic characters (we limited the game to four playable characters so we could create an amazing world and still make the players worth playing).Each one has a fighting style totally unique from the others. The minotaur has an axe and shield which he uses with brute force, the lich uses magic almost exclusively except for his ability to claw an opponent, the acolyte uses a two handed staff and her acrobatic ability, while the rat has a short weapon in each hand and one in his tail. No two players are similiar."

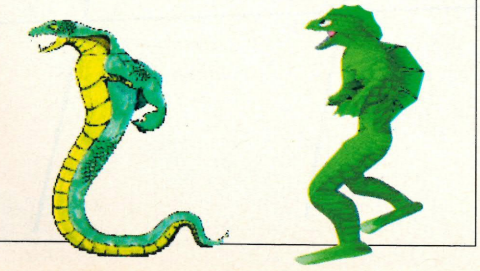
Shining Sword has no firm release date or publisher in the UK as yet, we'll have more news on this fantastic looking game in our E3 report next issue.

[Above] **The snakeman and minotaur face off and prepare for battle. Imagine this with an adventure element.**



[Above] **One of the rendered arenas in *Shining Sword*, as viewed from below. There will be literally hundreds of places to have a barney!**

Snakeman (sketch) **Snakeman (Rendered)**



THERE'S NO 'I' IN TEAM

ALG have amassed a highly talented team for their first PSX game, here's a brief run-down of their involvement and history.

Tim Garritsen (designer/producer)
Worked on: *Aces of the Deep* (PC), *A-10 II: Silent Thunder* (PC), various Sega 32X products, *OrbAtak* (coin-op).

Paul Masters (lead programmer)
Worked on: *A-10 II: Silent Thunder* (PC), *Prowler* (3DO/PlayStation), previously at Origin.

Nat Brown (Senior programmer)
Worked on: *Mazer* (coin-op)

Durwin DeLaRue (Junior programmer)
Worked on: Various 3DO, Mega-CD projects

Tim Ray (Junior programmer – motion capture, collisions)
Worked on: *Wing Commander III* (PC) for Origin.

Larry Shultz (lead artist)
Worked on: Motion capture system for ALG, *OrbAtak* (coin-op)

Darren Thorne & Jeff Baker (Artists)
Worked on: *Mazer* (coin-op), logos for ALG.

The Great Gunship Give-away

Competition number two!!?? Yippee!!!! In conjunction with the Man from MicroProse, to go with our exclusive first review of the highly rated *Gunship*, were giving away not one, but TWO PlayStations! There's probably not much I can tell you about a PlayStation that you don't already know, so I won't. Anyone thinking we're nuts for offering PlayStations as prizes, think lot's of new releases with a link-up option. Ah! Of course, if you that don't have one yet, here's your chance to get you hands on the most desirable piece of kit for Nineties yet. Lovely.

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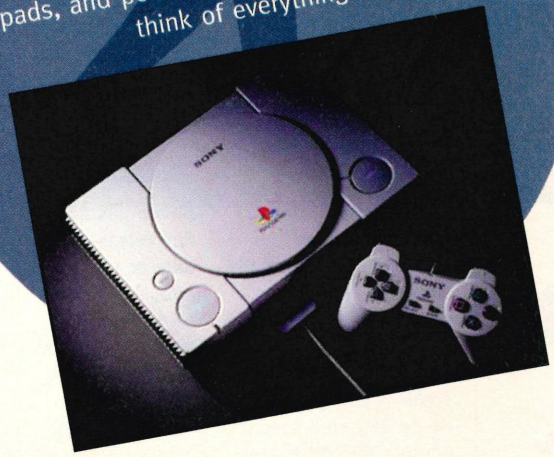

Gunship is reviewed on page 64 and looks to be the business!

RULES

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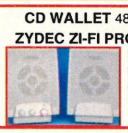

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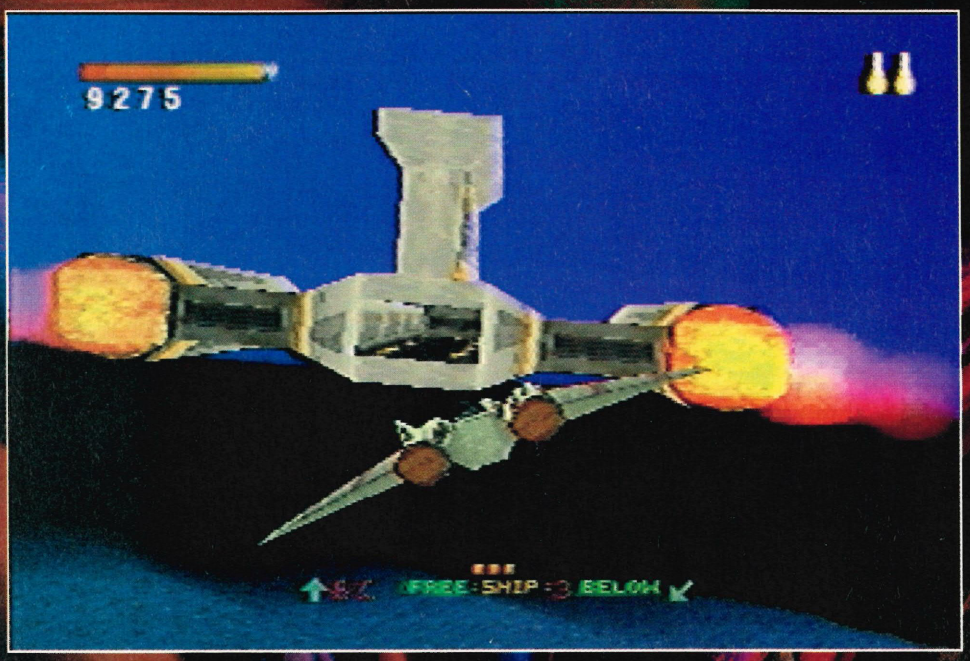


DOCKIN' AND DIVIN'

ONCE YOU HAVE COMPLETED EACH OBJECTIVE, BE IT IN THE SKIES, ON THE GROUND, OR IN THE FAR REACHES OF SPACE, THERE WILL ALWAYS BE A HUGE MOTHER SHIP CIRCLING AROUND. TO COMPLETE EACH MISSION, YOU MUST CAREFULLY GUIDE YOUR SHIP INTO THE DOCKING BAY WITHOUT SCRAPING THE SIDES. IT LOOKS VERY IMPRESSIVE, BUT DON'T SHOOT AT IT AS THE SHIP IS YOUR ONLY MEANS OF REFUELLING AND REARMING.

[ABOVE] To get a better view of your ship and its lasers, try the flypast view and see how smart it all looks from another angle.

STARFI

BEING THE KEEN TYPE ON ALL THINGS SCI-FI AND SPACE AGE, IT WAS OBVIOUS THAT STEVE HARDY SHOULD REVIEW THE FUTURISTIC FLIGHT ACTION-BASED *STARFIGHTER 3000*. HE LOVED EVERY BIT OF IT, THE SAD MAN!

StarFighter 3000, eh? Sounds vaguely like one of those sci-fi shows that frequently appeared throughout the Seventies and Eighties. Pretty naff some of them were too! However, do not be fooled by the name, because *StarFighter 3000* is a real classy space flight blaster and a much needed addition to the somewhat disappointing catalogue of PlayStation flight games.

Set some time in the future (I'd make an educated guess at the year 3000) you have been cast as a fighter pilot, put in charge of a StarFighter class attack ship known as the Predator Mark 4. You are part of FedNet, a kind of advanced computer system that has programmed entire fleets of enemy attack ships and squads of fighters, all part of the evil Darkworld force which threatens the delicate, peaceful balance of space.

War is spreading throughout the galaxy and you are one of its last lines of defence! Fortunately, your craft is equipped with lasers, death rays and multiple missiles which are capable of taking out almost anything daring to fire a laser in your direction.

CONTROL YOURSELF!

After days of playing, it's safe to say that *StarFighter 3000* is one of the most striking games around. The flight controls are dynamic and incredibly responsive. Now, I've driven tanks, flown jet fighters and ridden in rally cars (albeit in video game form) but nothing compares to the smooth responsiveness of the StarFighter. Admittedly, it takes a good while to get used to the sensitivity of the control system, but once you do, you'll be twisting, looping the loop and doing some dangerous flying – and all this under heavy enemy fire!

Each mission takes place on either a planet surface, in the sky or up above the atmosphere. Incredibly, you can opt to dive out of space and re-enter the relevant planet's orbit at will if things get too tough. Even then there will be ground targets to pick off should you stray from the actual task in hand.

One of the most dramatic and striking games around...

A CARPET BEATER!

Imagine the smooth, flowing graphics and impressive landscapes of *Magic Carpet*. Now take a fully armed spaceship which can fly just about anywhere, throw in lots of lasers and dogfights, and *StarFighter 3000* is what you get. The surface of each planet is littered with bumps, hills and valleys, and infested with enemy buildings and transport. Believe it or not, you can destroy

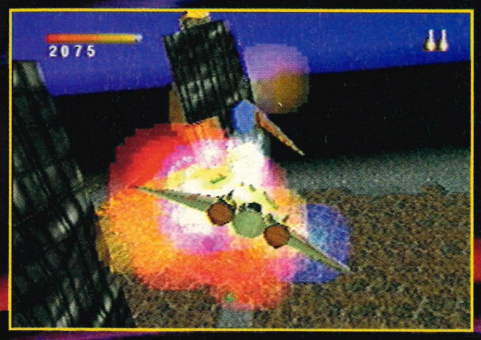
PLAY INFORMATION

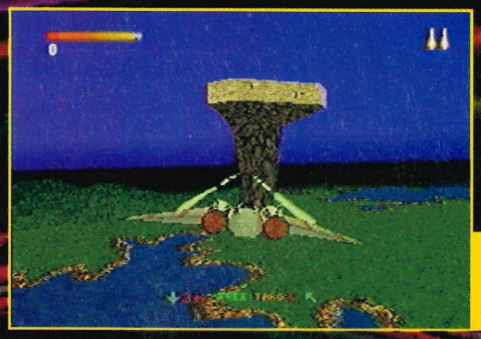
Publisher: Telstar Electronic Studios
Customer Support: 01932 222232
Price: £44.99
Release Date: June

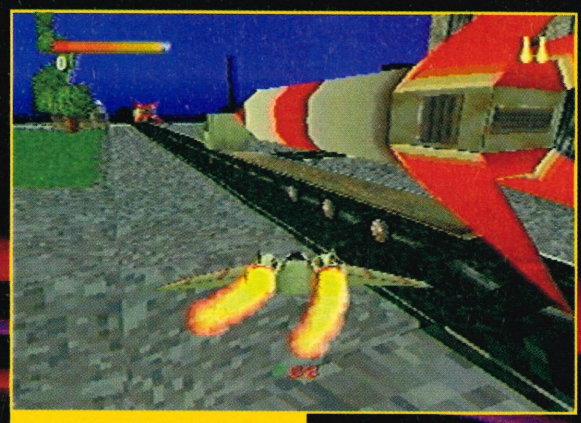
ONE PLAYER

[ABOVE] Enemy oil refineries are a delicate target and not too well defended. Blow one up and the rest go up in smoke too.

[ABOVE] The flypast view allows you to control the ship as it rockets past the screen. As you can guess, it feels weird and is extremely difficult to control.







[Above] The start of the game sees these huge missile transporters moving along the roads and countryside. They take a lot of pounding before exploding, so don't stray too close.

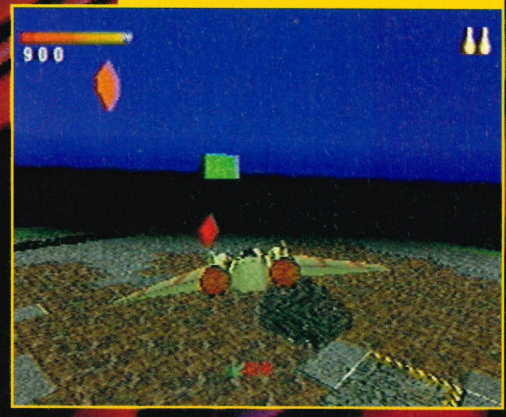
[Left] Towers like these are normally pretty feeble when it comes to defences, so knock them down!

GHTER 3000

anything.

Many of the primary missions involve targeting enemy ground installations, such as factories, chemical plants, oil pipes and prison camps. Large office blocks and flats litter the ground, which can also be shot down and meet their end in thundering explosions. There has been so much attention to detail, and it really has paid off. For example, every laser shot fired at the ground will singe it and leave a permanent burn mark. Every explosion looks realistic and is accompanied by falling debris, and each ship, tank, lorry or building is very well detailed.

[Below] Each colour will give your ship a boost in weapons, which range from a continually firing laser to multiple missiles which are great for destroying ground targets.

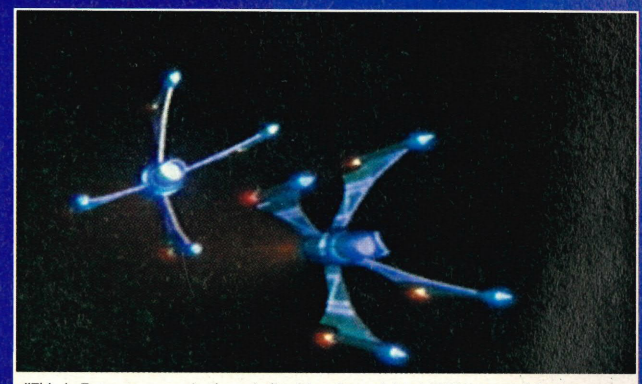


Oh my god!

Your piloting skills will be tested to the limit as the control system becomes more familiar. Flying under oil pipes and narrowly missing

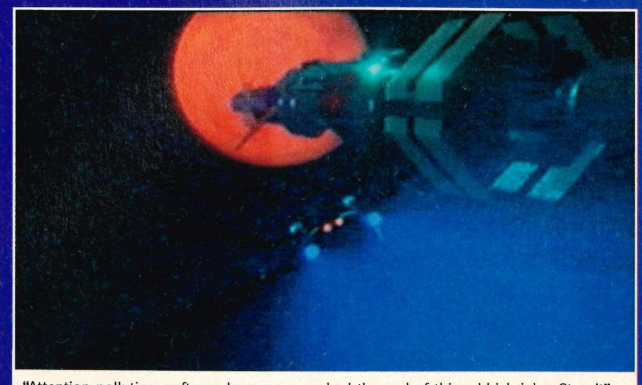
SPACE WARS

Forget those old sci-fi programmes with wobbling sets and spaceships held up by string. The sequences in *StarFighter 3000* show off some great looking computer generated ships, rather like those in TV show *Babylon 5*. These scenes pop up after each mission and at the start of the game.



"This is Tango two zero in the spindly ships, have sighted MOT exhaust failure"

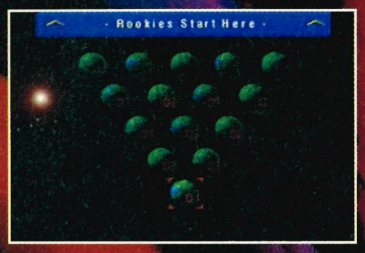
"Nyah-nyahhh! You'll never get me, I don't care if I'm environmentally unfriendly."



"Attention polluting craft you have now reached the end of this rubbish joke. Stop it"

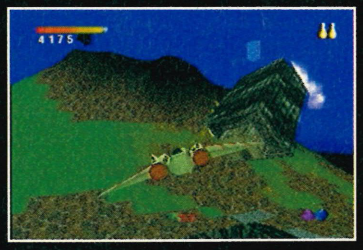
MISSION IMPOSSIBLE?

At the start of the game you will be presented with 15 rock 'ard missions to complete. The first five or so are essentially for training rookie pilots, but they gradually get harder and the pressure starts piling on! Here's a starter guide to the first 15 missions:-



[1] Rookies Start Here. This triangle shows each misssion and gives details of enemy movements. You can only select one mission at the start, but the better you get, the more you can select

[2] Aerial Strike Training – This is pretty much more of the same, but by now you will be getting used to the controls and destroying targets without getting caught.



[3] Flight Wings – This one gets you used to the space missions and by now you will have no problems docking.

[Above] Quite useful this map: it scrolls in any direction and gives the location of enemy equipment, whether it's in space or the planet's surface.

[Above] There's nothing wrong with practising on these, but innocent civilians are living in there! Well, they look unsightly anyway.

gigantic skyscrapers and spaceships has never felt so realistic, and never looked so convincing. The game environment and battlefields are in total 3-D, allowing you to come around and make another pass at any target missed the first time. The sense of speed as you fly low to the ground and dangerously close to enemy targets is second to none.

At first, this makes it difficult when trying to destroy moving objects, and if there's anything that made me swear and curse whilst playing *StarFighter 3000*, it was the huge volleys of laser fire from the enemy which made some missions near impossible to complete. The frustration after being shot down for the umpteenth time might all be too common later on, but the determination to finish each mission kicks in, so your interest in the game isn't harmed.

Blast a crevice through a hill and fly through

[Above] These boats are also easy pickings for your sleek 'n' speedy craft. Just bomb them whilst they are docked in their bases.

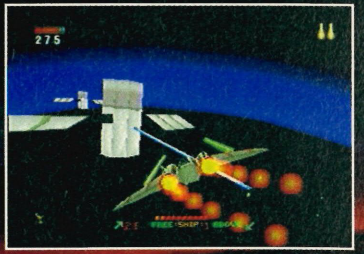
Really though, the game has a fantastic learning curve that enables the player to get to grips with the control system and know when the essential targets are approaching before the mayhem truly starts on the later levels.

Long and hard

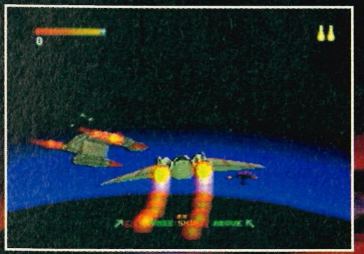
One of the keys to the enjoyment of *StarFighter 3000* is the size of the game. Some 15 missions over four triangles (sections of the galaxy) adds up to a whopping 60 levels. On the PlayStation scene, only *Magic Carpet* is bigger. Moreover, *StarFighter* is a game you have to build into gradually, building up your firepower. Otherwise, you won't get very far when the action reaches critical

[4] Ground Combat – There are six or so fast moving enemy tanks to be picked off here, but lots of ground defences!

[5] Stratoliners – Enemy transporters (in the air and on the ground) delivering vital supplies are your next target.



[6.] Academy Exams – Exams, nobody likes them, but you have to do 'em! To prove yourself as a worthy pilot you must escort your wingmen into battle against deadly armed satellites.



[7] Aerial Combat Training – The enemy warships are a real pain in the backside to destroy, but can be picked off using just a little bit of skill. Make sure you've mastered the control system by now

[Above] Innocent people are being held here and you can't stand by and let this place stand, can you? Blow it up and free the hostages!

point later on.

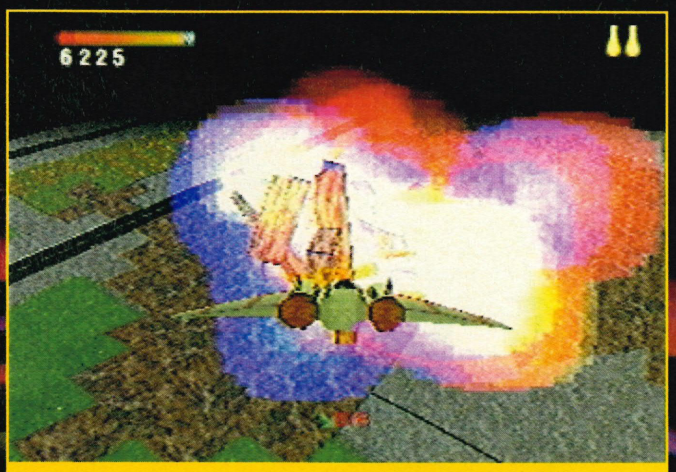
Basically, everything has been thought of to provide the most impressive, playable 3-D shoot-'em-up on the PlayStation. PSX *StarFighter* is a huge improvement on the 3DO original (naturally) and a perfect example of just what the PlayStation can do when programmers set their minds to it.

One of the main strengths of *StarFighter 3000* is the total freedom of movement that the player is offered, combined with some very flashy and smooth graphics. Heck, it's even possible to blast a crevice through a hillside and fly through it!

There is just so much to see and do that the game will last for ages, although it's very tempting to stray from the set mission and explore everything, shoot everything and try out the sleek controls of the StarFighter. I urge you to get a look at this, assuming games of this genre are your cup of tea, and be proud that the PlayStation can produce some of the most impressive and entertaining games around.

This is a near perfect example of how to do a lasting, fun, thoughtful fly-and-shoot-'em-up.

Well done Telstar!



[Above] If you have multiple missiles, aim for the factories or enemy complexes and you'll be greeted by a massive explosion. Ain't it pretty?

[Below] Not more skyscrapers coming down! Keep well back when destroying a whole block of these because they make a nasty mess

PLAY

Looks	●●●●●●●●●
Sounds	●●●●●●●●●
Gameplay	●●●●●●●●●
Value	●●●●●●●●●
G-Force	●●●●●●●●●

PLAYED 85%

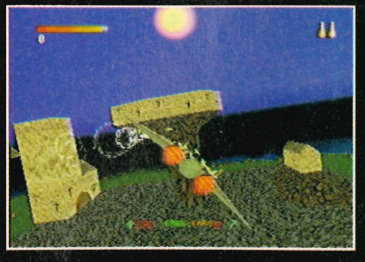
Miles better than *Air Combat* – quality!

ALTERNATIVELY:
AIR COMBAT (78%)
AGILE WARRIOR (79%)

[15] TRANSMISSION TOWERS – THOSE DARKWORLD GITS HAVE SPECIAL INTELLIGENCE TRANSMISSION TOWERS BUT ONCE AGAIN THEY ARE EXTREMELY WELL GUARDED!

[14] NEW PLANET – JUST ABOUT EVERY ENEMY VEHICLE, WEAPON AND BUILDING HAS BEEN STATIONED ON THIS MYSTERY PLANET – ALL ARE RIPE FOR PICKING OFF. CONCENTRATE ON THE FACTORY.

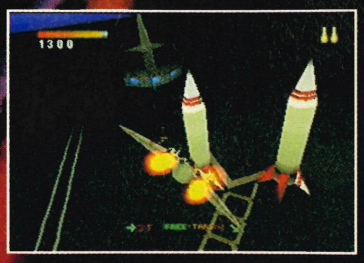
[13] SNEAK ATTACK – ONCE AGAIN YOU WILL BE FACING ENEMY RADAR TOWERS, BUT MORE OF THEIR JETS HAVE BEEN SCRAMBLED TO INTERCEPT YOU SO THERE'S GONNA BE A NASTY DOGFIGHT.



[12] THE WASTELANDS – RADAR DISHES AND TOWERS TRACKING YOUR MOVEMENTS SHOULD BE PUT OUT OF ACTION AT ALL COSTS. OTHER GROUND TARGETS INCLUDE ENEMY AIRCRAFT HANGERS.

[8] THE SPACE STATION – A WELL PROTECTED SPACE STATION OF THE DARKWORLD PRESENTS A REAL PROBLEM ON THIS MISSION, AS WELL AS ENEMY FIGHTERS!!

[9] CENTRAL INTELLIGENCE – AN ENORMOUS ENEMY COMPLEX PROVIDES A FANTASTIC GROUND TARGET, BUT IT'S WELL PROTECTED BY GROUND TO AIR LASERS. BE WARNED!



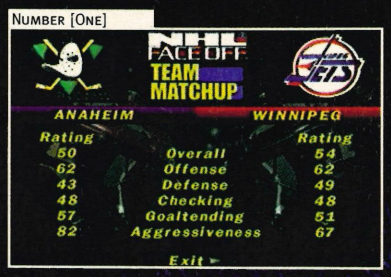
[10] ROCKET PAD – SEVERAL ENEMY BUILDINGS ARE EASY PICKINGS, BUT THE SPACE ROCKETS BASED AT THEIR LAUNCH PADS ARE YOUR MAIN TARGETS.

[11] CHEMICAL DELIVERY – DELIVERY TANKERS AND TRANSPORT CRAFT ARE SLOW MOVING TARGETS, BUT THEY ARE HEAVILY ARMED. A VERY TOUGH MISSION.

THE COLD WARS

OVER 20 TEAMS OF THE WORLD'S BEST ICE HOCKEY TEAMS FROM THE NATIONAL HOCKEY LEAGUE ARE UP FOR GRABS, INCLUDING THE NEW YORK ISLANDERS, THE PHILADELPHIA FLYERS, TORONTO MAPLE LEAFS AND THE WINNIPEG JETS. THE SPECIAL TEAM MATCH-UP MODE TAKES YOUR CURRENT CHOSEN TEAM AND THEIR OPPONENTS, AND GIVES A COMPARISON OF EACH TEAMS LEVELS OF AGGRESSIVENESS, DEFENCE, ATTACK AND GOAL MINDING. EACH IS GIVEN A MARK OUT OF ONE HUNDRED TO ALLOW YOU TO SELECT THE BEST TEAM. HERE THEY ARE IN ALL THEIR GLORY.

NUMBER [ONE]



NUMBER [TWO]

NHL FACE

STEVE HARDY TESTS THE FIRST ICE HOCKEY SIM TO ARRIVE ON PLAYSTATION – IS IT ICE COOL OR NOT WORTH PUCKING ABOUT WITH?

At last, the PlayStation is flirting with other game genres. Instead of just racing, beat-'em-up and soccer sims, it's time for the minor leagues to make their play. *NHL Face Off* is the first ice hockey game to appear, although it will be closely followed by VIE's *Powerplay Hockey*, so it needs to be impressive.

NHL Face Off offers the player over 30 of the top American NHL teams, such as the New York Islanders, the Philadelphia Flyers, Chicago, Washington and Toronto to control, and there are tons of leagues and matches to compete in. The game is also ably supported by a wealth of options that allow you to fiddle with every aspect of the game – from less well known rules to camera views – and suit it to your personal tastes. There is also an agile replay mode that lets you view the action from any angle.

First impressions are good, and the rink itself looks extremely impressive as the camera zooms in and rotates around the screaming crowds before settling behind the players as they face off. The great visuals, complemented by atmospheric crowd chants and cheesy music make you feel as if you're actually there, complete with popcorn, hot dogs and annoying people with faces painted in their team colours. All is well until the puck is dropped into the fray...

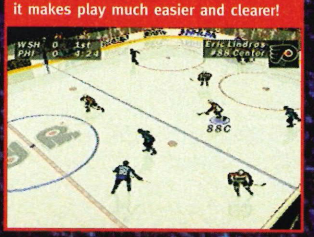
As the whistle blows and 12 men attempt to hack each other to death with razor-edged sticks the one thing that is immediately apparent is that the player sprites are absolutely rubbish given the PlayStation's immense capacity for jaw-dropping visuals. How did this get through Sony's rigid quality control procedures? It would have been better if each individual player was digitised and made to look like the real NHL counterpart, or even if they were shaded polygon creations; anything except the sad and frankly embarrassing stick-like morons who skate with all the ease and grace of the skeletons in *Jason and the Argonauts*! Ray-tracing – Ray Harryhausen more like!

No punch-ups, fingers slashed, noses broken or even kits ruffled, it's a complete wimp!

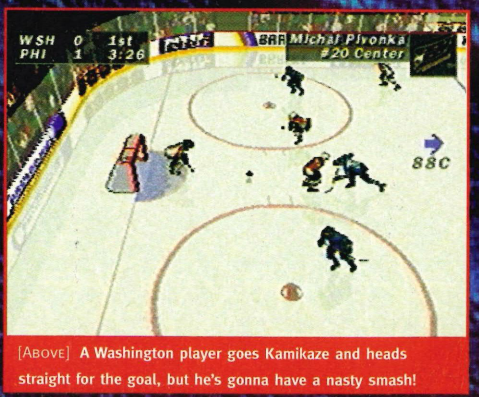
Thankfully, the players are easy to control, with a simple configuration of buttons to change players, pass, shoot and skate faster/shoulder barge. It takes a bit of getting used to, but it soon second nature. My only real complaint is that it's sometimes too hard to keep track of the rough looking puck as so much is going on.

Fortunately this game comes with four different views, at least one of which will be your instant favourite. I recommend the vertical cam because it lets you see the whole rink and illuminates open angles for scoring. Playing *Face Off* in the comparative *FIFA* view is tough, and the horizontal is nearly impossible. Still, all things to all men, and it's good that you are at least given the choice.

One thing that you most certainly are not consulted on is the inclusion of any violence. *NHL Face Off* is so tame you could let it sleep on the sofa overnight without fear that there would be a turd waiting for you next morning. Sony, conservative as ever, have omitted the one thing that makes



[ABOVE] Try out the diagonal viewpoint – it makes play much easier and clearer!

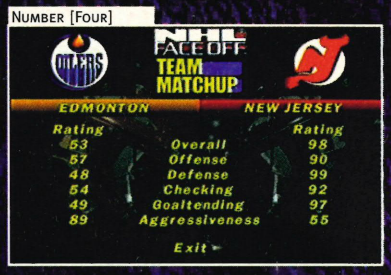


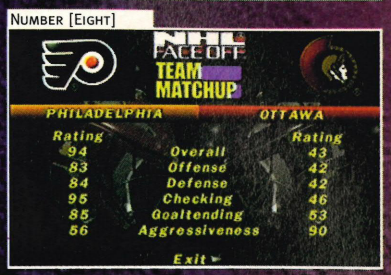
[ABOVE] A Washington player goes Kamikaze and heads straight for the goal, but he's gonna have a nasty smash!

PLAY INFORMATION

Publisher: Sony Computer Entertainment
Phone for info: 0171 447 1626
Expected price: £44.99
Expected when: Out now

MULTIPLE PLAYERS





OFF

[ABOVE] The players look bad in close up – really bad. A severe case of "Pixelitis."

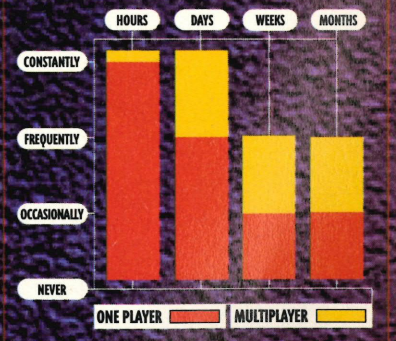
[BELOW] Don't hit the referee! Actually. you can, but nothing will happen, unfortunately.

ice hockey bearable as a sport – the fights. There are no punch-ups, moody exchanges, fingers slashed off, noses broken or even kits ruffled – in short this game is a complete wimp!

The PlayStation is supposed to be a next generation, not regression, console and even the lowly Sega Mega Drive had a hockey game with some balls. By far the most satisfying aspect of playing an ice hockey sim is that you can go bonkers and try to kill everyone on the rink without getting so much as a scratch. *Face Off* is sanitised, censored and quite obviously designed not to offend anybody. I expect more from a 32-bit console that is supposed to be aimed at adults.

NHL Face Off is a playable enough action game, but what it lacks is the ferocity and excitement of the actual sport. It's no *Actua Soccer* and I urge you to wait and see what *Powerplay Hockey* has to offer before parting with your cash.

LONG TERM PLAY...



PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
FROSTINESS	●●●●●●●●●●

PLAYED **72%**

Cool, but tame.

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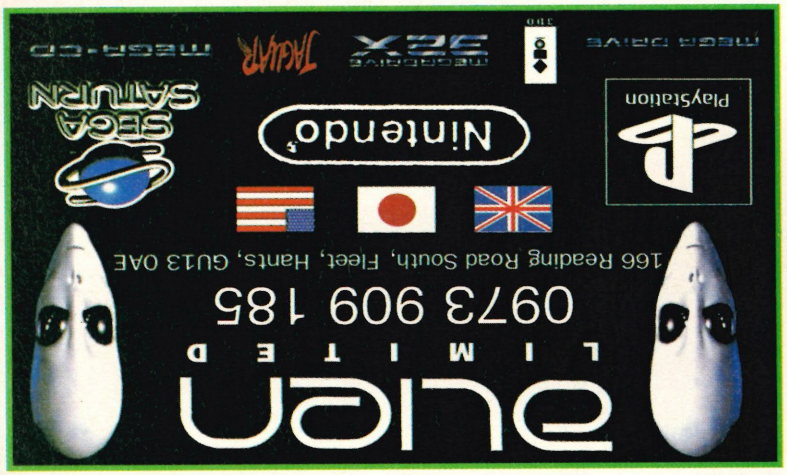

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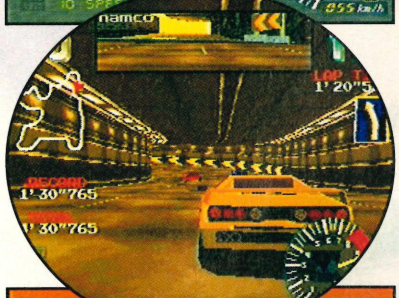
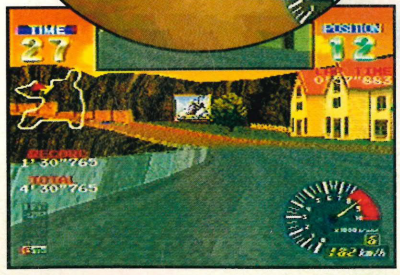
WALL OF GAME

RIDGE RACER REVOLUTION





PLAY INFORMATION

Publisher: Sony Computer Entertainment Europe
Customer support: 0881 505505*
Price: £44.99
Release date: Out now

Arguably the most impressive game on the PlayStation, *Ridge Racer* was also one of the first games to arrive and it has enjoyed huge success ever since. However, most people felt it could be improved on (and quite right too) so a new, updated version, *Ridge Racer Revolution*, has been developed. It has to be said that *Revolution* is a substantial improvement, offering the player 15 cars, three tracks and even better graphics and backgrounds than the original has to offer. The in-game music is so good that it's even been made into an album! Okay, so we haven't got enough room to show maps of the tracks, but we have got all the handy (and fun) tips and cheats for you to look at. Put this on your desk, or stick it on the nearest wall whilst you play the game and it'll an add an extra dimension to the *Revolution* experience.

PLAY PLAYED 90%
Revolution is a must buy!

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

WALL OF GAME NUMBER 7

RIDGE RACER REVOLUTION

HIDDEN RACERS

Fancy racing in one of these three demon cars? The Devil Car, the 13th Racing Kid, the Chibi Devil, and not forgetting the White Angel which is the best car in the game. Finish each of the three courses in Normal mode. Afterwards, go to TT Racing. There will now be three extra cars. On the Novice track will be the 13th car, whilst the Chibi appears on Advanced and the White Angel graces Expert. You must beat each car on its relevant track on TT Mode.

1. Choose Normal Novice TT Course and beat the Devil Car.
2. Select the 13th car and beat the Chibi Devil car on Advanced.
3. Finally, put your driving skills to the ultimate test by driving against the White Angel!

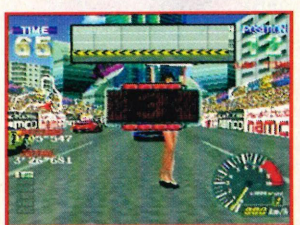
[ABOVE] **The car everyone who has ever played *RRR* wants – White Angel!**

[ABOVE] **See as it out-accelerates everything in sight and pulls birds!**

[LEFT] **Yes that's right because although *RRR* is mostly about speed, it's also about pulling**

MIRROR MODE

Drive forward until you get to third gear – spin the car around so it faces in the opposite direction. Now, drive as fast as you possibly can into the brick wall. If you hit it fast enough you should find that you are now driving on a mirror mode of your chosen track.

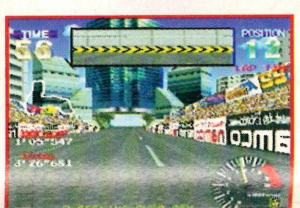


[ABOVE] **At the start, rev up the car and when the race begins, prepare to turn.**

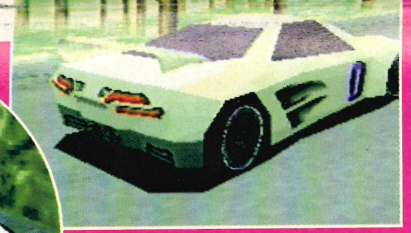
[ABOVE] **Now flip the car around and drive full tilt into the wall ahead.**

BUGGY MODE

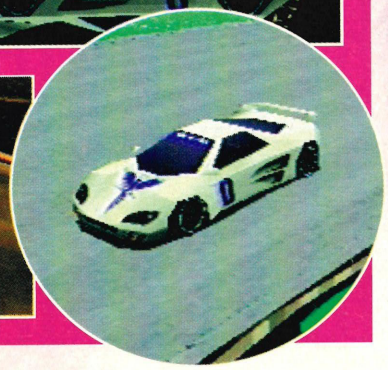
A very tricky cheat to activate this one! All the aliens must be shot down on the *Galaga '88* starting screen without using more than 40 shots.
This is very difficult to do, normally, but there is a special weapon that destroys each wave with one shot! As soon as the aliens appear, press and hold L1, R1, Down on the control pad and hit Select. Keep the buttons held down and press ▲ when the aliens



power. You can't go wrong!

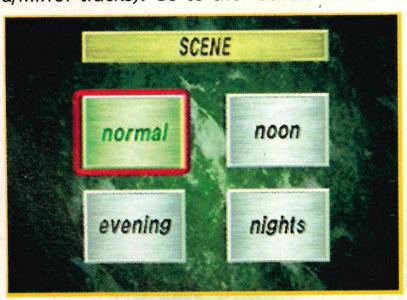


[RIGHT] When you win, your initials are displayed behind the car. This shot was taken by Ryan from ULTIMATE PLAYER!



NIGHT DRIVING

As in that other smart racer, The *Need For Speed*, you can adjust the time of day you drive at. To activate this, you must finish all six tracks (the normal ones plus the extra/mirror tracks). Go to the 'Others' menu and choose the newly formed box that has appeared. Now you will be able to change the weather conditions at the touch of a button and you can race during normal daylight, at noon, in the evening or at night. The colour of the scenery changes accordingly and it all looks fantastic.



arrive. This will get you into Buggy Mode. Unfortunately, this can't be saved onto memory cards.

[ABOVE] With the Galaga game completed, it's buggy mode!

[ABOVE] The buggys are low to the ground and very fast.

CAR SELECT

On the loading screen, destroy every attacking wave of ships and you will be greeted by a display of fireworks. Go to the options screen and choose a track to race on. Press Right and you will be able to select the four original *Ridge Racer* cars as well as the new ones.

[ABOVE] Kill all the enemies on this loading screen and access hidden cars. Simple really.

ON THE RIGHT TRACK (BABY)

There are, believe it or not, an extra three tracks to race on. Kind of. Once you have finished, you'll be able to access three reversed circuits which take the form of the special Revolution track. Racing around these backwards is very tricky indeed, especially as they seem to be shrouded in darkness at certain points.

[ABOVE] You will fly right through the wall (behind) and into a mirror mode.

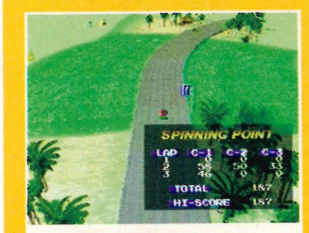
[ABOVE] Now you can race to your heart's content – backwards!

POINTS OF VIEW

There is a way of changing the different camera angles. On the exterior view of the chosen car, hit Start to pause the action, then press ▲. Pressing L1 will get rid of the rear view mirror and L2 will bring it back. The same cheat can also be applied to the interior view

IN A SPIN

This cheat is called the Spinning Point Mode, where your driving performance will be carefully monitored and judged. Enter the Time Trial Mode, and press Start on the menu screen. Now press and hold both the accelerator and brake buttons at the same time. Race as normal until a special *Rally X* (old Namco game) car drives past and spins in the road on the corner by the wooden beach hut. A message saying "Spinning Point" should appear, which means that you will be able to spin at three points on each course. Each spin or slide will be given an individual score depending on how well it was done. See? Dangerous driving *can* be fun sometimes!



[ABOVE] A joyrider's dream, the chance to handbrake turn for points!

[ABOVE] When you see this, spin your car. Do this three times.

PLAY

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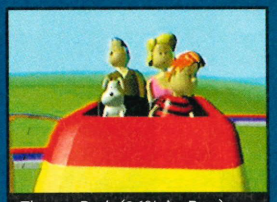

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JUMPING FLASH 2

JUMPING JACKRABBITS! STEVE HARDY TESTS OUT THE THUMPING GREAT SEQUEL TO PROBABLY THE BEST PLAYSTATION PLATFORMER TO DATE. THAT'LL STOP HIM RABBITING ALL DAY!

Am I going clinically insane or are PlayStation games getting better and better every damn week? That probably seems like a sick joke to readers faced with a diet of nearly-men releases until *adidas Power Soccer* and *Street Fighter Alpha* make it onto the shelves, but the in-development stuff we see shows there are a good number of killer titles on the way. Anyway, having just played *Jumping Flash 2* to death, it's certainly beginning to seem that the overall standard is on the up. But first, the background...

The original was, well, a bit strange but played incredibly well. It offered some of the smoothest graphics around combined with user friendly controls and exciting jumpin' gameplay. The main character, Jumping Flash, was a kind of superhero rabbit, but this bunny was a cyborg/robot who could jump miles high and blow his foes away with lasers and the like. Now, it seems that the planets of the galaxy are in trouble and the might of Jumping Flash is needed once more!

PLAY INFORMATION

Publisher: Sony Computer Entertainment (Japan)
Contact: The Video Games Centre on 01202 527314
Price: £69.99 (import)
Release date: Out Now

ONE PLAYER

MEMORY CARD

BIG AND BOUNCY!

HERE IS A SELECTION OF THE PLAY TEAM'S FAVOURITE RABBITS, AND WHY WE LOVE 'EM!

[ROGER RABBIT]

AFTER HIS SUCCESSFUL MOVIE IN WHICH HE STARRED ALONGSIDE THAT BUNGLING CARTOON FOOL, BOB "IT'S GOOD TO TALK" HOSKINS, (OR IS IT THE OTHER WAY ROUND?) ROGER ENJOYED HUGE SUCCESS AND A FEW OF HIS OWN CARTOONS AFTER THAT. ALMOST RIVALLING BUGS IN TERMS OF HUMOUR, BUT WE DON'T SEE OR HEAR MUCH OF HIM NOWADAYS. MIND YOU, WITH A MISSUS LIKE JESSICA, IT'S NOT SURPRISING.

[PETER RABBIT]

THE MOST FAMOUS AND POPULAR CREATION OF AUTHOR BEATRIX POTTER, PETER RABBIT WAS A "NAUGHTY" RABBIT WHO NEVER DID AS HE WAS TOLD AND FREQUENTLY GOT CHASED BY MR MCGREGOR AND HIS CAT, OR WAS IT HIS DOG? ANYWAY, THAT'S MORE THAN ENOUGH BUNNY STUFF. RABBIT PIE ANYONE?

[BUGS BUNNY]

ONE OF THE MOST POPULAR CARTOON CHARACTERS IN THE WORLD – THIS GUY STARTED OUT AROUND 50 YEARS AGO ENTHRALLING THE NATION, NAY, THE WORLD WITH HIS HUMOROUS ANTICS AND CATCHPHRASE OF "WHAT'S UP DOC?" BRILLIANT!

RABBITIN' ON

A very smooth and polished intro explains the story: it shows an old man taking a holiday on presumably a very popular holiday resort planet deep in the galaxy. Suddenly, a dark shadow is cast over the planet and an enormous creature appears. Now, don't ask me what this is, but it looks like a dummy wearing a blue bikini who floats through space and collects planets (or chunks of them) and shoves them in bottles for safe keeping. Very weird, and very Japanese, but that's no bad thing. *Graduation Day*, anyone? Heh-heh.

[ABOVE] The strangest of creatures inhabit the vast worlds of *Jumping Flash 2*. Here in the bluest of skies we see a rare example of the flying whale, which acts as a floating platform.

Basically, *Jumping Flash 2* is a fantastic looking platformer that plays brilliantly. Imagine a Mario game or other typical 2-D exercise in coin-colecting. Now throw in lots of different monsters, creatures and obstacles and convert that into a complete 3-D world where you can go just about anywhere, and that's pretty much what *Jumping Flash 2* is!

The game is viewed from the first person perspective, and Flash can explore up to three planets at the start. The playing area consists of a completely three-dimensional island floating in the sky, which is infested with all kinds of bugs, creatures and mutants.

The main task for Flash is to bounce, hop and run around these planets and rescue little creatures named Muu Muus, presumably scattered and lost when the giant creature attacked the various planets... There are a set number of these to collect throughout each level. However, most of the levels are huge and need to be explored thoroughly!

Very weird, and very Japanese, but that's no bad thing.

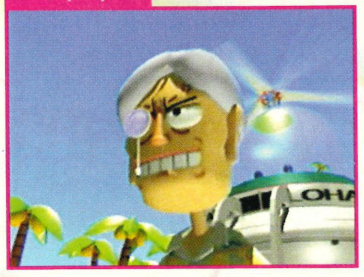
Fortunately, Flash has a built in detector which makes it easier for him to locate these strange white creatures. His

FLASHY BUGGER!

You don't get much of a chance to see Jumping Flash in the actual game, although there's a very decent, but also very weird intro sequence that shows him flying to the rescue as the huge... thing approaches and begins to demolish the planets in the solar system. So, here you are...

Number [One]

Number [Two]



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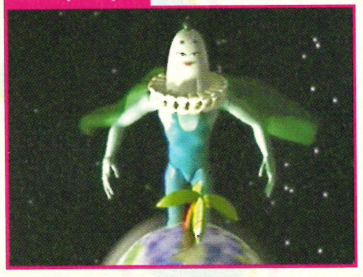

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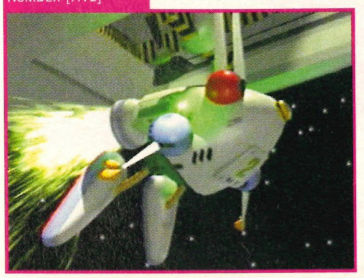

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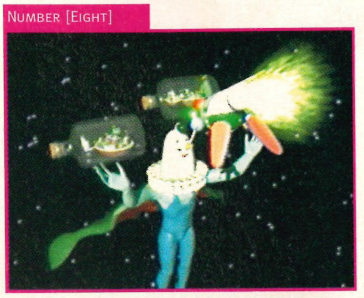


[Above] If energy levels are low, these icons will top them up to maximum.

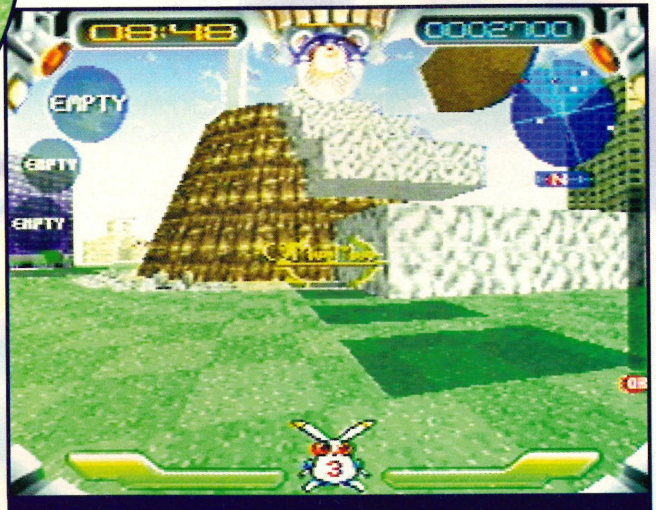
[Above] The stress and pressure of time limits getting to you? Head for the small recreational area on the first level where you can slide down a water chute to your heart's content!

powerful bionic legs enable him to jump great heights and go anywhere around each island. Believe me, I never thought I'd play a platformer that gives the player complete freedom of movement, but *Jumping Flash 2* seems to have pulled this off with ease!

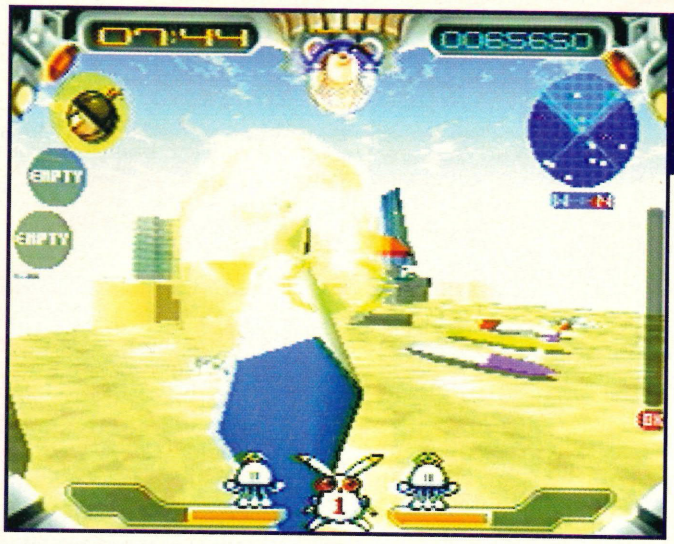
A New Sensation!

Ever had one of those dreams where you're falling off a cliff or from some great height? Well, the sensation is just the same when Flash has to take huge leaps into the unknown, often from way above the clouds! Buildings, skyscrapers and even water slides can get in the way, but just two jumps can enable Flash to cover a huge area of ground. Cable cars can be used to reach the more inaccessible areas and in the later stages (assuming he can jump high enough). If that doesn't seem like enough help, our pal Flash can also jump on the backs of flying whales and turtles to reach the Muu Muus! This might sound strange, but it's incredibly addictive. Honest. There are enough new things to see and places to visit, so the player never gets bored. Once one stage had been

[Above] Flash can jump very far but it's not always far enough. This handy cable car carries him over a wide gap, but it's difficult to stay on.



[Above] Steps don't always serve a purpose in this game. Flash can jump so high that these can be cleared in a single leap. Other obstacles, such as skyscrapers and hills, are more difficult to overcome.



[Left] Those evil yellow creatures are all over the island, and aren't as harmless as they look. They fire missiles that can easily home in on Flash. If you hear one coming, JUMP!

[Below] The strangest of things can be found floating around in the skies in *Jumping Flash 2*. This catamaran doesn't appear to serve any purpose, but it does look impressive.

completed, I couldn't wait to get started on the next, and the next and the next one after that!

Quick as a Flash

Compared to the original *Jumping Flash*, the graphics in this are smoother (there's more detail on the enemies and buildings, with no glitching whatsoever) and they are much more appealing. The screen moves quickly but smoothly, and the sensation of jumping from great heights is unlike anything usually experienced in video games (holding your breath and clenching your teeth as Flash jumps off a real high point!).

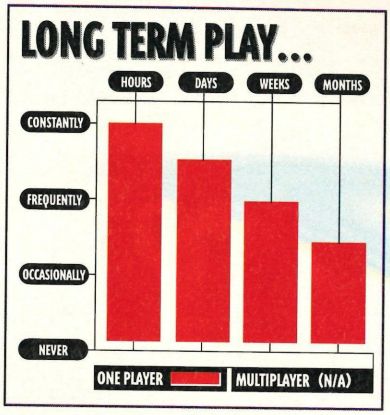
The music is, well, very jolly and the kind of stuff you'd expect to hear in cartoons. It suits the fast paced action well, so there are no complaints in that department.

If there's one gripe worth mentioning, it would have to be the low difficulty level. The early stages are quite easy and it doesn't take long to get used to the general idea of bouncing, shooting, collecting and finding the exit. Still, depending on your taste, the stunning 3-D visuals more than compensate for it. Maybe Sony'll toughen it up for us hardcore PAL gamers when Flash bounds into Europe officially later this year.

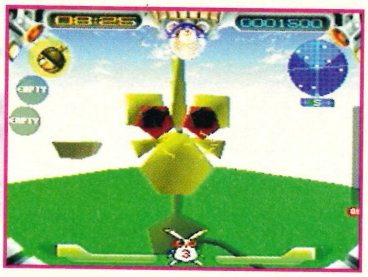
Jumping Flash 2 is easily the best (and the first true 3-D platform) game played by this reviewer. It's a worthy sequel to the original and brings a breath of fresh air into the somewhat stale catalogue of platform games currently available for the PlayStation. With any luck it will get a UK release soon and and that huge price will come down.

[Above] At the bottom of this slide is a deep patch of water – don't be afraid to take a dive in and explore. There might be something worth collecting down there.

Long Term Play...



BIG EYED CRAB – This thing may look harmless, but if Flash gets too near it hides in its shell and tries to land on him, causing untold damage.



YELLOW MONSTER – This creature rarely moves, but if it gets Flash in its sights, move quickly! It fires a nasty sort of fireball that takes off a lot of energy.

GREEN KIWI – Thought this bird was extinct eh? Well, the first three planets are practically over-run with them! They don't cause much damage and are easy targets. Probably why the original Kiwi died out all those years ago.

DO THE MONSTER MASH...

During his adventures in space, Flash comes up against some weird and wacky enemies. Some are trickier to defeat than others, and all release coins when smashed up by Flash. Some give weapon/energy boosting icons.

DIVE-BOMBING BIRDS – Crafty beggars these ones! They circle around above Flash and wait for the right moment to bomb him. However, you will be able to see their shadows on the ground and anticipate the moment they're going to dive.

A MUU MUU – Not actually a monster, this harmless creature is one of many scattered around the stages of *Jumping Flash 2*. Their distinctive cries of "Muu Muu" (God, what am I saying?) give a good indication as to where they are all located. Bloody weird though!

PLAY

Looks	9
Sounds	6
Gameplay	8
Value	5
Bounce	9

PLAYED 86%

Big, bouncy and brilliant

Alternatively:
Jumping Flash (87%)
Johnny Bazookatone (85%)

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cliffhanger	12	6	8
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comix zone	28	18	22
d duck-mavi mallard	30	20	24
desert strike	14	7	10
dragon	15	7	11
dragons revenge	15	7	11
dune 2	24	13	18
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incredible hulk	12	6	8
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jimmy white snooker	20	10	15
john madden '96	30	20	24
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jungle strike	15	7	10
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mortal kombat 2	21	10	14
mortal kombat 3	30	20	23
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WILLIAMS ARCADE'S GREATEST HITS

PROGRAMMERS TODAY DON'T KNOW HOW LUCKY THEY ARE. MACHINES LIKE THE PLAYSTATION ALLOW FOR REALISTICALLY WILD AND WONDERFUL GAMES CONSTRAINED ONLY BY IMAGINATION. 15 YEARS AGO IT WAS A DIFFERENT STORY. ASAM AHMAD TAKES A TRIP DOWN MEMORY LANE...

What's all this

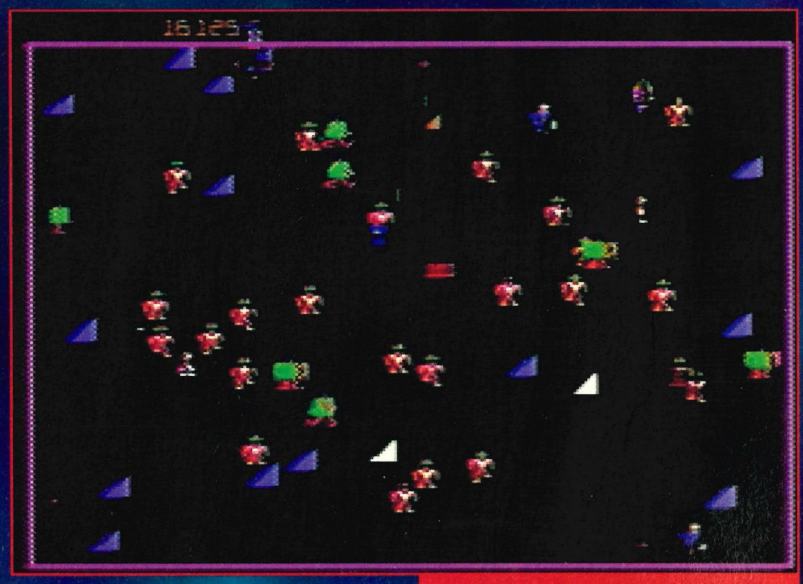
then? Another 'classic' game compilation? Williams Arcade's Greatest Hits. Sounds like an offering akin to the current season of Namco Classics. And it is. But more. Much, much more. Rather than just a selection of good and not-so-good games like the Namco offerings, the Williams collection contains games that could all be argued as being real classics.

The six games in the package all appeared in the arcades around 15 years ago. Games such as *Robotron 2084*, *Joust* and *Defender* innovated new playing styles and control systems that forced a frenzied addiction into the lives of many a teenager. And now they're here. The rest of the collection comprises of *Sinistar*, *Defender II* and *Bubbles*, all of which, like their fellow offerings, complete a spectrum of gaming styles that were prevalent in the early days of videogaming. Some of the most addictive ever devised, these games honed players' reactions to entwine them in elevated states of gaming addiction.

PLAY INFORMATION

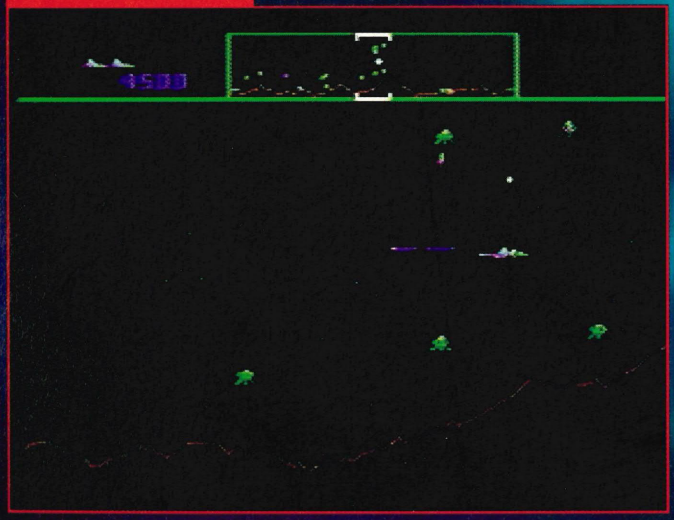
Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £34.99
Release date: June '96

MULTIPLE PLAYER



[ABOVE] *Robotron 2084* boasted some of the highest body-counts-per-second of any computer game ever created. Eat your heart out *Doom!*

[BELOW] The eminently classic *Defender*. Designed to thrill.

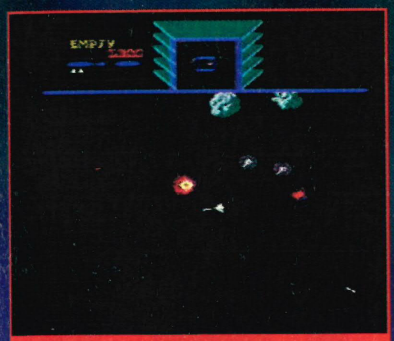


I WANNA BE LIKE YOU-HOO-HOO...

Graphically and sonically, all the games in the package make little use of the PlayStation's awesome capabilities, but on this level it would be unfair to downgrade their value solely for this. So I won't. However, perhaps what makes this collection that extra bit special is the fact that all the games are actually original code running on an emulator. This means that rather than conversions as in the Namco classics, Williams' and Digital Eclipse's emulation offering has the exact code from the originals, right down to the bugs. Fans of the arcade will relish in the same foibles that endeared so long ago...

[ABOVE] *Sinistar*, originally called *Dark Star*, was one of the hardest games to appear in the Eighties, with an average death time of two minutes.

[ABOVE] *Bubbles* in all its glory. Watch out for the hole...



[Above] Archaic by today's standards, graphics such as *Sinistar's* below, pushed the limits of the technology of the time to unimagined ends.

[Right] *Defender II* took the genre to new levels, with harder, faster and more rabid gameplay.

Everyone's a winner

The first game in the set is *Joust*. An incredibly playable combat romp, involving flying around on ostriches, jabbing opponents and collecting eggs. The curious thing about this game is the fact there is no fire button, just a flap button to get airborne. The game really comes into its own in two player mode and is amazingly addictive.

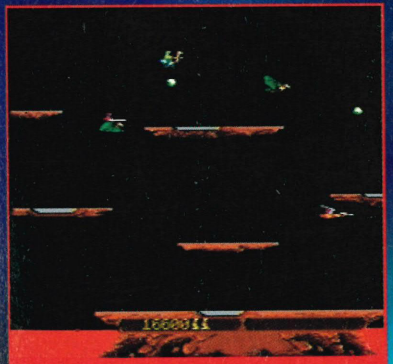
Defender and *Defender II*, were the classic horizontally scrolling 'save the humans' games that filled arcades to the brim. Intense and fiendishly challenging, both these games can be infuriating to play, but nonetheless rewarding.

Some of the most addictive games ever devised

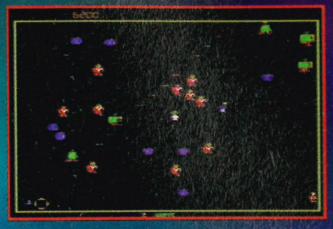
Sinistar was a ground breaking game in its time, being one of the first ever games with speech. The game also boasted advanced graphics and had a complex multitasking engine to run the game. *Sinistar* is however incredibly hard, and can be inaccessible at first. Playing is most certainly recommended, but with a caveat to wrap your pads up with cotton wool to prevent damage...

Bubbles is a curious game that appeared sometime after the rest of the games in this package. Based around a bubble whose task it is to clean up the kitchen sink, the game innovated a velocity-pumped control system to allow a standard joystick to work better, giving the sensation of playing on a slippery surface. A strange game, and probably the weakest one of the lot, but still amusing enough for a while.

Finally, what could probably be called the ultimate video game ever created... *Robotron 2084*. This game stormed into the arcades equipped with two joysticks, one for moving, and one for firing. Getting to grips with this game was the ultimate challenge, and now on the PlayStation, the challenge is all yours. To aim your fire, all four buttons on the right hand side of the pad are used to give up to eight directions when combined. Mastering the controls certainly aren't easy, but when you get the hang of it, the wondrous gameplay comes into its own. Shoot, shoot, shoot and save the humans. That's all you ever need to know...



[Above] *Joust*. A mad game featuring ostriches and sticks. No attack buttons? It'll never work!



I found my thrill...

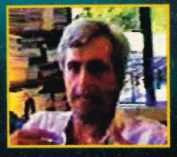
One of the best things about the William's package is the amount of archive information that is actually included on the game disc in the form of comprehensive text files, pictures, and even interview footage with some of the games' creators, the information contained therein is sure to warm the hearts of nostalgic arcade-goers everywhere.

Rather than regurgitate all the information about the games, here is a brief synopsis about the main programmers responsible for all the mayhem that we now call 'interactive entertainment'...

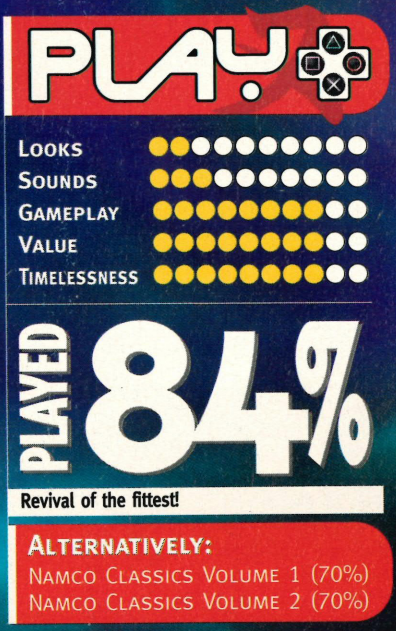
Eugene Jarvis, along with Larry Demar, are responsible for half of the games in this collection. Having created the concepts behind *Robotron 2084*, *Defender* and its sequel the team coded for long hours slaving over hot keyboards to produce some of the biggest milestone games in history.

Larry Demar worked alongside Eugene Jarvis on the games that rocked the eighties. Working almost exclusively for Williams, their efforts reaped them many rewards. For Williams, *Defender*, *Defender II* and *Robotron 2084* sold in excess of 100,000 arcade units. For the time that was certainly no mean feat. Needless to say, they never looked back.

John Newcomer was the crazy wild child that Williams employed to create the fighting game without a fire button. The immense success of *Joust* proved to Williams and a doubting industry that often there is genius in madness. Released in 1982, the game sold 26,000 units, bringing big smiles to John's and the lead programmer Bill Pfutzenreuter's faces.



RJ Mical was part of the team behind the sinister *Sinistar*. Along with Sam Dicker and Jack Haeger, they collectively produced one of the most ground-breaking games of its time in 1983. Fiendishly difficult, and classically dark, *Sinistar* found many friends who loved to loathe its existence. Avant-garde in many respects, not least for speech, *Sinistar* remains as an archetype.



KILLING ZO

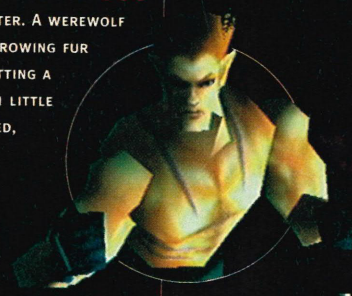
LET'S DO THE TIMEWARP...

THE CHARACTERS IN *KILLING ZONE* LOOK LIKE A COLLECTION OF MISCREANTS COLLECTED BY A TIME-TRAVELLER ON HIS JOURNEY'S AROUND THE UNIVERSE. RANGING FROM A WEREWOLF TO A GORGON AND FRANKENSTEIN, THE CREATORS OF THIS GAME CERTAINLY HAD THEIR THINKING CAPS ON WHEN DEVISING THIS GAME. NOT. HERE'S A RUN THROUGH OF THE FIGHTERS WITH THEIR VARIOUS ABILITIES (MARKED OUT OF THREE).

GUSH

SPEED ●● TECHNIC ● POWER ●●●

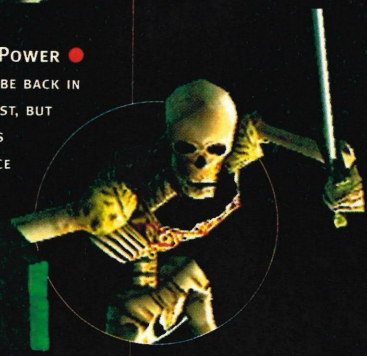
GUSH IS THE DEFAULT CHARACTER. A WEREWOLF BY NATURE, HE CAN BE SEEN GROWING FUR DURING BATTLE WHEN HE'S GETTING A KICKING. POWERFUL, BUT WITH LITTLE SKILL AND ONLY AVERAGE SPEED, GUSH IS MOST DEFINITELY UNINSPIRING.



KAI

SPEED ●●● TECHNIC ●● POWER ●

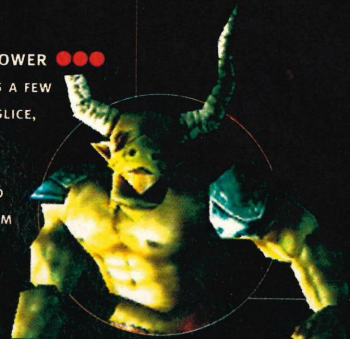
THIS BONEY CHARACTER NEEDS TO BE BACK IN THE GRAVE WHERE HE BELONGS. FAST, BUT ALSO WEAK, HIS FIGHTING STYLE IS VERY LIMITING. KAI'S POOR DEFENCE FROM HIGH ATTACK IS ALSO A MAJOR DETRACTOR, THOUGH HIS SWORD IS A HANDY WEAPON.



BATCH

SPEED ●● TECHNIC ● POWER ●●●

THIS AXE-WIELDING MINOTAUR HAS A FEW GOOD MOVES, PARTICULARLY HIS SLICE, WHICH WORKS BEST WHEN YOUR OPPONENT IS ALREADY ON THE FLOOR. HOWEVER, HE IS SLOW AND CUMBERSOME, MAKING PLAYING HIM VERY UNRESPONSIVE.



PLAY INFORMATION

Publisher: NaxatSoft (Import)
Contact: The Video Game Centre on 01202 527314
Price: £69.99
Release Date: Out now

MUTIPLE PLAYERS

3-D FIGHTING GAMES ARE BIG. PERHAPS THE MOST EAGERLY ANTICIPATED GAMES AROUND, THERE'S ALWAYS A BUZZ WHENEVER A NEW CONTENDER STEPS UP TO THE RING. FIERY FIGHTER ASAM AHMAD INDULGED IN IMPORT GLORY TO CHALLENGE A NEW OPPONENT.

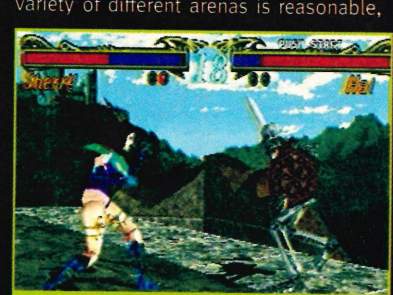
It's all about skill. The most proficient combat masters will agree with the statement that there are few games you can play that give you as much satisfaction as a good beat-'em-up. Why? Well, when you're in that arena pulling off spectacular special moves and the most amazing crushing combos, that joypad, interfaced to your brain via your hands, is the deadliest weapon on Earth.

There are several fighting games on the PlayStation, including *Tekken 2* and *Toshinden 2*. And now there's another, *Killing Zone*. Similarly graphic and typically Japanese this new import game comes at a time when the market already has clear winners. So what new slant can *Killing Zone* offer?

LET THE BATTLE COMMENCE

The game comprises of two different play modes. There's the standard play mode which allows up to two players to battle through seven different characters on a fighting trail through several play zones. The idea is not new, but the variety of different arenas is reasonable, with some novel graphics. A rather neat effect employed on some stages is the spinning arenas that tilt while you play.

The second play mode looks like what can only be some kind of training mode, unfortunately due to a certain language barrier, I was a little bewildered by what it actually involved.



[ABOVE] Having lost her wings, Sherry'll have to fight against the skeleton without flitting away. How demeaning.

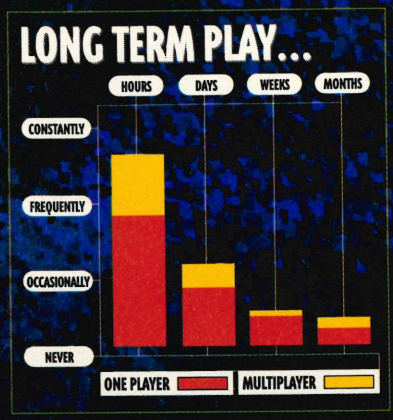
What good is a fighting game you can't fight properly with?

The cast of characters in the game are a motley collection of creatures like something out of *Clash of the Titans*. They look good, and are rendered well, but suffer occasionally from the odd unpolished polygon glitch. This doesn't detract from the game too much, but is nevertheless untidy. In play, their moves follow a key pattern, similar to *Tekken*, but unfortunately they don't have the same tight technical precision or responsiveness.

I WILL NOT BE MOVED

When in battle, it becomes evident that the number of standard moves is limited, with the game being almost bereft of special moves. This is perhaps its biggest downfall, plus the fact that even with the normal moves, crushing combos are almost non-existent due to the unresponsiveness of the controls. What good is a fighting game that you can't

ONE



fight properly with? You're better off bludgeoning with your joypad...

Aside from the laboured controls and lack of moves, even changing your character helps gameplay very little, with each having an almost identical arsenal of moves.

Even when the moves do differ, you soon find that each character doesn't have enough effective moves to balance out their weaknesses, making it difficult to choose a favourite.

This aspect is perhaps the worst – none of the characters have distinct enough fighting styles to aspire to.

With 3-D fighting games being incredibly popular at the moment, it's easy to see why many titles of this genre come out. However trying to cash in on an avid market with poor products only reinforces better contenders, pushing them farther ahead in the battle for sales.

Uninspiring, and with little to offer the beat-'em-up fan, *Killing Zone* is a game that's best left in the dead and buried pile.

[Left] The 'Dark Faerie' Sherry flutters her wings with joy as she wins the first round. How pretty.

[Above] Perhaps the neatest thing in this game is the realistic blood spattering you get during the fight. Any opinion?

[Above] Gush attempts a 'tie his legs together' special move. The mummy doesn't take it too well, responding with a smack in the face.

PLAY

Looks	8
Sounds	4
Gameplay	5
Value	5
Disposability	9

PLAYED 57%

Knocked out in the first round

ALTERNATIVELY:
Tekken 2 (95%)
Criticom (87%)

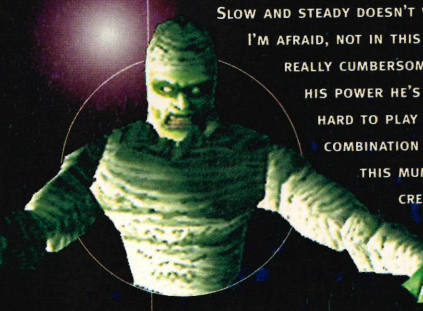
SHERRY

Speed ●●● Technic ●● Power ●●

Sherry is a 'Dark Faerie'. She flits around the place and has good manoeuvrability and attacking power. Out of all the characters, this wing-sprouting fancy-girl is probably the most responsive to play with. If you can be bothered.

REM

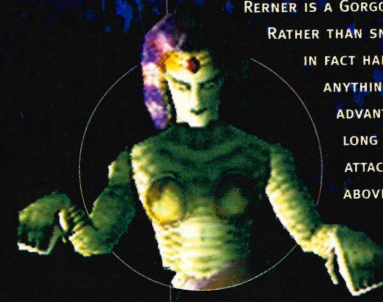
Speed ● Technic ●●● Power ●●●



Slow and steady doesn't win this race I'm afraid, not in this game. Rem is really cumbersome, and despite his power he's actually quite hard to play with. With poor combination moves to boot, this mummy should be cremated.

RERNER

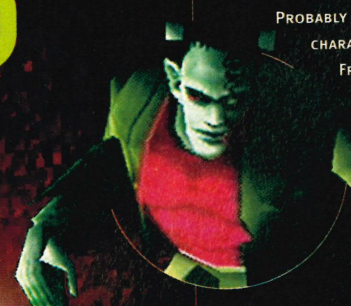
Speed ●●● Technic ●● Power ●



Rerner is a Gorgon, or just about. Rather than snakes for hair, she is in fact half snake herself. If anything, this is to her advantage, with an incredibly long reach for below waist attacks. Unfortunately, her above waist defence is dire.

DRAKE

Speed ● Technic ●● Power ●●●

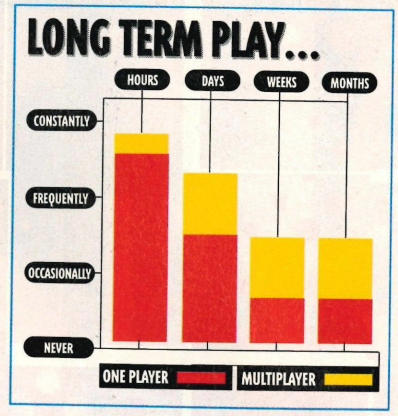


Probably the funniest of the characters, Drake, the Frankenstein lookalike, is actually rather amusing to control. Not because he's good to play with, but because he looks quite comical bashing his club-like limbs around in battle.

WHAT ABOUT THE REST?

You'll all be thinking, where are all the secret characters and hidden bosses? Well, that's exactly where they are. Secret and hidden. After several excruciatingly lengthy play sessions, we were unable to find any more fighters in the game. There may well be some there, but frankly, looking for them isn't worth the effort.

[LEFT] Playing in the hardest mode against the Chessmaster is a formidable challenge. [RIGHT] The 2-D viewpoint is actually a lot easier to play in than the 3-D mode. Here, all the information is clearly visible.



CHESSMASTER 3D

CHESS – THE CLASSIC WAR GAME. WINNING NECESSITATES RUTHLESS STRATEGY MIXED WITH KAMIKAZE FORFEITURE. THE ULTIMATE GAME EVER CREATED? ASAM AHMAD SEARCHES FOR THAT ELUSIVE CHECKMATE.

Chess is hardly the kinda game you'd expect to run on your PlayStation. Let's face it, most people that buy a next-gen super-console do it for the lush 3-D graphics and the sultry stereo sound. Chess? I just don't think it's going to work.

Mindscape's offering, *Chessmaster 3D*, is a game with heritage. With highly acclaimed cousins on various other computers such as the PC, you'd expect it to be a game of very high calibre. And that it is. *C3D* certainly plays a mean game, has 12 skill levels (or 'characters') and runs at lightning speeds too. Move over Kasparov...

PLAY INFORMATION

Publisher: Mindscape
Customer support: 01444 239600
Release date: End May
Price: £39.99

MUTIPLE PLAYERS

The pieces look like Joanna Lumley's earrings!

But what can the PlayStation add to this archetypal battle of wits? *C3D*, of course, has 3-D graphics. There's a mode that allows you to look around the board from just about any angle. Great. Except for the tedious menu and adjustment process you have to go through to achieve it – a quick glance does not suffice. Oh, and the different 3-D chess pieces. Well they look like Joanna Lumley's earrings! So, into 2-D mode we go. It's easier to see the game.

During play, the game offers a selection of music to 'inspire' you. These take the form of various orchestral ditties and mind-soothing melodies. However, after an initial animated opening of play energised by aural stimulation, the music becomes a bore, and further listening, a chore. The tunes are just a bit too repetitive, especially in long thoughtful games.

But surely I'm forgetting what the essence of this game is about? I think not. *Chessmaster* worked well on PeeCees due to niceties like a mouse and hi-resolution displays. On the PlayStation, playing using a control pad is laboured, and viewing on a TV screen is confusing, with blurry graphics and dodgy 3-D perspectives.

As a game of chess, this PlayStation incarnation is absolutely superb. It plays well and allows you to develop your game as you play. However as a PlayStation game in its own right – it lacks polish which brings the final score right down. If you absolutely want to play chess on your PlayStation, buy it, you have no other choice. If you want to play real chess...

[BELOW] Despite being a nice touch, the alternate pieces are actually rather confusing to use.

[ABOVE] Studying the extensive opening move book can help you improve your games tactically.

PLAY

LOOKS	●●●●●●○○○
SOUNDS	●●●●●○○○○
GAMEPLAY	●●●●●○○○○
VALUE	●●●●●●○○○
EN PASSANT	●●●●●●●○○

PLAYED 68%

You can't travel with it.

ALTERNATIVELY:
BUST A MOVE II (88%)
ERRRM...

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KEEP THESE.

Throw the rest away.

Interplay™

DESCENT

Your body is redundant. Descent lets you fly, twist and shoot 360°. Now on Sony Playstation. May you rest in pieces.

PlayStation

[Above] Shooting at ground targets, especially tanks, is no problem. It's the enemy jets and helicopters you need to worry about!

[Above] Ravines, valleys and rivers are good to use for protection from missiles, or if you're being followed.

GUNSHIP

IF IT'S CHOPPERS WE'RE TALKING ABOUT, THERE'S ONLY ONE MAN WHO CAN TAKE ON THE BEST AND WIN. DAMIAN BUTT TRIES OUT A 'SERIOUS' PSX GAME (NO SUCH THING).

You know you're playing a top class game when you set aside a couple of hours to play it at the weekend, load it up, and then the next time you're aware of anything else, it's dark, the clocks have mysteriously gone forward eight hours, your dinner's in the dog... and it's Thursday. MicroProse's *Gunship* is such a game, and the first thing to say is that despite the PlayStation's rep for mind-blowing but ultimately short lived software, *Gunship* is more of a simulation than the likes of Core's *Firestorm: Thunderhawk 2*, and indeed MicroProse' forthcoming *Top Gun*. *Gunship* is no *Afterburner* with rotors, it's a bit more in-depth.

Slap in the CD, press a few buttons and you're away, that is if you select the quickfire game, which is basically an arcade style shoot-'em-up where everything is a target. Go here first to taste those sumptuous graphics (more about those later) and get used to how the helicopter of your choice handles in some lightweight conditions. Once you've finished arsing about and riddling your own base with bullets, retire and check out the meat and two veg of *Gunship*: the campaign mode, based initially in either the Persian Gulf (Iraqis being naughty again) or Central Europe (tooled up renegade Russians). Both pit you against realistic foes in battlefield situations and you will need to know how to fly your chopper like a demon and equip it with only the most effective weapons to survive. Welcome to the big leagues.

It's scary stuff using the stereo sound to figure out which way to swerve when a missile's hot on your tail.

MicroProse claim that the number of missions in *Gunship* is almost infinite (ouch, you'd have a bit of trouble proving that one in court guys) because every mission is part of a much grander scheme. If, for example, you did brilliantly and pushed the enemy back in one assault, then returned to base, had a big fry up, and got hammered in the afternoon session, you'd be almost back where you started and therefore more missions would be required to complete the campaign. Like all good simulations, if you fail once, it's not game over, you will get a chance to give 'em hell later.

Under Fire

Before take-off you have to go through a number of different screens in order to prepare. First of all you log on as a rookie, and here you can assign a name to your wing (later missions will allow you to command a whole squadron of helicopters in calculated raids), and even an emblem for your group, a nice touch I thought.

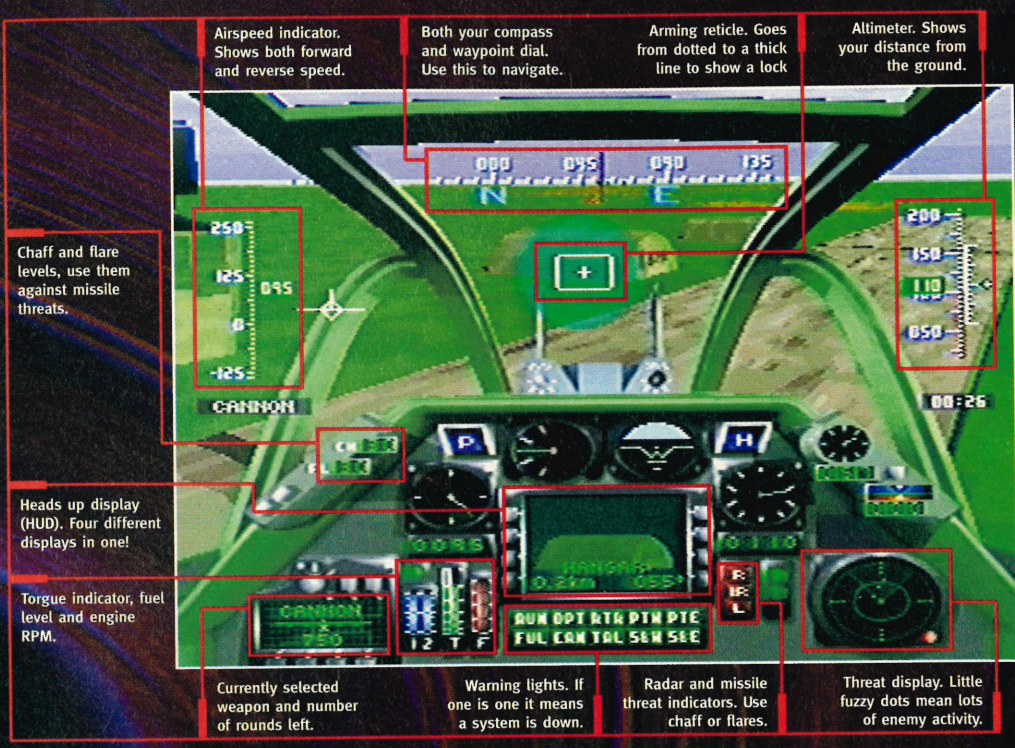
Next is the general mission screen where you are told of your objectives; typically a primary and secondary, with a fuel spot in case you run low mid-attack. And finally, there's the helicopter arming phase where you first select which whirlybird you want to take up into the big blue, and then kit it out with instruments of death.

A standard load for a ground-based mission would be hellfire missiles, hydra pods, a chain gun and possibly some

PLAY INFORMATION

Publisher: MicroProse
Customer support: 01454 893893
Price: £49.99
Release date: July

One Player | Memory Card



sidewinders if you expect enemy aircraft in the area. With a flick of the button you engage the rotors...

View to a Kill

The first thing that strikes you when you take to the air in *Gunship* is the claustrophobic cabin. Due to the size of the screen, the number of essential instruments, and the many different messages displayed on-screen, the actual viewing window is very small indeed; almost prohibitively so.

Somewhere in this review there is an annotated picture of the cockpit, with all the instruments explained, and if you look you will see just what I mean. It's tiny. You can look up slightly, but it's hardly panoramic.

The way to play *Gunship* (as I discovered after only a few minutes play) is to switch to the exterior 'chase' view and aim the chopper from there. You don't see any of the vital instruments of course (you can alternate between the two

[Above] The first job of the day: how do you take off without crashing? It's easy if you have a steady hand...

The Hanger

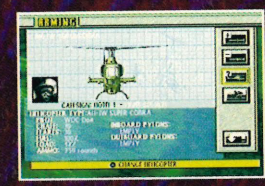
To start with there are four helicopters to choose from, but as you progress through the ranks you can access even more.

UH60 Blackhawk:

This is the daddy – a huge lumbering 'copter with all the weapons you could possibly think of.

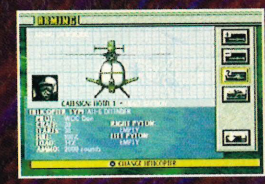
AH – 1W Super Cobra:

Another deadly one this – the Super Cobra is small but incredibly fast and armed to the teeth.



AH6 Defender:

Another small helicopter, but it goes fast and is normally used for reconnaissance and scouting.



OH – 58D Kiowa Warrior:

Armed with a chain gun and missiles galore. An agile and well equipped helicopter.

AH64D Apache:

An Apache with night radar capabilities. You must be a captain to ride.

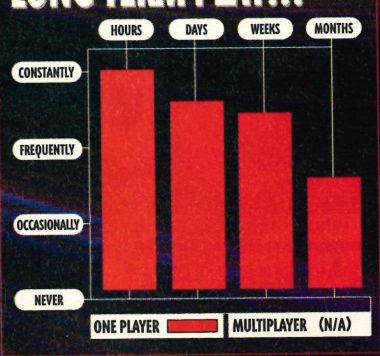
AH-64A Apache:

Standard Apache, a good all-rounder and anyone can fly it.

AH-66 ACommanche:

Two versions of this sleak secret chopper. Must be capt or higher.

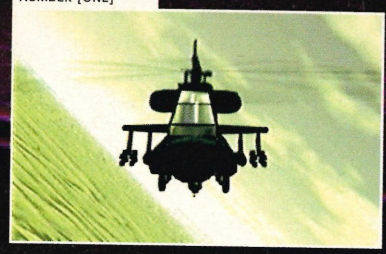
Long Term Play...



MOVE OVER! BLUE THUNDER

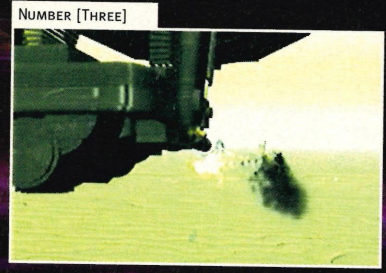
ONCE YOU CHOOSE A MISSION, YOU ARE TREATED TO SOME VERY CLEAR FOOTAGE OF SOME OF THE HEAVIEST WEAPONRY THE US HAS TO OFFER. WELL, IT LOOKS BETTER THAN "NOW LOADING" DOESN'T IT? IF YOU GET SHOT DOWN, A VERY SMART LOOKING RENDERED SEQUENCE SHOWS YOUR HELICOPTER CRASHING IN FLAMES, AND A NASTY IMAGE OF YOUR FLIGHT HELMET BEING CRUSHED BY ENEMY TANKS. QUIT THE GAME, AND THE GUYS FROM SEARCH AND RESCUE WILL PLUCK YOU OUT OF THERE.

NUMBER [ONE]



NUMBER [TWO]

NUMBER [THREE]



NUMBER [FOUR]

[ABOVE] Air combat is quite difficult at first, but that's nothing that a few heat seeking missiles won't cure.

pretty rapidly though) but at least you can see if a missile is about to strike the hull. Practically all the warnings in the game are spoken anyway, and fortunately being out of the cockpit is no real disadvantage – on the contrary, it means you can admire the highly detailed landscapes and keep that pesky enemy chopper in view all the time.

CHOPPERS

Gunship is full of clever touches which serve both to keep you interested and enforce the simulation aspect of the game. Any old Johnny can make a shoot-'em-up, but the real trick is finding the perfect blend between the two. Strafing a target with your chain gun is really satisfying, but nothing compares to the smugness of hovering ten feet about some poor guy with a pistol, locking on the aiming reticle, and then bombing him to hell and back with a belly full of hydra missiles.

Gaming moments don't get much better...

[ABOVE] The tanks and anti-aircraft batteries are well detailed and even camouflaged. The best tactic is to hide behind hills and then pop up and shoot. Just like the real thing!

Gaming moments don't get much better...

WINGS OF THE APACHE

Gunship is clearly a very playable game, and I've no doubt that the rush will last. My only real reservation is that fact that you cannot lock onto a target if it moves out of your line of sight. A real Apache gunship features the TADs system, and this draws a line across the heads up display indicating where the target is if not directly in front, and I think *Gunship* would have benefited from this device. You have to do an awful lot of ducking and diving to avoid missiles and it's a shame that you then have to get your bearings back and lock onto the culprit each time.

But it's a minor niggle because *Gunship* is supremely fun to play, and there's tons to see and do (you can even find billboards advertising other MicroProse games in desolate parts of the game). The explosions are meaty enough to give you grin as you fly through the billowing semi-transparent smoke and watch the debris get blown to the four winds, the enemy tracer bullets are well implemented and atmospheric, and it's scary stuff using the stereo sound to figure out which way to swerve when a missile's hot on your tail.

[ABOVE] Enemy airfields are easy targets and have no defences – make sure that none of the jets take off or you'll be in trouble!

Overall, *Gunship* is a worthy purchase if you yearn for something a bit more challenging and gutsy than a beat-'em-up or racing game. All you need to complete the effect is some Vagner, a cowboy hat and a village full of gooks – don't you just love the smell of napalm in the morning?

[ABOVE] Wherever you go, you'll leave a smoking trail of destruction, which is useful should you ever get lost.

PLAY

LOOKS	●●●●●●●●●○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●○○
BLADES	●●●●●●●●●●

PLAYED 90%

Whup, whup, budda, budda -Kaboom!

ALTERNATIVELY:
AGILE WARRIOR (79%)
AIR COMBAT (81%)

THE GREAT PLAY READERS' SURVEY

WIN AN ENTIRE PLAYSTATION HOME SYSTEM WITH

VIRGIN INTERACTIVE ENTERTAINMENT is offering you, the magnificent play readership the chance to win, not just a stupendous 29" nicam stereo TV and PlayStation, but the whole shooting match – joypads, steering wheel, memory cards, multi-tap – everything you'll ever need to play Virgin's latest killer game, *Resident Evil* to the full!

All you have to do to have this magnificent prize delivered to your door is fill in every question on this survey, answer the last quiz question, and then send it back to us. And remember, you're not just entering the most fabulous competition in the world, you're also helping to make Play the best PlayStation magazine ever.

Mark each box that relates to you clearly with an 'X' and send it off to: *The Great Play Readers' Survey, Play magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.* Surveys must reach us by the 22 June 1996 and all entries must be clearly marked and complete in order to win.

CAPCOM® Virgin LUCAS ARTS

ABOUT YOU

1. Are you:
Male ☐
Female ☐

2. Your name

.....

3. Your address

.....

.....

.....

.....

4. Daytime tel number (for prize notification)

.....

5. How old are you?
10-15 ☐
16-18 ☐
19-24 ☐
25-29 ☐
30+ ☐

6. Which of the following best describes your occupation? (tick on only)

Manager/assistant manager ☐
Clerical ☐
Self employed/work from home ☐
Shop worker ☐
Manual ☐
Factory worker ☐
Unemployed ☐
Student (college/University) ☐
School (primary/secondary) ☐
Other ☐

7. What is your average annual income?

Below 5k ☐
5-10k ☐
11-15k ☐
16-20k ☐
21-30k ☐
31k+ ☐

8. Do you live: (tick more than one if applicable)

With your partner/spouse ☐
With family ☐
With friends ☐
Alone ☐
In your own home ☐
In rented accommodation ☐
In council accommodation ☐

9. Does your household have:

Satellite/cable TV ☐
A car(s) ☐
Video cassette recorder ☐
Hi-fi ☐

10. What are your other interests?

Indoor/outdoor sports ☐
Music (CDs/concerts) ☐
Education/reading ☐
The Internet ☐
Travel/holidays ☐
Sci-fi ☐
Cinema/theatre ☐

11. What do you like reading about?

Football ☐
Cars ☐
Computer games ☐
Music ☐
Sci-fi ☐
Films ☐
Sports/outdoor pursuits ☐
Travel ☐
Other (please state)
.....
.....

12. Where do you buy your:

Clothes
.....
.....

Music
.....
.....

Videos
.....
.....

Food
.....
.....

13. Which of the following console magazines do you buy?
None ☐
Official PlayStation Magazine ☐
PlayStation Plus ☐
PlayStation Power ☐
PSX Pro ☐
Computer & Video Games ☐
Edge ☐
Gamepro ☐
Electronic Gamer Monthly (US) ☐
Other (please state)
.....
.....

14. Which of the following newspapers do you read regularly?

None ☐
Daily Express ☐
Daily Mail ☐
Daily Star ☐
Guardian ☐
Independent ☐
Mirror ☐
Sun ☐
Telegraph ☐
Times ☐
Other (please state)
.....
.....

15. Which other magazines do you read?

4-4-2 ☐
Cosmopolitan ☐
Empire ☐
GQ ☐
Loaded ☐
Max Power ☐
Mojo ☐
Q ☐
Sky ☐
Smash Hits ☐
Top Gear ☐
TV Quick ☐
Inside Soap ☐
Wired ☐
Other (please state)
.....

16. Of the following, which do you have:
Credit card ☐
Cash card bank account ☐
Personal pension ☐
Mortgage ☐
Personal loan ☐
Company car ☐
Health insurance ☐
House insurance ☐
Life insurance ☐
None of the above ☐

17. Which of the following do you have:

Cheque book ☐
Access/Mastercard ☐
Visa card ☐
Building Society account ☐
Switch/direct debit card ☐
Diners club ☐
American Express (green) ☐
American Express (gold or above) ☐
Other charge card ☐
None of above ☐

ABOUT THE MAGAZINE

18. How many issues of PLAY have you bought?

All ☐
4-6 ☐
1-3 ☐

19. When was the last time you bought it?

Last issue ☐
An issue prior to that ☐
First time I've bought it ☐

20. What prompted you to buy your first issue of PLAY?

Friend's recommendation ☐
Cover image ☐
General look of the mag ☐
Number of reviews ☐
Free gift ☐
You buy them all ☐
Other ☐

21. How many people read your copy of PLAY?

1 ☐
2 ☐
3 ☐
4 ☐
more ☐

22. How do you receive your copy of PLAY?

Supermarket ☐
High street shop ☐
Local newsagent ☐

Subscription ☐

23. Do you intend to subscribe?

Yes ☐
No ☐
If not, why?

.....

.....

.....

.....

24. Please rate the following sections in PLAY:

Section	Good	Av	Poor
Play Wired	☐	☐	☐
Workstations	☐	☐	☐
Wired Ups	☐	☐	☐
Reviews	☐	☐	☐
Tips	☐	☐	☐
Playback	☐	☐	☐
Competitions	☐	☐	☐
Arena	☐	☐	☐
Interviews	☐	☐	☐

25. Which part of the magazine do you always read first?

PlayStation Wired ☐
Reviews ☐
Wired Ups ☐
Workstations ☐
Station Master ☐

26. What do you think of the writing in PLAY? (please tick more than one if applicable)

Informative, clear and humorous ☐
Informative but lacks humour ☐
Clearly written and concise ☐
Too much text, not enough pictures ☐
Not enough detail ☐
Too confusing ☐
Not enough facts and comment ☐

27. Do you think the ratings are:

Too harsh ☐
About right ☐
Not harsh enough ☐

28. Is there anything that you'd like to see included/improved?

.....

.....

.....

29. What do you most dislike about the magazine?

.....

.....

.....

30. What do you think of the price of PLAY? Is it:

Not enough ☐
About right ☐
Too much ☐

31. Which would you prefer:

£4.99 for a copy of PLAY with a cover-mounted demo CD ☐
£2.95 for the magazine alone ☐
£4.99 for a separate demo magazine ☐

32. Would a cover-mounted CD mean you would buy PLAY every month, bearing in mind it would cost £4.99?

Yes ☐
No ☐

33. Is PLAY better, the same or worse than the following other magazines?

	Better	Same	Worse
PlayStation Plus	☐	☐	☐
Official PlayStation	☐	☐	☐
PSX Pro	☐	☐	☐
Total PlayStation	☐	☐	☐
PlayStation Power	☐	☐	☐

34. If you've answered worse to any of the above, explain why:

.....

.....

.....

.....

ABOUT YOUR PLAYSTATION

35. Do you own a PlayStation?

Yes (go to question37) ☐
No ☐

36. If you haven't yet bought a PlayStation, when do you plan on buying one?

When you've finished reading this issue of PLAY ☐
1-3 months ☐
4-6 months ☐
Next Christmas ☐
Couldn't say ☐

37. Where did you buy your PlayStation from?

Comet ☐
Dixons ☐
Electronic Boutique ☐
GAME ☐
HMV ☐
Independent computer shop ☐
Mail order ☐
Toys R Us ☐
Virgin ☐
Our Price ☐
Other ☐

38. How long have you owned your PlayStation?

1-3 months ☐
4-6 months ☐
7-9 months ☐
Longer ☐

39. Is it:

A PAL machine ☐
An NTSC machine ☐

40. Are you happy with it?

Yes ☐
No ☐

41. If not, why?

.....

.....

.....

.....

.....

42. Where do you buy your games from?

Comet ☐
Dixons ☐
Electronic Boutique ☐
GAME ☐
HMV ☐
Independent computer shop ☐
Mail order ☐
Toys R Us ☐
Virgin ☐
Our Price ☐
Other ☐

43. What other computers/consoles have you/do you own?

Spectrum 48k ☐
Commodore 64 ☐
Atari ST ☐
Commodore Amiga ☐
Sega Mega Drive ☐
Nintendo Super NES ☐
PC CD-ROM ☐
CD-32 ☐
3DO ☐
Atari Jaguar ☐
Sega Saturn ☐
Nintendo 64 (stop lying) ☐
Other

.....

.....

44. What did you immediately upgrade to a PlayStation from?

None, it's my first console ☐
3DO ☐
Nintendo Super NES ☐
PC CD-ROM ☐
Sega Mega Drive ☐
Other

.....

.....

.....

.....

45. Do you plan on buying any of the following?

Nintendo 64 ☐
M2 ☐
PC CD-ROM ☐

CAPCOM® Virgin LucasArts

46. Which of the following statements do you think best describes the PlayStation games scene at the moment?

Vibrant – Every game is a classic ☐

Getting there – Not enough true next gen software ☐

Okay – Some good games, but many poor ones ☐

Poor – There aren't any decent games yet ☐

47. On average, how much do you spend on software per month?

Less than £30 ☐
£30-45 ☐
£50-80 ☐
£85+ ☐

48. Have you ever bought software or peripherals by mail order?

Yes ☐
No ☐

49. If so, what?

.....

.....

.....

50. What is your favourite PlayStation game?

.....

51. What games are you most looking forward to?

.....

.....

.....

52. How many other people use your PlayStation (includes multi-tap)?

1-2 ☐
3-4 ☐
5-8 ☐
More ☐

53. How many of those have their own PlayStation?

1-2 ☐
3-4 ☐
5-8 ☐
More ☐

54. What style of game do you like the most (tick more if appropriate)?

Shoot-'em-ups (*Alien Trilogy, Starfighter 3000*) ☐
Beat-'em-ups (*Tekken2, Street Fighter Alpha*) ☐
Racing games (*Need for Speed, Ridge Racer*) ☐
Puzzle games (*Bust a Move 2*) ☐
Adventure games (*Resident Evil, Fade to Black*) ☐
Sports games (*Total NBA '96, Actua Soccer*) ☐
Strategy games (*Warhammer, X-Comm*) ☐
RPGs (*King's Field*) ☐

55. Have you ever linked up two PlayStations for a multi-player game?

Yes ☐
No ☐

56. Do you consider this to be an important feature for a PlayStation game?

Yes ☐
No ☐
Don't care ☐

57. Which of the following influences your decision to buy a game?

TV/radio Advertising ☐
Magazine advertising ☐
Billboard advertising ☐
Review in PLAY ☐
Review other magazine ☐
Review on TV/radio ☐
Friend's recommendation ☐
In-store promotion ☐
Price ☐
subject matter/genre ☐
Internet newsgroups ☐

58. What makes you aware of the games you buy?

Word of mouth ☐
Coverage in PLAY ☐
Coverage in other magazines ☐
Advertising ☐
In-store displays ☐
TV/radio ☐
Internet reports ☐

59. Which of the following do you own in addition to a PlayStation, and are you planning to buy any of them in the next six months?

	Own	Six months
Peripheral	☐	☐
Memory card	☐	☐
Second joypad	☐	☐
Multi-tap	☐	☐
Steering wheel	☐	
Other	☐	

60. Do you have your PlayStation linked up through your TV only, or through your stereo for better sound?

TV ☐
Stereo (both) ☐

61. Which of the following statements best describes your attitude to consoles?

I like to keep abreast of the current technology ☐

I buy the cheapest machine regardless of current fashions ☐

I buy every new console that comes out ☐

I choose one machine and stick with it through and through ☐

I go where the action is,

I have no loyalty to brands ☐

62. Have you purchased any other Sony electrical items, if so, what?

TV ☐
Widescreen TV ☐
Video ☐
Walkman ☐
Discman ☐
Stereo (hi-fi) ☐
Stereo (ghetto blaster) ☐
Radio ☐
Car stereo ☐
CD player ☐
Minidisc ☐
Handycam ☐

63. Are you likely to stay with Sony in the future when buying these items?

Yes ☐
No ☐

64. Has owning a Sony PlayStation changed your perception of Sony?

Yes ☐
No ☐

GET THEM IN NOW!

If you want to win any of the fantastic prizes on offer with this survey, simply answer the following question, complete ALL of the questions on the last four pages, and send it off immediately to: *The Great PLAY Readers' Survey, PLAY, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.* Get them in as quickly as possible to stand a chance of scooping the fantastic prizes on offer. Competition closes 22 June 1996 and the editor's decision is final. No employees of Paragon Publishing, Mindscape or any of their suppliers can enter.

[ABOVE] What do you think of the galaxy's greatest console? Here's your chance to tell us.

Don't Get Mad! Get...

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Please ensure that you keep a copy of Ultimate Player magazine for me every month (ISSN 1361-0252). It costs £3.95 and is on sale 28th March.

Name:.....

Address:.....

.....

.....

.....

.....

Postcode:.....

Tel:.....

Thank you.

BUST A M

STEVE HARDY ROMPS AROUND WITH THE DINOSAURS IN A COLOURFUL WONDERLAND BLOWING BUBBLES. WE RECKON HE SHOULD STAY OFF THE DRUGS!

A puzzle game

on the PlayStation? "Leave it out!" I bet most of you are thinking. "We want fightin' and drivin' and all that stuff!" Nah, forget it – you can chuck all that out the window because *Bust A Move 2* is here and it's the best puzzle game since *Tetris*!

PLAY INFORMATION

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £TBA
Release date: June '96

MULTIPLE PLAYER MEMORY CARD

Remember the two 'cute' prehistoric pals, Bub and Bob, from that arcade classic, *Bubble Bobble*? Well, they're now in another game that actually requires your full concentration, and there's none of that platform/shooting rubbish either. The game still takes the bubble theme, but this time Bub and Bob are operating a little device that fires different coloured bubbles up the screen. The objective is to link up three or more of the same coloured bubbles. This causes them to burst and builds up points, but more and more obstacles are introduced to make the job more difficult...

For example, wooden blocks appear on the one player mode, which means that you only get a limited space to burst the bubbles. If the wrong colours keep coming up, they gradually fill the screen. Once they go past the level that Bub is sitting on, it's game over!

Now, this might not sound very exciting, but you really have to play *Bust A Move 2* to appreciate its addictive qualities. The two player option is an example of frantic head-to-head puzzle action at its best. The objective is simple yet, so playable – you must burst as many coloured bubbles as possible so that they are added onto your opponent's screen, and two player matches can last for ages with both players frantically trying to outwit each other.

A breath of fresh air... the best puzzler in ages!

A little mechanism with a directional arrow fires the bubbles up the screen, and it moves quickly and responsively, which is just as well because the 3DO version was ruined by its lack of speed.

Visually, the game is poor, albeit very colourful. The graphics look very simple for the PlayStation, although moving backgrounds and little animated sequences between stages have been included. As if the two player option wasn't the mutt's nuts, there's also a terrific Time Attack mode (assuming you prefer to play by yourself) which gives a really tight time limit and piles on the pressure. Basically, games like this seem to be few and far between, and *Bust A Move 2* is a breath of fresh air in a market that's already too full of the same game styles.

The simplest ideas are sometimes the

[ABOVE] **It looks like curtains for the inept player two, that is unless he can get a blue bubble fast.**

[ABOVE] **Note the bubble to the side of the gun, this gives you a sneak preview of the next colour.**

[BELOW] **It's the time attack mode and just look at all those purples. If clever you will hit the blues above and drop the lot!**

[ABOVE] **More bubbles are included in the one player because of the larger screen. A skilled 'bubbler' ricochets them off the walls.**

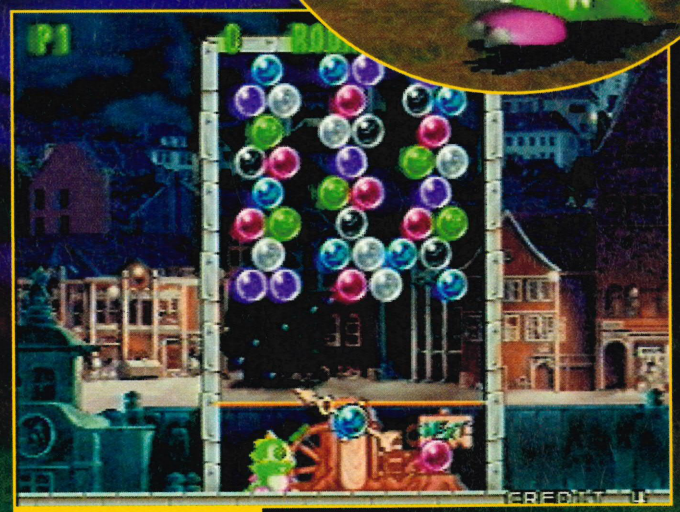
OVE 2

I'M FOREVER BLOWING BUBBLES... A HISTORY OF BUB AND BOB

Bust A Move 2 is actually a very original game, but Bub and Bob, the bubble-blowing dinosaurs who star in it go back a long way. In the mid Eighties, they made their debut in a ground-breaking new platform game called *Bubble Bobble*. Consisting of 99 (or a hundred if you counted the bonus stage) levels, they faced countless enemies on their huge quest to rescue their girlfriends from an evil tyrant. To get rid of their foes, Bub and Bob fired bubbles from their mouths which encased them., then they had to burst them and get bonus points galore, as well as fruit, cakes and huge diamonds. The arcade game was a massive success.

The original has since appeared on almost every home computer known to man. A few years ago, *Bubble Bobble 2* appeared (although only on the Game Boy as far as I can remember) and their most recent game has been *Puzzle Bobble* (strangely re-named *Bust A Move* for the UK). Although it is no longer a platform game, it seems that *Bust A Move 2* is going to be just as popular as the original.

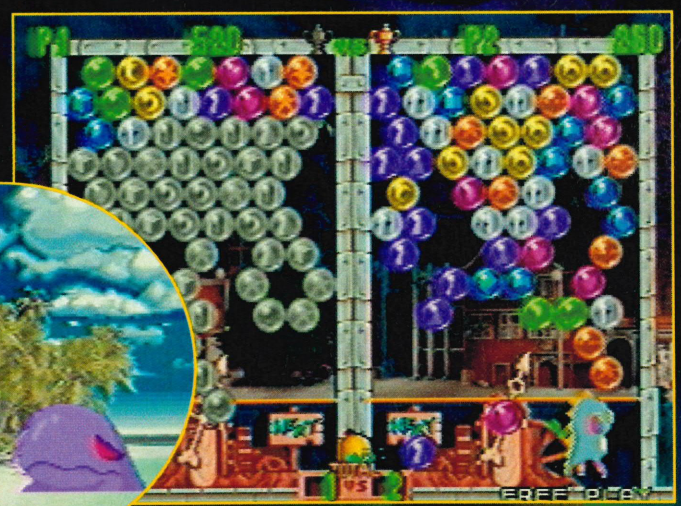
[Above] Uh-oh, you've got no chance now, as bubbles invest the whole screen. But hang on, what about that line of greens, will it work?



[Above] As in all puzzle games, the music is a cute 150bpm tune which can be annoying. It speeds up near the end.

best, and I advise you to pick up a copy of this and prepare for many late nights. Forget them – there's nothing more compelling and playable than this, especially with two players! Hey, it's great by yourself, but indulge with a partner and the fun will last for ages. Know what I'm saying?

Look, just buy it because it's the most fun you can have on a PlayStation without whipped cream and it is without a doubt the greatest party game ever invented!



PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●●
Burstability	●●●●●●●●●●

PLAYED 88%

Bubble burstin' brilliance! ('specially in stereo)

ALTERNATIVELY:
Chessmaster 3D (68%)
Hebereke's Popoitto (43%)

REVOLUTION

"DUH, DUH, DUUUDE LOOKS LIKE A LADY!" OH FORGET IT, AEROSMITH ARE IN A SPOT OF BOVVER. ROCK FAN STEVE HARDY TO THE RESCUE.

They told me

it would be an easy job, a great game with no drawbacks and gameplay so good it would weld the joypad to your skin... they lied. Still, Aerosmith are in this so it can't be all bad, can it? Er, it is actually. Now, before we start getting complaints and death threats from fans, read on and find out the harsh truth.

PLAY INFORMATION

Publisher: Acclaim
Phone for info: 0171 344 5000
Price: £44.99
Release date: Out now

MULTIPLE PLAYER MOUSE COMPATIBLE

NON-ENTITIES

Revolution X is set in 1996 and it seems that the world is facing the peril of the New Order Nation (NON for short) which is being led by the voluptuous, leather clad Headmistress, Helga. She and her minions intend to unify the world and impose an order of "No Fun!" whilst they bring the entire population under mind control.

This is where you come in. Thrown into a series of stages armed only with compact discs and an attitude. Start a revolution, free the kids and give them back their freedom, video games, magazines and everything else that gives pleasure. Don't hold your breath, however, as it is immediately obvious that *Revolution X* is based on those ancient coin-ops, like *Operation Wolf*.

[ABOVE] **Ah, that old arcade gun game cliché – a helicopter. Bet you have to shot its missiles first.**

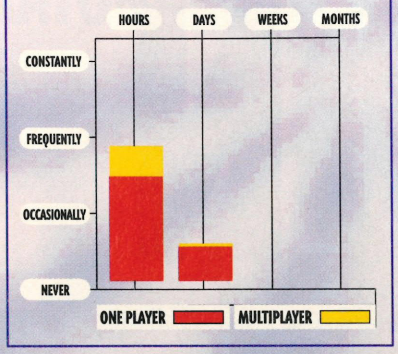
Well, this type of thing might have been enjoyable five years ago in the arcades, but not now, not here. Aerosmith are playing at Club X in LA, and all is going well until they are taken away by members of the NON group. "Bummer!" you think in an American accent, and promptly set off to rescue your heroes. The action takes place over six main areas, consisting of Club X, the Amazon, Middle East, and Wembley Stadium (which sees the climax of the game, should you stay awake that long). However, after only an hour (and believe me, I was forced to play it for much longer) it became painfully obvious that everything about this game is extremely poor. *Revolution X* contains the worst graphics I have ever seen on a

[BELOW] **Aaarrggh! It's the return of the bad looking sprites!**

[ABOVE] **x xxxxxx xxxx xxxxx xxxxx xxxxx xxxxxx xxxxx xxxxxxxxx**

X

LONG TERM PLAY...



AEROSMITH: A SHORT HISTORY

DESPITE THE FACT THAT THEY STAR IN WHAT IS POSSIBLY THE WORST GAME EVER TO APPEAR ON THE PLAYSTATION, AEROSMITH ARE UNDENIABLY A GREAT BAND AND HAVE BEEN PLAYING THEIR ROCK TUNES SINCE THE EARLY SEVENTIES, WITH SONGS SUCH AS DREAM ON (1973). SOME OF THEIR BEST SONGS INCLUDE DUDE (LOOKS LIKE A LADY) (1987), LOVE IN AN ELEVATOR (1989), LIVIN' ON THE EDGE (1993) AND GOD KNOWS HOW MANY OTHERS. UNFORTUNATELY, THERE IS CURRENTLY NO TOUR FOR AEROSMITH, NOR IS THERE A EUROPEAN FAN CLUB ADDRESS TO WRITE TO ANYMORE. HOWEVER, IF YOU HAVE ACCESS TO THE INTERNET, THEN THERE ARE SOME GOOD PAGES DEVOTED TO THE BAND THAT ARE WORTH LOOKING AT. ALL THE SAME, COME ON GUYS, DID YOU HAVE TO LOWER YOUR IMAGE BY STARRING IN THIS CRUDDY GAME?

PlayStation game, and the gameplay, for want of a better word, sucks.

Extra CDs and weapons such as Super Guns and Bombs can be collected by either smashing windows or breaking

The gameplay, for want of a better word, sucks...

open crates – gee. Apart from that, it's just a case of shoot, shoot, shoot, shoot, boss, shoot and shoot some more!

The learning curve is screwed up too. Early doors, you only have to hold down the fire button and watch as Helga's minions drop like flies. Then, you run into the brick walls that are *Revolution X* bosses and things become really tough, despite the fact that there are over ten continues available.

[ABOVE] **More gun-toting mayhem in *Revolution X*. If only Aerosmith were the targets.**

ALWAYS LOOK ON THE BRIGHT SIDE...

On the brighter side, fans will be glad to see the Aerosmith boys making occasional appearances, and the music will likewise appeal to rockers, but that's really the only good point I can think of.

Never before have I played such a pitifully poor game. There is almost no skill or brain power required, and it's the same in two player mode. Fans of Aerosmith and shoot-'em-ups alike, please, do not even think of buying this, if only for the sake of your sanity and wallet.

Rev X is nothing more than a straightforward shoot-'em-up with FMV bits, but there are no special effects, little challenge, nil variation, and this equals to zilch gameplay. Steer well clear as this is the dark side of PlayStation software.

[ABOVE] **At certain points in the game, the action stops for an battle with an enemy vehicle.**

[ABOVE] **Free these women from the mind control of NON and you'll get points galore!**

PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●○○○○○○○
ROCK	●●●●●○○○○○

PLAYED 40%

As the Aerosmith CD goes, "Get a grip!"

ALTERNATIVELY:
STARBLADE ALPHA (68%)
GALAXIAN3 (OUT JULY)

STATION MASTER

CHEATS • TIPS • LETTERS

AT PLAY WE TAKE PRIDE IN OUR CHEATS AND ARE CONSTANTLY SEEKING TO BEEF UP OUR ALREADY POPULAR TIPS SECTION. HOWEVER, ANY INPUT FROM YOU, OUR BELOVED READERS, WOULD BE MOST WELCOME. SO, IF YOU FEEL YOU HAVE A PRETTY SPECIAL CHEAT, TIP OR CODE THAT YOU WANT TO SEE IN PRINT AND SHARE WITH THE PLAYSTATION NATION, JUST SEND IT IN TO: *PLAY TIPS, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS.* OR E-MAIL STEVE HARDY AT play@paragon.co.uk. We want all the latest cheats for every new game, so get them in now!

TEKKEN 2

• **Cheats/Hidden Fighters**

Access Kazuya
You must have accessed all the sub bosses (NOT Roger/Alex). Choose any sub boss and complete the game. After this, you should be able to select Kazuya.

Access Devil/Angel
Complete the game using Kazuya (assuming you have been able to select him) and afterwards you will be able to select Devil. When choosing Devil (ultimate boss), press any of the kick buttons to access Angel.

Access Roger/Alex
You must have all the sub bosses including Devil, Angel and Kazuya. Now start an Arcade mode game. On round three, hit your opponent until he/she has about 5% energy remaining. Let your opponent do the same to you, but finish him off. With any luck the sound "Great" will be heard and the game will go to round four, where you will come up against Roger/Alex.

Big Head Mode 1
Press and hold Select after choosing your character and keep it pressed until a battle starts. Your character will now be a great deal chubbier with a bigger head.

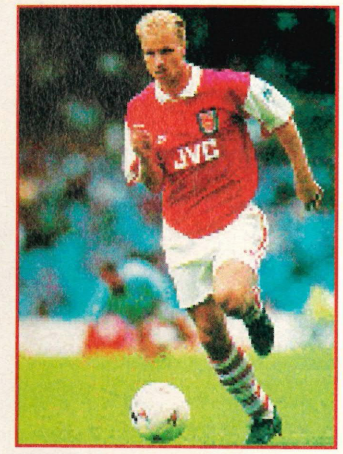
Big Head Mode 2
After finishing your first match in Big Head Mode, hold down Select again. For the next match, your chosen character should now have an even bigger head and a high voice.

Kazuyas Purple Suit
For this to work you must have every character – select Kazuya with the Start button to see him sporting his purple suit.

Wire Frame Boxing
To activate this cheat you must once again have all the characters available. Before choosing, hold down the L1 and L2 buttons. Now, select your character and make sure that the buttons are still held down until the match starts. Your character will now be a green wireframe figure, and you can see your opponent through it.

THEME PARK

All Rides
Enter your nickname as **STU** and your name as **DENNIS BERGKAMP**. When the game starts, put all your money into researching shops. When you have all the shops, go to the Ride Select screen, and all the rides will be there at your disposal.
Elliott Griffiths
Aldershot



ASSAULT RIGS

Become Invisible
To become invisible at any part of the game by pressing: Left, ×, Left, ×, Left, Left, ×, Right, ×, Right, ×, ×. If done correctly, a message should flash on the screen saying that you are now invincible.
Samantha Briggs
Leeds

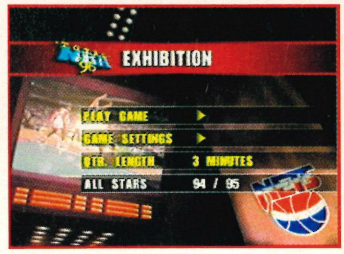
ALIEN TRILOGY

Level Select
To access a level select, enter the code **GOLVL** (The O is actually a zero). Now go to "Accept" and the words "Cheat Activated" will appear. Select QUIT and start a new game – you will now be able to choose any level.

JOHNNY BAZOOKATONE

Passwords
World 1 Prison – N/A
World 2 (Level 1): Hotel – **AFLEAPIT**
World 2 (Level 2): Restaurant – **TEASPOON**
World 2 (Level 3): Hospital – **SEDATION**
World 3 Penthouse – **VERYNICE**
Martyn McMorrow
Nottingham

TOTAL NBA '96



All Star Teams
This cheat will give you the '94/'95 All-Star teams for *Total NBA '96* on the PlayStation and enable you to play the All-Star Weekend. Once you have set your options, go to the Exhibition Match and Enter.

Now highlight Play Game and press R1, L1, R1, L1, R2, L2, R2, L2. The words **"ALLSTAR"** should now appear under Play Game.

Thanks to **Adrian Campbell** from **Victoria in Australia** for that one.

STREET FIGHTER ALPHA

Play as M Bison
Go to the random character select box – now press L2, then press Left, Left, Down, Down, Left, Down, Down.

Play as Akuma
Go to the random character select box – press L2, then Left, Left, Left, Down, Down, Down.

Now press ■ and ▲ (try pressing both together) or press ● and ✕ for a different colour.

Ryu and Ken against M Bison!
An excellent little cheat this one, which allows you to give Bison a good slapping. You must complete the game as Ryu on the six star rating. Then choose to fight Bison and Ken will jump in.

NEED FOR SPEED

Cheats
In the Tournament mode, enter the password: **TSYBNS.** Go to a one/two player, Time Trial or Head-To-Head mode and then to the track selection screen. You will now be able to select the previously hidden track of Lost Vegas. By pressing **R1** and **L1** you will also be able to access a Rally Mode of each track on the selection screen. On Rusty Springs it will change to Oasis, a whole new track! Hold down **R1** and **L1** on the car select for the secret Warrior car.

ALIEN TRILOGY

Cheats Galore
Type in **1GoTP1NK8CIDBooTSoN** (notice the message in the password?) on the password screen. The words "Cheat Activated" should now appear. Go back to the title screen – there should now be a cheats option which will give you infinite health, ammunition and all the weapons.

PLAY Q&A

A FEW MORE READERS, DESPERATE FOR HELP AND ADVICE GET THE Q&A TREATMENT THIS MONTH. IF YOU'VE ANY PROBLEMS RELATING TO THE WORLD OF THE PLAYSTATION, GAMES, PERIPHERALS OR OTHER PRODUCTS, THEN WRITE IN AT THE ADDRESS BELOW. AND PLEASE, NO MORE LETTERS FROM SAD PEOPLE WHO DON'T KNOW WHAT TO SAY TO GIRLS/BOYS WHO THEY FANCY, AND DON'T HAVE A CLUE AS TO HOW TO PULL A MEMBER OF THE OPPOSITE SEX. ANY LETTERS CONCERNING PUBESCENT PROBLEMS WILL ALSO BE LAUGHED AT AND THROWN AWAY. WRITE TO CLARE "NOW WITH WINGS" RAYNER INSTEAD. WE'RE HAPPY TO HELP WITH ANY GAMING PROBLEMS YOU MAY HAVE, SO WRITE IN OR ALTERNATIVELY E-MAIL ANY OF THE PLAY TEAM. CHEERS!

Dear PLAY,
I'm a huge fan of Games Workshop and all the games characters they devise, and regularly go to game evenings where I indulge in a bit of Space Marine action. Will any Games Workshop games be converted for the PSX?
Tom Williams, Coventry

You'll be glad to know that *Space Hulk* will soon be released by Electronic Arts and the Games Workshop, and it's currently looking the business. We also had a WorkStation on *Warhammer – Shadow Of The Horned Rat* a few issues back which promises to be one of the biggest PlayStation strategy games yet released. So, it all looks pretty smart on the Games Workshop front doesn't it?

Dear PLAY,
Six months ago I had the privilege to experience *Tekken* and *Ridge Racer* on my brother-in-law's PlayStation and was hooked straight away. Never before had I experienced such quality from a console. After hours of creeping he said I could them – only then did he explain that his game discs were golds (I'm sure you'll understand what that means!)

I got home and followed the instructions he gave me, and to my dismay they didn't work! A few days passed and I was told I had purchased a Mark III machine! I've heard that with this machine you are unable to play golds. I've tried phoning the Video Game Centre but they couldn't help, so I turn to you for guidance!
NAM, Manchester

It seems that you have fallen foul of Sony's latest model PlayStation which came out after Christmas, specifically designed not to allow gold discs to be run because there are so many pirate games around. After all, gold discs are illegal, so what are you (or your brother-in-law) doing owning them in the first place?

Dear PLAY,
Now, I'm not usually one to complain, and I read your brilliant mag every month, but there's one thing that has become obvious to me for the past few months:

Yes, it's the print – the reviews, features etc, are all excellent but I find the print very difficult to read in many places, especially as there is a lot of colour on every page. So, will you soon be changing various parts of the magazine, such as making the print bigger? I realise that there must be other readers who find it difficult, so I thought I'd just mention it.
Kevin Davies, Stockport

Alright, alright we get the message! Many of you spoke out and we listened. More of our readers than is perhaps desireable have written in to tell us that they sometimes have trouble reading the print. Well, you'll all be glad to see that as of this issue the entire layout of PLAY has changed, and we're pretty sure you'll agree that it looks fan-bleedin'-tastic!

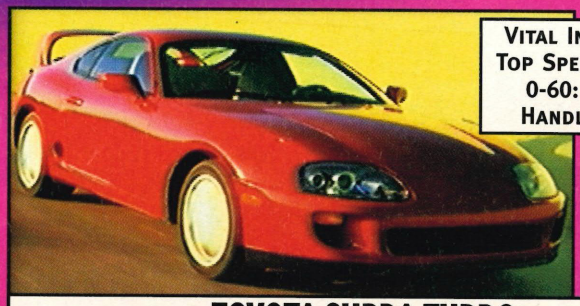
THE NEED FOR SPEED

LINK-UP GAMES ARE ALL VERY WELL, BUT FOR THOSE WITH MATES WHO CAN'T BE BOTHERED TO LUG HIS PLAYSTATION AROUND TO YOUR PLACE, SPLIT-SCREEN RACING THRILLS CAN'T BE BEATEN. EA'S *THE NEED FOR SPEED* SCREAMED FOR OUR ATTENTION WHEN IT ARRIVED IN THE OFFICE, AND BOY DID IT HOOK US. NOW PLAY REVEALS THE SECRETS TO SUCCESS.

A VROOM WITH A VIEW

WHAT CAR?

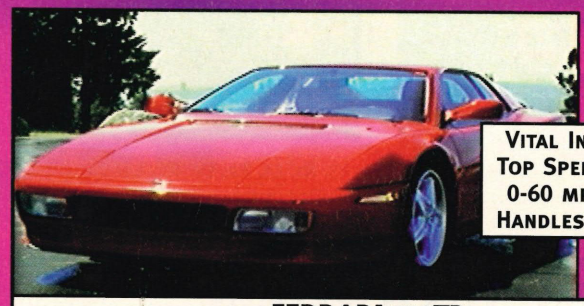
DON'T JUST JUMP IN THE FERRARI, GAMERS WANTING TO REACH THE PINNACLE OF PERFECTION WILL PACE THEMSELVES, LEARNING HOW TO POWER SLIDE AND CORNER WITH THE BETTER HANDLING CARS BEFORE TRADING IN SAFETY FOR PURE, UNADULTERATED SPEED.



VITAL INFORMATION
TOP SPEED: 251 KPH
0-60: 5.0 SECS
HANDLES: GOOD

+++TOYOTA SUPRA TURBO+++

It has to be said that the Supra, thanks to its poor top speed, is one for those after a challenge. Especially, in No Mercy mode against a Ferrari. Not only is it relatively sluggish, but it's not the best around the corners either. A cool exhuast note though, and in two player it's painted in bastard black.



VITAL INFORMATION
TOP SPEED: 308 KPH
0-60 MPH: 4.7 SEC
HANDLES: FANTASTIC!

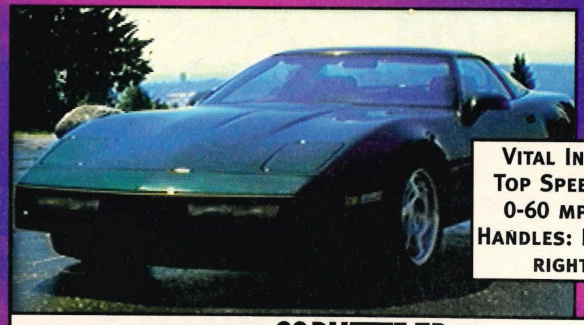
+++FERRARI 512TR+++

Once you've mastered the art of *NFS* driving, this has to be the car of choice. It's sleek, it's sexy and only the Diablo is quicker, the Ferrari has the second best top speed, and once you've got it under control is a killer car that is a little tricky on the limit.

VITAL INFORMATION
TOP SPEED: 324 KPH
0-60 MPH: 4.7 SEC
HANDLES: LIKE A TANK

+++LAMBORGHINI DIABLO VT+++

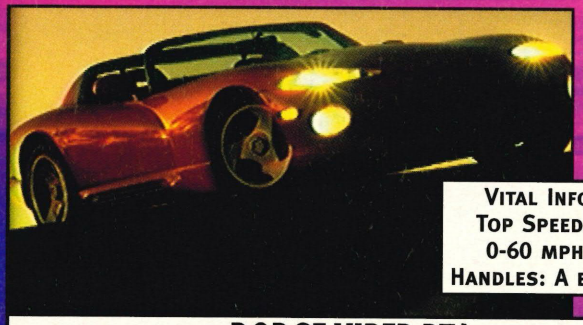
First choice when it comes to burning through the city, the Diablo is an awkward beast to control on the tighter tracks and on those, a good driver in a Ferrari will beat a better driver in a Diablo. It looks the part, mind.



VITAL INFORMATION
TOP SPEED: 285 KPH
0-60 MPH: 5.2 SEC
HANDLES: NICELY IN THE RIGHT HANDS

+++CORVETTE ZR1+++

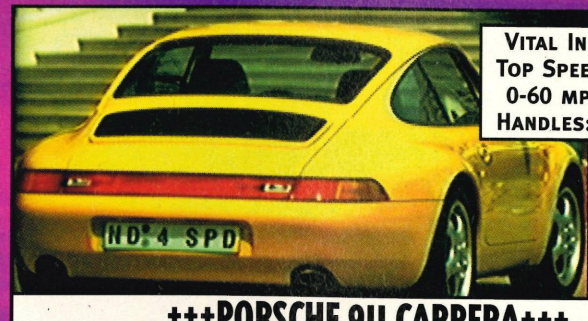
If you want to write your name in tyre marks, crash this baby, then burn rubber – the back end trips out like a hippy at Glastonbury. It's a quality vehicle though and handled with a gentle touch, it'll come through for you.



VITAL INFORMATION
TOP SPEED: 256 KPH
0-60 MPH: 4.8 SEC
HANDLES: A BIT DODGE-LY

+++DODGE VIPER RT/10+++

Rear wheel drive-time. Which means slides and lots of 'em. Rather than using the brake to slow down, you can usually get away with just letting go of the accelerator and then drifting around the bends.



VITAL INFORMATION
TOP SPEED: 269 KPH
0-60 MPH: 5.2 SEC
HANDLES: SMOOTHLY

+++PORSCHE 911 CARRERA+++

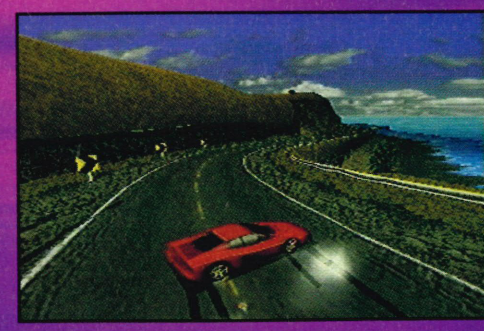
Brisk but not that pacy, the Porsche corners like a good 'un which comes in useful on the twisty alpine track. Not really special enough to be first choice if you're sharking down the pub, you'd still pull in it if nothing better had put in an appearance before last orders.

SLIP-SLIDIN' AWAY

Corners

To get the edge over opposing racers, take the corner from the outside and then sweep inside and continue out the other side of the bend, just like Damon Hill. You may need to slow down a bit, but it gives you the faster line. You can use the map in the bottom left corner to prepare yourself.

It's also handy for over-taking, as cars going into bends too narrowly are likely to have to slow down to avoid hitting the sides as you speed up again coming out of the corner

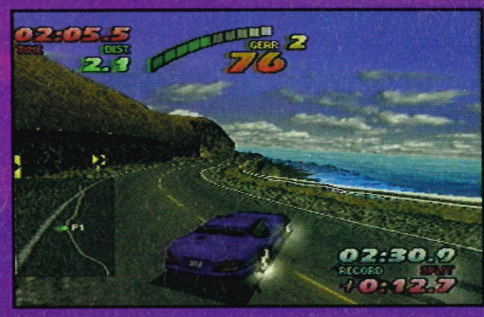


Power Slides

Feel like skidding effortlessly around a tight bend? Well power slides are possible, but unless you've practised, then it's not advisable attempting one in the middle of an important race. They're more fun than anything else!

Some of the tighter circuits like Coastal and Vertigo Ridge have extremely tight corners, so power-sliding can sometimes come in handy, but most of the time it proves to be a pain for novices, as if you don't have it down to perfection, you're more than likely to spin off.

Okay, enough talk, here's what to do. Use the ● button to skid and let go of the accelerator. If you want to slide your car slightly then move the D-pad in the direction of the corner, making sure that you don't overturn and go into a spin. If this does happen, then simply let go of ● and hold down the accelerator again to get yourself going.



Spin Recovery

This has to be the most fun part of the game, and the crashes you can cause can be simply amazing but don't mess around with spins if you're in an important battle. The last thing you want is to go up the back of a car and turn on your side!

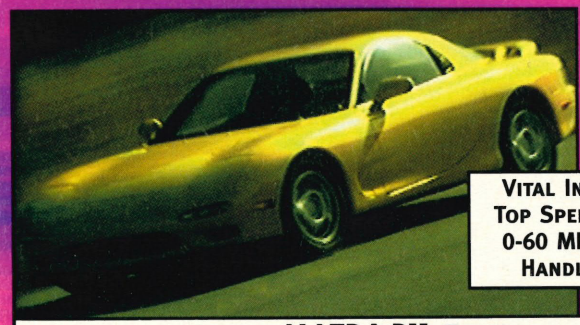
If you do happen to go into a spin, don't keep your finger held down on the accelerator as it will just keep you spinning around forever. Instead, briefly take your finger off and then press it again. You should now be ready to burn off.

These tips will get you started in EA's *The Need For Speed*. For the complete guide to every aspect of the game, check out issue two of Ultimate Player, on sale June 20.

Vital Information
Top Speed: 269 kph
0-60 mph: 5.8 sec
Handles: Safe enough

+++HONDA NSX+++

Again, a real in-betweener the Acura is still better than the Mazda or Supra. One to race with if you want a roughly equal contest against someone not as good as you whose chosen to drive a Porsche.



Vital Information
Top Speed: 253 kph
0-60 mph: 5.5 sec
Handles: Okay

+++MAZDA RX-7+++

The only point of choosing this car is that a) when you lose, no-one's surprised b) If you manage to win, the gloating potential is huge. As in, "I beat you AND I was using the Mazda, you tosspot!"

MACHIAVELLI'S GOT NOWT ON ME, MATE

Okay, so *The Need for Speed* is best in two-player mode. You want to know how to get one over your mates, don't you? No? Wimp...

- At the start, immediately try and ram your rival off the road as soon as you start, and you can do this best by using the top view. Ha.
- If your opponent is just about to overtake you watch their screen, you can still control the car alright and now you can block the sod. This is especially handy if you're competing on a track with traffic. Screening on-coming cars, moving out and boxing them so they can't help but hit them full on is a highly recommended tactic.
- If you're ahead, with an opponent not far behind, pull across the middle of the road so that they go straight into you. Because of their high speed you'll both go flying. But better that then them going flying past!
- If you're ahead, but someone's catching up, you can always pull aside to let them go past, and then sharply move back to hit them on the back and side and send them spinning. Not that we'd advocate such dubious tactics, obviously.

MAGIC CARPET

A CANDIDATE FOR THE PLAY BEST PC PORT ON A PLAYSTATION AWARD, BULLFROG'S *MAGIC CARPET* SEEMS TO BE KEEPING A LOT OF YOU UP INTO THE EARLY HOURS AS YOU STRIVE TO COMPLETE ALL 75 LEVELS. WELL, HERE'S SOMETHING TO GET THE REST OF YOU STARTED AND PROVIDE THE EXPERTS WITH A FEW REMINDERS.

SPELLS • MAGIC • WIZARDRY • SHAGPILE

FACING A TOUGH SPELL

What to do, what to do, there's a seven-level wizard on the left, two dragons on the right and some sod's nipped around the back and started laying into your castle. You need to be able to instantly know which spells to use when, mate. Cop a load of this run-down provided by *PowerStation*'s favourite son, Simon Lovell.

[1] FIREBALL

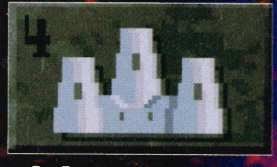
Beginners start here. The fireball is the first weapon you come across and the potency of your balls suffers if you over-indulge too much. Trust me, I know. So, if you have to rely on the fireball, adopt a hit and run strategy, unleashing some vicious bolts and then nipping off for a breather when the flames begin to falter. The bars at the top of the screen give you a guide to how fiery your nature is.

[2] POSSESS

This is the most important spell of all. It makes mana yours and, even better, you can steal that of other wizards by firing at their coloured spherical objects. Make sure you can always access this spell easily. Especially after a ruck, as there will be loads man available.

[3] ACCELERATE

Too many enemies, not enough you. An all-too familiar *Magic Carpet* scenario. Just as well the accelerate command sends you swiftly away from the hassle, innit!



[4] CREATE CASTLE

It's your base, it holds your mana and can also be used to kill enemies in the vicinity when you increase its size, yes, it's your castle.

[5] HEAL

This icon will return your life bar to normal after you've been attacked by the hordes of enemies in the game. Trust me, in later levels you'll pray for this one to light up!

[6] REBOUND

This where you go "Oi! Wizard, NO! You don't want to be firing fireballs at me, you wan to be avoiding it as I've just bounced it back at you using my rebound spell. Ha.

[7] SHIELD

Incoming firewall heading your way? Fear not, stout sorcerer, simply cast a shield spell and let it absorb 75% of the damage. Not bad.

[8] INVISIBLE

"Let's get invisible, invisible, let's get invisible, let's get into invisible," to misquote Oliva Newton-John. Dead handy for sneaking up on rivals, the illusion is someone shattered once you cast another spell as you become all too visible. Used in combination with accelerate, it's a great way of getting out of trouble.

[9] EARTHQUAKE

Casting this unleashes a huge chasm which heads off in random directions obliterating all land-based creatures in the way. Don't ever use this when close to your castle as chances are, it'll be smashed to smithereens.

[10] Crater

Another morph spell, but calmer and less volatile. The crater opens up a hole in the ground and all land creatures in the vicinity will be swallowed. Very handy if a lot of creatures are in one area and they're annoying you.

[11] Meteor

Enormously powerful, so when you use it against someone else, make sure you've got a rebound spell handy just in case they have one at hand. Great against wyverns and castles.

[12] Volcano

This one is hot stuff (groan). Especially against hassles, reducing any sized base by about two levels. Yes. Land-based monsters are completely screwed by it as well. Up Pompei!

[13] Lightning Bolt

Our favourite, the lightning bolt is highly versatile, powerful and isn't affected by the Rebound spell. C'mon then Mr. Griffin, if you think you're 'ard enough.

[14] Lightning Storm

A fun spell to watch this one. Let it rain pain from the heavens as you unleash a fierce electrical storm on your foes. It also lasts even longer than the meteor and makes for a good castle killer.

[15] Undead Army

Raising the dead may not seem like an everyday occurrence, but it's a very good idea to use this in *Magic Carpet*. Let them loose and watch 'em lay siege to enemy castles.

[16] Mana Magnet

The lazy man's way to collect mana, this operates in the same way as Possess, with the added bonus that it attracts all mana in the area and makes it yours.

[17] Steal Mana

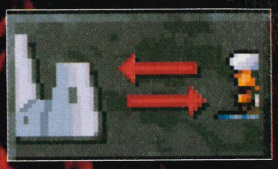
It's just great using this spell. Not just for the fact that you're getting loads of mana from it, but you piss everyone else off doing it.

[18] Beyond Sight

I spy my with my little eye, something beginning with W. This little beauty allows you to spot out any wizards on the map, even if they happen to be invisible at the time.

[19] Duel

One for the confident minded this, as it freezes the action, leaving both you and your intended victim chucking spells at one and another to the death. Only the Accelerate spell breaks the hold.



[20] Teleport

Using this will transport your wizard from any location on the map to your personal castle and vice-versa if you cast the spell again to be transported back to your original location. It can be used to avoid potential trouble or recharge mana.

[21] Wall of Fire

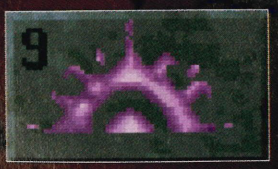
A fun spell to watch, but not really that effective, the Wall of Fire is still useful against an enemy wizard's castle. Other spells, however, have more effect.

[22] Accelerate Backwards

Like the accelerate spell, but it sends your wizard hurtling backwards. Again, very useful if a stronger wizard locks you in a duel.

[23] Homing Meteor

Only available after level 50, this is a humdinger of a spell. Like, it's a Meteor, yeah, so it's already very powerful, but can home in on a target. Ouch!

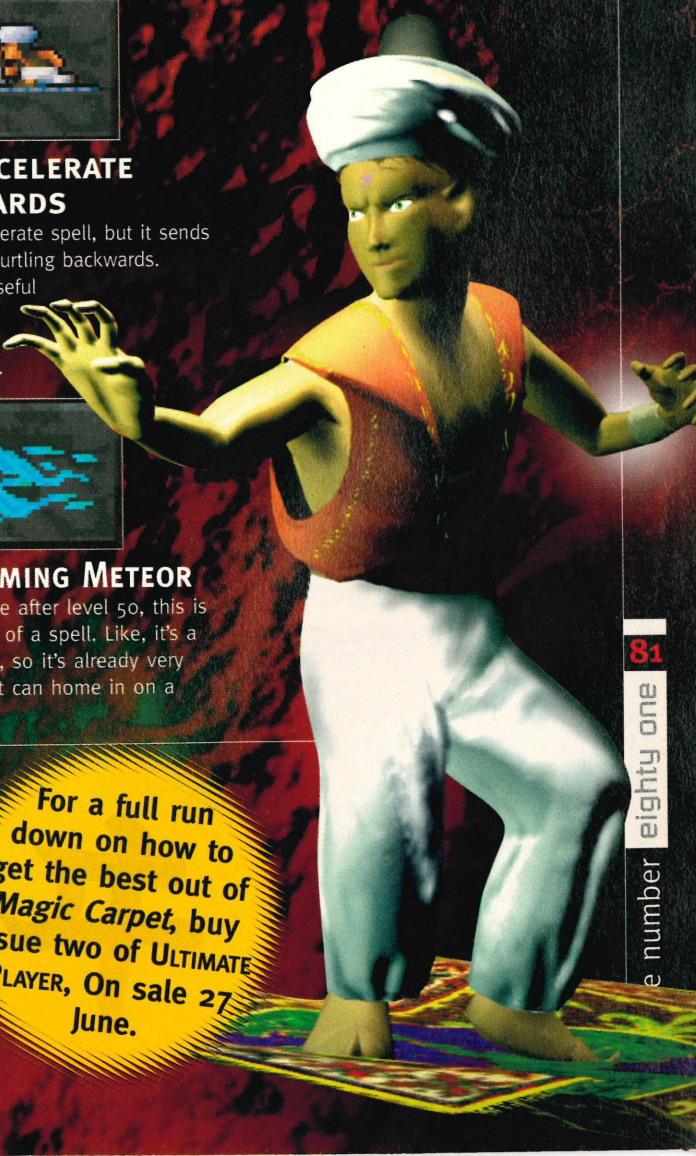


[24] Global Death

Does pretty much what it says on the can, Global Death unleashes a sphere of pure killing energy in all directions, taking out anything in the way. Now, let's see that swarm of bees do that to me this time...

[25] Rapid Fireball

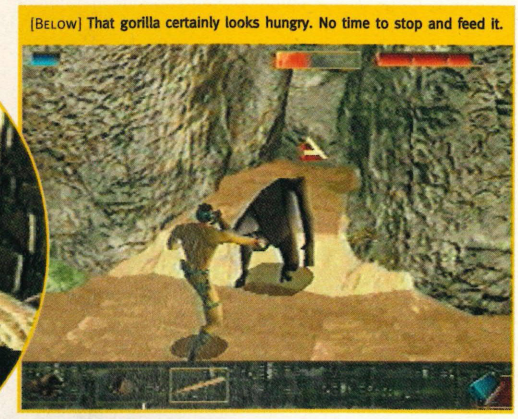
Fires a continuos stream of fireballs until you run out of mana or you give up, pack up your turban and clear off (or let go of the fire button). Pretty, but not as good as the Lightning Bolt.



For a full run down on how to get the best out of *Magic Carpet*, buy issue two of Ultimate Player, On sale 27 June.

[Below] An ambush! Stan rears up akimbo, planning his next move...

[Below] That gorilla certainly looks hungry. No time to stop and feed it.



WARPED

TIME COMMANDO

If you thought Doctor Who was 'ard, wait 'til you meet Stan. Yup, Stan. Hardly a name for a superhero. So what's he got to do with Doctor Who? Well just as the Doctor went travelling through time in his TARDIS thingy, fighting all manner of foes, Stan's misfortune is similar, but slightly more comic. I'll explain.

A computer engineer by nature, Stan's poor task in this time-travelling romp is to rescue the chronological structure in a computer's memory banks by travelling through various virtual scenarios, rescuing memory chips to restore them to their rightful places. The memory banks, fragmented by a rogue virus, contain information about every fighting creature that has existed since time began. Originally planned for use in training troops for battle, the segmented data must be put back in order to restore the time-continuum, ergo salvaging the program.

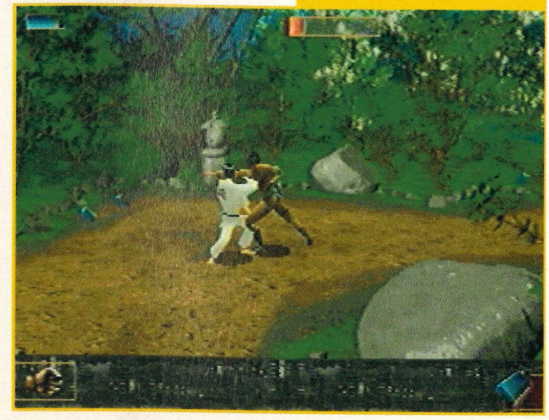
Poor old Stan has to travel through nine different time zones, reclaiming the strewn chips, but his task isn't as straightforward as it sounds. In each of the time zones he must battle various warriors and animals previously programmed into the computer, to actually get to the chips. To do this he must be the ultimate warrior.

Set through the ages, from Neanderthal and Wild West eras to a world in the future where Stan belongs, this fighting adventure game has all the elements to be a classic. PLAY has been lucky enough to see the latest PlayStation incarnation of this beautifully animated game, brimming with smart 3-D rendered characters and depth-cued background graphics. As yet, all the levels are not yet quite finished, with work still remaining on some of the later levels and opponents.

With some of the most varied graphic styles ever seen in one game and a plethora of fighting styles to master, all gelled together by Adeline's sublime artful programming, *Time Commando* will have wannabe adventurers romping through time with glee. With any luck, we should have a full review in the next issue.

[Above] That glowing object protruding out of the ground is Stan's interface to the computer.

[Below] Hand to hand combat with a martial artist is not my idea of chillin' out.



PLAY INFORMATION

Name: Time Commando
Publisher: Electronic Arts
% Completed: 75%
Release Date: June '96

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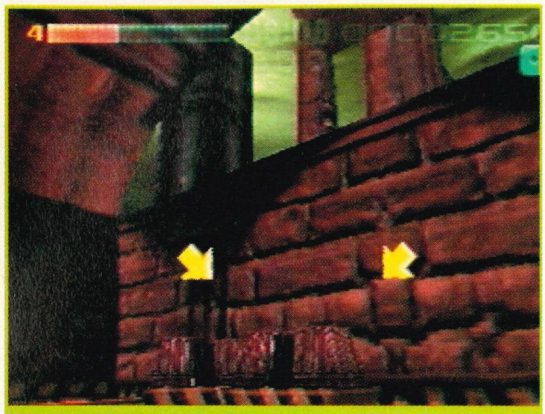
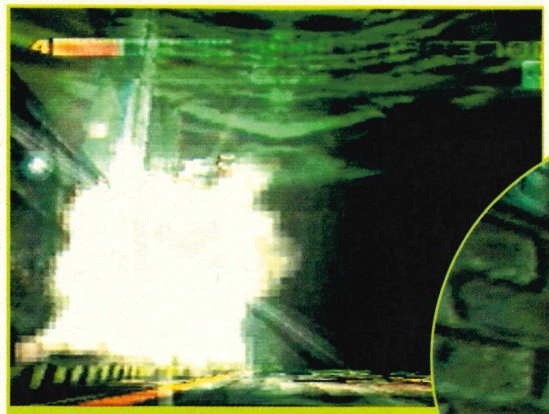


[Above] In general, the objects you have to pick up are hidden inside crates. Sometimes, however the targets move



[Above] From lights to gunfire and explosions, the effects employed convey the feeling of an ultra-realistic playing arena.

[Right] The graphical detail in *Tunnel* is superlative, with very highly detailed texture-mapping. Coo. Look at the sky.

SHAFTE

TUNN

It's amazing what development teams are producing for the PlayStation these days. As we come into the 'second phase' of games for our Sony wonder-machine, coders are only just finding out what the PlayStation is actually capable of. *Wipeout* demonstrated the machine's sheer power incredibly well, but now there's a new jaw-dropper, *Tunnel B1*.

PLAY INFORMATION

Name: Tunnel B1
Publisher: Ocean
% Complete: 80%
Release date: July

Set in a time when the Earth has fallen under a cold and dark cloud of impending doom and destruction, this stunning looking 3-D first-person blaster looks like it's going to be bad. The story follows you at the controls of a vicious fighting machine, the B1 craft, in a battle to thwart a madman's plans for destruction.

[Above] A rather nasty looking helicopter hovers above, watching, waiting...

It's a dive...

Your task is to hurtle around through the underworld that is *Tunnel B1*, carrying out various recon and attack missions. All this to prevent the crazed dictator from using the ultimate weapon he's created. The missions involve destroying his stores of plutonium, chasing enemy units, or just simply getting through blockades. More generally though, the missions are a devilish mix of all the above.

The action takes place over five huge networks of tunnels, with numerous missions to accomplish in each section. The game should have quite a long lifespan. All the graphics in the game have been meticulously drawn, using exceptional lighting effects and incredibly highly detailed texture-mapping. Combined with a 3-D engine that streams polygons past your eyes like wildfire, the eye candy is certainly salivating material.

Compute this

Another aspect that adds to the realism of the game is the acute AI of the enemy vehicles. Tanks which follow your movement and drones that loiter then flee, buzz around like bees round honey. Having played a demonstration version of the game, *Tunnel B1* is not going to be a pushover to complete.

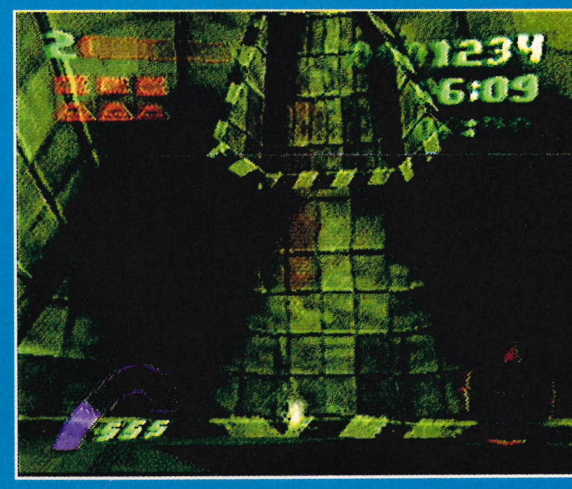
If there's one thing that marrs this game slightly it is the fact that there is only one view mode planned. With most PlayStation titles offering a variety of options in this area, *Tunnel B1* might feel a little claustrophobic in comparison. As we all know, sometimes being master of one is better than being Jack of all.

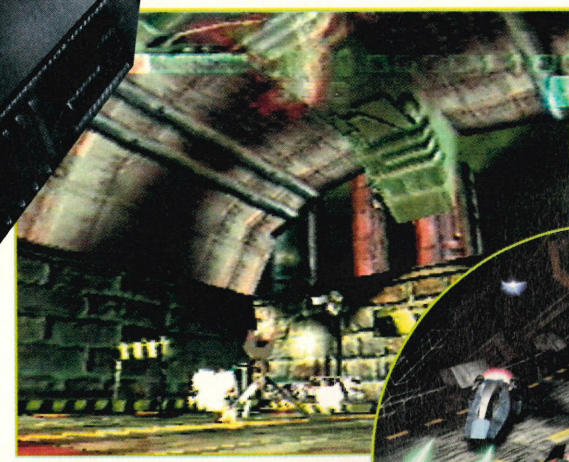
ALTERED STATES

THE TWO PICTURES (RIGHT) MAY LOOK DIFFERENT FROM THE REST ON THIS PAGE, BUT THEY ARE BOTH SHOTS OF AN EARLY VERSION OF *TUNNEL B1*. THE FIRST DEPICTS A NORMAL PICTURE OF A TUNNEL WALL, THE SECOND WITH IT LIT UP BY GUNFIRE, EMPLOYING SOME RATHER NEAT LIGHT-SOURCED EFFECTS. AS YOU CAN SEE THE SCREEN OVERLAYS THAT INDICATE TIME AND WEAPONS ARE THE MAIN DIFFERENCES.

IN THESE EARLIER SHOTS THE OVERLAID INDICATORS FADE INTO THE DISTANCE TO GIVE THE IMPRESSION OF A HUD INSIDE A COCKPIT. WHETHER THE NEON TEAM DECIDED THAT THE LOOK WASN'T CONVINCING ENOUGH OR JUST MORE CONFUSING TO READ IS UNSURE, BUT THEY HAVE DECIDED TO GO FOR A MORE CLEAN LOOK, AND HAVE LOST THE TWO INDICATORS AT THE BOTTOM OF THE SCREENS.

IT'S NOT UNCOMMON FOR MOST GAMES TO CHANGE RADICALLY THROUGHOUT THEIR DEVELOPMENT, WHICH THESE DAYS IS GENERALLY UP TO 18 MONTHS. WITH VIDEO GAMES BEING BIG BUSINESS AT THE MOMENT, IT'S UNSURPRISING THEY TAKE SO LONG TO GET THEM JUST RIGHT. FOR MORE OF AN INSIGHT ON HOW FOUR OF THE INDUSTRY'S MOST INNOVATIVE DEVELOPERS WORK, READ THE "WORK, TEST AND PLAY" FEATURE IN ISSUES TWO AND THREE OF PLAY.





[ABOVE] Guns fire away with a callous relentlessness, homing in on your position and protecting booty.

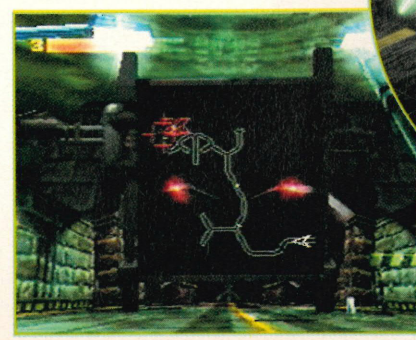
[ABOVE] The other vehicles in the game are beautifully drawn, such as this big blue tank on the left. Shame you can't see yourself.

MOUTHS AND TROUSERS?

Complemented by some very cinematic and atmospheric music, created by Chris Holsbeck, the whole gaming experience is enhanced to the flow of a symphonic score.

With the looks and sounds to make it a classically brilliant game, let's just hope the gameplay is of the same high standard.

Ocean has yet to prove themselves on PlayStation, but it would appear that the Manchester boys, together with German team, Neon, are about to supply the goods with *Tunnel B1* and the exciting *Viper* (now scheduled for an October release). We'll have a full review very soon.



[ABOVE] Pressing SELECT brings up a map screen showing your position and various targets to head towards.

THE METAMORPHOSIS OF THE CENTURY?

FILM1: The lovely Wendy Buboltz hiding away from the aliens in her father's laboratory.

FILM2: Her father, played by Edward Albert Jr, is the scientist trying to discover more...

FILM3: ...About the strange humbug-like aliens that are taking over life as we know it.

FILM4: Unbeknownst to the humans, the captive alien is watching, waiting, until...

FILM5: A curious cat steps just a little bit too close. Nothing's going to stop it.

SNATCHE

STEEL HARI

The year 2069

Humbugs. Yup, humbugs from space. It's all their fault. You see, a horde of them flying in formation decided to target the Earth as a place to sow their oats and propagate. Okay, they're not really humbugs, but they do bear an uncanny resemblance to those minty mouth manglers. And they're not really growing, but they are taking over the human race. In fact any living organism you'd care to mention.

In *Steel Harbinger*, nothing is safe from the onslaught that is destined to eradicate the human race. But there is hope. Hope in the shape of a rather sexy fox, sorry young lady, who is the eponymous harbinger of destruction. Partly contaminated by the alien race through a freak accident, and hence somewhat immune to further infection, this damsel certainly has no time for distress...

PLAY INFORMATION

Name: Steel Harbinger
Publisher: Mindscape
% Complete: 75%
Release Date: August '96

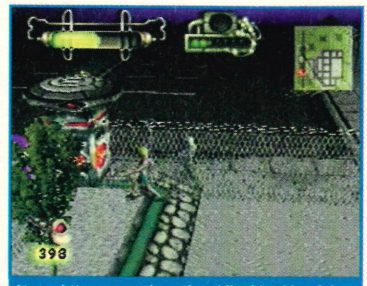
A Girl With Guns

In the game you get to play as (not with) the half human half alien *Steel Harbinger*. Your job is to save surviving humans in a number of stages across America. Thankfully, help is at hand – well to a degree at least.

Picking up various big guns makes things easier, and the odd abandoned vehicle can do wonders for mobility, which helps carry the fight to attacking zombified earthlings hell-bent on curbing your progress.

Things wouldn't be so bad were it not for the machine-gun headed dogs, or the sick glowing babies that pester you like er... children, let alone laser-firing humbugs! And that's not all! On each level, alien bosses loiter around to guard their various territories, including segmented caterpillar-type nasties that multiply when shot to pieces. Maybe things aren't going so well after all...

[Above] Dead bodies in the aftermath of a shoot-out can actually serve as food to help regenerate your health level. Sick or what!



[Above] Humans such as the girlie this side of the fence must be saved before the aliens snatch 'em.

FILM6: The poor girl was just a morsel the alien couldn't resist. (D'ya blame it!)

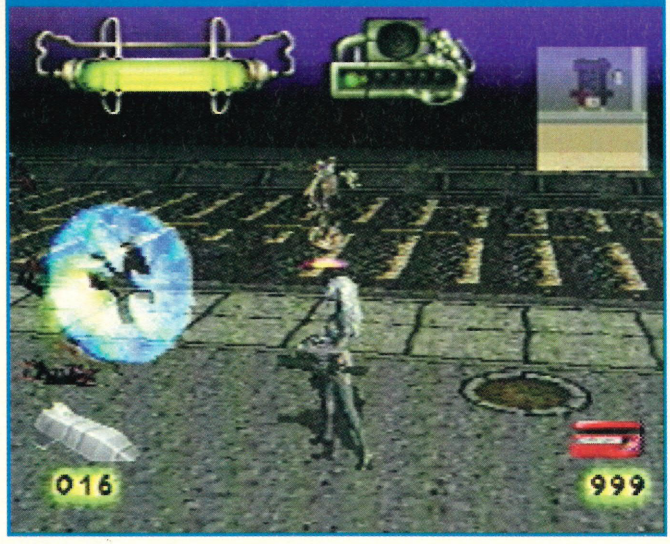
FILM7: Her father, powerless, tries to fend off the attack. He only partly succeeds.

FILM8: But it's too late. The deed has been done. The metamorphosis has started.

FILM9: Transformed into a scantily clad half alien, her father pledges to save her.

FILM10: A face of ruin. Wendy Buboltz is the *Steel Harbinger* of destruction.

D! BINGER

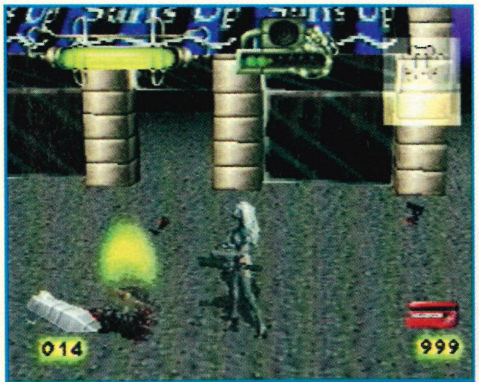


[Below] Weapons such as this rather smart homing missile make mincemeat of approaching zombies. Lovely.

[Above] On each level, bosses thwart your attempts for survival. Shooting this caterpillar forces it to split and multiply.

I Want My Daddy!

Well actually, that's exactly who you'll need help from to save the day. Your father is a scientist whose mission it is to find out the alien race's weaknesses. However, your only means of communication with him are roadside computer terminals (hey – this is 2069!). Having found one, logging on allows you to extract vital information to help you on your way, and handy advice about what to do. In order to successfully complete each level, apart from saving as many humans as possible, you must find guns and teleporter credits to allow access to the next zone.



[Above] Green glowing items are strewn around levels and hidden in crates. Collect them for extra weapons and ammo.

Girlie Show

The game is played using an isometric perspective that allows you to zoom in and out at your heart's content to see as much action as possible. Designed to be non-linear, there are several ways to complete each level, with varying levels of success. Each level boasts different scenery, and a rather smart transparency effect has been employed to allow you to see the action continuously when travelling in or around buildings.

At this stage, *Steel Harbinger* is a couple of months from completion. The version we were lucky enough to see has most of the features in place, with Mindscape busy working away at finishing the levels and tweaking the animation. Original for the simple fact that the game features a heroine as the protagonist, *Steel Harbinger* looks like an interesting game that'll keep people amused for some time.

STRIKING ONSIDE

[ABOVE] *Onside* will enable you to view the action from almost any angle – the camera can rotate clockwise and anti-clockwise, as well as zoom in on any part of the pitch.

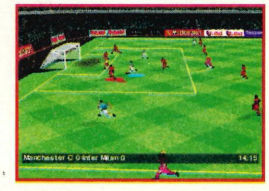
If there's one game genre that hasn't been represented on the PlayStation yet, it has to be the good old football management sim, and *Onside* could answer all our prayers. Telstar's *Onside* isn't just going to be about sitting behind your desk selling off players left, right and centre – there's a lot more to it than that. Read on.

Consisting of two main parts, management and action, the player can adjust his/her team accordingly and also take part in a proper match afterwards with a properly structured football game engine. Many of the earlier, pure management games like this suffered badly because you didn't get to have a good kick around, and once all the managing was done there was nowt else left to do. That problem has now been solved. Better still, plenty of options have been thrown in to the mix. Whether it's selling players, changing strips, altering the camera angles of the pitch or changing the strictness of the referee, the player has complete control over almost any aspect of Britain's most loved game.

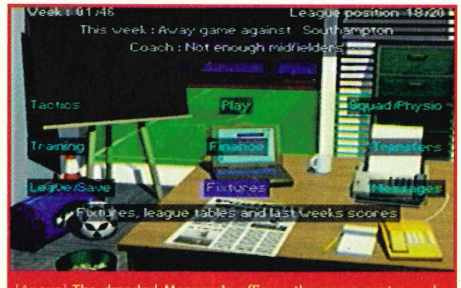
Once all the salaries have been allocated and the stats of the players checked over, you have the option of training your chosen team. Players can practice penalties, corner kicks and even enter into a five-a-side indoor match. Damn it, there's just so many options to write about and not enough space!

Visually, the game is looking as well as we expected, although the players will look a lot better if more detail is added. The Southampton side looked extremely weak and one dimensional (as you might expect) but this South coast affliction seems to have afflicted all the players! The different camera modes enhance the look and realism of the game, by zooming in on the action and rotating whilst in the air.

PLAY reckons that *Onside* is promising to do justice to a genre that has so far been neglected by PlayStation developers. It's due to be completed soon, so we won't have long to wait to see if Telstar can deliver.



[ABOVE] Before the big match, it's good to indulge in a bit of indoor five a side action. This option is especially useful if you're a beginner and need to get used to the control system.



[ABOVE] The dreaded Manager's office – the nerve center and options screen for the administrative side of the game.

[ABOVE] Practise your penalty kicks to improve your teams scoring rate – training is essential and you should always take advantage of it before a match.

PLAY INFORMATION

Name: Onside
Publisher: Telstar
% Complete: 80%
Release Date: 25th June

HOMER

BIG HURT BASEBALL

Now, I'm not that keen on baseball, the sport, but I'm always ready to try out the console versions of the game, especially in two player mode. Well, it's less effort than the real thing, isn't it?

Over in the States, Frank Thomas is a very popular and well known baseball star, the equivalent to Eric Cantona to you and me, popular with the youngsters and bloody good at what he does. He's the endorser of Acclaim's *Big Hurt Baseball,* which looks like it will be the first baseball PlayStation title to reach these shores (there's loads either out or in-development in the US, as the sport is their national game). First impressions, especially of the arcade mode, are pretty favourable.

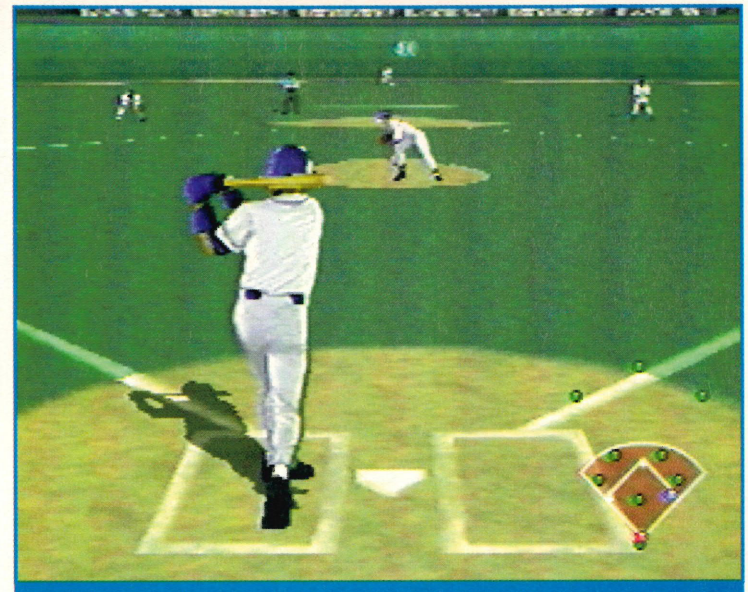
PLAY INFORMATION

Name: Big Hurt Baseball
Publisher: Acclaim
% Complete: 75%
Release date: June/July

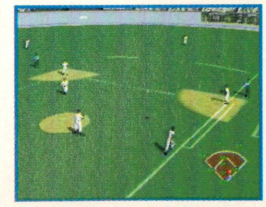
[Above] Yes, we know they're dull, but this list gives you the opportunity to select from some of the baseball players in the world and make up a team for them. Er, great innit?

Strikes and balls

Up to two players can take part in the action, set in impressively presented versions of the real venue stadiums and grounds. You don't have to play all nine innings, the length of each game can be adjusted at the start, and that's only one of the countless options that *Big Hurt Baseball* has to offer. In one player mode you play against computer-controlled pitchers and fielders, and there's even the option to play against an all-star team, created by yourself!

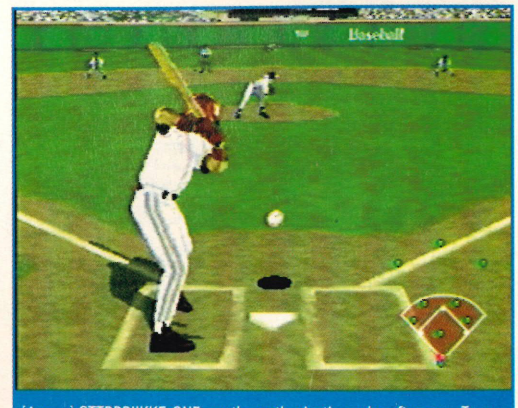


[Above] This is the main screen, and it takes a while to get used to batting because there's a short delay on the players swing.

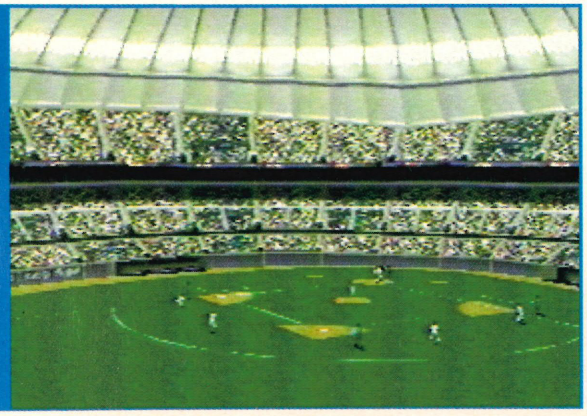


The action can be viewed from one of three angles. Roars of the crowd and in game commentary will all be added to the final version to boost that traditional good ol' American baseball atmosphere.

Yep, *Big Hurt Baseball* certainly doesn't look too bad at the moment. If anything, the players look a little too grainy, but this will no doubt be rectified for the final version. The combination of options, realism and easy to get to grips with gameplay suggests that this is one to look forward to. Baseball fans, you may have a decent game on the way, so keep 'em peeled!



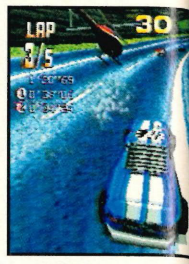
[Above] STTRRRIIKKE ONE, as the enthusiastic yanks often say. Two more of those and you're outta there buddy!



[Right] Sick of playing outdoors in the rain? Well, you can choose one of the better indoor pitches, but there's little, if any, actual difference to the gameplay.

VIEW TO A THRILL

MOST RACING GAMES GIVE YOU A COUPLE OF DIFFERENT VIEWS OF THE ACTION, BUT BURNING ROAD HAS FIVE FOR EACH CAR – CLOSE UP BEHIND, FROM INSIDE THE CAR, SLIGHTLY FURTHER AWAY (PRETTY MUCH THE NORMAL VIEW USED), A HIGHER UP VIEW WHICH GIVES A CLEARER VIEW OF THE TRACK, AND FINALLY A CLOSE TO THE ROAD VIEW WHICH IS FAR FASTER THAN THE OTHERS. BEHOLD!



SMOKIN' BURNING ROAD

Last month we gave you an in-depth introductory progress report on *Burning Road*, the first rugged off-road racer for the PlayStation, and one which boasts some of the smoothest graphics around. By comparison, Smooth Sam the main man from Smoothsville, Smoothland is rougher than sandpaper.

Since we last saw it, there have been a few new additions to this babe of a racer, notably two new tracks and even more polish added to the graphics than you'd find in a shop full of Mr Sheen.

Just in case you missed last month's issue (beat yourself mightily with a birch cane if you did, you sinner), *Burning Road* is, I'll say it again, a top looking off-road racer. There are a variety of filthy exhaust-belching cars to choose from, all of which perform and handle differently. As well as that, the Toka team behind development are planning to include a secret car (with near perfect handling!) and a stonking great monster truck that's practically unstoppable once it gets going on the muddy tracks. Looking forward to it so far? So are we!

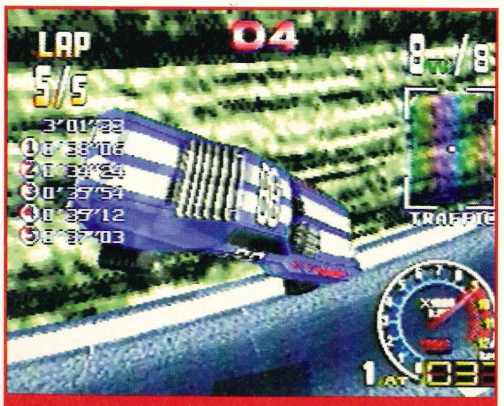
PLAY INFORMATION

Name: Burning Road
Publisher: Funsoft
% Complete: 90%
Release date: September

CRASH 'N' BURN, BABY

One of the distinctive features of *Burning Road* is the inclusion of freak, often hazardous, weather conditions that can soon throw you out of any groove you've settled into. One minute everything seems to be going fine, the pack languishing behind, and suddenly a freak snow storm blows up! Crash! One track is extremely icy, and perfect handling is required to stay ahead. Imagine the carnage if all the cars are trying to overtake on just one icy corner (this frequently happens!). When a car or the monster truck crashes, it turns over and over, spinning in all directions, hampering the other cars as well. As you can guess, this looks extremely impressive but it's not something you want to run into too often.

[ABOVE] This harmless looking stretch of water can be hazardous. At the least it'll slow you down, so speed is needed.

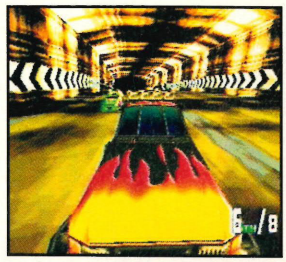


[ABOVE] Whatever you do, try to avoid skidding, otherwise this is what will happen. Good control over your car is essential

[ABOVE] Night racing is always good for a laugh, but visibility ahead is a bit limited.

SKID 'N' PLAY

The emphasis in *Burning Road* is one of non–stop, all action gameplay. It is definitely whispering "I'm gonna get you sucker" into the ear of *Ridge Racer*, revolution or no revolution.



THE RIDE OF YOUR LIFE

GET A GOOD LOOK AT JUST SOME OF THESE MONSTERS BEFORE YOU PICK ONE AND PREPARE FOR A HECTIC, NO HOLDS BARRED RACE. EACH ROTATES ON A PLATFORM, AND YOU CAN CHOOSE FROM FIVE SPECIALISED OFF-ROAD METAL HARBINGERS OF SPEED, INCLUDING THE GIGANTIC MONSTER TRUCK. SHOWN ARE THE GREEN/YELLOW CAR, THE FAST RED CAR AND THE HUGE, LUMBERING MONSTER TRUCK. ALL ARE VERY FAST, BUT HANDLE DIFFERENTLY. THE MONSTER TRUCK IS GREAT FOR THE MUDDIER COURSES BUT A REAL PAIN TO DRIVE ON THE ICY PARTS.

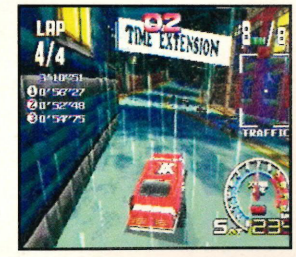
Something backing this up is the number of obstacles. Tyres, oil drums and a huge fjord all slow up your race and enable the CPU opponents to gain an advantage. To accompany this adrenaline-fuelled on-screen mayhem, a totally original soundtrack has now been included (there was little or no sound before).

Probably the best news of all, feature-wise, is the plan to include a two player mode, something which promises some of the fastest and most thrilling head-to-head racing the PlayStation has ever seen. Like *F1* from Psygnosis though, the team can't yet say whether this will mean split-screen as well as link-up racing. C'mon guys, you'd kick ass if it was split-screen!

Still, we can only keep our fingers crossed and hope that Funsoft is listening, because everything indicates that it has a real winner on its hands with *Burning Road*. Watch out for a first review in the near future.

[ABOVE] This is what happens on tight corners when everyone's going flat out for the finish line. Somebody get a doctor and a wrecking crew!

[ABOVE] These sections of the track are where your troubles really begin – it's snowing hard and the ground is slippier than a greased weasel!



ARENA

VIEWS · QUESTIONS · CRITICISMS · IDEAS

IT'S RYE, ITS SPRY, IT'S CRISP 'N' DRY – IT'S YOUR CHANCE TO MAKE CONTACT WITH THE EDITOR OF PLAY AND EXPRESS YOUR VIEWS ON THE SUBJECT OF YOUR CHOICE. REMEMBER, THESE ARE YOUR PAGES AND WITHOUT YOUR POINTS OF VIEW THEY WOULD BE PRETTY BORING INDEED, SO GET WRITING NOW. SEND YOUR RIB-TICKLING PROSE TO:

ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.

OR E-MAIL US AT PLAY@PARAGON.CO.UK.

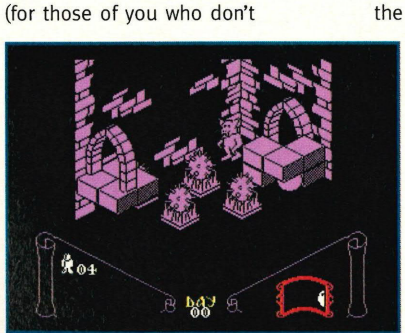
WE RESERVE THE RIGHT TO EDIT YOUR LETTERS AND REGRET WE CANNOT REPLY PERSONALLY.

DEAR PLAY,

I am a twenty eight year old male and have recently purchased a PlayStation. I am still in awe at the graphics and incredible stereo sound and I cannot help thinking back to the Eighties, when Spectrums and C64s were all the rage (cue nostalgic rippling picture – Ed). It only seems like yesterday (and clichés too – Ed) when my dad bought me a Dragon 32.

I was chuffed to bits and thought the graphics were great for a home computer. Soon after, the Dragon went into liquidation and moved to Spain, so I persuaded my dad to buy me a Spectrum 48k (for those of you who don't remember them, they were little black machines with tiny rubber keyboards). Again, I thought this was a great improvement compared to the Dragon 32 and the games were even better. I remember all my friends and I sitting there insistent on cracking *Sabrewulf*. It took ages and we felt a great sense of achievement when we reached the end of it.

These days, the PlayStation is the top selling games machine and why not, as it is indeed an excellent piece of hardware. However, I reckon the vast majority of gamesplayers are in too much of a hurry to get their hands on next gen consoles, ie Nintendo 64 and the M2 add-on for the 3DO.



Eee, the good ol' days, can the PSX compare to this level of gameplay? See letter from David Flynn.

I think everyone should slow down a bit and give 32-bit hardware a good chance to get off the ground. After all, what's the rush? We should be grateful for today's technology and not be trying to push it too far too soon!

We should stop moaning about the tiny flaws such as speed and texture mapping – who cares? Compared to the Eighties we are blessed with today's excellent home games machines. They have barely just arrived and already people are moaning about them. Have they no patience? I for one am happy living in a PlayStation nation. Nuff said.

David Flynn, London

A flawed point, David. Of course next gen owners are always thirsting for the ultimate piece of technologia because it's human nature to always want the best of everything. Think of all those people who go out and buy stereos and videos, only to want the next model when it comes out a day later. The problem with consoles like the PlayStation and the leaps in technology they represent, is that everything is moving too fast. Before you know what you've got, it's gone, and a hotter, sleeker model is in its place gasping for your cash.

The Super NES, heck, even the Spectrum 48k was a great little piece of kit at the time, but that time has passed. In five years time you'll look back and say "That first PlayStation was a pile of shit. Thank god the next model is out because now I can play *Super Reality Tekken 8* with real synthesized bruises."

The simple fact is that 32-bit consoles are fab at the moment, but we'd be foolish to think they're going to last forever. Just wait for PlayStation 2 – now *that* will really be something...

DEAR PLAY,

I am a big fan of RPGs and I can't tell you how pleased I am that the Japanese company Squaresoft has dumped Nintendo for Sony. I bought a PlayStation late last year simply because it was a better 32-bit system and it had games coming out just about every week, rather than once every three months like my Panasonic 3DO.

I have also kept my 16-bit Super NES because it had the best RPG software out for it, but now Squaresoft will be producing for the PlayStation, I can sell my Super NES and 3DO and concentrate on keeping up-to-date with my PlayStation. A big thanks to you lot for the information in issue six.

Could you please tell me why the sound and music on my PlayStation keeps cracking up and missing words and SFX out? It does it on the commentary on *Actua Soccer* and *FIFA '96* and on the film sequences in *Worms* and *X-*

Com: Enemy Unknown. I have tried a few CD cleaning materials and lens cleaners but it still keeps doing it, could you please tell me I'm not cleaning it right and that my PlayStation is not knackered. Cheers.

Jon Sykes, Wakefield

First things first, Jon, don't ever sell your Super NES because it's still a well sorted machine, and I defy anyone to find games better than *Super Street Fighter II: Turbo*, *Legend of Zelda* and *Super Mario Kart* – it can't be done. Drop the 3DO, it's nothing but an expensive paper weight and there's only one good game, and even that's miles better on the PlayStation.

It seems unlikely that your CD mechanism would be dirty enough to skip reads so soon after you've bought your PlayStation, Jon, but without knowing just what sort of set-up you have it is difficult to ascertain the problem. It could be that you're running your PSX through your TV with a defective or partially broken SCART cable, that would certainly account for the poor sound quality.

Most likely though is that you have your PlayStation on the carpet in front of the TV and it is overheating and causing the CD to warp slightly. This often happens in the office and the cure is to either turn it off and let it cool down, or keep the machine on a raised plinth to circulate the airflow.

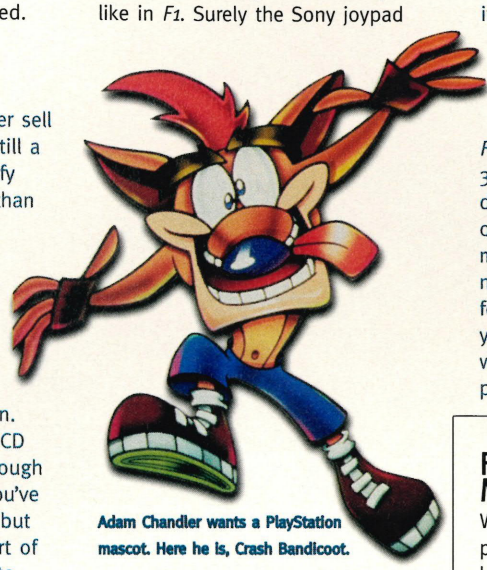
Does the PSX need more involved sims asks Adam Chandler?

Dear Play,

Up until September of last year my friend and I owned Amiga 1200s, then we moved on to the PlayStation which we are more than happy with. I was pleased to learn that *Gunship 2000* and *Top Gun* were being converted to the PSX, but is it true that they are being made into arcade style shoot-'em-ups instead of the sims they were originally? Presumably the software manufacturers think that PlayStation owners only like arcade games, but we don't, we want sims as well! If a game has to be changed then why not include an option to keep the other style, like in *F1*. Surely the Sony joypad has more than enough buttons for complex games like flight sims? Finally, could you please answer these questions:

1. Is *Boxer's Road* or any other boxing game getting an official release?
2. Is MicroProse converting *Subwar 2050*, *Terror from the Deep*, or *F1GP2* to the PSX?
3. I have heard of an Internet device for the PSX, does it exist and do you have any ideas as to when it might be available?

Adam Chandler, Lee Towsend, London



Adam Chandler wants a PlayStation mascot. Here he is, Crash Bandicoot.

It is certainly true that *Top Gun* and *Gunship* are both now arcade shoot-'em-ups on the PlayStation instead of tactical simulations as they were on PC CD-ROM and you are spot-on as to the reason. Software manufacturers still believe that people who buy Sony's wunderbox want nothing but pure arcade games which require little thought but quick reactions and this is definitely not the case, as your letter confirms.

A vast majority of PlayStation owners (200,000 in the UK alone according to Sony's latest audit) are in their mid Twenties and this is not a market traditionally associated with mindless coin-op conversions. I agree with you, the PlayStation needs some more games that tax your brain as much as your reflexes and, for now, these requests fall on deaf ears. Only Mindscape's *Warhammer* and VIE's *Command & Conquer* look set to buck the trend.

1. *Victory Boxing* from JVC (a conversion of the popular Saturn game) is all set for a September release and from what we've seen it is far better than the smelly old Sega game. An in-depth look in next issue, promise.
2. *Subwar* – no, *Terror from the Deep* – yes (September) and *F1GP2* – definitely not, sorry.
3. Sony has no plans in that direction due to the cost of getting on-line to the Internet and the modem facility that the PSX would need to have. Maybe it's something for the future, although how would you interface with the information without a keyboard? Suggestions please...

Fit Like Ye Play Mag Peeps,

Well excuse me for filling my M&S pants and jumping for joy, but I have just seen some recent *Tekken II* screenshots for the PSX. It is looking fandabidosi etc, please try to answer my unworthy questions.

1. Any news on *Tekken II* for us readers, eg UK release date.
2. *Tekken* was 60 frames per second, the cracking looking *Soul Edge* soon to be on the PSX is rumoured to only have 30 frames, will this affect its gameplay?
3. I was thinking of buying a memory card – is it worth it? Will all cheats when performed remain on the card for when you play the game again?

I've got the coolest games for my PSX: *Tekken*, *Doom* and *Wipeout*, but the thing that really hacks me off is the sequels. *Street Fighter Alpha* looks brill, but its sequel is set to come out next year. Likewise, I was going to get *Destruction Derby*, but a sequel is also planned. Don't you think companies should concentrate on different and new games?

Ewan Douglas

1. We reviewed it on import last issue (95%), it's ace – buy it officially in September, according to Sony.
2. 60 frames per second – yeah right, itchy chin, I don't think so. *Tekken* ran at 30fps on NTSC (foreign TV standard) and 25fps on UK TVs – anyone who tells you otherwise is talking rubbish. *Soul Edge* will be at least as fast as *Tekken*, Ewan. But what is speed without control?
3. Memory cards are brilliant if you want to record fast times, or save your position in adventure games such as *Resident Evil*; where it is far too much hassle (and makes playing the game nigh on impossible) going all the way back to the beginning. It is definitely worth getting one because most games will need a save game function in the future.

Sequels are a licence to print money. *Tekken* sold shed-loads, so it's a pretty safe bet that *Tekken 2* will do the same, it's good business, and software companies don't like to take risks unless they have to. Where would the funds come from to create those vital new gaming styles without the cash cows that are sequels? Think about it.

Do you really need a memory card or is it just a waste of money asks Ewan Douglas?

Dear Play,

Could you please answer my questions.

1. Is Sony still planning an MPEG card to play Video CD movies?
2. Are the PSX games going to be more expensive this Christmas?
3. Why are there no decent platform games for the PSX?
4. Why is there no mascot for the PlayStation? Nintendo has Mario, Sega has Sonic, where's ours?

Finton Daly, Co Tyrone

1. There are no plans to allow you to play movies on the PlayStation because Sony feels that it would confuse the issue and detract from the games side. It might be a possibility for PlayStation 2 though.
2. No, the same. PlayStation game prices are not seasonally adjusted, unlike Strawberries.
3. Thank god there aren't – the Super NES and Mega Drive were overrun with the buggers and all of them were the same.
4. Do you really want some jumped-up little squirrel or water vole wearing a T-shirt and a toothy grin defacing the coolest console on earth? Mario and Sonic should lock themselves in a lift somewhere, I'd happily cut the cables. Still, Crash Bandicoot is on the way. Doesn't he look cool? Not.

PLAY back

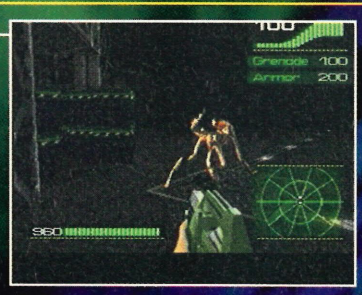
YES, PLAYBACK HAS RETURNED ONCE AGAIN, WITH ANOTHER FACE LIFT. MANY OF YOU WROTE IN TO SAY THAT THE "CURRENT SCORE" SECTION MADE THINGS TOO CONFUSING, SO THIS MONTH WE'VE REMOVED IT. NOW, WE RANK OUR TOP TEN GAMES OUT OF ALL AVAILABLE NOW (IF IT ISN'T THERE, IT'S NOT WORTH HAVING), REGARDLESS OF THE REVIEW SCORE THEY RECEIVED AT THE TIME. THIS MONTH HAS BEEN PRETTY SPECIAL FOR GAMES – *RESIDENT EVIL* MUST SURELY STAND OUT AS BEING ONE OF THE GREATEST 32-BIT GAMES EVER! OTHER ONES THAT IMPRESSED THE PLAY TEAM THIS MONTH INCLUDE *STARFIGHTER 3000*, *JUMPING FLASH 2* AND THE INCREDIBLY ADDICTIVE *BUST-A-MOVE 2*.

BEAT 'EM-UPS

GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1. Tekken 2	Namco	Sony	May '96	95%
2. Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
3. Tekken	Namco	Sony	Nov '95	95%
4. MK3	Williams	Sony	Nov '95	93%
5. Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%
6. Criticom	Vic Tokai	VIE	Feb '96	87%
7. Primal Rage	Probe	Warner Interactive	Feb '96	85%
8. New Jap Pro Wrestling	Tomy	Import	Dec '95	84%
9. Battle Arena Toshinden	Takara	Sony	Nov '95	76%
10. Street Fighter: The Movie	Capcom	Acclaim	Nov '95	68%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS

1. Alien Trilogy	Probe	Acclaim	Easter '96	91%
2. Doom	id Softwave	GT Interactive	Jan '96	93%
3. Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Easter '96	90%
4. Descent	Interplay	Interplay	Easter '96	85%
5. PO'ed	Studio3Do	Warner Interactive	May '96	87%
6. Shellshock	Core Design	Core Design	Easter '96	85%
7. Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
8. Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
9. Lone Soldier	Tempest	Telstar	Dec '95	92%
10. Warhawk	Sony USA	Sony	Jan '96	68%



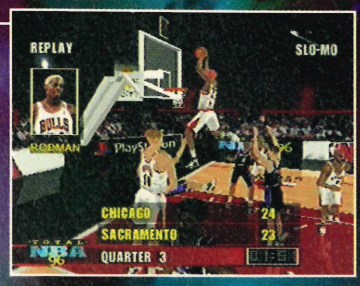
ARCADE SHOOT-'EM-UPS

1. Gunship	MicroProse	MicroProse	Jun '96	90%
2. Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
3. Starfighter 3000	Krisalis	Telstar	Jun '96	85%
4. Return Fire	Silent Software	Warner Interactive	May '96	84%
5. Thunderhawk 2: Firestorm	Core Design	Core Design	Jan '96	85%
6. Williams Arcade Greatest Hits	Williams	GT Interactive	Jun '96	84%
7. Shock Wave Assault	EA	EA	Jan '96	87%
8. Air Combat	Namco	Sony	Dec '95	81%
9. Agile Warrior	Black Ops Ent.	VIE	Feb '96	79%
10. The Firemen 2	Human	Import	Mar '96	78%

Game	Developer	Publisher	Review Date	Review Score

Sports Sims

1. Total NBA '96
2. adidas Power Soccer
3. Actua Soccer
4. Striker '96
5. PGA Tour '96
6. True Pinball
7. NBA Live '96
8. NBA In The Zone
9. NBA JAM TE
10. NFL Game Day



Sony	Sony	Mar '96	94%
Psygnosis	Psygnosis	Easter '96	95%
Gremlin Interactive	Gremlin Interactive	Feb '96	94%
RageSoftware	Warner Interactive	Nov '95	89%
EA	EA	Dec '95	86%
Digital Illusions	Ocean	Mar '96	85%
EA	EA	May '96	82%
Konami	Konami	Mar '96	79%
Williams/Probe	Acclaim	Nov '95	90%
Sony	Sony	Feb '96	73%

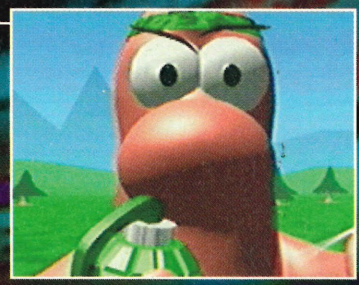
Strategy/Adventure Games

1. Resident Evil
2. X:Com
3. Theme Park
4. Wing Commander 3
5. Alone In The Dark
6. Discworld
7. Defcon 5
8. D *
9. Myst
10. BrainDead 13

Capcom	VIE	Jun '96	95%
MicroProse	MicroProse	Easter '96	82%
Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
Origin	EA	Easter '96	82%
Infopgrames	Infogrames	Feb '96	77%
Perfect 10	Psygnosis	Nov '95	74%
Millennium Interactive	Psygnosis	Jan '96	88%
Warp	Acclaim	Easter '96	69%
Softbank	Psygnosis	May '96	68%
Readysoft	Empire Interactive	May '96	64%

Puzzle/Party Games

1. Worms
2. Bust-A-Move 2
3. Hebereke's Popitto



Team 17	Team17/Ocean	Nov '95	92%
Taito	Acclaim	Jun '96	88%
Sunsoft	Marubeni	Dec '95	43%

Racing Games

1. The Need For Speed
2. Wipeout
3. Ridge Racer Revolution
4. Ridge Racer
5. Impact Racing
6. Destruction Derby
7. Hi-Octane
8. Twisted Metal
9. Road Rash
10. Cyberspeed

EA	EA	Easter '96	94%
Psygnosis	Psygnosis	Nov '95	94%
Namco	Sony	May '96	90%
Namco	Sony	Feb '96	90%
FunCom	JVC/VIE	Mar '96	87%
Reflections	Psygnosis	Nov '95	86%
Bullfrog	Bullfrog/EA	Jan '96	80%
Sony	Sony	Dec '95	78%
EA	EA	Mar '96	75%
Mindscape France	Mindscape	Dec '95	65%

Platformers

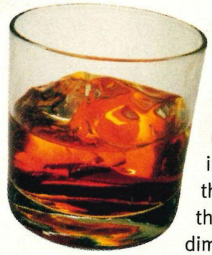
1. Jumping Flash
2. Rayman
3. Jumping Flash 2
4. Johnny Bazookatone
5. Gex
6. Herme Hopperhead

Sony	Sony	Nov '95	87%
Ubisoft	UbiSoft	Nov '95	87%
Sony	Import	Jun '96	86%
Arc Development	US Gold	Feb '96	85%
Crystal Dynamics	BMG Interactive	Easter '96	76%
Sony	Import	Dec '95	53%

IN THE DOG & DUCK WITH... MARTYN CHUDLEY

THERE'S A REAL BUZZ AROUND FORMULA ONE, BIZARRE CREATION'S FIRST PLAYSTATION PROJECT FOR PSYGNOSIS, SO PLAY WAS DELIGHTED WHEN BOSS MARTYN CHUDLEY ACCEPTED OUR INVITATION TO BREAK OFF FROM THE LONG NIGHTS AND HAVE A CHAT. ESPECIALLY WHEN WE DISCOVERED HIS WAY TO RELAX IS TO NECK A FEW PINTS AND GET STUCK INTO DEATHMATCH *DOOM*.

[ABOVE] Martyn claims to have fallen asleep working on *F1* (above). We reckon that there's about ten empty beer cans and two PCs linked up to play *Doom*, just off camera.



PLAY: What games on what formats has Bizarre done before?

MC: Bizarre Creations, as the team is known today, hasn't done any – *Formula One* is the first! I've worked in the industry for a few years, starting with the budget game that never gets discussed on the C64, then moving onto the Amiga and ST, with the *Killing Game Show*, back in the dim distant days where you could do all the programming and graphics yourself.

Then this new machine called the Mega Drive was presented to us developers. Falling over ourselves to get working on this high-end technology, we all seemed to start out with conversions – I translated *KGS* as Fatal Rewind (I've completed that – Ed) to get used to the machine. In a departure from my normal violent streak, *Wiz 'n' Liz* was my next project on the MD.

Eventually, the PlayStation came along, and with it, the need to take on a team. Bizarre Creations was formed, and we started work on *Slaughter* – a 'cute and cuddly' multi-player concept product. It was on the strengths of this early PlayStation work that Psygnosis offered us the chance to do *Formula One*, eleven months ago, and we haven't had a break since!

PLAY INFORMATION

Name: Martyn Chudley
Job Title: Proprietor/ Head Honcho
Company: Bizarre Creations
Fave Meal: At this stage in the project, ANYTHING other than Pizza!
Fave Game: Playing who can stay awake the longest when there's a demo to be done.

PLAY: Excellent, well, what makes a good game?

MC: Essentially, there is one standard recipe – 2 oz inspiration, 12 oz hard work, 4 lb trial and error, tonnes of dedication, a careful balance of the right elements, a pinch of luck and a huge dollop of gameplay. Bake in a hot oven for about 18 months until brown.

PLAY: How do you decide which ideas to work on?

MC: Firstly we discuss the ideas, work them out on paper, chat until we can all visualise them. Then we have some beer. Then, we all argue over which direction to take the ideas in, and have some more beer. This swells into a heated debate over how to develop the themes. After yet more beer, we all agree on a network *Doom* session.

Beer and *Doom* aside, you work on an idea until you either feel comfortable with it, or it falls by the wayside. When you're planning the actual concept, you'll know after that time whether it'll work or not. The nitty gritty of actual level design, beer, etc. are left until later.

PLAY: Why do so many games simply seem to be variants on a successful formula? Is it hardware limitations, lack of imagination

or something else?

MC: The main reason is down to the hard facts of sales. Games players buy successful formulas – just count the number of footy/fighting/racing games in the charts. If you want to make money, follow the leader. Publishers are really having to take a chance by signing up something a bit off the beaten track.

Hardware isn't really in the equation. A developer could sign an exciting film licence and turn it into an experience – or into just another scrolling 2-D beat-'em-up – whatever the platform. And some developers have become victims of their own successes – being expected to churn out sequel after sequel.

As for ourselves, we took the opportunity to develop *F1* to establish the team, but the F1 licence is very restrictive on the gameplay side of things. We don't want to be branded as 'racing game developer' – we'll be using our other projects to put more 'creativity' into our games.

PLAY: Do you think the PlayStation can change this?

MC: Yes; if the industry believes that there's more to making games than fitting into a mould. No, if it wants 'safe' money.

PLAY: Is developing for the new machines any more fun than those you used to work on?

MC: You bet! Traditionally, artists have come up with wild and wacky ideas which programmers give the thumbs down because the machine just can't handle it. We haven't got that excuse any more, and if we weren't restricted by the F1 licence, you'd have a whole host of special effects which, admittedly, aren't in the spirit of Formula One racing! So yes, much more fun – and much more hard work to boot!

PLAY: Video games were once famously labelled 'the new rock and roll' – what happened?

MC: We all put on our blue suede shoes. And got laughed at.

PLAY: What's the most rock and roll thing you've done and did you respect yourself in the morning?

MC: In a wild moment of creative passion, I burnt down the local woods. Yes, I respected myself in the morning, but the local police didn't.

PLAY: Hmmm, Sony is trying to make the PlayStation cool, so the ultimate coolness question – do you own up to being a programmer at parties?

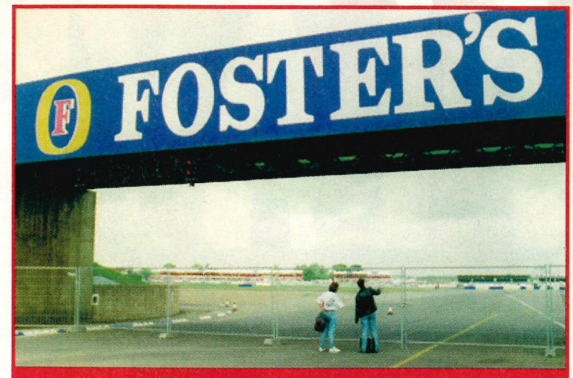
MC: I wouldn't even own up to being a programmer at a programming convention!

PLAY: Tell us how *F1* is going at the moment, then? I Believe you've had a bit more help from one of the F1 teams?

MC: At the moment it's flat out at 200mph towards a brick wall called Deadline! We can give you an exclusive on this month's interesting development issues:

1. The wrong positioning of the Ferrari teams helmets, leaving Alesi and Berger driving about a metre below the car, their heads bobbing from side-to-side beneath the track.
2. The AI bug, where the cars got confused about where they were, leaving them swarming 20 foot in the air around the podium at Silverstone.
3. The over-enthusiasm of our dynamics programmer regarding the matter of the cars bouncing as they hit kerbs, other cars, etc. This allowed you, if you were careful, to bounce yourself from the lower level in Monaco all the way to the top – Super Mario, eat your heart out!
4. The new replay mode – showing a selection of things that could have happened, rather that what did.

Had more help from one of the teams? Yes we have, thanks! Watch this space...



[ABOVE] Martyn (on the left) researches the Silverstone grand prix circuit. Big, isn't it?

PLAY: Yeah alright, just how good do YOU think *F1* is?

MC: That's a horrible question – if I say it's bloody brilliant then I'm boasting, but if I say it's not, then I'm selling it short! We've put a hell of a lot of work into the game, and the whole team's done remarkably well for a first product, especially with the little time we've had. However, we're still our own severest critics, and there's always so much more you want to put in...

PLAY: What's best: driving at silly speeds, watching F1 on the telly or playing PSX *F1*?

MC: With no disrespect to the rest of the team or the product – driving at silly speeds. Preferably on a race track. Hang on, aren't you meant to include sex in that question?

PLAY: No, that's this one, calm down. List the following in order of importance – cash, cars, football, beer, video games, sex.

MC: Isn't this is one of those chicken and egg things? Cash means fast cars. Fast cars symbolise sex. Sex invariably drives you to beer. Get a few beers down you, and it's out with the video games. And what do videogames make? Cash! As for football, I'm an Arsenal supporter. Need I say more?!

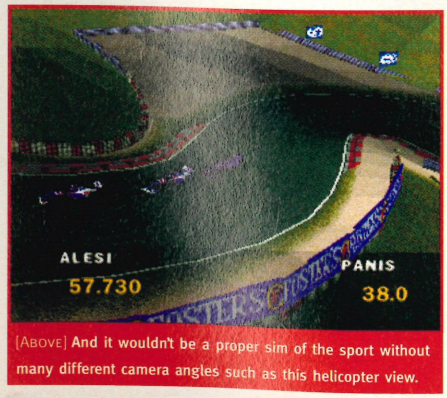
[ABOVE] Another mind-numbingly slick shot of *F1*. Games this good should have a health warning.

PLAY: God no. Okay, last question. 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, drink, video game and games machine...

MC: The car has to be a McLaren F1 GT, as it's just about the only one Ian Hetherington (boss of Psygnosis) hasn't owned. Apart from my girlfriend, I'll have to plead the fifth on the partner – but Keef says can he have Cybil Shepherd, please? The game's a difficult one, but if it's done on the one we've played the most, it'd have to be a copy of networked *Doom*. The machine would be a 4-way linked *Daytona* cabinet, please! Do you think anyone'll notice there's more than one game in there? (laughs)

PLAY: Doubt it, c'mon, another beer and then we'll kick your ass at *Doom*.

[ABOVE] Just look at the detail on those cars. *F1* is destined to be the greatest game on the PSX (for F1 fans that is).



[ABOVE] And it wouldn't be a proper sim of the sport without many different camera angles such as this helicopter view.

PLAYED OUT....

THAT'S ALL FOLKS!!

AND THAT'S IT FOR ANOTHER MONTH... WE HOPE YOU LIKED THE NEW LOOK OF PLAY, PLEASE TELL US WHAT YOU THINK AND WHETHER THERE'S ANYTHING WE CAN IMPROVE ON, IT IS YOU AFTER ALL YOU REALLY MAKE THE MAGAZINE. SEND YOUR COMMENTS TO THE USUAL ADDRESS OR E-MAIL THE EDITOR AT PLAY@PARAGON.CO.UK. BUT I CAN TELL THAT YOU WANT TO KNOW WHAT'S IN THE NEXT ISSUE OF PLAY, WELL HOW ABOUT THIS...

PROJECT OVERKILL

BUDDA-BUDDA BLAM! Yep, the ultra violent, ultra gory *Project Overkill* from Konami will be sneaking its way through the corridors of PLAY towers and garrotting us for the full review. Second only to *Resident Evil* in the shock stakes, *PO* should be a damn fine game and so we're rolling out the red carpet (actually it was blue originally, but blood's hell to shift). Expect this game to be flippin' massive.

EXPO E3 LOS ANGELES '96

ALL THE LATEST news from the biggest PlayStation games show in the world – E3 in Los Angeles. Some lucky sod from the magazine (one guess) will be jetting over the City of Angels to find out what's going to be electrifying the PSX for the next year and a half. Expect plenty of exclusive stories, reviews, parties and a whopping hang-over for our leader. Among the titles being shown for the first time are *Dark Forces*, *Final Fantasy VII*, *Shining Sword*, *Wipeout 2* and *Destruction Derby 2*. Don't miss our full report!

PLUS!

Fade to Black, Deathtrap Dungeon, Duke Nukem 3D, X-Com3: Apocalypse, Blast Chamber, X-Men, Syndicate Wars, Ballblazer, Rebel Assault 2, Tomb Raider, Le Mans, The Hive, Actua Golf, Quest for Fame, Victory Boxing, Top Gun, A-Train, Raven Project, Cheesy, Viper, Soul Edge, Galaxians3, NHL Game Day, Tekken 3 – ha ha, just kidding!

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Please answer the following

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