

VANDALHEARTS • TEKKEN 3 • WIN A PINBALL TABLE!



issue eleven september '96 £2.95



PLAY



Best selling Unofficial PLAYSTATION *Magazine!*

DIE HARD TRILOGY

FULL REVIEW

Over 80 reviews!



TERMINATOR

EXCLUSIVE news! "Hasta la vista, baby!"

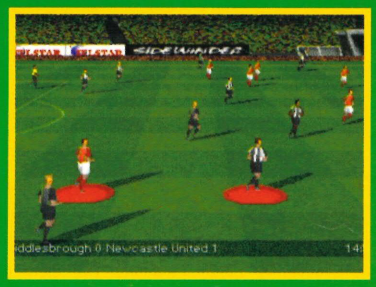
SOVIET STRIKE

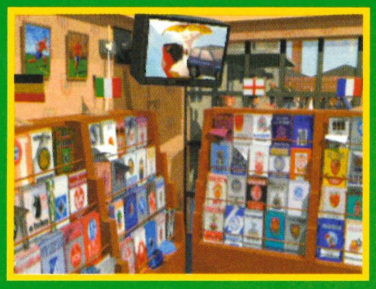
EA's hot chopper game arrives!

SPIDER

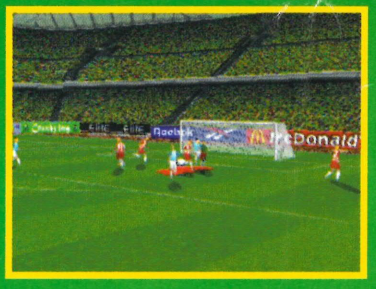
First look at the game that'll make your flesh crawl!













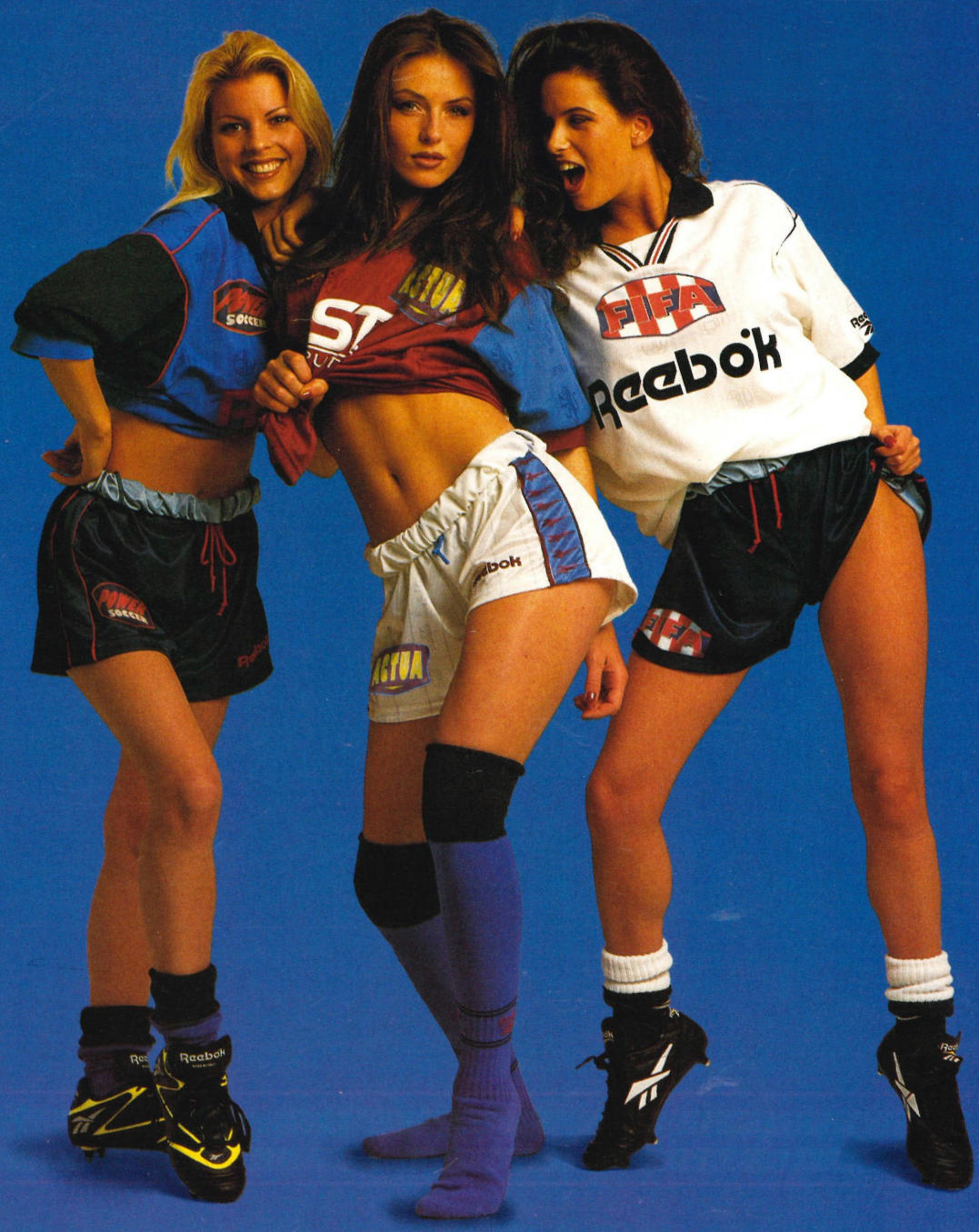
PC CD-ROM
&
PLAYSTATION

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

elite

PlayStation

Some soccer games just look beautiful...

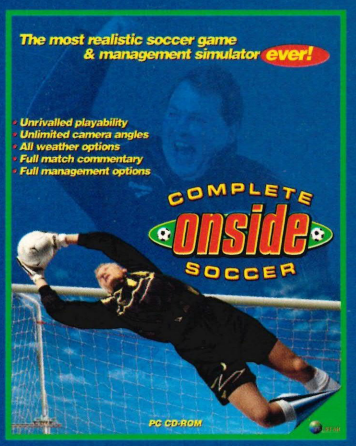


"The most realistic soccer game & management simulator" ever!

TOTAL PLAYSTATION MAGAZINE

COMPLETE onside SOCCER

- **Unrivalled playability**
- **Unlimited camera angles**
- **All weather options**
- **Full match commentary**
- **Full management options**



Release Dates

June - PC CD-ROM

July - PLAYSTATION

Available from all good stores.

Telstar Electronic Studios Ltd.,
The Studio, 62-64 Bridge Street,
Walton-On-Thames, Surrey KT12 1AP
Tel: 01932 222 232 **Fax:** 01932 252 702
Email: 100622.3702@compuserve.com
web site: www.telstar.co.uk

...only one really lets you play!

"Onside"™ © 1996 Motivetime Ltd. Used under licence from Elite Systems Ltd. by Telstar Electronic Studios Ltd. All rights reserved.
ELITE® is a registered trademark of Elite Systems Ltd.
© 1996 Telstar Electronic Studios Ltd.

TELSTAR Electronic Studios



THE BIG GAME

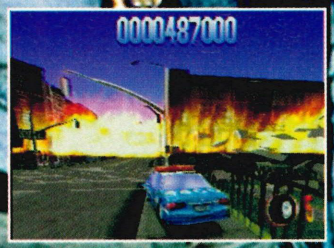
DIE HARD TRILOGY

SEVEN PAGES OF McCLANE!

20 Unfortunately, *Die Hard Trilogy* from Fox Interactive arrived seconds too late for a review last issue and we didn't want to cram it in without lavishing the space and time it deserves. So here it is, the full seven page review of the greatest film tie-in ever made. Enjoy!







5 WAYS TO CONTACT PLAY!

Fax us on: (01202) 299955
Send letters to: *Play* magazine, Paragon House, St Peter's Rd, Bournemouth BH1 2JS
E-mail: play@paragon.co.uk
Home page: http://www.paragon.co.uk/play/
Tel: (01202)200228 (5-6pm weekdays only!)

THE REGULARS...

PLAYSTATION WIRED
06 We cast a topical eye over the very latest news stories breaking on Planet PlayStation. Brand new games you've never heard of, secret sequels, new peripherals – the bloomin' lot!

WALL OF GAME
49 A selection of ultra-useful cheats and tactics for you to pull out of the mag and stick on the wall until wretched. This month: *Olympic Soccer.*

STATION MASTER
72 The very best solutions every month. Maps, cheats, tips and your gaming queries answered.
FADE TO BLACK GUIDE PT2 74
RESIDENT EVIL GUIDE PT2 78

SUBSCRIPTIONS
52 Join the UK's best selling unofficial PlayStation magazine team and receive PLAY every month.

COMPANY PROFILE
90 Get to know your software publishers intimately and discover secrets about their games in production.

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 CROYDON SOCIAL CLUB WITH...
96 This month we corner Darren Anderson, the project leader of the 92% rated *Die Hard Trilogy* for a chat down his local...

inside
PLAY
キオカオリジン
issue eleven
Best selling Unofficial PLAYSTATION Magazine!



EXCLUSIVE!

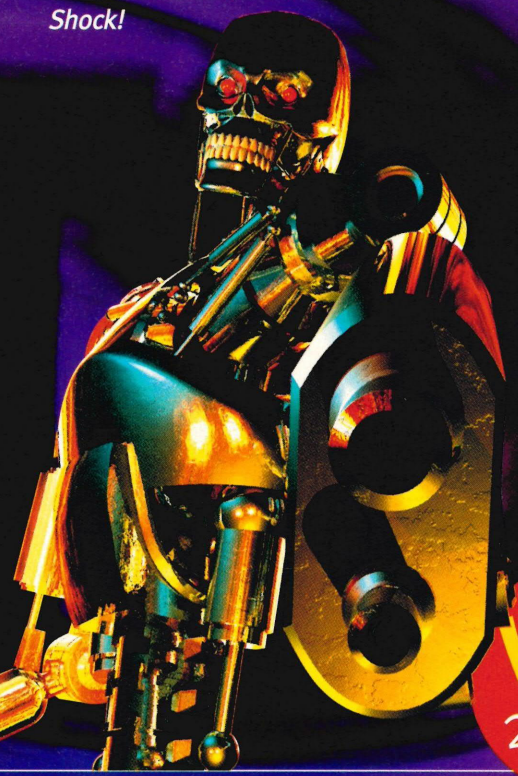
ALONG CAME A SPIDER...



28 The creepiest game to appear on PSX debuts in PLAY – dare you read about it?

TERMINATOR

06 The greatest film licence of them all is PlayStation bound. Exclusive news on *Terminator: Future Shock!*



MECH WARRIOR 2

32 It's got big robots with even bigger guns and we've seen it first!

FORMULA 1 REVIEWED!



WIN!

17 A Hurricane pinball table with Empire on page 17!

WIN!

26 Ten copies of all three *Die Hard* films!



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!

SPIDER	28
MECHWARRIOR 2	32
HARDCORE 4X4	36
HARDWAR	37
RELOADED	38





WIRED UP

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

SOVIET STRIKE	80
ADVENTURES OF LOMAX...	81
ROBOPIT	82
SIM CITY 2000	84
MICRO MACHINES V3	85
EARTHWORM JIM 2	86
ROBOTRON X	87
VANDALHEARTS	88



PLAY REVIEWS

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

DIE HARD TRILOGY (PLAY CLASSIC)	20
ANDRETTI RACING '97	40
FORMULA 1 (PLAY CLASSIC)	44
SUPERSONIC RACERS	54
HYPER TENNIS	58
BUBBLE BOBBLE	60
NHL POWERPLAY HOCKEY	64
TIME COMMANDO	66
CHORO Q	69
KING OF FIGHTERS '95	70

PLAYSTAT wire



TWO BALL-BASHING games in the same month – what's going on! Has the Sony PlayStation finally got through the tawdry Summer months and emerged from the other side with some games guaranteed to worry the might of Nintendo 64? It would seem so because both *Formula 1* from Psygnosis and *Die Hard Trilogy* from Fox Interactive are fantastic games – true next generation software that pushes the hardware to its limits and sets new standards of gameplay. And you know me, I don't usually get excited about anything.

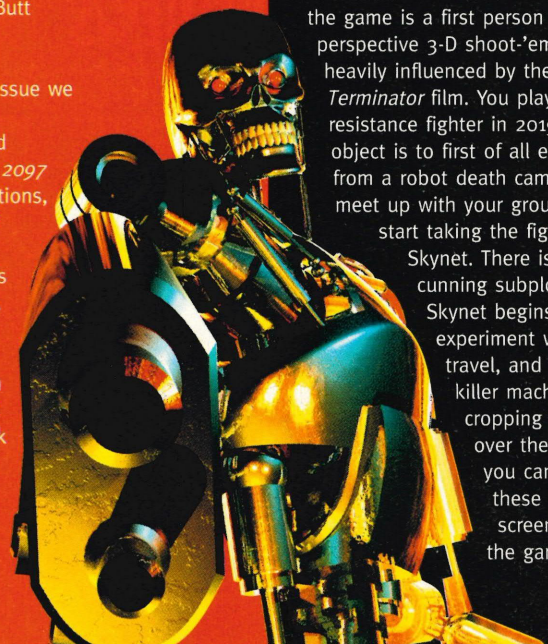
And there are more stunners on the horizon, with *Spider*, *Mechwarrior 2*, *Soviet Strike*, *VandalHearts* and shock news this month – *Terminator: Future Shock* – all PlayStation bound.

PLAY is once again filled to bursting with more games than any other PSX magazine and as usual we've got the biggest stories first. Hope you liked the sweet and the book on previous issues and you can look forward to something even bigger next issue.

Enjoy the mag!

Damian Butt
Editor

PS Last issue we wrongly attributed *Wipeout 2097* to Reflections, it was of course Psygnosis in-house. Sorry! Author has been shot and sent back to the mince factory.



TERMINATOR

IT CAN'T BE REASONED WITH, IT CAN'T BE BARGAINED WITH AND IT ABSOLUTELY WILL NOT STOP, EVER!

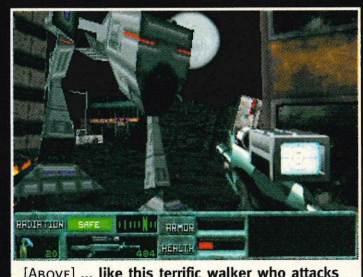
SARAH CONNOR!

Virgin Interactive Entertainment and US developer Bethesda have revealed to PLAY that *Terminator: Future Shock* WILL be coming to the PlayStation, possibly even as soon as Christmas. First released on PC CD-ROM in March, the game is a first person perspective 3-D shoot-'em-up heavily influenced by the first *Terminator* film. You play a resistance fighter in 2019 and the object is to first of all escape from a robot death camp and meet up with your group, then start taking the fight back to Skynet. There is also a cunning subplot as Skynet begins to experiment with time travel, and various killer machines start cropping up all over the shop. As you can see from these PC screenshots, the game is stunning to look at, and features plenty of weapons, and, a first for this style of game – polygon enemies – such as the walkers or hunter killers which are smoothly animated and capable of following you wherever you go in the ruined post-apocalyptic levels. Ideally suited to be controlled with the PlayStation mouse, *Terminator: FS's* advanced 3-D engine allows 360° of vision, and it a huge improvement over the basic *Alien Trilogy* and *Doom* affairs. It is possible to run in one direction leap over walls, climb into burnt out buildings and then hide in the rafters; taking pot shots at the terminators who walk by below. The sniping opportunities are what sets this game above anything else out at the moment. The PC is also about to receive the network version, *Skynet's Revenge*, which allows you to play as either marine or terminator, and there's hope that it will also make it to the PSX. PLAY will have more news of this epic game nearer to the time of release.

EXCLUSIVE!



[ABOVE] ***Terminator: FS*** **features polygon enemies and exceptional levels of detail...**

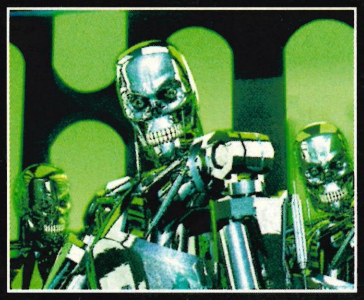


[ABOVE] **... like this terrific walker who attacks you in the ruined city of Los Angeles.**

ion

d

appenings







[ABOVE] **A selection of shots from *Terminator: FS*, the best *Terminator* game there is.**



[ABOVE] **Many of the levels require you to drive a jeep whilst blasting Skynet's forces. Cool.**

-SHOCK!

[ABOVE] **Obviously, not all of the enemies featured in the game also appeared in the film. Very few of them in fact.**

[ABOVE] **Whilst scanning a huge tower you spy a terminator in the distance through your infra red sight. An example of the immense depth of view in *Terminator: FS*.**



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.

We're heard that Electronic Arts have just signed Trilobyte, the company responsible for *7th Guest* and the forthcoming *11th Hour*. Trilobyte's products were being published by VIE.

With so many golf games coming out on the PlayStation recently, it' not surprising that we've heard from Japan that a company is producing a plug-in golf club for the PlayStation. The club uses a laser beam which lines up with a similar beam housed in the base where the virtual ball is placed. When you swing, it registers and the game acts accordingly. For serious fans only presumably.

The news on the bit of paper wrapped around a brick and thrown through our window this month is that BMG are currently working on two totally diffrent tank games. The first is simply called Tank (provisionally) and is a more detailed and playable rendition of *Return Fire*. The second is called Cranium and it's thought to be more like *Command & Conquer*, with you building an army of beefed up tanks.

Squaresoft are shortly going to announce their next three games, and they are: *Bushido Blade* (a 3-D fighting game), *Xauver* (shoot-'em-up) and *Sa-Ga Frontier* (4th in the Romancing Saga series).

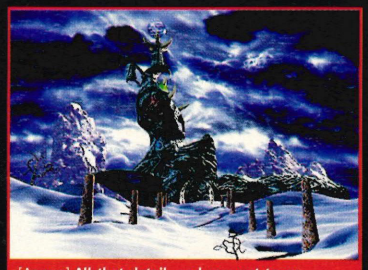
Exhumed from BMG is going to be delayed, as is *Tunnel B1* from Ocean, because they have both signed deals with Sega to release them exclusively for the Saturn. Expect to add two months to the previous dates. Sorry.

A LORE UNTO ITSELF

WESTWOOD Studios are well known on the PC for producing a wide variety of high quality games, most notably, *Command & Conquer*, the *Lands of Lore* series, and the hotly anticipated *Blade Runner* film conversion. But so far, the California-based developer has ignored the massive potential of the PlayStation. That is, until now. The first game from Westwood will be *Lands of Lore II*, a real time adventure game that takes a giant leap beyond *Myst* to give you full 360° movement within the hundreds of 24-bit rendered environments. You play Luther, the cursed son of the Sorceress of the Dark Army and you spend the entire game looking for the ancient magic that will end her reign of evil. *LOL II* is a true next gen adventure – full preview soon.



[ABOVE] ***Lands of Lore II*** **– presents the player with many different on-screen situations.**



[ABOVE] **All that detail, and you get to go anywhere you want, in real time. Cool.**

INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



DAMIAN BUTT

Damian is the editor and is therefore responsible for everything that goes into the mag (God help us!). Send your letters/complaints/congratulations to **play@paragon.co.uk**, or mark letters for his attention.



ASAM AHMAD

Games, games and more games. Asam is your man if you want to know what's coming out and when, or especially a technical query. Send your letters to him now. Or e-mail **caveman@paragon.co.uk.**



MATT YEO

Matt is the undisputed king of *Tekken 2*, in fact a master of all beat-'em-ups really. There is no better gamesplayer and Matt is a vital member of the (game)PLAY team. Contact Matt for tips and gaming advice. E-mail **myeo@paragon.co.uk.**

FOX, UNIVERSAL – WARNER BROS?

WHAT CAN WE EXPECT NEXT FROM THE MOVIE BIG BOYS?

Fox has done it with *Independence Day*, *Die Hard*, *The Simpsons* and *Aliens Vs Predator*, but is this just the start of a flood of movie companies investing in 'Interactive' labels and converting their movie blockbusters into video games?

Universal Pictures has recently announced the creation of Universal Interactive, its first title being *Disruptor*, a 3-D shoot-'em-up, but surely the likes of *Waterworld* and *The Lost World* (*Jurassic Park 2*) cannot be far behind. Traditionally, movie companies have licenced their big names to software companies like Ocean (*Robocop*), Acclaim (*Alien3*) and Interplay (*Waterworld*), but following Fox's lead, many are preparing to cash in on the current trend for high profile conversions. How long will it be, for example, before the games are on-sale in the foyer of the cinema as you stagger from the darkness during the final credits?

This summer, perhaps more than ever before there is a deluge of big-bucks films containing central characters and situations which would make ideal game fodder. *Eraser*, starring Arnold Schwarzeneggar is one, *Mission Impossible* is the obvious other, but what about the special effects overkill that is *Twister* from Warner Bros?

Aliens Vs Predator is currently being developed by Rebellion in the UK and by all accounts is a cracking game and although Fox Interactive's products are being distributed by Electronic Arts in Europe, everything else – press, promotions, advertising, playtesting and development is being handled by Fox themselves and they can draw on the vast resources of the parent company to promote the game.

Mark our words, many film companies will follow suit if they know what's good for them. The recipe is simple. Choose the best character/licence from your films in development, handpick a well respected developer (Rebellion, Probe, Core, Rage, Bullfrog) and whilst they concentrate on gameplay, you make sure the public is aware of the game when they see it at the cinema and when they read their favourite PSX mag. The flood gates are beginning to open...



[ABOVE] ***Eraser*** **– coming to a PSX near you?**
[TOP RIGHT] ***Escape from LA.*** **"Snake Pliskin."**

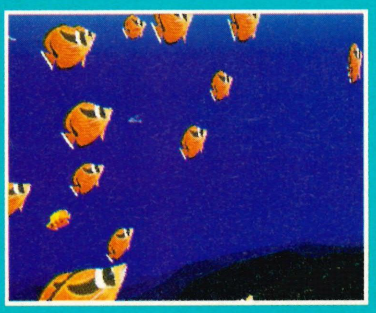


SAFE BETS

Big films have a habit of becomming games. Most are pants, some are classics. Here's a list of games that we think will appear in the next year.

- Twister (big winds, lots of houses going west, Jurassic-sized hit).
- Mission Impossible (already slated for N64, expect conversions).
- Alien Ressurection (the fourth Alien film and surely more cash for Probe's *Alien Trilogy* team).
- Batman and Robin (the dynamic due are back and this time they've brought Mr Freeze and Batgirl).
- Aliens Vs Predator (A dodgy concept for a film, but being developed by Rebellion as we speak).
- Eraser (Arnie returns to big guns, laconic one-liners and bums on seats).
- The Lost World (*Jurassic Park 2*, directed by Spielberg, even more special effects – huge!).





MISSILES?
NO.

GUNS?
NO.

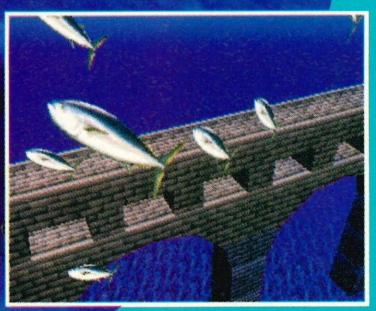




FIGHTING?
NO.

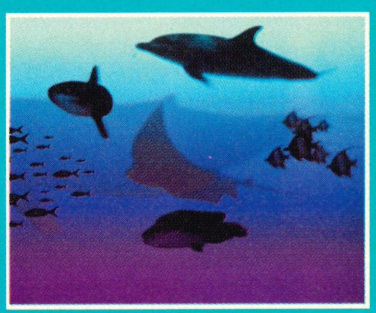
BLOOD?
NO.





GUTS?
NO.





MACKEREL?
YES.



Aquanauts Holiday. A totally unique virtual adventure. Swim and explore the ocean. Meet fish and talk to them. Discover ship wrecks and build a reef. Catch the drift?

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

SONY

PlayStation

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. © 1995, 1996 by Artdink. Published by Sony Computer Entertainment Europe. Developed by Artdink Corporation.

FINAL FANTASY VII LATEST!

DESTINED to be one of *the* premiere PlayStation games of the year, development continues apace on Square's forthcoming RPG extravaganza, *Final Fantasy VII*. Originally intended as an N64 exclusive title, Square shocked the video games community earlier this year by stating that *FFVII* would instead appear only on the Sony PlayStation.

Set in an alternate dimension and based around the mythical city of Midgar, *FFVII* primarily focuses on the adventures of three plucky heroes, Claud, Ealis and Barett, as they set out on a lengthy magical quest, the full details of which are still being kept under wraps at the moment. Utilising Square's familiar player-friendly combat and movement systems, *FFVII* should fill a major gap in the PlayStation's poor RPG line-up and hopefully open the floodgates for future titles. Players can expect glorious rendered cut scenes, amazing SGI designed characters and over 70 hours of gameplay.

Arriving as a low-priced two disc set, the game looks like setting new records when it's unleashed in Japan in December. However, if you're the proud owner of an import machine, Square are bundling a fully playable demo of *Final Fantasy VII* with their first fighting game, *Tobal No 1*, due out on 19 August. We'll take a look at the demo next issue and keep you posted on further *FFVII* developments as we get 'em.





[ABOVE] **Visually impressive creatures, such as this dragon, will be commonplace in *FFVII*.**



[ABOVE] **Every character in the game has been rendered in amazing detail.**











THOSE RELEASE DATES IN FULL

ALL these games should be out on the shelves by the time you read this. Dates are correct at the time of print.

AUGUST/SEPTEMBER

Actua Golf (Gremlin)
Andretti Racing '97 (EA)
Bust-A-Move 2 (Acclaim)
Cheesy (Ocean)
Darkstalkers (Capcom/VIE)
Die Hard Trilogy (Fox)
Gunship 2000 (MicroProse)
Impact Racing (JVC)
Resident Evil (Capcom/ VIE)
Slam 'n' Jam (BMGie)
Space Hulk (EA)
Time Commando (EA)



AND THE SLIPPERS...

GAME (PUBLISHER)	WAS	NOW
Resident Evil (Capcom/VIE)	July	August
Exhumed	September	November



[ABOVE] **After winning over Super NES owners, Square are set to repeat their success with *FFVII*.**



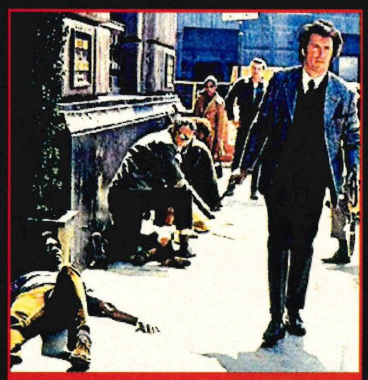
[ABOVE] **When switching to combat rounds, the action may be viewed from multiple angles.**

MORE TRILOGY MADNESS

DIE HARD, Alien – what is it with trilogies all of a sudden? It seems that as long as you have at least three forms of inspiration prominently ingrained in the public conciousness you can make a game out of it. So what's next? How about the *Exorcist Trilogy* – all the thrills 'n' spills (quite literally) of the films, including the tense throw-the-priest-down-the-steps bonus game. Or how about the *Jaws Trilogy* (third part in 3-D obviously), *Omen Trilogy* (flying panes of glass, demonic lifts, wobbly church spires), *Dirty Harry Trilogy*, *Mad Max Trilogy*, *Lethal Weapon Trilogy*, *Friday the 13th Triple Trilogy*, and of course not forgetting the *Star Wars Trilogy*, hey, wait a minute, I'm being serious...



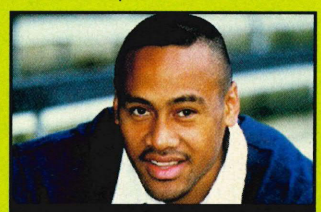
[ABOVE] **"Tell me about the *Star Wars* trilogy game before I snap your neck like a dry twig."**



[ABOVE] **"I know what you're thinking, punk. Did I make five *Dirty Harry* films or only four."**

WHOAH, RHINO

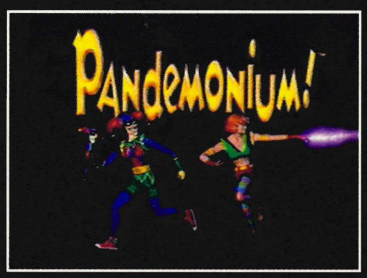
"THE HUMAN rhino" is how his opponents describe Jonah Lomu, the enormous All-Blacks rugby player who has just been signed up to endorse Codemasters' latest PlayStation game. *Jonah Lomu Rugby* is coming to the PSX in November. The game is said to use Lomu's motion captured frame for the players and it features 32 international teams including England, France and New Zealand, and is being developed by Rage Software. A preview next issue.

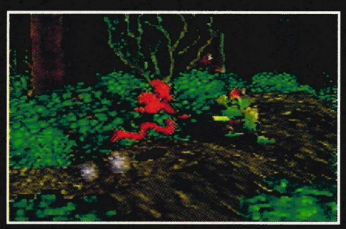


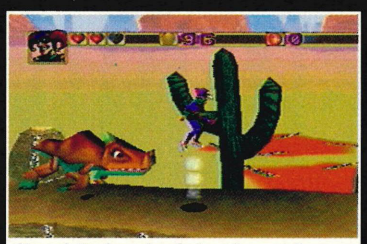
[ABOVE] **Jonah Lomu – a big bloke who likes to stamp on people's heads.**

SHEER PANDEMONIUM!

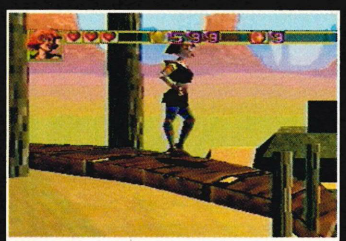
UTTER pandemonium is what BMG's latest game is all about. Developed by Crystal Dynamics in the States, *Pandemonium* is a cartoon platform game that uses 3-D effects to add a new slant to what would otherwise be nothing new. You play as either a Jester character or a nimble girl and although very few details are available, we can tell you that it's going directly up against *Crash Bandicoot* this Christmas, so it had better be good. From what we've seen the game contains quite a few little tricks and clever touches, but you'll have to wait until next issue where we can take it apart properly. In the meantime, here are some screenshots from a playable version. Pandemonium should be out at the end of the year. More news soon.



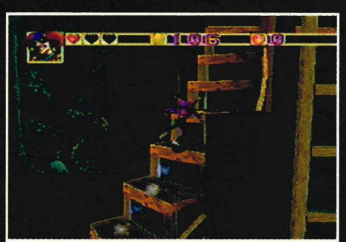




[ABOVE] ***Pandemonium*** **features large well animated monsters in true platform style!**



[ABOVE] **You play either as the Jester or a female character, both have similar abilities.**



[ABOVE] ***Pandemonium*** **is a platform game in full 3-D and you can go in and out of the screen.**



[ABOVE] **One of the first levels features wooden conveyor belts and massive circular saws!**

BALDY'S BACK!

THE BEAST still won't die! Incredibly, *GamesMaster*, the hugely successful video games TV show is back for a sixth series in October; proving beyond all doubt that you don't have to be a Merchant Ivory costume drama to win respect.
The usual faces are back – Diamond is still desperately trying to remake *Carry on Camping*, and Patrick Moore reprises his Bafta nominated performance as the poisonous old git in a cybersuit. If you want to take part in it, write to *GamesMaster, PO Box 91, London E14 9GT.*



[ABOVE] **'Course we knew him before he became famous...**

CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	FADE TO BLACK	DELPHINE	KONAMI	90%
2.	INT TRACK & FIELD	KONAMI	KONAMI	85%
3.	SPACE HULK	KEY GAMES	EA	84%
4.	ADDIDAS POWER SOCCER	PSYGNOSIS (FR)	PSYGNOSIS	95%
5.	RIDGE RACER REV	NAMCO	SONY	90%
6.	FIFA SOCCER '96	EA	EA	78%
7.	ALIEN TRILOGY	PROBE	ACCLAIM	91%
8.	NEED FOR SPEED	EA CANADA	EA	94%
9.	TOSHINDEN 2	TAKARA	SONY	74%
10.	PGA TOUR GOLF '96	EA SPORTS	EA	86%

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

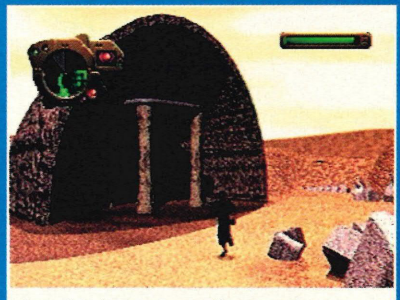
USA ENTERTAINMENT USA



CAT BUCANNON brings you all the news on what's hot in the land of Wrangler jeans and mom's apple pie.

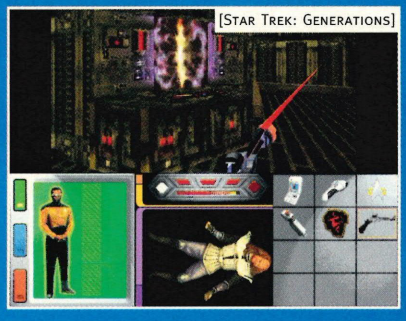
One thing that all the gamesplayers over here agree on is that Scavenger, the Los Angeles-based developer who gained prominence in the industry through their graphics routines, is set to one of the most influential players in the software business. I have just come back from a press conference where the company gladly showed examples of its PlayStation product, most notably, *Into the Shadows* (a dark dungeon game with amazing 3-D characters), *Scorcher* (a kind of *Marble Madness* meets *Wipeout*), *Mudkicker* (racing, on mud) and *Amok*, which is a *MechWarrior* style game.

American Softworks' flagship title for the end of the year is *Perfect Weapon* from Grey Matter. Describing it as a "*Resident Evil* Meets *Tekken 2*" pretty much sums up the basic gameplay. You are a champion martial artist who has found himself mysteriously transported to an alien world. You must determine why you are there, how to leave, while at the same time taking on multiple opponents in a 3-D fighting environment. The engine allows for five or more polygon fighters who are texture mapped and light sourced to engage one another at 30 frames per second. It is likely that Electronic Arts will be releasing *Perfect Weapon* in the UK though it may not arrive here until 1997.



[ABOVE] **Perfect Weapon – still a way off.**

Spectrum Holobyte's *Star Trek: TNG* is shaping up to be every Trekker's dream and from what I've seen, it's even better than the PC version, with more textures and a higher frame rate. The game itself is part space battle/part 3-D *Doom* style game and it's going down a storm over here as shops are being assaulted by masses of *Star Trek* fans demanding to know its release date. I've heard it's September.



[STAR TREK: GENERATIONS]



[ABOVE] **Cat Bucannon is excited about... well just about everything really.**



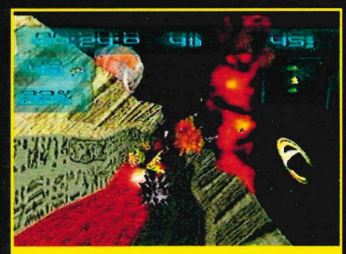
STARWINDER

AS PLOTS GO, Mindscape's latest reality eye-fest is about as convincing as a rhinosorous in dark glasses trying to get into a giraffes-only nightclub. *Starwinder* is a futuristic racing game set in the midst of the Milky Way. "But what can you use for a track out there," I hear you cry? Well conveniently there are a series of vast rail-like structures (concrete wormy things in space) that accelerate small ships the closer you get to them. *Starwinder* is a straightforward speed game that has you diving in and out of the track to avoid natural obstacles such as asteroids and lava, and unatural ones like mines, traps and the other competitors who are constantly trying to blast you out of the sky. *Starwinder* features 35 tracks over ten levels, you can power-up along the way; beefing up weapons and the performace of your craft, and there's also over 50 minutes of humourous post-race analysis. It looks good, moves like a vaselined eel down a water slide and it will coming to a PlayStation near you in November.





[ABOVE] **If you lose the track you end up spinning into space completely disorientated.**



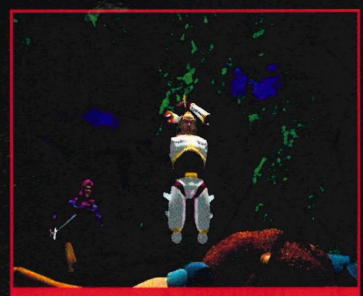
[ABOVE] **Each track is cluttered with mines, natural obstacles and other racers.**

BLOODSUCKER!

"I VANT TO SUCK your blood!" That's what you'll be saying after playing Crystal Dynamics' latest game, *Blood Omen: Legacy of Kain*. You play a vampire bat/wolf/count/ethereal fog etc in an overhead adventure game that looks remarkable similar to *Final Fantasy VII* by Squaresoft. *Blood Omen* features 25 minutes of FMV and a huge playing area consisting of quaint villages full of buxom virgins with pulsing jugulars. As a creature of the night you can of course make use of your powers to trap and fang your victims; transforming into a wolf and bounding over high walls to escape the dreaded stake, or turning to gas and slipping under a locked door. Being undead has never been such fun. *Blood Omen: Legacy of Kain* is being released in the UK by BMG and it should be out in September. We will have a full Workstation next issue, in the meantime, check out these screenshots.



[ABOVE] ***Blood Omen*** **is an overhead adventure in which you play a blood-thirsty vamp.**

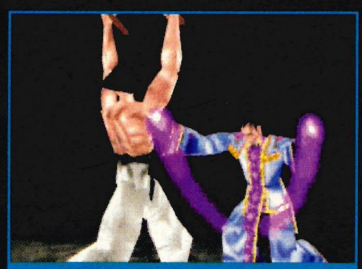


[ABOVE] **The game is interspersed with glorious (we can't get enough of them) cut scenes.**

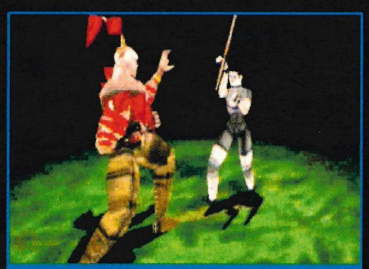
HIIIIYAHHH!

KUMITE, Pronounced 'Koo-mi-tay' is a revolutionary new fighting game devloped by 47-Tek for Konami. "Revolutionary" is of course a strong word to use when it's beat-'em-ups we're talking about, but the interesting thing about *Kumite* is that it's being created by a team who are all, more or less, masters of martial arts and so they know a thing or two about realism and technique.

Kumite is pitched as a true fighting game. Whereas in games like *Tekken 2* and *Toshinden 2* the combatants can circle each other and attack from many angles, there is no real scope for side-stepping and then inflicting pain on any opponent in the traditional ways. Real martial art combat is about agility and being able to dodge blows and use your opponent's moves against him. This is what 47-Tek are hoping to include in their game due out next year. The fighters will also become bruised and bloody during sustained bouts, and as you can see from the screenshots below, the characters are exceptionally well detailed. PLAY will have more information on this exciting new game soon.



[ABOVE] **The detail on the fighters in *Kumite* is astounding. No motion capture was used...**



[ABOVE] **... Which should annoy the editor of Edge magazine. We think it looks ace.**





PLAYSTATIONS FOR £40!

220,000 PlayStations have so far been sold in the UK according to Sony, but that figure is set to shatter the stratosphere because now you can pay for one using interest free credit. Yep, for just £40 a month you could own a shiny happy Sony PlayStation – the price of one game! There's never been a better time to become one of the gaming elite and of course with your new console you'll want the perfect PSX mag – and you're holding it.



[ABOVE] **This little beauty for as little as £40 a month. Go on, I'm robbin' m'self.**

JAPS EYE

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



Exclusive news from Capcom! The creative geniuses behind the *Street Fighter* series have just put the finishing touches to their first 3-D weapons-based beat-'em-up, ***Star Gladiators***. Currently being tested at key arcade locations in Japan, this futuristic polygonised fighter is set in the year 2348 and features a motley bunch of characters using their plasma powers and special abilities to stop a mad scientist from taking over the planet.

The coin-op utilises System 11 hardware so there are no prizes for guessing that a PlayStation version is already being coded and slated for a pre-Christmas release (over here anyway).

It'll certainly be interesting to see if Capcom's experiences with *Resident Evil* have prepared them for the challenges of moving into the world of 3-D, especially as they have relied on the 2-D *Street Fighter* series almost exclusively until now. Unfortunately, **Star *Gladiators*** faces stiff competition from both *Tekken 2* ,*Soul Edge* and *Tobal No 1* so let's hope, for their sake, they've still got what it takes!

Race Drivin', a conversion of the ancient coin-op has just been released on PlayStation over here for no apparent reason. It looks poor and the gameplay is unchanged from the original which is a bad thing because it sucked! If you see it in your local import shop, stay well clear.

VandalHearts is a superb looking fantasy RPG from Konami that has just been unveiled to the press here in Japan. The graphics set a new standard, with unparalled detail and a massive number of characters to interact with. What really sets this game apart is the number of locations and the fact that you can be leading your party by sea, land or even a huge train! ***VandalHearts*** is locked in for a September release in Japan and thanks to my mate at Konami, there should be something more about this game somewhere in this issue of PLAY.

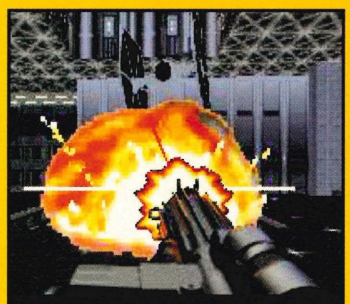


[VANDALHEARTS]

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

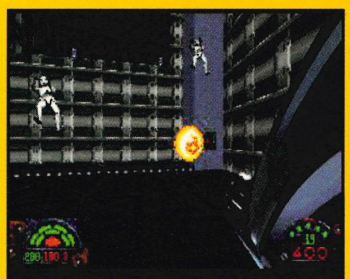
DARK FORCES DELAYED

A BLOW for PlayStation owners this month is the news that *Dark Forces* and *Ballblazer* from LucasArts have slipped until the start of 1997 due to the excessive demands of the PC version of *Jed Knight* and *Shadows of the Empire* for N64. *Dark Forces* was in an advanced stage when we saw it in May and looked like a sure fire bet for this Christmas. Sadly not. In our opinion this is a major mistake and LucasArts would do well to try and get it out for the festive season or risk annoying hundreds of thousands of eager PlayStation owners.



[ABOVE] *Dark Forces* will contain even more features than the highly rated PC version.



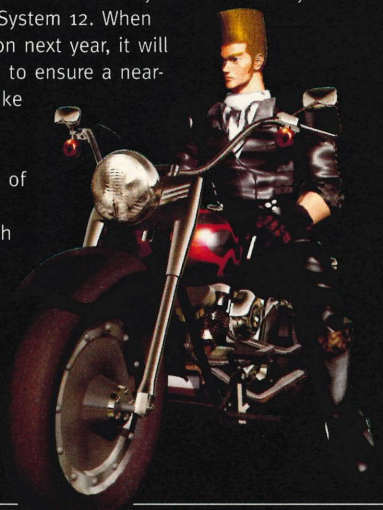


[ABOVE] Unfortunately, it is due to be late on PlayStation. We're not happy about that.

HARDWARE UPGRADE FOR TEKKEN 3

HOT NEWS this month is that the PlayStation is believed to be receiving a hardware upgrade with *Tekken 3* when it comes out next year. Sources at Namco have revealed that their upcoming arcade game, *Tekken 3*, will be running on an upgraded version of the PlayStation-based System 11 hardware, currently referred to as System 12. When this title is released on the PlayStation next year, it will include a hardware upgrade cartridge to ensure a near-exact arcade translation, very much like *King of Fighters* on the Sega Saturn.

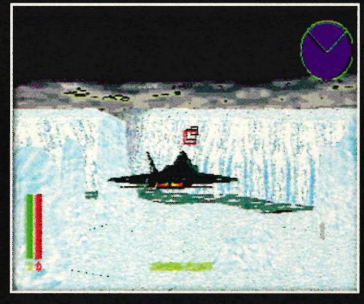
This is the first of its kind on the PlayStation and it opens up all kinds of possibilities. The PlayStation has an expansion port at the back of it which could theoretically be used to increase the amount of RAM and add special abilities to the base hardware of the machine. Namco told PLAY that they should be able to produce the add-on for a relatively small sum and the price of *Tekken 3* should not be higher than that of a normal game.

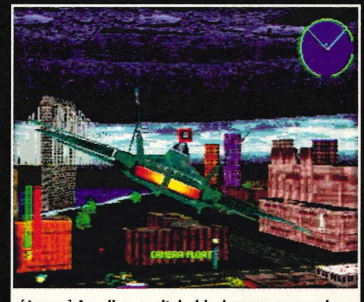


BUGGERATION!

FIRST SHOTS of *Independence Day*, the game, have just emereged and as reported in issue nine, the game is similar in looks to *StarFighter 3000* and features detailed cities and curiously, a snow level, which is nowhere to be seen in the actual film. The aim of the game is to fly through the many capital cities (New York, Tokyo, Moscow etc) whilst blasting as many alien fighters as possible before trying to infect the mothership with a virus that lowers all the capital ships' defensive shields. Tension mounts as more and more cities are wiped out by the aliens before you can get to them, and strategy is needed to decide which ones to save and those to sacrifice. *Independence Day* is due to be released in September/October.

Also from Fox is the hotly anticipated, *Aliens Vs Predator* head-to-head game developed by Rebellion. We have no real news other than it is coming out in Spring 1997 and that you can play as either alien or a human marine/hard nut character. A full look soon. Finally from Fox Interactive is *The Tick*, a cartoon platform game based on the 'hilarious' comic book. You play the titular Tick, an insect superhero, in his quest to stop a super villain from poisoning the city's candy supply. Don't expect brain cells to be taxed. *The Tick* will be released in America for Xmas. No news on a UK release at the time of going to press.





[ABOVE] An alien capital ship looms over each level and alien fighters constantly spew out.





[ABOVE] *Independence Day* looks like a more detailed version of Telstar's *StarFighter 3000*.



[ABOVE] Have you seen the film yet? Our advice is to not bother – wait for *Escape from LA*!

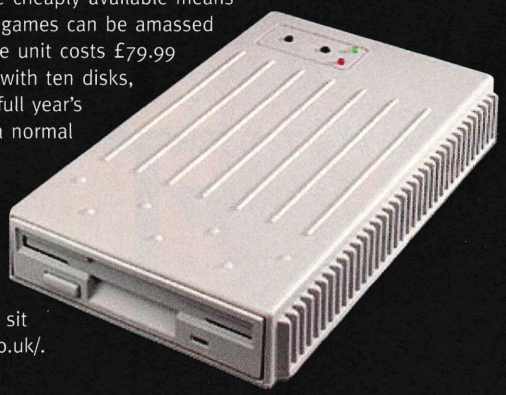
MOST WANTED

Anyone remember *Rollercoaster* on the ZX Spectrum? That miniscule platform game set in a funfair where the object was to collect all the bags of money placed precariously all over the rides and hanging in the air. Well what about a PlayStation update? *Rollercoaster* was published by Elite and with a bit of thought it could easily become a full 3-D platform game, like *Jumping Flash 2* and you could go on all the rides: log flume, waltzers, bouncy castle, ghost train and the rollercoaster itself. We at PLAY want this game converted now. Get to it somebody!



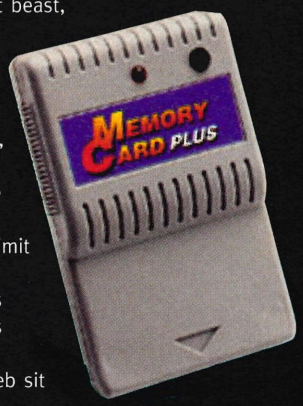
DATEL DELIVER

A NEW DEVICE to allow PlayStation owners to save their save-game data to standard 3.5" disks is now available. The Datel Memory Disk Drive is styled to complement the PlayStation and plugs into a standard memory card slot allowing users to save up to 15 blocks to readily available 3.5" high-density disks. Originally the system was to use 3.5" double-density disks. The disk drive has an on-board 15 block memory unit which can be periodically backed up to or loaded from the disk at the press of a button. The advantages of this system over a standard memory card are obvious – each game can have a specific disk for it, meaning that the likelihood of you ever running out of space is almost non-existent. Also the fact that the disks are cheaply available means that a library of save-games can be amassed quickly and easily. The unit costs £79.99 and comes complete with ten disks, power supply, and a full year's warranty. Given that a normal memory card costs £19.99, after four of them, you'll be saving money. Datel can be contacted on (01782) 744707, or you can try their web sit on http://www.datel.co.uk/.



NOT CONTENT with the disk drive, Datel also has a standard 15 block memory card not dissimilar to the official Sony offering, except for a fast format button on the top. Should you want to erase the card at any point, pressing this button will do the job.

The Memory Card Plus is a rather different beast, allowing you to save up to 120 blocks of data. The unit works like a standard memory card, with eight 'pages' of 15 blocks each. The unit compresses the data to squeeze all the information onto the card, meaning that the 120 block limit is only theoretical – it is possible the card will store less depending on the type of data saved – but according to Datel, in 'normal' use this limit should be achievable.



The price for the standard Memory Card is £19.99, and the 120 block Memory Card Plus retails at a respectable £39.99. Datel can be contacted on (01782) 744707, or try their web sit on http://www.datel.co.uk/.

PLAY RECOMMENDS...

FORMULA 1 (92)

We've certainly waited long enough for it, but now the definitive racing simulation is finally here, and it's lived up to the hype. Incredibly detailed graphics, tons of neat features and the best commentary of any game. A winner!



BUBBLE BOBBLE (85%)

Nostalgia ahoy as Acclaim bring back two classic arcade games that prove beyond all doubt that gameplay is more important than graphics. They may look crap, but *Bubble Bobble* and *Rainbow Islands* are both utter classics. An essential purchase.



DIE HARD TRILOGY (92%)

We thought it would be pap (all film conversions are, aren't they?) but this game is the absolute business. Three huge games in one, amazing visual effects and it's highly playable.



EA LOOK AHEAD

AFTER *SOVIET*

Strike (revealed in issue nine) EA has announced their winter line-up and games which should see them through to the start of 1997.



[ABOVE] **Attack of the killer '97s! *PGA*, *NHL*, *NBA* and *Madden*. Who can save us?**

Die Hard Trilogy (distributed on behalf of Fox Interactive) will be released on 20 September, followed swiftly by *PGA '97* and *Madden '97* a week later. *NHL '97* is set for October, as is *Soviet Strike*, and finally *NBA '97*, *Crusader: No Remorse* and *Syndicate Wars* are all pencilled in for a November release. PLAY has also received news that not only is *FIFA '97* on the way, but also *Wing Commander IV* is coming along nicely, and the PlayStation WILL receive a conversion of *The Darkening*, an interactive movie starring Christopher Walken and that bloke from *Chancer*.

NEED HELP WITH YOUR ADDICTION?
CALL 0881 505 505.

DO YOU HAVE A PLAYSTATION HABIT? DESPERATE FOR TIPS ON RIDGE RACER REVOLUTION AND ALL THE LATEST GAMES? CRAVING FOR DETAILS ON FUTURE RELEASES AND COMPETITIONS? CALL POWERLINE. WE'RE HERE TO HELP YOU DEAL WITH YOUR ADDICTION 24 HOURS A DAY, 7 DAYS A WEEK, 365 DAYS A YEAR. ALL CALLS WILL BE TREATED IN THE STRICTEST CONFIDENCE.

PlayStation powerline 0881 505 505

"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. "TouchTone service, calls are charged at 25p/min cheap rate, 39p/min at all other times (correct at Apr '96). Calls cost no more than £2.99. Please seek permission from the bill payer before making the call." "Adcall, P.O. Box 3000, London N20 9HR0.

SWIV 3D

WORST GAME name of the month goes to *Carmageddon* from SCI, a car racing/wrecking action game due out at the end of this year. SCI also has *SWIV 3D*, an updated version of their Super NES scrolling shoot-'em-up. And finally *XS*, a *Doom* style game which looks top.



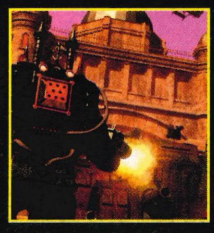
[SWIV 3D]



[CARMAGEDDON]

DREADNAUGHT

OCEAN'S QUIET period after *Worms* is about to come to an end with, amongst others, *Dreadnought* from in-house developers, Tribe. Set on Mars and in a parallel universe where the ideas of Leonardo Da Vinci have been wholly embraced resulting in a permanent state of Victorian technology, *Dreadnought* puts you in the shoes of an officer serving on the HMS Carnage, a huge land based ironclad. You must fight against the mighty Barons – a nation of exiled European nobility, and the HMS Carnage is equipped with a variety of elastic and steam powered assault craft; all of which you can use to attack the Barons. *Dreadnought* is as much a strategy/war game as an action one and as you can see, the graphics (created on Silicon Graphics workstations) are unbelievable. We will have more material on *Dreadnought* next issue. It looks hot!







[ABOVE] **"Eat elastic powered motar bombs Baron scum!" Although set on mars, the technology in *Dreadnaught* is positively Victorian.**



[ABOVE] **Could this be an in-game shot? Well it was created using SGI workstations.**



[ABOVE] **The idea behind the game is similar to the comic series, the *Light & Darkness War*.**

PLEASE FILL IN YOUR DETAILS

NAME .....

SIGNATURE .....

ADDRESS .....

.....

.....

.....

POSTCODE .....

DAYTIME TEL .....

STATE ISSUES REQUIRED:

.....

.....

METHOD OF PAYMENT, PLEASE INDICATE YOUR CHOICE:

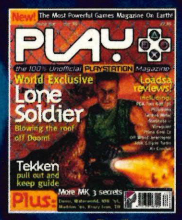
☐ **CHEQUE/POSTAL ORDER**
Please make payable to Paragon Publishing Ltd.

☐ **CREDIT CARD**
Expiry date ...../...../.....
Card number ...../...../...../.....

Please return this coupon (or photocopy) together wth your cheque/PO (if applicable) made payable to Paragon Publishing Ltd to the following address:
Play Back Issues, Paragon Publishing Ltd, FREEPOST (1255) Bournemouth. BH1 2TA
It won't cost you a penny in stamps if posted in the UK. Alternatively, call our **credit card hotline** on **(01202) 200200** or **fax** us with your details on **(01202) 299955**.



ISSUE [1]
Stunning launch issue featuring 29 reviews and loads of previews!



ISSUE [2]
Lone Solider exclusive review, *Doom* + 16 others. *Tekken* tipped!



ISSUE [3]
FREE pin badge, *Impact Racing* exclusive, DD and *Rayman* tips.



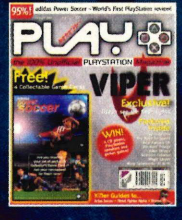
ISSUE [4]
Magic Carpet fully explored, *Resident Evil* first report and more!



ISSUE [5]
Tekken 2 issue! World first look and massive feature.

Back ISSUES

ISSUE [6]
Viper and *Tunnel B1* exposed, *addidas Soccer* FREE postcards.



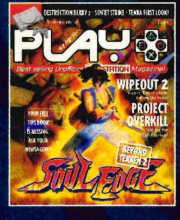
ISSUE [7]
Dark bloody *Forces* exclusive news, *Mayhem*, weird Jap games.



ISSUE [8]
Resident Evil issue. Huge review + *Duke Nukem 3D* news!



ISSUE [9]
Massive *Soul Edge* feature, *Wipeout 2*, *DD2*, *Project Overkill*.



ISSUE [10]
Tomb Raider exclusive look, *Crash Bandicoot* FREE sweet!



Let's PLAY BALL!



BALLS, BALLS and more balls! This month we have a rather special competition for all you pinball fans out there. Empire Interactive, publishers of the superlative 90% rated pinball simulation *ProPinball: The Web*, has teamed up with PLAY to give away a pinball table. Yes. A REAL pinball table. These things aren't cheap, oh no. They're built to exacting standards, and as any pub pinball fan will know, can support several glasses of Stella as you gather yer mates round for a multi-player session. The good thing about this table is that you'll be able to set it on freeplay, or even charge you mates for a quick blast and use it as a money-making enterprise. You're onto a winner with PLAY...

TO WIN, just answer this straightforward multiple-choice question...

Webs are created by spiders (or cobs!). How many legs does a spider have?

A) FOUR B) SIX C) EIGHT

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

I wanna get ProPinball-istic!
Play Magazine
Paragon House
St Peter's Road
Bournemouth BH1 2JS

THE WEB

PLAY CLASSIC PRO·PINBALL

empire® INTERACTIVE

THE HURRICANE TABLE

Created by Williams, probably the biggest name in pinball, the Hurricane is one big fun-fair ride of a table. Based on an amusement park, with a myriad of loops, orbits, multi-ball features, ramps and a dot-matrix display for that all-important game information, this table is ball-istic! And you never know, as a winner you might just get the PLAY team descending on your humble abode, for a bit of a pinball challenge...



TECH SPECS

Dimensions:
75"(H) x 29"(W) x 54"(D)
Weight:
260lbs (118kg)

Please note: The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Empire Interactive may not enter. Multiball entries will be given a slam-tilt and will ALL be disqualified. The closing date for the competition is Friday 13 September 1996. Aaaaaarrrghh! Better make that, er, Monday 16th, just to be safe. All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing at the above address. The sponsors reserve the right to supply a prize of equivalent value should the illustrated prize be no longer available. No cash alternatives, luncheon vouchers or dates with Empire's PR chick.

THE GAM

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!

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...

90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 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 and masochists.

0-30 Complete tripe. Avoid at all costs!

THE BIG GAME

DIE HARD TRILOGY

20 Every month we take the hottest game of the moment, be it at news, preview or review stage and go completely bonkers over it! Up to ten pages can be devoted to the game we think is going to be absolutely flippin massive, and every aspect of it will be explained in full. This month, *Die Hard Trilogy*, the best film-game conversion of all time. Three highly playable games on one CD and each one is totally different from the other. Class.



PLAY ICONS

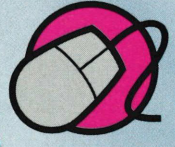
These symbols are designed to give you vital information about the maximum number of players and whether or not you can use a specific device with the game. Mad Katz steering wheel or the NegCom joypad come under steering/analogue.


ONE PLAYER
EG PROJECT OVERKILL


MULTIPLE PLAYERS
EG TEKKEN 2


STEERING/ANALOGUE
EG MAD KATZ WHEEL


MULTI-TAP COMPATIBLE


MOUSE COMPATIBLE


MEMORY CARD (FOR SAVE GAMES)


SPLIT SCREEN
EG BUST-A-MOVE 2


LINK CABLE
EG NEED FOR SPEED


ENFORCER GUN
EG DIE HARD TRILOGY

ES

REVIEWS • WORKSTATIONS • WIRED UPS



WORKSTATIONS

You want in-depth features on the latest software? You got it!

SPIDER 28
MECHWARRIOR 2 32
HARDCORE 4X4 36
HARDWAR 37
RELOADED 38









CHALLENGE BOX

This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective, we hope it gives you a rough guide to a games lifespan.



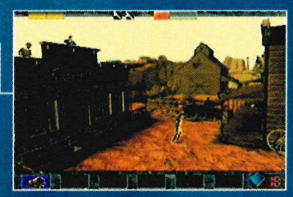
PLAY REVIEWS

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

DIE HARD TRILOGY 20
ANDRETTI RACING '97 40
FORMULA 1 44
SUPERSONIC RACERS 54
HYPER TENNIS 58
BUBBLE BOBBLE 60
NHL POWERPLAY HOCKEY 64
TIME COMMANDO 66
CHORO Q 69
KING OF FIGHTERS 70





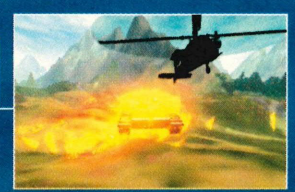




WIRED UP

A short look at a game which is either too big to be ignored, or a final look before it's reviewed.

SOVIET STRIKE 80
ADVENTURES OF LOMAX 81
ROBOPIT 82
SIM CITY 2000 84
MICRO MACHINES V3 85
EWJ2 86
ROBOTRON X 87
VANDALHEARTS 88





JOHN MCCLANE IS A ABOUT TO HAVE A VERY BAD DAY. BEING IN THE WRONG PLACE AT THE WRONG TIME IS BAD ENOUGH BUT THREE TIMES IN ONE DAY? OH BOY.

DIE HARD TRILOGY

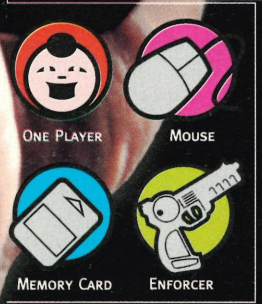
PLAY CLASSIC

Die Hard © 1988 20th Century Fox Corporation. Die Hard 2 © 1990 20th Century Fox Corporation. Die Hard with a Vengeance © 1995 20th Century Fox Corporation & Cinergi Productions. Used with permission.

THE BIG GAME

PLAY INFORMATION

Publisher: Fox Interactive
Customer support: 01753 546546
Price: £39.99
Release date: September 27th



Yippie-Ki-Yay! is a phrase bound to be uttered in every single review of Fox Interactive's brand-spanking new *Die Hard Trilogy* compilation. So I thought I'd get it out of the way first. Worry not though, there are still plenty more movie clichés and bad puns in this review, after all we wouldn't let our readers down. As an example of how a prominent film licence should be handled, and truly done justice, *Die Hard Trilogy* stands head and shoulders above its peers. I'm sure that if, any other software publisher attempted a movie-to-game conversion of the highest grossing action trilogy of all time, it would no doubt have been a lame, side-scrolling platformer. As with the incredibly successful *Alien Trilogy*, it's obvious from the moment the game loads that the programmers and developers are real fans of the source material and not just out to make a fast buck. But with three separate, highly individual, games on one disc, has developer Probe got all the bases covered? Or are they merely hedging their bets with a collection of popular genre romps? Let's take a looksee...

DIE HARD

Sticking closely to the events in the first movie, *Die Hard* sees New York cop, Detective John McClane, taking on a whole barrel load of tough-as-nails Eurotrash terrorists who have seized control of the high-tech Nakatomi Plaza. The villains (fronted by Has Gruber, alias Alan Rickman) plan to steal millions of dollars worth of negotiable bonds stored in the building's maximum security vault. Of course, they've reckoned without the sudden appearance of McClane whose gung-ho antics causes them more than a few headaches.

Although this section of the game may bear an uncanny resemblance to Telstar's *Lone Soldier*, I can assure you that the similarities definitely end there. For a start there's no awkward cross-hair/movement control system to get to grips with, instead players are left to swiftly guide McClane through 24 challenging polygonised levels, picking off bad guys with pinpoint accuracy, dodging hostile fire and rescuing terrified hostages. Once a certain amount of terrorists have been dispatched a bomb is armed somewhere within the section and must be deactivated before progression to the following level is allowed. Free enough hostages and players are whisked off to the rooftop bonus stage where extra rewards may be earned.

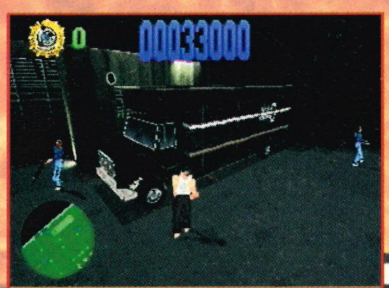


[Above] Another one bites the dust! Guide Brucie-boy though the many terrorist-packed levels of the Nakatomi Plaza, kicking bad guy ass and generally saving the day.





[Above] Players will be blown away by the superb disolving wall effect utilised throughout *Die Hard*.



Shoot ze glass

Initially only armed with a standard police-issue 15-shot automatic pistol, McClane can boost his arsenal by locating weapon crates scattered throughout each section, or by claiming extra firepower and demolition devices from fallen enemies.

Die Hard's third person perspective not only provides players with the optimum angle with which to explore their potentially explosive 3-D environment but it also places gamers right in the thick of the action courtesy of some neat graphical tricks. Walls smoothly dissolve as McClane passes by, his eerie x-ray-type



NOW I HAVE A MACHINE GUN, HO, HO, HO.

[Pistol]

Standard police-issue 15-shot automatic. McClane's default weapon. Automatically reloads after the clip has been emptied.

[Grenades]

Find your bad guys, lob a grenade into 'em then roll out of harm's way. The impressive explosion will take out the terrorists, walls, glass etc.



[Assault Rifle]

A light but deadly military grade weapon which fires high-power 7.62mm bullets. Extremely handy in close combat situations.



[M60 Machine Gun]

Easily the daddy of weapons to be found in Die Hard, the M60 is a belt-fed monster ideal for mowing down large terrorist groups.

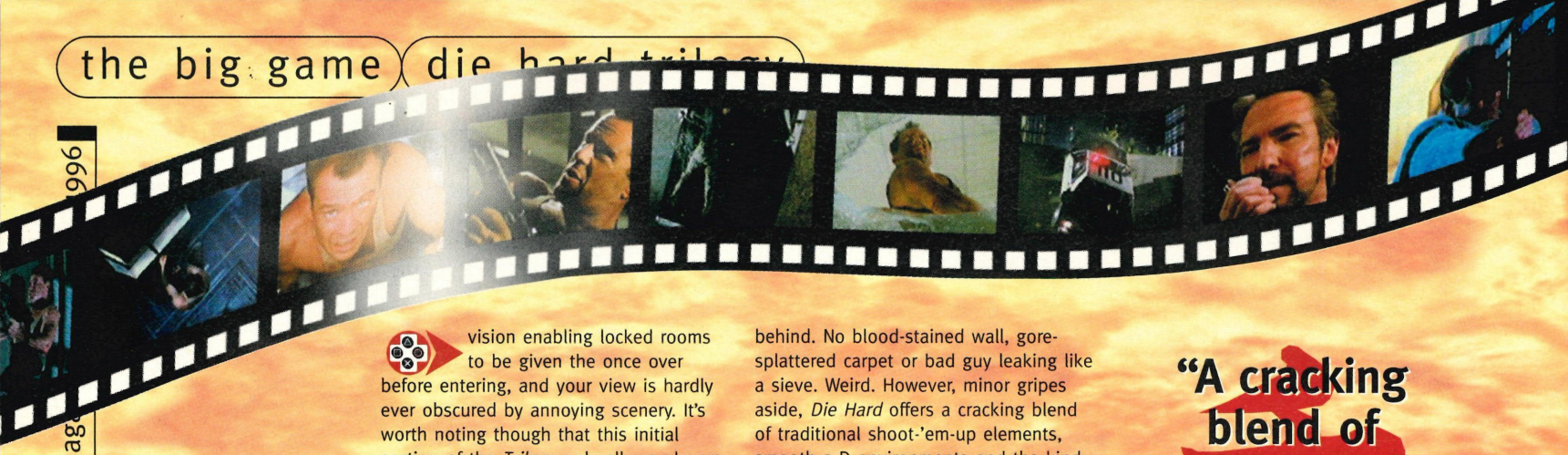


[MP5 Sub-Machine Gun]

Popular with elite anti-terrorist organisations such as the SAS, the MP5 is a small hand-held weapon that fires 9mm ammunition.







vision enabling locked rooms to be given the once over before entering, and your view is hardly ever obscured by annoying scenery. It's worth noting though that this initial section of the *Trilogy* only allows players to interact with a small fraction of the scenery. Yes, there are some cool graphical touches to be found, such as blowing up cars in the garage thereby activating the sprinkler system, but why can't you riddle office walls with bullet holes, destroy computer terminals and generally redecorate the place with lead? In *Die Harder* everything can be shot – wall panels, ceiling tiles, fire extinguishers, the lot.



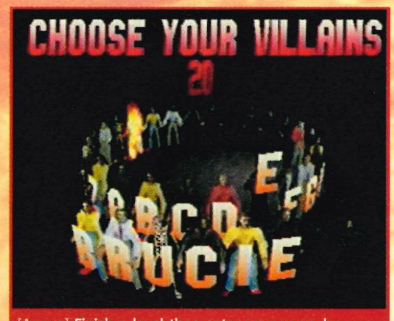
Mr Cowboy

Another puzzler is that when a terrorist has been shot, their body vanishes leaving no evidence of McClane's exploits behind. No blood-stained wall, gore-splattered carpet or bad guy leaking like a sieve. Weird. However, minor gripes aside, *Die Hard* offers a cracking blend of traditional shoot-'em-up elements, smooth 3-D environments and the kind of play mechanics that have made Probe a household name, second only to Bullfrog. As a stand-alone title, this would have been worth the price of admission alone but the best is yet to come...

"A cracking blend of traditional 2-D shoot-'em-up elements..."



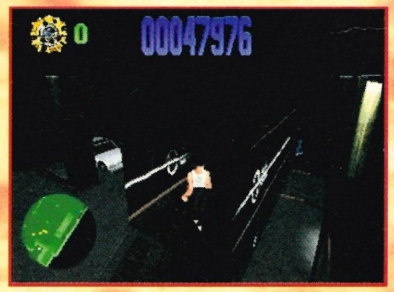




[Above] Finish a level then enter your name by selecting a letter-carrying victim. Their agonised screams are a hoot.



[Above] You're messing with the wrong guy, pal! An arsenal of weapons makes short work of terrorists.





[Above] Take out windows, walls, plant pots, tiles, terrorists, everything! Causing major property damage won't earn players more points, but it sure is a blast!

YOU WANNA STAY ALIVE? YOU STAY WITH ME!

Telstar's first PlayStation title scored a not-too-shabby 92% in issue two but the first *Die Hard* section easily wipes the floor with it. With 24 terrorist-filled stages to wade through and enough firepower to level a small South American country, this first person shoot-'em-up rocks.

[Die Hard]



[Lone Soldier]



DIE HARDER

Flying by air is supposed to be the safest form of travel. Of course whoever said that obviously never met John McClane! The second *Trilogy* title switches into high gear with a first person *Virtua Cop* style shoot-'em-up that blows away its Sega rival, and the lame *Horned Owl*, with the kind of explosive action you'd expect from a conversion of *Die Hard 2: Die Harder*. This time poor Brucie finds himself tackling even more terrorist types at a snow-covered Dulles Airport. It seems the sneaky swines have concocted a devilish plan to liberate a notorious South American drug lord travelling to the US to stand trial. Only visiting the airport to meet his wife, McClane is called upon to do his hero bit once more. How can the same shit happen to the same guy twice?

BYE-BYE, BAD GUY!

FOR THAT TRULY REALISTIC FEEL, *DIE HARD 2: DIE HARDER* HAS BEEN OPTIMISED FOR USE WITH BOTH THE PLAYSTATION MOUSE AND THE KONAMI LIGHT GUN. HOWEVER, THE NTSC VERSION OF THE GUN WILL NOT WORK WITH A PAL VERSION OF THE GAME, AND VICE VERSA.







[ABOVE] When a peaceful, snow-covered airport is taken over by vicious terrorists, there's only one man who stop them. It's er... Demi Moore's old man actually.



[ABOVE] Setting the crosshair speed correctly is the best way to guarantee you'll hit the terrorists virtually every single time.

MORE BANG FOR YOUR BUCK

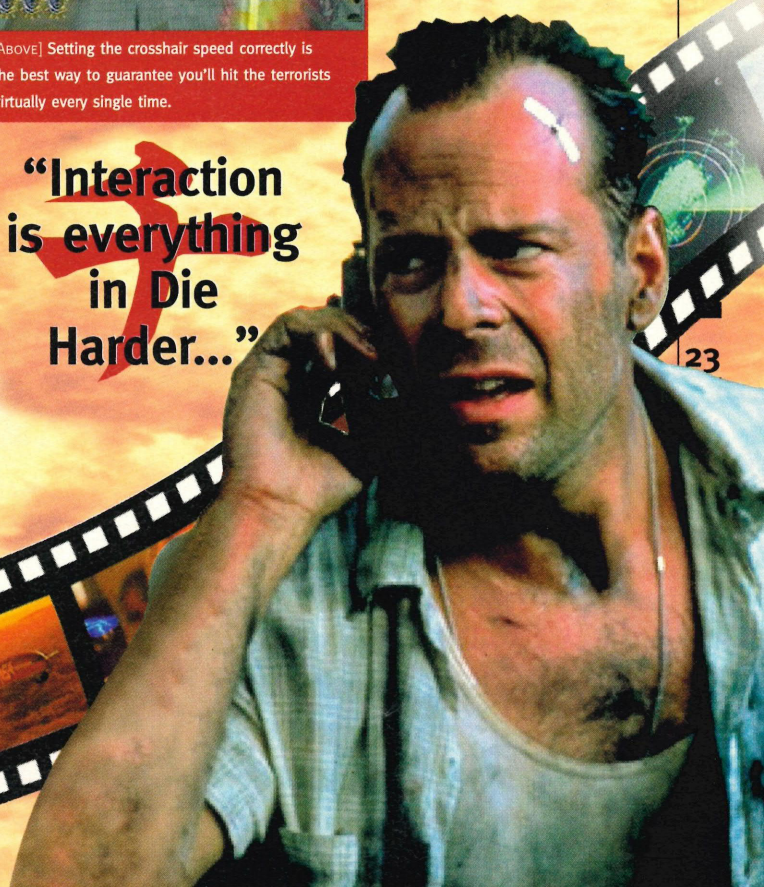
I'm sure it would have been an easy cop-out for Fox to just give players a sub-standard, on-the-rails shoot-'em-up but what we're treated to instead is infinitely superior. Interaction is everything in *Die Harder* and players are given free reign to destroy absolutely everything on-screen. Blow up harmless taxis in the car park, take out those annoyingly tacky gift shops in the airport lobby and leave innocent civilians wishing they'd travelled by coach instead. In fact each level can take so much punishment that players can leave a once pristine area decimated beyond belief.

As with the first segment of the *Trilogy*, McClane begins the game with his trusty pistol but soon triples the body count by collecting MP5 machine guns, rockets and fragmentation grenades. Freeing hostages bumps up the old score, and shooting coke machines provides health at strategic locations. However, avoid hitting the bad guys for too long and McClane takes a hit, indicated by an enemy's crosshair view and a sickly rippling effect.





"Interaction is everything in Die Harder..."



I DON'T LIKE TO LOSE!

As in *Die Hard*, McClane may also pick-up the 12 Gauge Shotgun and MP5 Sub-machine Gun. The 15-shot pistol is carried as standard and used when other weapons have been exhausted.

[Beretta 9mm Pistol]

A few well-placed bursts with the AK47 is enough to send any terrorist scurrying for cover. Fires over 100 rounds per second.



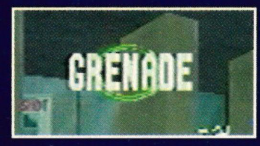
[RPG Rocket]

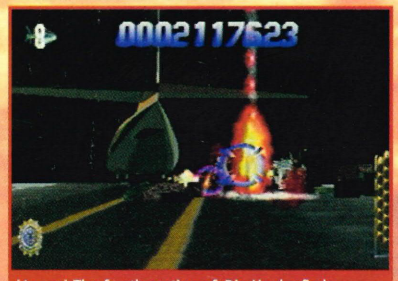
Certain 'Secret Routes' are available in each section, some of which allow extra weapons such as the explosive rockets to be collected.



[Fragmentation Grenade]

Not as lethal as the RPG Rocket but its shockwave is still powerful enough to take out tightly packed terrorists.

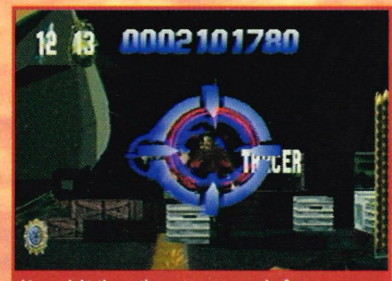




[Above] The fourth section of *Die Hard 2* finds McClane out on the Dulles Airport runway in hot pursuit of the occupying terrorist force.



[Above] Whoops! Sometimes bursting into a room guns blazing ain't the way to do it. Hostages get hit by explosions and precious pick-ups are lost for good.



[Above] At times the screen zooms in for some spectacular action scenes and shows off the texture mapped, light sourced characters perfectly.

The game moves you through each level, stopping at certain terrorist-filled points and allowing players to smoothly guide the on-screen crosshair to its designated target. *Die Harder* is a little more forgiving than many games of this genre as the player's view actually extends beyond the screen's pre-defined borders giving the impression that gamer's are actually controlling more of the action themselves.



Comedic elements abound in this second shooting section, from hapless tourists getting caught in over-the-top crossfires, to terrorists being reduced to charred skeletons. McClane's unconvincing cries of "Sorry pal!" merely add to the black humour, although many of the trademark 'Willis' catchphrases can get a little repetitive when heard ad nauseam. Shoot-'em-ups are known for their repetitiveness and so some gamers may be tempted to skip over this section of the game. Don't! With a multitude of on-screen enemies to dispatch, virtually no slowdown and finger-blistering action packed into each and every level, what could have been the weakest segment of the game hits players like two colliding 747s!



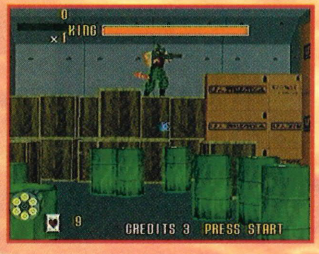
THERE IS FIRING IN THE TERMINAL!

Yeah okay, so Sega's shooter is a two player polygon paradise, but *Die Harder's* got that one crucial missing element that'll make it a guaranteed winner: blood! There's buckets of the stuff in each of the eight frantic stages, and everything on-screen may be destroyed.

[Die Harder]



[Virtua Cop]





[Left] *That's* what you get for leaving your car in a no-parking zone! Avoid hitting the civilian vehicles if at all possible.

[Cola]

Usually available by shooting the Coke machines littered throughout the airport terminal. Extra health is vital for McClane's survival.



[Medical Kit]

Keep an eye out for barrels and crates in each section. Some of these contain the all-healing, life-saving First Aid kits.



[Shield]

Similar in effect to the Bullet Proof Vest, this device repels enemy fire for a few seconds but soon wares off.



[Tracer]

Not really that useful but does improve McClane's aim when attempting to shoot targets from a distance.



DIE HARD: WITH A VENGEANCE

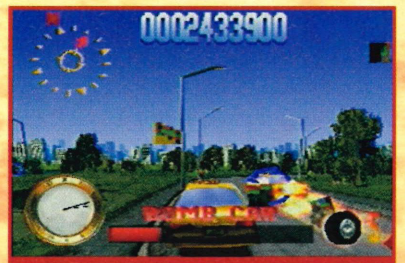
The most popular section of the *Trilogy*, at least according to your ever reliable PLAY team, is without a doubt *Die Hard: With A Vengeance*. Obviously with plenty of amazing racing games already on the market, you'd expect this climactic finale to be something rather special. As indeed it is.

Set in the crowded, litter-filled streets of New York City, our eponymous hero faces possibly his toughest case yet. In revenge for the death of his barmy brother (played in *Die Hard* by the wickedly evil Alan Rickman), supreme nutcase, Simon, has planted a serious of bombs throughout the Big Apple and challenged McClane to locate them before they detonate. With an unwilling civilian at his side (Samuel L Jackson) and the clock ticking away, McClane has to drive a variety of vehicles through each level, locate the devices and ram into them, thereby saving the city from fiery destruction.

The sheer thrill of hurtling through a busy intersection, ramming cars out of the way, mowing down citizens and just making it to the bomb in time is almost indescribable. New York City itself is a hoot but wait until you switch to the in-car view and begin ploughing down joggers and pigeons in Central Park! Blood splatters the windscreen before the wipers do their job and restore visibility. Brilliant stuff.

DRIVE HARD!

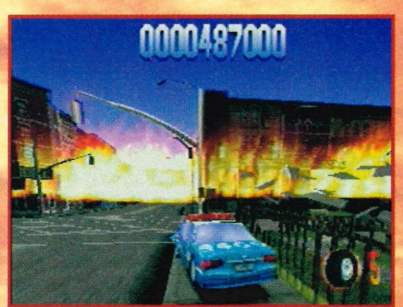
Each of the 15 vehicles, accessible by stopping off in a nearby parking lot, handles superbly and even poor drivers will be taking 90° turns at high speed, tyres screeching and faces grinning.



[ABOVE] Do these terrorists have no feelings? This guy's just knocked down a poor elderly couple. Course I've hit 19 myself but hey, who's counting?



Navigating is made simple thanks to an on-screen indicator that shows where the next bomb is located. Useful pick-ups this time appear in the form of extra time, points and an erratic turbo boost (use this for some real high-speed pursuits, but be warned, it's got a kick like an aborigine's armpit!). One element that's obvious by its absence is the lack of a two player mode, Okay so both *Die Hard* and *Die Harder* were single player affairs but with good old Sammy sitting in the passenger seat,

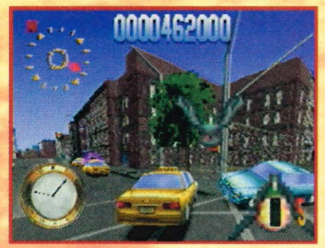




LET ME DRIVE!

HMMM, DRIVING AROUND CITY STREETS AT HIGH SPEED, RAMMING INTO PEDESTRIANS AND SPLATTERING THEIR BLOOD OVER THE WINDSCREEN. SOUND FAMILIAR? THE FINAL TRILOGY SEGMENT OFFERS SOME OF THE SAME SMASH 'N' CRASH THRILLS AS GAMETEK'S DARK AND MOODY FUTURISTIC TAXI GAME, BUT *DIE HARD: WITH A VENGEANCE* IS BETTER.

[D/HARD: WITH A VENGEANCE] [QUARANTINE]





[ABOVE] Collect the EMS icon and an ambulance appears. Stick close behind it and weave a safe path through the midday traffic.



WE'RE NOT GONNA MAKE IT!

[TIME]
WITH THE CLOCK RAPIDLY TICKING AWAY, MCCLANE NEEDS AS MUCH TIME AS POSSIBLE TO REACH THE BOMBS. COLLECT THESE ICONS FOR EXTRA SECONDS.

[TURBO]
IF TIME'S ABOUT TO RUN OUT, USE A TURBO BOOST TO SPEED UP YOUR VEHICLE. HANDY FOR REACHING NIPPY BOMB CARS BUT MAKES CONTROL TRICKY.

[LAUNCH]
MINI BOMBS SCATTERED AROUND EACH AREA. HIT ONE AND YOUR VEHICLE PERFORMS A COOL DUKES OF HAZZARD STYLE STUNT LEAP THROUGH THE AIR.

[POINTS]
COLLECT THESE AND IMPRESS YOUR MATES WITH A HIGH SCORE THAT'S GOT MORE ZEROS ON THE END OF IT THAN OUR EDITOR'S PAY CHEQUE!

[EMS]
OR 'EMERGENCY MEDICAL SERVICE'. THIS ICON SUMMONS AN AMBULANCE WHICH THEN PLOUGHS THROUGH TRAFFIC CLEARING A PATH FOR YOU.





Fox has passed up on the opportunity for some cool *Chase HQ* style shooting/driving action. With one player driving and the other leaning out of the window, blasting away at the bad guys, this section would have scored even higher.

Although some of the visuals may appear a little rough in this section occasion glitches are forgiven as each level is based on an existing movie location. Attention to detail is staggering whether it's the non-repetitive layout of the streets or the truly impressive explosions that wash over the surrounding area as a bomb is successfully detonated. Probe has definitely saved the best for last and ended the whole package with an explosive finale worthy of this great action film series. Top stuff.

"Delivers a kick like an aborigine's armpit!"

So there you have it, three superb games that, individually, are thoroughly enjoyable and challenging, but combined make a monster movie hit. Whether you're a fan of the films or simply looking for a grade A PlayStation title to test the mettle of any action fan, *Die Hard Trilogy* delivers the goods. Fox Interactive has an adrenaline pounding title on their hands, and are guaranteed to make a barrel load of cash and keep happy punters busy for months to come. Live fast, die hard!







WHAT NEXT FOR FOX INTERACTIVE?

WITH BOTH *ALIEN TRILOGY* AND *DIE HARD TRILOGY* SAFELY TUCKED UNDER THEIR BELTS, YOU'D THINK FOX INTERACTIVE WOULD HAVE DELIVERED THE BEST GAMES THEY HAVE TO OFFER. WELL THINK AGAIN. OVER THE NEXT 12 MONTHS PLAYSTATION OWNERS CAN EXPECT TO SEE SUCH BIG TITLES AS *INDEPENDENCE DAY*, *X-FILES* (YAY!), *SIMPSONS: VIRTUAL SPRINGFIELD*, *ALIENS VS PREDATOR* AND *THE TICK*.

PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
BODYCOUNT	10

PLAYED 92%

Three top titles for the price of one!

ALTERNATIVELY:
ALIEN TRILOGY (91%)
OR WATCH THE MOVIES, PAL!

YIPPIE-KI-YAY!

Thanks to those smashing folk at Fox Home Video we've got ten copies of *Die Hard*, *Die Hard 2: Die Harder* and *Die Hard: With A Vengeance* to give away to the first ten lucky readers who can answer this oh-so-easy question:

[SIMON SAYS...]
Who played John McClane's arch-enemy in *Die Hard: With A Vengeance*?

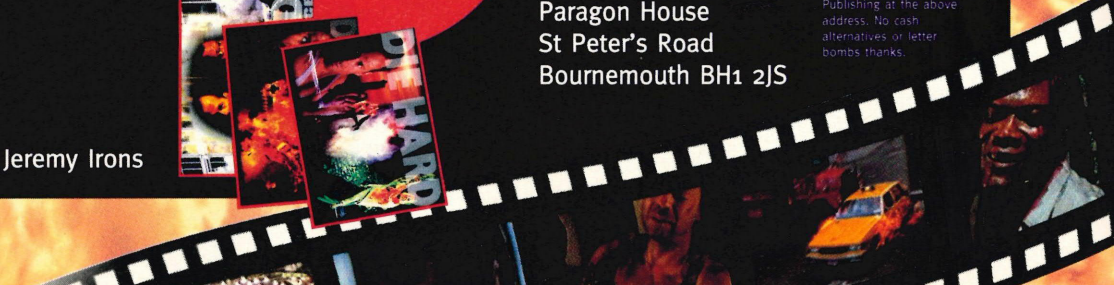
Was it:
A. Jeremy Jones B. Jeremy Paxman C. Jeremy Irons

WIN!
Ten Copies of the Die Hard Trilogy on Video!

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

I Wanna Die Hard!
PLAY Magazine
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth BH1 2JS

Please note: The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Fox Home Video may not enter. Or any member of an international terrorist organisation come to think of it. The closing date for the competition is Friday 13 September 1996. All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing at the above address. No cash alternatives or letter bombs thanks.



GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US ONE OF THE LARGEST SUPPLIERS OF COMPUTER GAMES IN THE COUNTRY !!

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

ALL PRICES INCLUDE VAT.
FREE MEMBERSHIP

THE WORLD'S MOST POWERFUL CONSOLE AT BRITAIN'S LOWEST PRICE £181.99

INCLUDING POSTAGE





ALL PLAYSTATIONS COME WITH ONE SONY PAD, A PLAYABLE DEMO CD FEATURING 6 GAMES AND A **FREE CARRY CASE!**

PRICES INCLUDE **FREE NEXT DAY DELIVERY** TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sony and we offer full after sales support. If your machine develops a fault within the guarantee period we will **COLLECT IT FROM YOUR DOOR FREE OF CHARGE**

SONY PLAYSTATION & ACTUA SOCCER.....£212.99
SONY PLAYSTATION & DOOM OR ALIEN TRILOGY .£212.99
SONY PLAYSTATION & RIDGE RACER REVOLUTION .£215.99
PLAYSTATION& FIFA+S/FIGHTER ALPHA+DESTDERBY£269.99
BUY AN RGB SCART CABLE AT THE SAME TIME AS A PLAYSTATION FOR JUST.....**£9.99**
BUY A MEMORY CARD AT THE SAME TIME AS A PLAYSTATION FOR JUST.....**£15.99**
BUY A CYCLONE PAD AT THE SAME TIME AS A PLAYSTATION FOR JUST.....**£11.99**
BUY A LINK-UP LEAD AT THE SAME TIME AS A PLAYSTATION FOR JUST.....**£9.99**

COMING SOON ON THE SONY PLAYSTATION


MOTOCROSS INT'L DUE SEPT


BLAZING DRAGONS DUE AUG


JUMPING FLASH 2 DUE AUG


CRASH BANDICOOT DUE JAN


TOP GUN DUE OCTOBER


OVERKILL DUE SEPTEMBER


GENSO SUIKODEN DUE AUGUST


FORMULA 1 DUE SEPTEMBER


RAGING SKIES DUE SEPT


DIE HARD TRILOGY DUE SEPT


BUST A MOVE DUE SEPT


LOMAX IN LEMMINGLAND DUE OCT


TUNNEL B1 DUE SEPT


BURNING ROAD DUE AUG


HEART OF DARKNESS DUE JAN 97


RESIDENT EVIL DUE AUG

TOP TEN

COMPILED FROM GAMEPLAY SALES 24/6/96 - 14/7/96

1	FADE TO BLACK
2	RIDGE RACER REVOLUTION
3	INT'L TRACK & FIELD
4	SPACE HULK
5	ALIEN TRILOGY
6	NEED FOR SPEED
7	GUNSHIP 2000
8	DOOM
9	ACTUA SOCCER
10	ADIDAS POWER SOCCER

UK PLAYSTATION GAMES


ALIEN TRILOGY


ALONE IN THE DARK 2


FADE TO BLACK


DESTRUCTION DERBY


IMPACT RACING


LOADED



ACTUA SOCCER



FIFA SOCCER



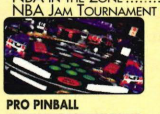
NAMCO MUSEUM

3D LEMMINGS	£34.99
ACTUA GOLF	£36.99
ACTUA SOCCER	£34.99
ADIDAS POWER SOCCER	**£37.99**
AGILE WARRIOR	£35.99
AIR COMBAT	£34.99
ALIEN TRILOGY	**£35.99**
ALONE IN THE DARK 2	£34.99
AQUANAUTS HOLIDAY	£37.99
ASSAULT RIGS	£35.99
BLAM! MACHINEHEAD	£CALL
BRAINDEAD 13	£32.99
BUST A MOVE 2	£32.99
CHEESY	£33.99
CHESSMASTER 3D	£32.99
CHRONICLES OF THE SWORD	£36.99
CRITICOM	£35.99
CYBERIA	£33.99
D	**£28.99**
DARKSTALKERS	£CALL
DAVIS CUP TENNIS	£36.99
DAWN OF DARKNESS	£34.99
DEADLY SKIES	£35.99
DEFCON 5	£34.99
DESCENT	£32.99
DESTRUCTION DERBY	**£36.99**
DISCWORLD	£35.99
DOOM	£34.99
ESPN EXTREME SPORTS	£36.99
EXTREME PINBALL	£36.99
FADE TO BLACK	£36.99
FIFA '96	**£24.99**
FORMULA 1 (DUE SEPTEMBER)	**£36.99**
FRANK THOMAS BIG HURT BASEBALL	£36.99
GALAXY FIGHT	£33.99
GEX	**£29.99**
GOAL STORM	£35.99
GUNSHIP 2000	£33.99
HI OCTANE	£29.99
IMPACT RACING	£35.99


INT'L TRACK & FIELD


MAGIC CARPET

INTERNATIONAL TRACK & FIELD	£35.99
JOHNNY BAZOOKATONE	£35.99
JUMPING FLASH	£35.99
KILEAK THE BLOOD	£31.99
KONAMI OPEN GOLF (LINKS)	£36.99
KRAZY IVAN	£36.99
LOADED	£35.99
LONE SOLDIER	**£27.99**
MAGIC CARPET PLUS	£35.99
MICKEY'S WILD ADVENTURE	£36.99
MORTAL KOMBAT 3	£39.99
MYST	£36.99
NAMCO MUSEUM VOLUME 1	£36.99
NBA IN THE ZONE	£29.99
NBA JAM TOURNAMENT EDITION	£28.99


PRO PINBALL


NEED FOR SPEED


RIDGE RACER REVOLUTION


STREETFIGHTER ALPHA

NBA LIVE '96	£36.99
NEED FOR SPEED	**£36.99**
NFL GAMEDAY	£37.99
NFL QUARTERBACK CLUB	£33.99
NHL FACE-OFF	£36.99
NHL POWERPLAY HOCKEY	£37.99
OFFENSIVE	£33.99
OFF WORLD INTERCEPTOR	£26.99
OLYMPIC GAMES	£35.99
OLYMPIC SOCCER	£35.99
ON-SIDE	£35.99
PANZER GENERAL	£33.99
PGA GOLF '96	£31.99
PO'ED	£CALL
PRIMAL RAGE	£35.99
PRO PINBALL THE WEB	£32.99
PSYCHIC DETECTIVE	£36.99
RAIDEN PROJECT	£32.99
RAVEN PROJECT	£CALL


RETURN FIRE


SPACE HULK

RAYMAN	£36.99
RESIDENT EVIL (DUE AUGUST)	**£38.99**
RETURN FIRE	£35.99
RETURN TO ZORK	£CALL
RIDGE RACER	£36.99
RIDGE RACER REVOLUTION	**£37.99**
RISE 2 - THE RESURRECTION	£36.99
ROAD RASH	£35.99
SAMPRAS EXTREME TENNIS	£35.99
SHADOW WARRIOR	£37.99
SHELL SHOCK	£36.99
SHOCKWAVE ASSAULT	£33.99
SLAM N JAM '96	£31.99
SPACE HULK V.O.T.B.A	£36.99


STARFIGHTER 3000


TOSHINDEN 2

STARBLADE ALPHA	£34.99
STARFIGHTER 3000	£36.99
STREETFIGHTER ALPHA	**£34.99**
STRIKER '96	£31.99
SWAGMAN	£39.99
TEKKEN	£39.99
THEME PARK	£33.99
THUNDERHAWK 2	£33.99
TILT	£32.99
TOP GUN	£34.99
TO SHIN DEN 2	**£37.99**
TOTAL NBA '96	£37.99
TRUE PINBALL	£33.99
TWISTED METAL	£36.99
VICTORY BOXING	£36.99
VIEWPOINT	£35.99
VIRTUAL GOLF	£36.99
VIRTUAL OPEN TENNIS	£36.99
WARHAWK	£29.99
WWF WRESTLE MANIA	£31.99
WILLIAMS ARCADE CLASSICS	£24.99
WING COMMANDER 3	**£36.99**
WIPEOUT	£35.99
WORLD CUP GOLF	£33.99
WORMS	£33.99
X COM - ENEMY UNKNOWN	£29.99
X MEN CHILDREN OF THE ATOM	**£35.99**
ZERO DIVIDE	£34.99


VIEWPOINT


X-MEN

JOYPADS


SONY JOYPAD


PSX II PAD


CYCLONE

ASCII ARCADE JOYSTICK	£45.99
MOUSE	£24.99
MULTI TAP	£28.99
SONY JOYPAD	£23.99
PHASE 9 CYCLONE PAD ERGONOMICALLY DESIGNED PAD WITH EXTRA TURBO-FIRE, AUTO-FIRE AND SLOW MOTION	**£16.99**
PSX II JOYPAD BRITAIN'S BEST-SELLING PSX JOYPAD. AUTO-FIRE, TURBO-FIRE & SLOW MOTION	**£19.99**
FIRE INFRA-RED JOYPADS (X2)	**£29.99**
JOYPAD EXTENDER CABLE	£8.99

OTHER ACCESSORIES


MEMORY CARD


LINK-UP CABLE


DISK DRIVE


RGB SCART

SONY/DATEL MEMORY CARD	£17.99
DATEL 120 SLOT MEMORY CARD (8 TIMES BIGGER)	£29.99
DATEL DISK DRIVE	£59.99
RGB SCART CABLE - IMPROVES SOUND & PICTURE QUALITY. ALLOWS YOU TO CONNECT YOUR PSX TO A SPEAKER/HI-FI SYSTEM WHEN USED WITH SPEAKER CABLE	£11.99
SPEAKER CABLE - ALLOWS SPEAKERS TO BE CONNECTED TO YOUR PSX WHEN USED WITH AN RGB SCART CABLE	£4.99
AV SCART CABLE IMPROVES SOUND QUALITY ONLY	£7.99
LINK-UP CABLE	£11.99
DUST COVER	£4.99
REPLACEMENT RF LEAD	£14.99

DATEL ACTION REPLAY PRO - CONTAINS 100S OF BUILT-IN CHEATS FOR ALL PSX GAMES TO REALLY LET YOU GET THE BEST FROM YOUR GAMES, YOU CAN ADD MORE CHEATS (FOR FREE!) AS NEW GAMES ARE RELEASED 45.99



MAD CATZ GAMESTER STEERING WHEEL
COMES COMPLETE WITH GEARSTICK AND FOOT PEDALS. SUITABLE FOR USE WITH ALMOST ALL DRIVING AND FLIGHT GAMES, EG WIPEOUT, NEED FOR SPEED, RIDGE RACER REVOLUTION, AIR COMBAT, ASSAULT RIGS, FORMULA 1, ETC
£69.99



SPECIAL OFFER !!
BUY A MAD CATZ STEERING WHEEL AND GET £5 OFF ANY DRIVING GAME

RELEASE LIST

FOLLOWING IS A LIST OF *PROVISIONAL* RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

ACTUA GOLF	SEPTEMBER
A TRAIN	SEPTEMBER
AQUANAUTS HOLIDAY	MID AUGUST
BLAZING DRAGONS	EARLY AUGUST
BRAINDEAD 13	AUGUST
BUST A MOVE	AUGUST/SEPTEMBER
CHEESY	AUGUST
CHRONICLES OF THE SWORD	AUGUST
CRASH BANDICOOT	JANUARY '97
DARK FORCES	DECEMBER
DEADLY SKIES	AUGUST
DIE HARD TRILOGY	SEPTEMBER
FIRO & CLAWD	MID AUGUST
FORMULA 1	SEPTEMBER
GENSO SUIKODEN	AUGUST
HEXEN	SEPTEMBER
HORNED OWL	AUGUST/SEPTEMBER
NHL HOCKEY '96	SEPTEMBER
MICRO MACHINES 3	OCTOBER
MOTOCROSS INTERNATIONAL	SEPTEMBER
POLICENAUTS	JULY
PROJECT OVERKILL	SEPTEMBER
RAGING SKIES	SEPTEMBER
RAW PURSUIT	MID AUGUST
REBEL ASSAULT 2	DECEMBER
RESIDENT EVIL	EARLY AUGUST
SAMPRAS EXTREME TENNIS	END JULY
SIM CITY 2000	SEPTEMBER/OCTOBER
SOVIET STRIKE	NOVEMBER
SPOT GOES TO HOLLYWOOD	DECEMBER
STEEL HARBINGER	EARLY AUGUST
SYNIDCATE WARS	OCTOBER
TEKKEN 2	OCTOBER
TIME COMMANDO	AUGUST
TOP GUN	SEPTEMBER
TRANSPORT TYCOON	OCTOBER
TUNNEL B1	SEPTEMBER
VIPER	SEPTEMBER
WIPEOUT 2097	NOVEMBER

SO, LIKE, WHAT'S THE POINT OF THIS FREE CATALOGUE THEN?
Well, it's got news, reviews, free gifts, competitions, puzzles, letters, really cheap games, new releases, cheats, and more stuff like that. And it's **FREE!**

WHAT THE HELL ELSE DO YOU WANT?
GET YOUR FREE GAMEPLAY CATALOGUE HERE. JUST ASK WHEN ORDERING.

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

- LINES OPEN 9an - 8pm MONDAY - FRIDAY, 10am - 7pm SATURDAY, 10am - 4pm SUNDAY. ANSWERPHONES ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- NO QUIBBLE EXCHANGE POLICY - IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM. (THIS APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES ITEMS BOUGHT SPECIALLY TO ORDER).

FAX ORDERS ON - 01924 420060
(24 HOURS A DAY)

- ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY - OVER 500,000 PIECES OF SOFTWARE SUPPLIED SO FAR!
- WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAXIMUM ON GAMES, NEXT WORKING DAY ON MACHINES. *(PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE & CALL TO CHECK AVAILABILITY BEFORE ORDERING)*
- 1ST CLASS DELIVERY FREE OF CHARGE TO U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- 1000'S OF TITLES AVAILABLE. IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL GAMES MACHINES AND A HUGE RANGE FOR PCs.

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

GAMEplay

Cut out this order form and post to:
GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL.

NAME:.....CUSTOMER NO:.....

ADDRESS:.....

.....

POSTCODE:.....SIGNATURE:.....

TEL:.....FAX:.....

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

Postage is **FREE** for all games shipped within the U.K. Overseas postage - £2.50 per software item. Optional NEXT DAY DELIVERY available for £4.00. Please order before 3pm to ensure immediate despatch.

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ ACCESS VISA DELTA SWITCH

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

PL2(9)





UNDER CONSTRUCTION

SPIDER

EXCLUSIVE!

IF SPIDERS GIVE YOU THE CREEPS THEN US DEVELOPER, BOSS GAME'S FIRST PLAYSTATION OUTING IS DEFINITELY NOT FOR YOU. COME INTO MY PARLOUR SAID THE SPIDER TO THE FLY...

WRITTEN BY DAMIAN BUTT

Hairy buggers

that always manage to find their way to your bath, but don't have the intelligence to get back out again. Spiders. Crawl across your leg when you're watching the late night film. Spiders. Spin webs during the night between door frames right at head height so you get a mouthful first thing in the morning. Spiders.

But not everyone gets the heebie-jeebies when confronted with these tricky arachnids because newcomers Boss Game are currently developing *Spider*, a 3-D exploration game that promises to make you afraid... very afraid. The game was first spotted weaving a web in the corner of the BMGie stand at E3 in Los Angeles. Many UK journalists played it and agreed that it had a great deal of potential, although none it seemed have followed it up, except us that is. Now *Spider* is in a highly advanced state and at the moment going through some final tweaking before being sent for evaluation at Sony. We caught up with Boss Game's VP of product development, Colin Gordan, and saw the game in action. Believe me, *Spider* is going to be a major new game on PlayStation – it will quite literally raise the hairs on your neck!

Blueprint

Publisher: BMGie
Developer: Boss Game
% Complete: 50%
Expected Release Date: Xmas
Origin: USA
No of Players: 1

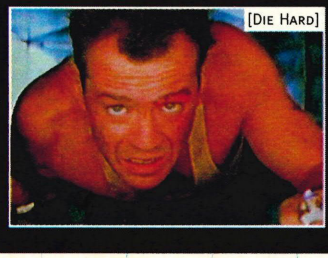
WEB SLINGER

Spider is all about stealing bodies. You are working in a secret laboratory experimenting on spiders to create a thought controlled spider weapon. Late one night, a rival company, MicroTech, send in a strike team to steal your work and in the process you are shot whilst wearing the mind-transference helmet that is linked to the mind of a cybernetic test spider. As happens in these moments of suspended disbelief your mind is melded with that of the

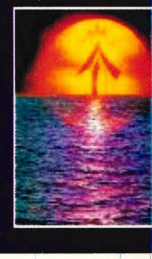
SPECIAL EFFECTS

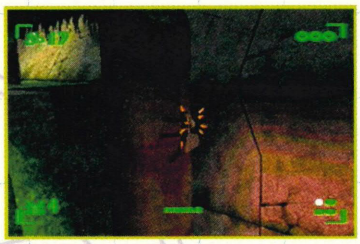
BOSS GAME IS PART OF BOSS FILM STUDIOS WHO HAVE WORKED ON A GREAT MANY FILMS INCLUDING THE LATEST MICHAEL KEATON FILM ABOUT CLONING CALLED *MULTIPLICITY*, AND HAVE WON MANY OSCARS AND AWARDS. HERE'S JUST SOME OF THE FILMS THEY HAVE CREATED THE SPECIAL EFFECTS FOR:

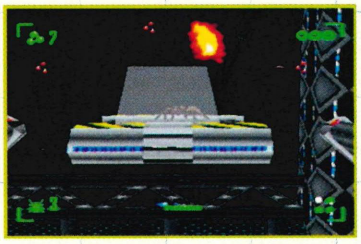

[ALIEN 3]


[DIE HARD]

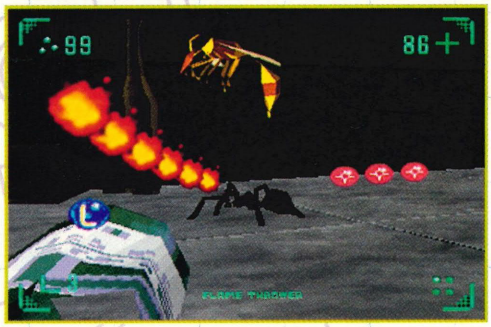

[GHOSTBUSTERS]

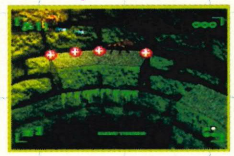


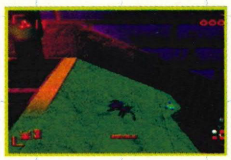














[Above] One of the levels is a natural history museum where you must climb the many prehistoric skeletons to reach the exit. Here you are attacked from above by a bat, but fortunately you are armed with a slasher.

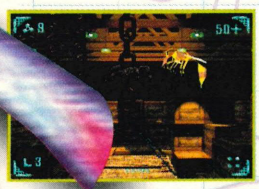
"Seth bought me a tarantula for a Christmas present... they don't move much, but when they do it's pretty damn fast!"
Colin Gordan, Boss Game

spider and hey presto – you're a man trapped in the body of an insect. The bad guys then leg it with your equipment and notes and if you ever want to walk using only two legs again, you must follow them back to MicroTech and reverse the experiment. It's all a bit of *The Fly* meets *Incredible Journey* really.

This is no ordinary spider of course – it's a cybernetic one, capable of powering up four of its legs with an impressive selection of weapons and power-ups (ten offensive weapons, five extra defensive measures). *Spider* consists of 30 levels (six worlds with five levels in each) varying from the massive laboratory itself, to sewers and pipes leading to the outside. Boss Game claims there will be up to 20 enemies (rats, wasps, scorpions) all waiting to bite your legs off.









Incy wincy...

The right perspective is crucial in what is essentially a platform game, and *Spider* uses a pseudo 3-D game model that tracks the spider character at all times and if you get to a section which is not entirely visible from the current view, the camera pans around until the optimum point is reached. Unlike, say *Mario 64*, you do not have manual control of the camera, and this system ensures that you never die through not being able to judge distances or depth. It works well.

"The view was a serious choice when we started *Spider*," Colin Gordan explains. "Do we do the traditional cartoon look, or can we strike out and do something with a 'real look.' *Mario 64* has cartoon look, while *Doom* has a real look. We [Boss Game] felt that a real look would suit the game better. After all, who wants a spider with baseball boots and a beanie!"

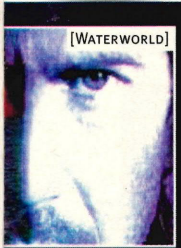
Quite. What's also interesting is that the spider you control changes shape depending on the pick-up. Strap on an eight pod missile launcher, for example, and your movement becomes laboured and lop-sided due to the extra weight. Power-up your spider though and you can carry more armaments and tools to escape. It's a matter of trade-offs and strategy. What do you take and what can you afford to leave behind?

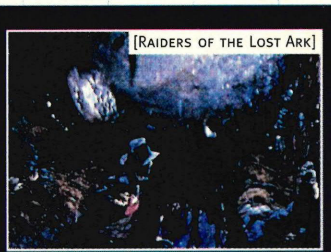
Although each level is entirely rendered in 3-D, there are limits to where you can go according

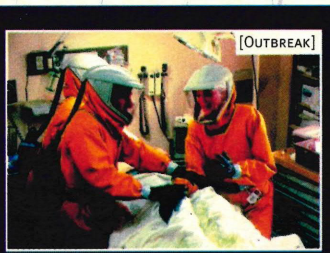




[Above] Bleauch! The ever-versatile flame-thrower saves the day once again.

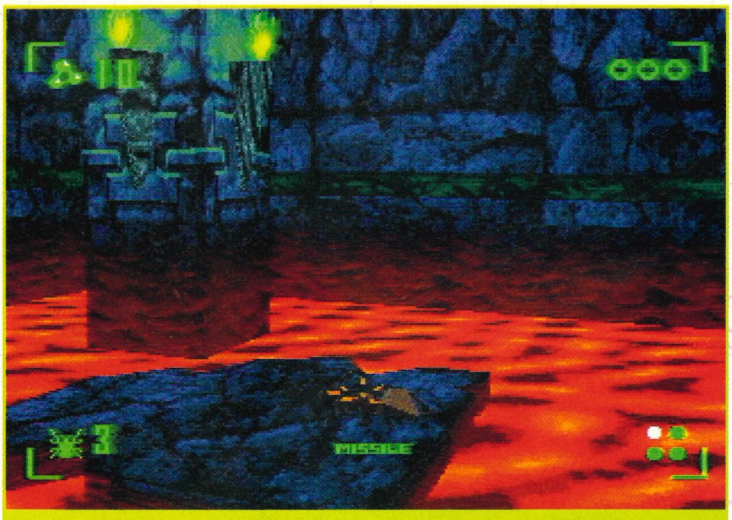

[Waterworld]


[Raiders of the Lost Ark]

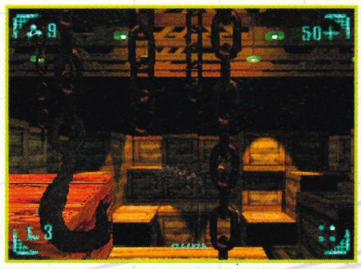

[Outbreak]

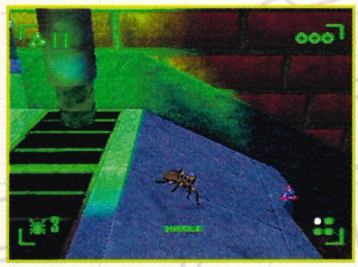

[Starwars]


[True Lies]



[Above] Not quite sure how lava comes into it, but it certainly makes for a dangerous level. Like many people I spent my youth burning the legs off spiders in the gas ring at home.





to Gordan.

"The 3-D backgrounds and environments allows for some really neat visuals, but from a gameplay point of view it causes a lot of headaches. We came up with this path system that is laid throughout the level by the designer and the player moves along it. Don't think of this merely as a fixed track, but a way of pointing the spider in the right direction and removing the worry of distance judging in 3-D. This path can go anywhere in 3-D space and can be split; allowing the player to explore the entire world without the problems free form movement can present."

And the camera, how does that work in conjunction with these 'paths?'

"Since 3-D games have become so popular, we've all expected the user to be a movie director and place the camera where they want for the best view. Well sorry, but that doesn't happen in *Spider*. If I'm busy playing a game, camera control is too much – I need to know where I am and where I can go and I don't want to see it from beneath my feet!

In our game *we* have control of the camera and the designers tell it where to be at any given path point. As you walk around a corner, the camera will swing to a new position showing you where to go. Notice the word "swing" – we try to keep the camera always on the spider and then rotate it around the focus point to bring in a new view. This means we can set up some really nice transitions. Don't think of *Spider* as a side-scroller in 3-D because you'd be dead wrong..."

SOFTOGRAPHY

This is Boss Game's first game, although thay are working on:

Kill Team (PSX)

N64 game (no title)

A 3-D RPG (no title)

SPIDER POWER

The following is a list of power-ups currently included in the game. There may be more added later...

- Super Slash
- Homing Missile
- Flame-thrower
- Ice Beam
- Gas Cloud
- Boomerang
- Smart Bomb
- Mine
- Shield
- Mech-Mine
- Damage Absorb
- Jet Pack
- Invulnerability







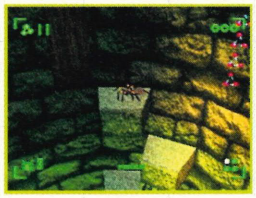
Here's your bag, Spider.

The idea for the game is credited to Seth Mendlesohn and Rob Povey, two men with no small experience of the game industry having come from Virgin and Westwood Studios respectively. The idea was to have a character who could gain abilities as the game progressed and not to feature an animal/person who had already been in a game. To date that's true, and









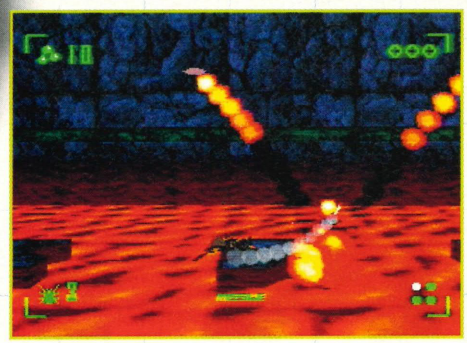
[Below] Here you can clearly see the spider climbing underneath the skull of this dinosaur showing off the versatility of the insect.

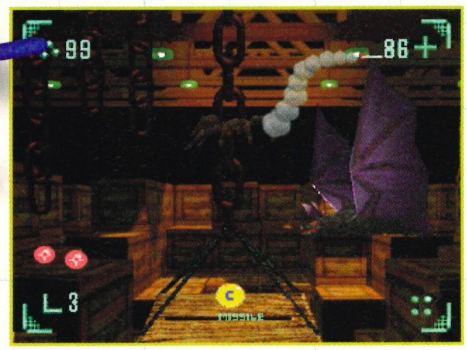


WHO'S THE BOSS?

Boss Game was started just over 18 months ago by Colin Gordan who came from Virgin, Seth Mendlesohn (Virgin again) and Rob Povey (Westwood Studios), and then were joined later by Martin Sawkins (Silicon Dreams). So between them, they know a thing or two about what makes a good game, having been involved in everything from *Aladdin* and the *Lion King* to *Command & Conquer*. The company, based in Redmond (a stone's throw from Nintendo US and Microsoft) now employs 45 people working on four games, of which *Spider* is the first.

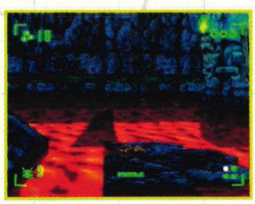
BOSS GAME STUDIOS





"Strap on an eight pod missile launcher, for example, and your movement becomes laboured and lop-sided due to the extra weight. It's a matter of trade-offs and strategy. What do you take and what can you afford to leave behind?" *Colin Gordan, Boss Game*







certainly no other game featuring a spider as the main sprite springs to mind, although Scavenger is currently working on the PlayStation version of their PC game, *Tarantula*, which is a similar concept.

Both Seth and Rob wanted a creature who could learn new moves in the same way Mario can fly or grow bigger through collecting the right icon. This opens up a whole new world of possibilities, because some levels can be completed conventionally, but more areas are opened up if you have a certain power-up (see Spider Power list).

Another intriguing and clever aspect of the game is the fact that being a spider, you can of course spin webs and use them to swing to inaccessible areas or to avoid enemies. This is a key part of the gameplay, especially as your foes include a huge polygon and textured rat that takes up most of the screen! Did the team study real spiders before starting the game?

"Seth bought me a tarantula for a Christmas present so we've had one around for a while," explains Gordan, "they don't move much, but when they do it's pretty damn fast!"

Finally, what do the developers think is the most impressive thing about the game? Colin Gordan winds it up.

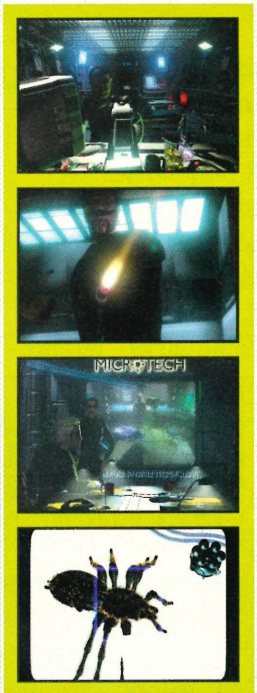
"I think the variety in the levels and artwork stand out the most – along with the fact that the spider looks so creepy!"

Along came a...

In every sense of the word Boss Game is a fledgling game developer, but what they lack in next generation product they more than make up for experience and heritage. Boss Game you see is owned by the special effects giant, Boss Film, responsible for the effects in films like *Species* and *Waterworld*. Boss Film's MD is none other than Richard Edlund, the visual wizard behind *Ghostbusters*, *Cliffhanger*, and who won Oscars for the *Star Wars* trilogy and *Raiders of the Lost Ark*. Clever ideas are not in short demand, and neither are the tools to create truly amazing games.

Boss Film has one of the most advanced motion capture studios in the world and this kind of resource is being fully exploited by the videogames side of the business. The Boss Game team even created a large mechanical spider which was animated by puppeteers and its movements recorded by the motion capture system.

Spider looks like being a hit on the PlayStation and remember where you read it first. We will have a first full review of this game at the end of the year. Arachnophobes can come out from behind that cushion now, it's over.



The impressive intro shows the assault on your lab by the MicroTech thugs and your subsequent mind transference into the body of a spider.

YOU WANT SOME?

Of course you do! Fundamental to exciting and satisfying gameplay is knowing that the arsenal at your disposal is of the highest calibre, and positively wreaks immense damage. The weapons available fall into three broad categories, with most weapons having several different strengths to power-up through, making a provisional total of 28 incredibly vicious tools to tyrannize with. Weapons must be carefully chosen to balance advantages with disadvantages...

[Energy Weapons]

Extended Range Laser

The ER Laser has a longer range than its Pulse counterpart, but generates more heat. Overheating of your 'Mech unit can cause a power shutdown. This scenario should be avoided at all costs, especially mid-battle.

Extended Range Particle Projector Cannon

The ER PPC is one hell of a weapon, causing 15 damage points for every direct strike, however it is heavy and generates plenty of heat. The ER PPC is a magnetic accelerator which fires high-energy proton or ion bolts.

Flamer

Your average, close-combat weapon that is light and effective, although it needs to be used for prolonged periods for any real damage. Obviously a last resort.

Pulse Laser

The Pulse Laser uses a rapid-cycling, high-energy pulse which generates multiple laser beams. Although their range isn't up to the same levels as the ER Lasers, the Pulse Lasers nevertheless pack a strong punch. Three strengths available.

[Ballistic Weapons]

Gauss Rifle

The Gauss Rifle uses magnets to propel projectiles at twice the speed of conventional weapons. However, at a hefty 12 tonnes, this is one of the heaviest weapons available. It causes 15 damage points.

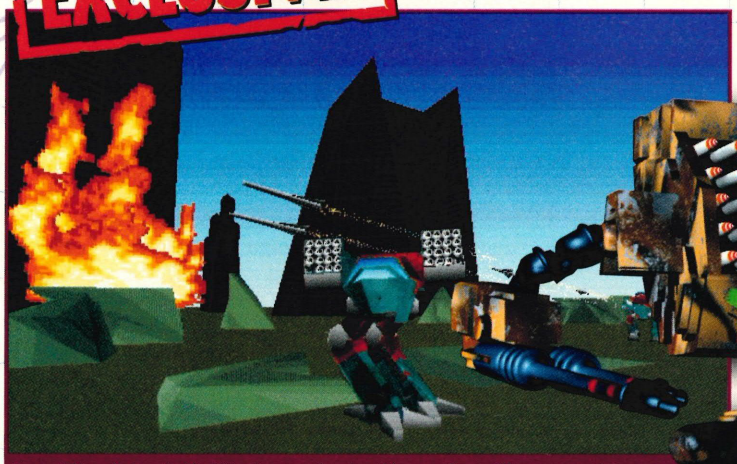
LB-X AutoCannons

Available in four strengths, the LB-X AC series are auto-loading, rapid-firing

MECHWAR

LARGER THAN LIFE, AND BESTIAL TO BOOT, BIG ROBOTS ARE HEADING TOWARDS THE PLAYSTATION. READY FOR ACTION? PREPARE FOR BATTLE AS PLAY GETS READY TO WHIP SOME 'BOT.

EXCLUSIVE!



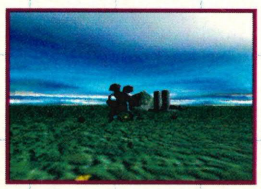
[Above] The missions in *MechWarrior 2* can be played in one of two different ways. You can take control of your 'Mech and go all out, kicking some serious ass, or take a more tactical approach, carefully planning your assaults. The final version will look even better than this.

Guns and 'Mechs.

Written By Asam Ahmad

Yup, that's all you need to know. What am I on about? *MechWarrior 2* of course. It's probably about time we had another big robot battle-fest on the PlayStation, the last having been the hollow *Krazy Ivan*. Good news then that Activision are indeed converting, and enhancing, their futuristic robot combat simulation for our next-gen console. And by all accounts, it's going to be big. Very big.

"*MechWarrior 2* is a giant robot combat simulation which combines fast action gameplay with an involved storyline," explains Murali Tegulapalle the game's producer. And what a story line it is. With the videogame just one part of a whole spectrum of products about the BattleTech sci-fi epic, *MechWarrior 2* has history.



Blueprint

Publisher: Activision
Developer: Quantum Factory/ Activision
% Complete: 25%
Exp Release Date: January '97
Origin: USA
No of Players: 1 or 2

World of the Wars

"*MechWarrior 2* is based on the FASA Corporation's BattleTech Universe. The BattleTech Universe was created in 1985 as a combat simulation board game and has grown to encompass a television series, a book series and a location-based virtual reality centre, and of course videogames," explains Murali. With a heritage rivalling some of the best RPGs, especially those of the Games Workshop, the BattleTech scenario is certainly a miniature cult classic. Here's the low-down this part of the saga.

It's 3057 and there are two warring clans in the BattleTech Universe: Clan Wolf and Clan Jade Falcon. The player, an aspiring *MechWarrior*, chooses a clan to join and must complete 16 unique missions to become the ultimate *MechWarrior*, a BattleMech 'Khan'. On his way to becoming a 'Mech Khan, he must progress through several different ranks, completing objectives given to him by his superiors while fighting enemy 'Mechs, tanks, helicopters, and turrets, through the campaign of war.

Activision has published four previous PC based games based on the Universe, including *MechWarrior 2*, with two previous games for the Super Nes, *MechWarrior* and *MechWarrior 3050*. "We have drawn on all of these titles to create *MechWarrior 2* for the PSX," Tegulapalle adds confidently.



WEAPONS WHICH FIRE HIGH-EXPLOSIVE SHELLS. THEIR DAMAGE CAN RANGE FROM TWO TO 20 POINTS, BUT WITH WEIGHTS THAT INCREASE WITH THE EXTRA POWER.

MACHINE GUN

LIKE THE FLAMER, A SHORT-RANGE LIGHT LAST-RESORT WEAPON THAT CAUSES LITTLE DAMAGE, BUT IS ENOUGH TO HOLD OFF THE ENEMY FOR A SHORT WHILE. THERE IS NO HEAT GENERATED BY THE MACHINE GUN, SO IT CAN ALWAYS BE USED.

ULTRA AUTOCANNONS

SIMILARLY AVAILABLE IN FOUR STRENGTHS, THE ULTRA AC SERIES ARE AUTO-LOADING, RAPID-FIRING WEAPONS WHICH FIRE HIGH-EXPLOSIVE SHELLS. THEIR WEIGHTS ARE IDENTICAL TO THE LB SERIES, AS ARE THE DAMAGE LEVELS, BUT THEY ARE SLIGHTLY FASTER OVER A SHORTER RANGE.

[MISSILE WEAPONS]

LONG RANGE MISSILES

THERE ARE FOUR STRENGTHS OF THE LRM WEAPONS, RANGING FROM FIVE TO 20 MISSILES FIRED FOR EACH SHOT. THEY HAVE A FAIRLY LONG RANGE AND DO NOT HEAT UP YOUR 'MECH TOO MUCH, BUT AREN'T PARTICULARLY FAST.

SHORT RANGE MISSILES

THERE ARE ONLY THREE VARIETIES OF THE SRM, RANGING FROM TWO TO SIX MISSILES FIRED FOR EACH SHOT. THEY SCORE TWO POINTS DAMGE FOR EACH MISSILE SHOT, DOUBLE THAT OF THEIR LRMS COUSINS, BUT ONLY OVER A SHORTER RANGE.

STREAK SHORT RANGE MISSILES

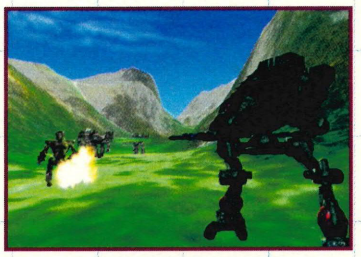
ALMOST IDENTICAL TO THE SRMS, THE SSRMS HAVE ON-BOARD TARGETING DEVICES WHICH LOCK-ON TO YOUR TARGET TO FOLLOW THEM TO A HIT. THEY CAUSE THE SAME DAMAGE BUT ARE TWICE AS HEAVY AS SRMS.

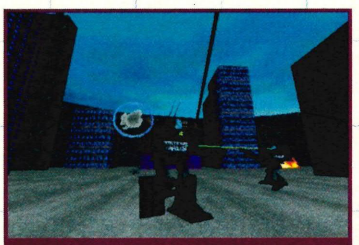


RIOR 2

UNDER CONSTRUCTION







[ABOVE] The action will take place over several different landscapes including several desert, wasteland and city locations, like this one.



[ABOVE] The in-cockpit view depicts vital information, such as damage, a radar, current weapon, oh, and what's in front of you.

STRENGTH IS NOTHING...

"When the player pilots the 'Mechs in this game, he gets the feeling that he is piloting an actual giant combat robot – the physics, motion, pace, etc. all feel very real. We tried to incorporate all of the intricacies that we envisioned a real 'Mech pilot would experience in designing this game."

One of *Krazy Ivan's* weaknesses that became apparent after long-term play was the fact that there was very little to the game except for simply shooting other big robots – there was very little need for tactical play and hence the game didn't inspire. With a whole war campaign to partake in, *MechWarrior 2* promises to provide some real substance for tactically-minded players.

"The real difference in style is in the strategy involved in completing each mission," explains Murali. Through the course of the game, first you learn to pilot a 'Mech through training missions designed to help you get up to speed. Having joined a clan, you are then given your first mission – a sort of primer mission, to get your feet wet.

...WITHOUT CONTROL

"Upon successful completion of your first mission, you'll receive subsequent ones each building on the previous, with different objectives to accomplish," he continues. "Some are mandatory – you must complete these objectives before moving on to the next mission. Others are optional – these do not need to be completed, but, if you are successful in completing them along the way, you'll receive extra honour points. The final mission is the final call to trial. You must defeat several experienced *MechWarrior*s and prove your right to claim the title of Nova Commander – the highest BattleMech rank"

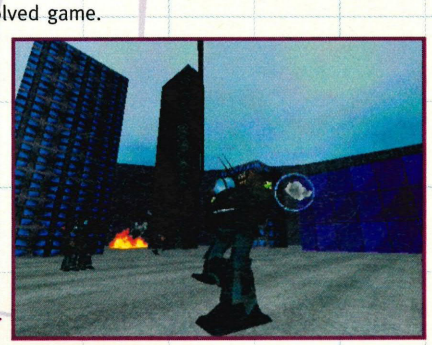
Of course, each mission requires more concentration and skill as you progress, and it's this aspect that should ensure *MechWarrior 2's* long-term playability – a rewarding game is one that inspires skill and mental ability the more you play. "You'll realise that this game is not easy by any stretch of the imagination. Completion of all of the missions and receiving the rank of Nova Commander requires a lot of effort, however in the end, you will be rewarded handsomely."

"We tried to incorporate all of the intricacies that we envisioned a real 'Mech pilot would experience in designing this game..."
Murali Tegulapalle, Activision.

WHOAAH! DEEP, MAN

MechWarrior is an extremely involved game. Each clan has different goals, but both plan to destroy the each other. The player can participate in over 30 unique missions, some even with tanks or helicopters and the like. The objectives in each mission vary. Some are just to destroy all enemies, others involve reconnaissance and so on.

Each mission can be solved in any number





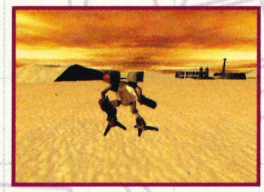
SUITS YOU, SIR

BattleMechs (called 'Mechs for short) are huge, hulking, ten metre tall walking tanks. They range in weight from 20 to 100 tons and each carries significant fire-power. They are very sophisticated, running on a fusion engine but they get very hot, especially when they run around and fire weapons. If they get too hot the fusion engine will melt and the whole 'Mech will turn into a mass of immobile, useless scrap metal. The engine automatically shuts down when it threatens to get this hot but some silly MechWarriors actually override this safety procedure so they can keep kicking butt.

BattleMechs travel at a speed from around 53-100kph, depending on the model (smaller 'Mechs are faster). BattleMechs have four basic sizes. These are Light 'Mechs (20 to 39 tons), Medium 'Mechs (40 to 59 tons), Heavy 'Mechs (60-79 tons) and Assault 'Mechs (80-100 tons). Most players like controlling Assault 'Mechs since they can carry a boat-load of guns.

There are two other basic vehicle units in a BattleTech war. AeroTechs, which are really fast, fusion powered fighter-planes that can fly into and out of the atmosphere like the space-shuttle without booster rockets and DropShips, which are big pods carrying lots of BattleMechs, that can drop from orbit to deploy their cargo. DropShips are very tough and well armed since they have to protect 'Mechs that might be trying to get out of them.

"Right now, I eat, drink, and breath *MechWarrior 2*. When I sleep, I dream of becoming 'Mech Khan of my clan"
Murali Tegulapalle, Activision.









of ways. It all depends on your own preferences and how you play – you can go all-out or try to complete a mission with finesse. With finely honed AI, each mission requires different strategies and as your behaviour changes, so too does the enemy's response and ultimately, the course of play.

"Although there is a lot of action and destruction in the game, which requires good reflexes and response times," Murali continues, "*MechWarrior* will also require you to be cunning. You may need to draw an enemy 'Mech away from his post while you gather information, or trick enemy 'Mechs into firing on each other. Each mission gives you the opportunity to develop different techniques and strategies."

Indeed *MechWarrior 2* is the kind of game that expects you to draw on old tactics, as well as form new ones the further you progress. Compelling? You'd better believe it!

But, before you all get too worried thinking that this game is going to be a bit too involved and taxing, there'll also be an Instant Action option, where you can choose to pilot any 'Mech on any planet, battling against other enemy 'Mechs of your choice.

"The Instant Action section is essentially a shoot'-em-up arena where the player can just join a battle-fest or improve his 'Mech skills before joining a clan," adds Murali.



[Above] Perhaps the most striking aspect of *MechWarrior 2* is the sheer number of events that occur simultaneously on-screen. Having several mechs to deal with at once ain't gonna be easy...

PSXcellence

The PlayStation version of *MechWarrior 2* is still a number of months away, but from what we can tell, it's going to be by far the best. With three different play modes, single player, two player battle and two player co-operative (both in Instant Action link-up mode), there'll be plenty of variety in gameplay, especially against a friend.

"The PlayStation hardware should allow us to increase the frame rate by two to three times over what we were able to achieve on the PC. We are also making improvements to the graphics, improving the texture mapping and lighting effects. Seeing this come together is really exciting," enthuses Murali. "The PlayStation version will also benefit from the feedback we've received from the huge installed base of *MechWarrior 2* PC players. We will make minor tweaks to the gameplay based on that feedback. We are also taking into account the preferences of PlayStation gamers, to give more of an arcade feel to the game."

It all sounds incredibly promising, and hopefully by January '97, this definitive blaster will be bursting onto the PlayStation amidst a flurry of fire.



[Above] Here, my mech is in a bit of trouble, with major damage to my right side. F***! I've just missed my target.



SOFTOGRAPHY

Activision:
Pitfall (Atari VCS)
Kaboom! (Atari VCS)
River Raid (Atari VCS)
Zork (Atari VCS)
The Manhole (PCCD)
Shanghai: Great Moments (PCCD)
MechWarrior 2 Series (Mac, PCCD, Super NES)
Earthworm Jim (PCCD)
Pitfall: The Mayan Adventure (Mega Drive, Super NES)
Spycraft: The Great Game (PCCD)
Zork Nemesis (PCCD)



R RACER REV
34.99
SAVE £10



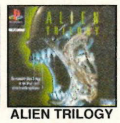
FADE TO BLACK
34.99
SAVE £10



RESIDENT EVIL
39.99
SAVE £10



X-COM
21.99
SAVE £23



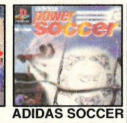
ALIEN TRILOGY
33.99
SAVE £11



INT'L TRACK
34.99
SAVE £10



SF ALPHA
33.99
SAVE £11



ADIDAS SOCCER
34.99
SAVE £10

FREE
When you buy any item at the same as joining or renewing for a year. other offers available
GUYVER 1 VHS MANGA VIDEO

DESIGN MAY VARY
OR EURO 96, STITCHED FOOTBALL **FREE**

9.30am to 8pm Mon-Sat
10am to 5pm Sun & Bank Hols
01279 600204
Or fax 01279 726842 (we'll fax back)
HEAVY discounts HUGE range
Credit terms subject to status
Regular Colour Club Magazine
Coupon discounts & Great prizes

Special Reserve Discount Club
http://www.reserve.co.uk

PlayStation Game CD's

* = NEW ITEM
(ANL) = WILL WORK WITH ANALOGUE CONTROLLERS

3D ARCADE TANK BLAST ...37.99
3D DECATHLON ...33.99
3D LEMMINGS ...34.99
3D TACTICAL SHOOTER ...37.99
A-TRAIN ...38.99
ACTUA GOLF ...38.99
ACTUA SOCCER ...32.99
ADIDAS POWER SOCCER ...34.99
AGILE WARRIOR ...33.49
AIR COMBAT (ANL) ...37.49
ALIEN TRILOGY ...33.99
ALONE IN THE DARK 2 ...31.99
AQUANAUTS HOLIDAY ...38.99
ARCADE GOLF ...37.99
ASSAULT RIGS ...38.99
BLAM! MACHINEHEAD ...40.99
BRAINDEAD 13 ...33.49
BUSTER MOVE 2 ...33.49
CHEESY ...37.99
CHESSMASTER 3D ...33.99
CHRONICLES OF SWORD ...36.99
CRITICOM ...36.99
CYBER SLED ...37.49
D ...36.99
DARK STALKERS ...36.99
DEADLY SKIES ...36.99
DEFCON 5 ...38.99
DESTR'N DERBY (ANL) ...38.99
DIE HARD TRILOGY ...36.99
DISCWORLD ...37.49
DOOM ...32.99
DUNGEON KEEPER ...36.99
EXHUMED ...29.99
EXTREME PINBALL ...37.99
EXTREME SPORTS ...38.99
FADE TO BLACK ...34.99
FIFA SOCCER 96 ...27.99
FIRO AND KLAWD ...31.49
FORMULA 1 (ANL) ...38.99
GALAXIAN 3 ...36.99
GEX ...38.99
GUNSHIP 2000 ...33.49
HEXEN ...32.99
HI OCTANE ...24.99
ICE AND FIRE ...32.99
IMPACT RACING ...36.99
INTERNATIONAL SUPERSTAR SOCCER DELUXE ...36.49
INT'L TRACK AND FIELD ...34.99
JOHNNY BAZOOKATONE ...33.99
JUMPING FLASH ...36.99
JUPITER STRIKE ...24.99
KILEAK THE BLOOD ...27.99
KONAMI LINKS (GOLF) ...36.49
LOADED ...38.99
LONE SOLDIER ...34.99
MAGIC CARPET ...34.99
MICKEY'S WILD ADV ...36.99
MICRO MACHINES 3 ...36.99
MORTAL KOMBAT 3 ...40.99
MYST ...38.99
NAMCO MUSEUM VOL.1 ...38.99
NBA 96 ...37.99
NBA IN THE ZONE ...36.49
NEED FOR SPEED (ANL) ...34.99
NFL GAME DAY ...38.99
NFL QUARTERBACK ...33.99
NHL FACE OFF ...32.99
NOVASTORM ...32.99
OFF WORLD INTERCEPTOR ...34.99
OFFENSIVE ...37.99
OLYMPIC GAMES ...33.99
OLYMPIC SOCCER ...33.99
ON SIDE ...36.99
PANZER GENERAL ...36.99
PETE SAMPRAS TENNIS ...36.99
PGA TOUR GOLF 96 ...37.99
PHILOSOMA ...37.49
PO' ED ...35.49
PRIMAL RAGE ...35.99
PROJECT OVERKILL ...36.49
PSYCHIC DETECTIVE ...36.99
RAGING SKIES ...38.99
RAW PURSUIT ...36.99
RAYMAN ...37.99
RESIDENT EVIL ...39.99
RETURN FIRE ...35.49
REVOLUTION X ...24.99
RIDGE RACER (ANL) ...38.99
RIDGE RACER
REVOLUTION (ANL) ...34.99
RISE 2 - RESURRECTION ...36.99
ROAD RASH ...37.49
SHELLSHOCK ...40.99
SHOCKWAVE ASSAULT ...24.99
SKELETON WARRIORS ...36.99
SLAM N JAM 96 * ...29.99
SPACE HULK - V.O.T.B.A ...36.99
STARBLADE ALPHA ...37.49
STARFIGHTER 3000 ...36.99
STREETFIGHTER ALPHA ...33.99
STRIKER 96 ...32.99
SWAGMAN ...40.99
SYNDICATE WARS ...37.99
TEKKEN ...24.99
THEME PARK ...34.99
THUNDERHAWK 2 ...39.99
TILT ...32.99
TOP GUN ...36.99
TOSHINDEN 2 ...38.99
TOTAL ECLIPSE TURBO ...24.99
TOTAL NBA ...34.99
TRANSPORT TYCOON DE ...34.99
TRUE PINBALL ...34.49
TUNNEL B1 ...37.99
VICTORY BOXING ...36.99
VIEWPOINT ...35.99
VIPER ...37.99
VIRTUAL GOLF ...40.99
VIRTUAL OPEN TENNIS ...36.99
WARHAWK ...38.99
WING COMMANDER 3 ...41.99
WIPE OUT (ANL) ...24.99
WORLD CUP GOLF ...32.99
WORMS ...29.99
X-COM ENEMY UNKNOWN ...21.99
X-FILES ...36.99
X-MEN CHILDREN OF ATOM 36.99
ZERO DIVIDE ...34.99

High Capacity Memory Card £29.99
120 SLOT. 8 TIMES MORE MEMORY THAN STANDARD MEMORY CARDS. ENABLES YOU TO LOAD AND SAVE GAME DATA. PLUGS INTO MEMORY CARD SLOT ON PLAYSTATION

ATARI LYNX + BATMAN RETURNS GAME JUST ...£29.99

All prices include VAT and carriage to MOST UK mainland addresses.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
TRIAL MEMBERSHIP ONLY £1.00 *(1 MAGAZINE)*
ONE YEAR MEMBERSHIP £7.00 (UK) £9.00 (EC) £11.00 (WORLD)
Buy one item as you join for a year and we'll give you a choice of great FREE gifts.
Over 250,000 people have joined and Special Reserve has 80 dedicated staff.
Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price.
Hundreds of pages of information on our internet site at www.reserve.co.uk.
Amazing club shops at Chelmsford, Essex and Sawbridgeworth, Herts.
PC repairs & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail).
No Quibble return policy £4 min or 2.5% - see the club magazine for details.

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

(BLOCK CAPITALS please) PLAY
Name & Address
Postcode
Phone No Machine
Enter membership number (if applicable) or
MEMBERSHIP FEE (ANNUAL UK £7.00)
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Creditcharge/Switch/Visa £
CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO.)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH
Inevitably some games listed may not yet be available. Please phone to check availability.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.
Prices may change without prior notification. Sent to press 24.07.96 E. & O.E.

PLAYSTATIONS NOW FROM ONLY £184.99



CREDIT TERMS AVAILABLE – SUBJECT TO STATUS
WE ONLY SELL GENUINE UK PRODUCTS WITH UK GUARANTEES

PlayStation + one controller and playable demo CD featuring five top titles ...184.99
PlayStation + Ridge Racer Game ...199.99
PlayStation + Extreme Sports Game ...199.99
PlayStation "Fire" + two controllers & memory card 204.99
(includes extra Logic 3 controller & memory card to save positions & high scores)
PlayStation + Alien Trilogy Game ...214.99

ALL PLAYSTATIONS INCLUDE ONE CONTROLLER, PLAYABLE DEMO CD AND RF LEAD FOR CONNECTION TO NORMAL TELEVISIONS.
OPTIONAL SCART LEAD AVAILABLE FOR ENHANCED PICTURE AND SOUND

PRICES INCLUDE DELIVERY

PlayStation Controllers



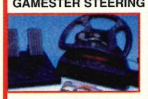
ASCII CONTROLLER ...21.99

FIRE INFRA-RED JOYPAD SYSTEM ...29.99
INCLUDES 2 JOYPADS AND A RECEIVER BOX. REQUIRES 4 X AAA BATTERIES (NOT SUPPLIED)



SONY CONTROLLER FOR PLAYSTATION ...26.99

GAMESTER STEERING WHEEL AND PEDALS 79.99
TRUE ANALOGUE PROGRESSIONAL STEERING, ACCELERATOR AND BRAKE. 8 DIGITAL BUTTONS & ANALOGUE FOOTPEDALS. LOOK FOR GAMES MARKED (ANL)



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





LOGIC 3 (CONTROL STATION) CONTROLLER ...12.49
8 BUTTON CONTROLLER, EXTRA LONG CABLE •



PHASE 9 CYCLONE CONTROLLER ...17.99
8 BUTTONS, AUTOFIRE, TURBOFIRE & SLOW MOTION

PS PROPAD CONTROLLER ...21.99
8 BUTTON PROGRAMMABLE CONTROLLER WITH AUTOFIRE & SLOW MOTION



SONY MOUSE FOR PLAYSTATION ...29.99
COMPLETE WITH DESIGNER MOUSE MAT

VRF1 ARCADE STEERING WHEEL ...45.99
GIVES TRUE ANALOGUE PROGRESSIONAL STEERING. LOOK FOR GAMES MARKED (ANL)

PlayStation Miscellaneous

DUST COVER FOR PLAYSTATION ...7.99
EXTERNAL DISK DRIVE ...59.99
3.5" DISK DRIVE USE STANDERD 2DD FLOPPY DISKS. UP TO 15 SAVES PER DISK. WITH CHEAT DISK CONTAINING OVER 100 CHEATS
FIRE MEMORY CARD FOR PLAYSTATION ...17.99
HIGH CAPACITY MEMORY CARD (120 SLOT) 29.99
LINK CABLE FOR PLAYSTATION ...11.99
SCART LEAD - COMPOSITE TO SCART TV ...9.99
SCART LEAD - RGB TO SCART TV ...12.99
HIGH QUALITY CONNECTION VIA SCART TV
SONY MULTI-TAP FOR PLAYSTATION ...28.99



A l'attention des commerçants

Nous distributons des jeux vidéos sur ordinateur dans toute l'Europe et nos prix sont si bas que vous n'en croiriez pas vos yeux.
Plus de temps à perdre. Contactez nous par téléphone ou par fax pour obtenir gratuitement notre liste de prix. Nos vendeurs par téléphone ne parlent malheureusement pas français et par conséquent, si vous ne parlez pas anglais, nous vous serions reconnaissants de bien vouloir nous contacter par fax ou par courrier.

Handelaren opgelet

Wij distribueren computerspellen naar Europa en onze prijzen zijn zo laag dat u denkt dat u droomt. Dus waar wacht u nog op? Bel of fax ons om een gratis prijslijst te verkrijgen. Tot onze spijt spreken onze vertegenwoordigers aan de telefoon geen Nederlands, daarom gen wij u als u geen Engels spreekt ons te faxen of te schrijven.

Achtung Händler

Wir vertreiben Computerspiele in Europa und unsere Preise sind so niedrig, daß Sie Ihren Augen manchmal nicht glauben können. Also worauf warten Sie? Rufen Sie uns an oder faxen Sie uns, damit wir Ihnen eine kostenlose Preisliste schicken können. Leider spricht unser Telefon-Verkaufspersonal kein deutsch. Wenn Sie also nicht englisch sprechen, schicken Sie und Ihre bestellung bitte per Fax oder Post.

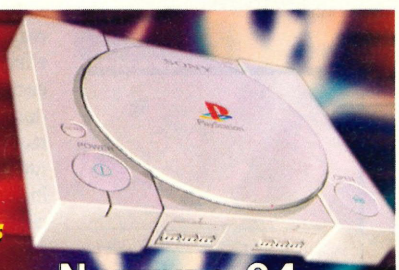
Återförsäl are se hit!

Vi distribuerar TV-spel i Europa och våra priser år så låga att du tror att du drömmer. Vad väntar du på? Ring eller faxa oss nu för en gratis prislista. Tyvärr talar inte våra telesäljare svenska. Om du inte talar engelska så faxa eller skriv till oss.

Great Games
Streatfield House, Alvescot Road, Carterton, Oxon. OX18 3XZ England.
TEL: ++ 44(0)1993 844566 FAX: ++ 44(0)1993 840750

SKILL

The fastest with new games



ALL FORMAT PLAYSTATIONS
Full Speed-Full Screen-
Full Colour £239 with demo

NINTENDO 64 £299

JAPANESE GAMES

Ace Combat	£29.99
Zero Divide	£29.99
V-Tennis	£34.99
Boxers Road	£24.99
Prime Goal	£24.99
Dark Stalkers	£64.99
Ridge Revolution	£64.99
Toshinden II	£64.99
Tekken II	£64.99
Resident Evil	£64.99
Jumping Flash II	£64.99
Galaxian III	£64.99
Motortoon II	£64.99
King of Fighters	£69.99

AMERICAN GAMES

WWF Wrestlemania	£29.99
X-Com	£29.99
Tekken	£29.99
Destruction Derby	£29.99
Warhawk	£29.99
Twisted Metal	£29.99
Wipeout	£44.99
Doom	£49.99
Fade To Black	£49.99
Space Hulks	£49.99
Defcon 5	£29.99
Alien Trilogy	£49.99
Olympic Games	£49.99
Syndicate Wars	£49.99
Adidas Power Soccer	£49.99
Ridge Revolution	£49.99
Olympic Soccer	£49.99
St. Fighter Alpha	£49.99
Resident Evil	£49.99
Total NBA '96	£49.99
Magic Carpet	£49.99



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

SLOWLY BUT SURELY BOLSTERING ITSELF AS A FORCE TO BE RECKONED WITH, GREMLIN INTERACTIVE IS WORKING HARD TO FOLLOW THE SUCCESS OF ITS FIRST TRIO OF PLAYSTATION GAMES. WITH A NEW LINE-UP OF GAMES SET TO HIT THE SHELVES BY XMAS, PLAY GETS *HARDCORE* WITH A *HARDWAR*, JUST IN TIME TO GET *RELOADED*.

HARDCORE

Drum 'n' Bass

or Techno? Neither. It's racing, but not as we know it. *Hardcore 4x4* (originally named *Gears 'n' Guts*) looks set to redefine racing games with some hot off-road action set over six long and formidable dirt tracks. Generated in 'True 3-D', drivers are not simply restricted to a narrow track to race along, but have the freedom to go cross country and find useful short cuts along the way.

Using a proprietary real-world physics engine – the combination of a 3-D environment with real-time motion capture that mimics real world effects and forces such as gravity or inertia – each of the six different vehicles has been designed to suit a particular terrain, just like the real-world vehicles they're based upon. Using ratings awarded in eight different areas, including attributes such as traction, turning circle and gear ratios, the vehicles will have their own advantages and disadvantages for each different track. This data is parsed through the real-world physics engine to ensure each 4x4 handles accurately, and according to its surroundings.

The vehicles aren't indestructible either, and will sustain damage as you play. When they roll over or collide with other competitors, any damage will progressively affect their performance, reducing your speed and the possibility of taking more hazardous short cuts.

Blueprint

Publisher: Gremlin Interactive
Developer: In-house
% Complete: 60%
Expected Release Date: November '96
Origin: UK
No of Players: 2 (link-up)

"Those out of contention may decide to abandon the race and attack the opponents instead!"





[ABOVE] Players can choose one of six vehicles modelled around real off-road 4x4 trucks, with authentically reproduced real-world physics.
[RIGHT] The motion of all the vehicles is incredibly realistic, with suspension that reacts to the terrain as you drive.

Hardcore 4x4 can be played in either Championship, Time Trial or Practice modes, with races structured into three classes based on engine size. To rise up a racing class requires overall winning of your current championship level through the whole season of six courses. Completing the game through all three classes won't be an easy task, with the off-roaders getting more difficult to handle as you rise through the ranks.

To further complicate things, the computer controlled opponents also have a high level of artificial intelligence. Computer players will plan their tactics according to their championship hopes and possibilities. As an example, in the last event of the season, those who are out of contention may decide to abandon the race and attack their opponents instead. To top it all, there'll also be a two player link-up mode for a bit of head-to-head *Hardcore* racing. Can't wait.



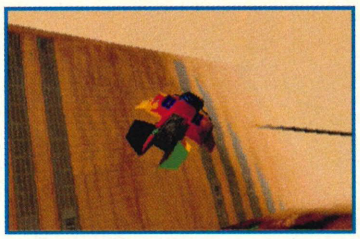
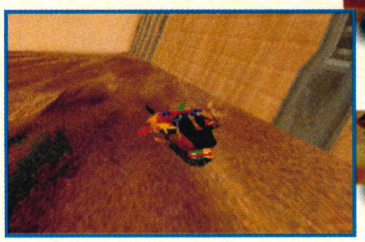
[ABOVE] It's not all dirt – many of the levels, from glacial ravines to volcanic islands, contain widely varied scenary.



[ABOVE] Try and cut off too many corners and you might just find yourself rolled over onto your head. Doh!







HARDWAR

Women trouble?

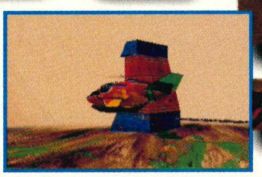
Could be, but more likely a futuristic arcade flight simulation set in a huge world full of crime, corruption, and... claustrophobia.

The action in *HardWar* takes place in the City of Misplaced Optimism, a sprawling conurbation spread across nine craters on Jupiter's icy moon Titan. You're the pilot of your very own Moth, which allows you to earn a meagre living. What you do for a 'living' is up to you, but essentially, it's going to involve dog-fighting. Lots of it.

Employment is found by, quite literally, listening out for jobs. Initially there are bread and butter tasks that you can take to support yourself, and maintain or even upgrade your ship. However, the real money comes from dirty work like bounty hunting, assassination and gun-running. Although necessary for survival in this cut-throat world, embarking on a life of crime isn't going to be easy. Apart from having to establish yourself as a cool customer, tooled-up to the hilt, you're gonna have to watch your back. Tread on someone's toes and you can expect repercussions – the Factions that run this city have long memories and if you end up with a price on your head, you'll be next on that bounty list...

Hardwar has been designed to be open-ended and non-linear, and allows you to develop your own playing style. With no strict objectives to aim for, apart from success, and escape, the game can be played at your own pace. You call the shots, and every decision is morally yours – you can choose the jobs, who you work for, and even who you betray.

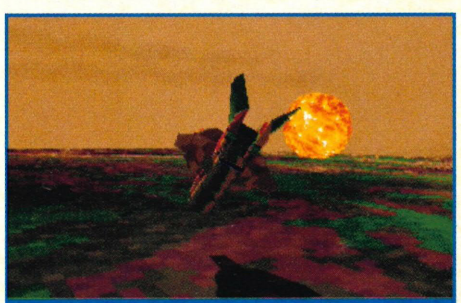
With a plot that mutates as you play, and artificial intelligence to rival your own, *HardWar* looks set to provide gamers a real alternative to short-lived 'pre-defined' games. Combining the need for vital decision-making, strategy for your long-term goals, and of course reactions for the dog-fighting action, Gremlin's apocalyptic offering sounds likes a cross between *Elite* and *Mercenary* and will be here in November.



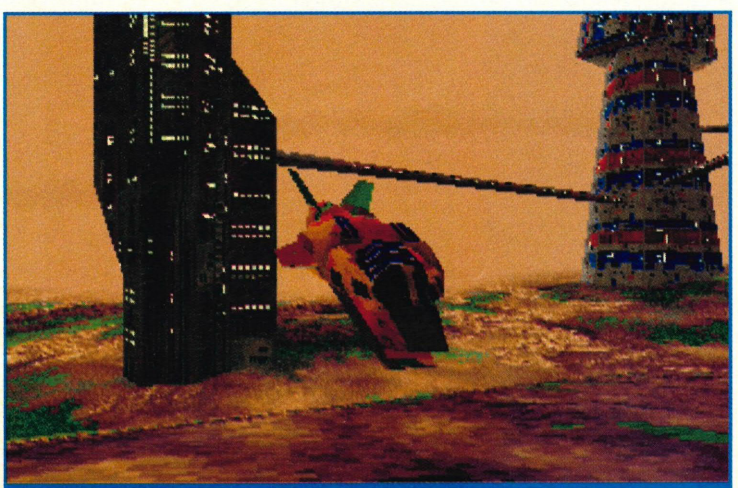

"*Hardwar* looks like a cross between *Elite* and *Mercenary*..."



[Above] Your solar powered Moth needs to be recharged during the night at hotly contested charging stations.



[Above] Dog-fighting will be an integral part of the game, should you decide to take on the handsomely paid riskier jobs...



[Above] The cities may seem sparsely built, but are in fact huge and bustling. The graphics look *Bladerunner*-esque and bleak, but fit the game well.

Blueprint

Publisher: Gremlin Interactive
Developer: In-house/Software Refinery
% Complete: 40%
Exp. Release Date: November '96
Origin: UK
No of Players: 1

RELOADED

Bursting at the seams

Blueprint

Publisher: Gremlin Interactive
Developer: In-house
% Complete: 40%
Expected Release Date: November '96
Origin: UK
No of Players: 2

with even more violent and charged gameplay than its phenomenally popular predecessor, *Reloaded* looks set to be the definitive gore-fest for the PlayStation this autumn. At the end of the last game, *Loaded*, FUB (Fat Ugly Boy), defeated, made his escape by propelling his mind across the galaxy in his cunningly devised brain-pod. Falling into the lap of a strapping, chiselled bronzed god of a man, Manuel Auto, FUB was reborn into a new body. Changing his name to CHEB (Charming Handsome Erudite B******), our newly formed miscreant escapes the planet full of hippies and failing artistes to climb the social ladder.

Featuring most of the original cast of curious characters, plus a few new ones, including Magpie, a roving cyber-nun armed with mother (superior) of a weapon, and The Consumer, a cannibal with a voracious appetite for violence, *Reloaded* perpetuates the same formula of warped weirdness and all-out blood-spilling violence that made the original such a success. Set over seven huge 3-D worlds, the action has been taken 'outside' with an enormous variety of graphical styles. The soundtrack will be similarly charged to rival PWEI's efforts in *Loaded*, with another top alternative rock band providing the score.



[Above] Even more so than *Loaded*, this sequel will require you to find many objects, and solve some fiendish puzzles.

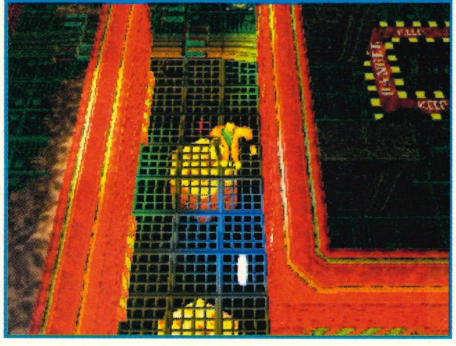
Players must also solve more taxing puzzles to progress, with more character interaction. You'll need to gather information from any wretched souls who might cross your path. Also updated is the arsenal at your disposal, and in line with the more intense challenges, all eight characters have inherited more powerful, yet complex, special moves.

And to further induce violent behaviour throughout the game, players will be rewarded for how well they perform in each level. A breakdown of your character's performance is given, and 'good show' is rewarded by better special powers. Likewise, if you under-perform, you'll be punished for not being 'ard enough. The great gore-fest will return in November.

"*Reloaded* perpetuates the same formula of warped weirdness and all-out blood-spilling..."



[Above] Life's certainly no beach as a character in *Reloaded*. That protrusion from the sand looks rather menacing.
[Below] The variety in the graphics from level to level will have you quivering in a kaleidoscopically induced mess.





[Above] Gore. Great gushing gore. I love it.







SOFTOGRAPHY

GREMLIN HAS PRODUCED AN IMMENSE NUMBER OF TITLES ON MANY PLATFOMS OVER THE YEARS, HERE ARE SOME OF THE MORE NOTABLE:

Avenger
Alien Evolution
Bounder
California Games
Highway Encounter
Monty Mole Series
Potty Pigeon
Sam Stoat
Samurai Trilogy
Thing on a Spring
Trailblazer
Way of the Tiger

And more recently

Retribution (PC)
Zool 1 & 2 (PC, Amiga, MD, SNES)
Premier Manager Series (PC, Amiga)
Lotus 1,2,3 (PC, Amiga, MD)
Desert Strike (PC)
Jungle Strike (PC)
Actua Soccer (PC, PlayStation)
Loaded (PlayStation, Saturn)
Euro '96 (PC)
Actua Golf (PlayStation)

MORE OFFENSIVE WEAPONS THAN YOU CAN SHAKE A LARGE POINTY STICK AT.

BATTLE ARENA TOSHINDEN 2

Swords, clubs, skewers, whips, swords, scythes, batons and swords.
Battle Arena Toshinden 2 has enough lethal hardware to start a small war. In your living room.
So be careful. Or you could have someone's eye out.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

SONY COMPUTER ENTERTAINMENT

PlayStation

Battle Arena Toshinden 2 and it's characters are trademarks of Takara Company., LTD. All rights reserved. © Takara Company LTD. 1996. "PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

ANDRETTI RACING '97



WITH MORE OPTIONAL EXTRAS THAN OUR REVIEWS EDITOR'S MACINTOSH, DOES EA'S LATEST RACER POSSESS THE WINNING STREAK?

Hairy women, pasta and giving the world syphilis are just three of the things that Italy's famous for. Of course I'm only joking (I actually quite like pasta) but it sure is a great link for introducing a name that's synonymous with the world of professional motor sports. Intended as the first in a series of titles to feature the mug of racing legend Mario Andretti, *Andretti Racing '97* aims to pip *F1* to the post with a combination of colourful visuals, thrilling gameplay and that oh-so-important video game element: fun.



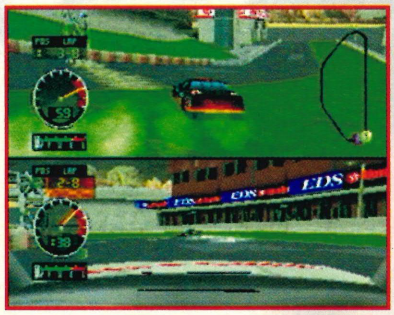
[ABOVE] Neat little graphical touches, such as skid marks, steam and flying car debris, add to the overall realism.

ROAD RAGE

Whilst Psygnosis' offering takes the serious, anally-retentive racing fan approach to the genre, EA's latest driving title opts for a more light-hearted route and aims to offer players an approachable and exciting arcade ride. With that in mind though, it has to be said that EA may have inadvertently shot themselves in the foot. Whereas their direct competition should come from the hyped-to-hell uber-monster that is *F1*, they're actually more than likely to damage sales of their own hit, the high-scoring *Need For Speed*. Both games feature the same essential split screen and link cable modes, slick presentation and arcade style driving, so surely *Andretti Racing '97* is simply more of the same?

Of course some attempts have been made to differentiate this title from the glut of racers already on the market thanks in part to the inclusion of both Stock Car and Indy Car racing modes, each of which has its own individual style and nuances. Players may attempt to set their own top track times in the qualifying section, try their hand at a variety of tracks in Exhibition Mode or simply begin their own racing career and become a household name in no time at all. Demon drivers keen to blast round the track at high speed, targeting other frightened players for a spot of one-on-one vehicle bashing should feel right at home with the Stock Cars. True road skill





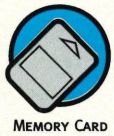
PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 546465
Price: £44.99
Release date: 13th September '96

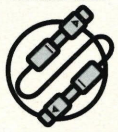

ONE PLAYER

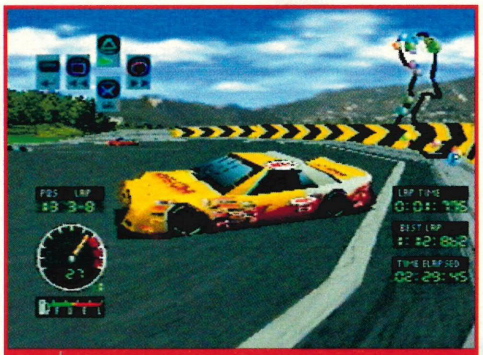
MUTIPLE PLAYERS


STEERING/ANALOGUE

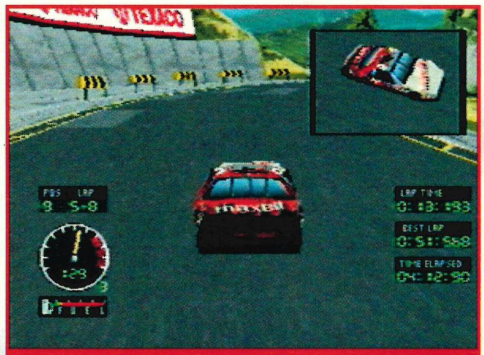

MEMORY CARD


SPLIT SCREEN

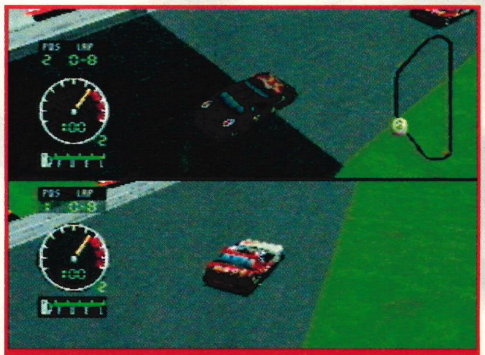

LINK CABLE



[Above] During and after the race, players may pause the game, and watch the whole shebang from a variety of TV style angles.



[Above] A plethora of picture-in-picture views provide players with some idea of where the competition is.



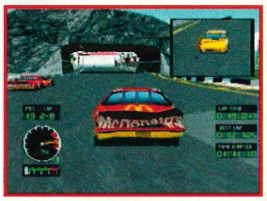
[Above] Thankfully, EA have had the foresight to include both split-screen and link-up features which should please everyone.



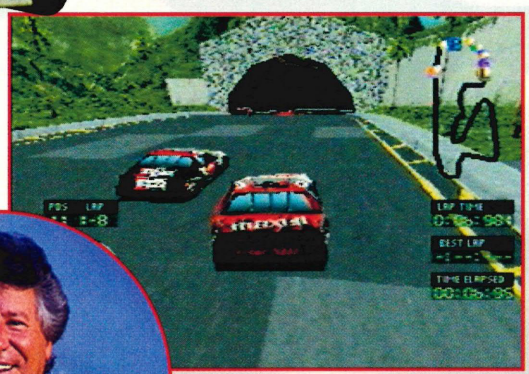


[Above] Although speed is never a problem in two player mode, the split screen view results in a noticeable drop manoeuvring space.

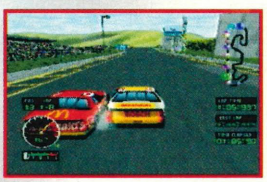








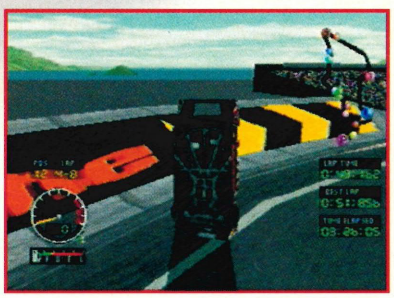




[Above] Unlike other racing games, pit stops form an essential, if annoying, part in *Andretti Racing*. A damaged vehicle will lose you the race.







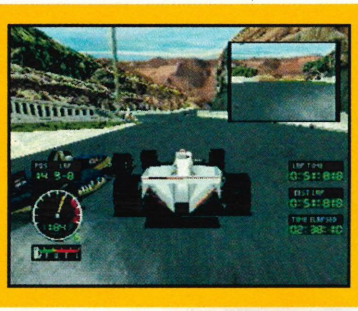
seems to go right out the window, replaced by a simple-to-master arcade racer where the emphasis is on making it to the finishing line in one piece before being rammed off the track altogether. Quite what Mr. Andretti thinks of all this is something of a mystery but hey, as long as the royalty payments keep rolling in who cares?

Wheels on Fire

On the other hand, opt for the Indy Car mode and players are faced with a true test of nerves as they take to the track in the American version of a Formula 1 car, impressing the ladies and leaving the opposition standing in a cloud of smoke. Once again though it has to said that *F1* wins hands

A Vroom With A View

Thanks to the unique picture-in-picture feature (available in both Stock Car and Indy Car modes) players are able to keep an eye on competitors creeping up from behind, see what the race leader's up to and check out their own vehicle from all manner of angles. Unfortunately, calling up this option tends to obscure the top right hand corner of the screen making some turns tricky to spot.

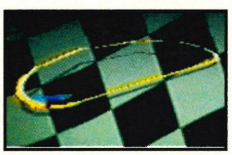


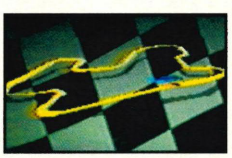
Road to Nowhere...

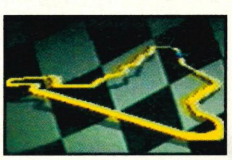
Andretti Racing '97 boasts over 20 real life racing courses for players to tackle, set in variety of global locations. Sadly however, unlike *F1*, weather conditions have virtually no affect on vehicle handling whatsoever. Surely taking a hairpin bend at high speed on the Glacier Fields track should cause all manner of mishaps? Unfortunately not. While the scenery may look realistic enough, the road conditions fail to provide any challenge at all. Worra shame...











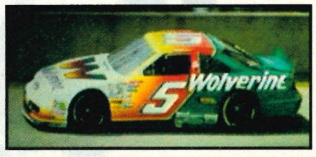
START YOUR ENGINES...

With two radically different styles of racing to choose from, players can try their hand at the straightforward road rage-inducing mayhem of the Stock Cars or take the professional path with the realism of the Indy Cars. Before the race begins, players may alter their vehicles set-up, selecting tyres, manual or automatic transmission, gear ratios and more. Hey, each section even has its very own cheesy FMV intro complete with annoying commentator. What more could you ask for?

[Indy car]

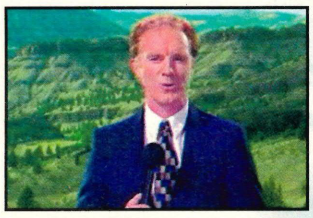


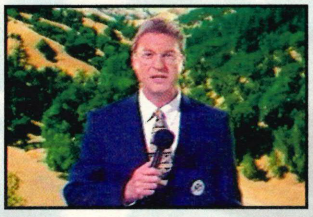
[Stock car]







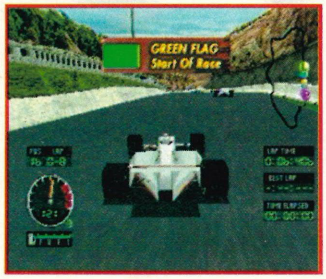




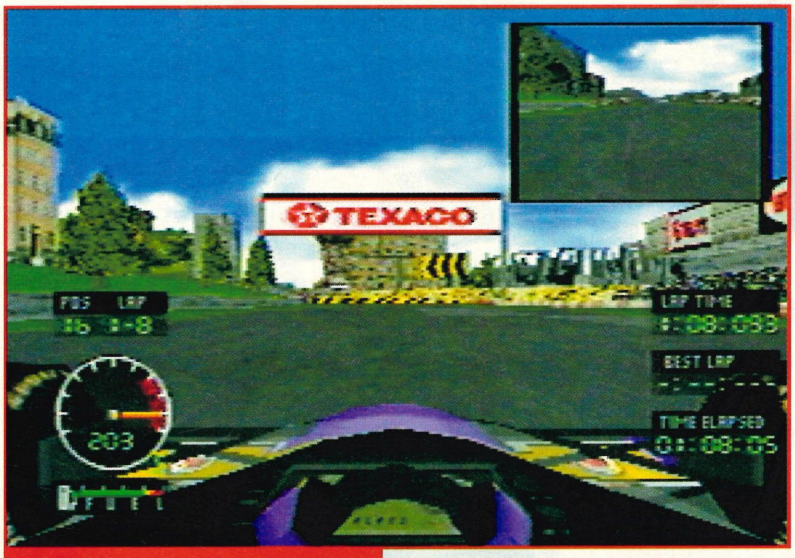




down in the realism stakes. When cars seems to shrug off collisions with very little damage and even novice drivers grace the winners podium with ease, serious doubts definitely have to be raised about the overall gameplay. I have to admit I have real problems with the *Ridge Racer Revolution* school of cornering and its thumb-off-the-accelerator-and-onto-the-brake style powerslides. Fortunately, *Andretti Racing '97* overcomes this by forcing players to come to a virtual stop, reposition their vehicle in the correct direction and start off again. Weird.







[Above] Ha! Unlike Psygnosis' *F1* offering, *Andretti Racing '97* does boast that all-important, in-yer-face cockpit view as well as four more selectable angles. [Right] Put your pedal to the metal and leave 'em standing! Getting off to a quick start is essential as early positioning can affect the rest of the race.



"*Andretti Racing '97* aims to pip *F1* to the post..."

And the winner is...?

As if questionable vehicle handling wasn't enough, criticism also has to be levelled at the truly dire sound effects. Forget sampled sounds. Gone are rumbling revs and high-pitched engine groans, instead we're treated to that damn annoying cat-wailing sound when cars reach high speeds. As if this audio assault wasn't bad enough, EA have enlisted the talents (?) of some old cock rocker to provide a soundtrack that should RAWK! but unfortunately tends to induce nausea when heard for the umpteenth time.

EA should have taken the plunge and plumped for either one style of racing or the other. Instead we're treated to a poorly executed pairing of both. Yes, *Need For Speed 2* would be welcomed with open arms, but *Andretti Racing '97* merely comes off as a pale uninspired, frustrating imitation. Hopefully EA will have got their act together by the time *McLaren at Le Mans* makes its PlayStation debut early next year. In the meantime, those of you keen to burn rubber will have to make that all-important decision: *F1* or *Andretti Racing '97*? Not much of a choice really is it?



PLAY

Looks	●●●●●●●●○○
Sounds	●●●●●●○○○○
Gameplay	●●●●●●●○○○
Value	●●●●●●○○○○
Mario Madness:	●●●●●●●○○○

PLAYED 74%

It's a no-go for Mario.

Alternatively:
F1 (92%)
The Need for Speed (94%)

CD DIRECT

PSX



VISA · Access · SWITCH · DELTA · MasterCard

FREEPHONE · 0800 317 864

3D Lemmings	£34.95
Actua Golf RELEASE DATE: July 96	£36.95
Actua Soccer	£34.95
Adidas Power Sports Soccer	£37.95
Agile Warrior	£35.95
Air Combat	£35.95
Alien Trilogy	£35.95
Alone in the Dark 2	£35.95
Assault Rigs	£36.95
Beyond the Beyond RELEASE DATE: TBA	£37.55
Blam! Machinehead RELEASE DATE: Aug 96	£36.95
Casper RELEASE DATE: TBA	£34.95
Cheesy RELEASE DATE: Sept 96	£34.95
Chessmaster 3D RELEASE DATE: TBA	£32.95
Chronicles Of The Sword RELEASE DATE: TBA	£36.95
City Of The Lost Children RELEASE DATE : TBA	£37.95
Criticom	£35.95
Cyberia RELEASE DATE: TBA	£34.95
Cybersled	£29.95
D	£36.95
Doom	£34.95
Dark Stalkers RELEASE DATE: 3rd September 96	£34.95
Dawn Of Darkness RELEASE DATE: TBA	£35.25
Deadly Skies	£35.95
Defcon 5	£36.95
Descent	£34.95
Destruction Derby	£35.95
Disc World	£35.95
Driving - Need For Speed	£35.95
E.S.P.N Extreme Games	£37.95
Extreme Pinball	£36.95
F1 RELEASE DATE: September 96	£36.95
FIFA International Soccer 96	£29.35
Fade to Black	£36.95
Firestorm: Thunderhawk 2	£36.95
G Police RELEASE DATE: TBA	£38.95
GEX	£34.95
Gunship 2000	£35.95
Impact Racing	£35.95
International Championship Soccer	£31.65
International Track & Field	£35.95
Johnny Bazzookatone	£35.95
Jumping Flash	£37.95
Kaboom 3D RELEASE DATE: September 96	£37.95
Kileak The Blood	£33.95
Krazy Ivan	£36.95
Lemmings Paintball RELEASE DATE: TBA	£37.95
Loaded	£37.95
Magic Carpet Plus	£36.95
Micky's World Adventure	£36.35
Mortal Kombat 3	£39.95
Motor Toon GP 2 RELEASE DATE: TBA	£37.55
Museum Piece Vol 1 RELEASE DATE: September 96	£37.55
Myst	£37.95
NBA 96 RELEASE DATE: TBA	£37.95
NBA In The Zone	£35.95
NBA Jam T.E.	£29.95
NFL Game Day	£37.95
NFL Quarterback Club 96 RELEASE DATE: TBA	£36.95
NHL Face Off	£37.95
Negcon Control Pad	£39.95
Nova Storm	£36.95
Off World Interceptor Extreme	£32.95
Onside RELEASE DATE: Sept 96	£35.95
PGA 96	£35.95
Po'Ed RELEASE DATE: Sept 96	£38.75
PSX Mouse	£23.45
Parasite RELEASE DATE: TBA	£38.95
Panzer General	£33.95
Performa Steering Wheel	£55.95
Philosoma	£36.95
Phono to Scart Lead for Sony Playstation	£9.35
Playstation Scart to RGB Lead	£18.75
Powerserve RELEASE DATE: TBA	£32.95
Primal Rage RELEASE DATE: TBA	£34.95
Prowler RELEASE DATE: TBA	£34.95
Psychic Detective	£36.95
Rapid Reload	£37.95
Rayman	£36.95
Resident Evil RELEASE DATE: Aug 96	£38.95
Return Fire RELEASE DATE: Aug 96	£35.95
Revoloutin X	£36.95
Ridge Racer	£37.95
Ridge Racer Revolution	£37.95
Rise 2: The Resurection RELEASE DATE: July 96	£25.20
Road Rash	£36.95
Sampras Extreme Tennis	£35.95
Sentient RELEASE DATE: TBA	£38.95
Shell Shock	£36.95
Shock Wave Assault	£34.95
Silverload RELEASE DATE: TBA	£36.35
Sony Playstation Destruction Derby Pack	£211.50
Sony Playstation - Solo	£194.95
Space Hulk VOTBA	£35.96
Starblade Alpha	£36.95
Starfighter 3000	£35.95
Street Fighter Alpha	£35.95
Street Fighter Movie	£32.95
Striker 96	£34.95
Swagman RELEASE DATE: TBA	£37.95
Tekken	£39.95
The Raven Project	£33.95
Theme Park	£34.95
Tilt RELEASE DATE: 10th August 96	£34.95
Time Commando RELEASE DATE: Aug 96	£34.95
Toshinden	£37.95
Toshinden 2	£37.95
Total Eclipse Turbo	£32.95
Total NBA 96	£37.95
Transport Tycoon RELEASE DATE: Sept 96	£35.95
True Pinball	£33.95
Tunnel B1 RELEASE DATE: 27th September 96	£33.95
Twisted Metal	£37.95
ViewPoint	£35.95
Viper RELEASE DATE: 19th October 96	£33.95
Virtual Golf RELEASE DATE: Sept 96	£34.95
WWF Wrestlemania	£36.95
Warhammer - Shadow of the Horned Rat	£31.95
Warhawk	£37.95
Williams Arcade Classics	£29.95
Wing Commander 3	£37.55
Wipeout	£37.95
World Cup Golf Pro Edition	£33.95
Worms	£33.95
X-Men Children Of The Atom	£35.95
XCOM UFO Enemy Unknown RELEASE DATE: August 96	£32.95
Zero Divide	£34.95
Zork Nemesis RELEASE DATE: October 96	£36.95



ALL PRICES INCLUDE VAT

CD DIRECT PRICE MATCH

CD Direct will match or beat any advertised price on all products featured in this magazine

Our Sales staff are ready to take your order Monday-Friday 9.00am-6pm; Saturday 10.00am-4.00pm. Please have the product name, advert reference code **PX 9609**, credit card number and expiry date, billing address for your credit card and delivery address ready. This will help us to process your order quickly. Order by credit card, cheque or Postal Order. Free delivery in the UK. £5.00 Europe. £8.00 Rest of the World.

INTERNATIONAL SALES (6 LINES)
TEL: (44) 01703 455115
FAX: (44) 01703 453231
Email: sales@cddirect.co.uk.

PRICES CORRECT ON DAY OF PUBLICATION BUT ARE SUBJECT TO CHANGE. PLEASE FREEPHONE BEFORE ORDERING TO CONFIRM PRICE AND AVAILABILITY E.&O.E.

FORMULA

THIS IS IT, THE BIGGIE. *FORMULA 1* IS FINALLY HERE FOR THE FULL REVIEW. IT MAY NOT BE FIRST, BUT IT'S DEFINITIVE!

PLAY CLASSIC

WRITTEN BY DAMIAN BUTT

At last, it's arrived!

Formula 1 from Psygnosis has had more press, hype and expectation than the second coming of Christ. Since it was first announced, the Liverpool-based company has been teasing our nipples with ice cubes of information.

First we heard of the official licence, then of the realistic car dynamics. Screenshots which couldn't be distinguished from a still of *Sunday Grandstand* appeared. F1 fans worldwide knew in their guts that this game had 'classic' written all over it and they prayed that the developers wouldn't cock it up. The icing on the cake was running commentary provided by Murray Walker, the human embodiment of motor racing.

The review copy (with my name emblazoned at the start of each race, plus a lock-out memory card, as anti-pirate measures) arrived some two weeks before deadline. "No problem," I thought. "Plenty of time to play, evaluate and finally write this review." It's now 2am on the day after the magazine should have gone to the printers and only now have I been able to tear myself away from the game to scribble down a few notes, such is the allure and mesmerising qualities of the game. I have played it non-stop and without a scintilla of a shadow of a doubt it is the greatest F1 game in the history of the world.



[ABOVE] In the nose cam view you can clearly see the great detail on all the cars. Note the official Tag Heuer timing.

PLAY INFORMATION

Publisher: Psygnosis
Contact: (0151) 2823000
Price: £44.99
Release Date: September '96



GREEN LIGHT, GO, GO!

It started with a disappointment though. Instead of the familiar "Dum. Da-da-dum, dum-da-da-da-da-dum," of the motor racing theme tune, you get some cock rocker hammering away on his Les Paul imitation. Call me old fashioned, but this is surely not the way to begin an officially endorsed simulation of the most exciting and dangerous sport in the world (if you don't count flopping your John Thomas into a lion's mouth and then flicking his love spuds with a wet towel!), even if it is Joe Satriani or Steve Vaid doing the strumming.

Formula 1 contains such diverse options as being able to tune set the sound for mono, stereo, Dolby Surround Sound and even Q-Sound (depending on whether you're a speaker fetishist or not) and the highly useful 'screen' menu facilitates connecting to a normal or widescreen TV. You can also manually adjust the horizontal and vertical position if your picture is offset. All this is done automatically on Sony TVs of course. It may sound like a small deal, but many players have incompatibility problems with the thousands of possible sound and vision set-ups, and it is admirable that Psygnosis has ensured that everybody who buys *Formula 1* can enjoy it as it was meant to be played.

The rest of the front end trickery is yer standard race and car set-ups, and it is here that you can opt for a full grand prix or just a percentage of each race, varying degrees of damage and tyre wear, and whether or not you want to race during the 1995 Season or a randomly generated one (which helps to





A I

"No other engine sounds like an F1 car and the ones in *Formula 1* sound identical to the real thing..."





[Above] "And I'm sure there was some contact there!" Yes Murray you can tell because of all the mangled wreckage.





[Above] "Hill is off, Hill is off!" Well that's what happens when you miss a pit-stop isn't it? Oh and next time Damon, try not to let your wheels touch the grass.



stop the game from dating too badly). If you're a wimp you can also adopt the F1 equivalent of stabilisers by activating steering and brake assists. Finally, you get to choose your team, driver and venue (unless you are playing a full season in which case you play them sequentially). There's something for everyone; serious enthusiasts and lead-footed amateurs. *Formula 1* is a game for all kinds of speed junkies.

Need for speed

Let's take our Williams Renault, Ferrari, Ligier, whatever out onto the track then and see just what this game can do. *Formula 1* features five subtly different driving angles, each one radically affecting your perception and style for each of

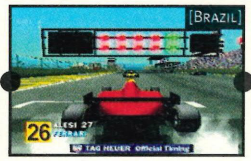




[Above] Boof! Eat my formula one car! Panis gets a bit frisky with that 700bhp and spins into the banana team.

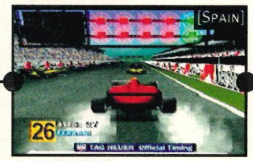
TRACKS OF MY TEARS

There are 17 world tracks included in the game, making up the entire Grand Prix season. If you're a fan you should know them already, but here's a reminder. The real challenge of this game is to learn each one in order to hit pole position every time.

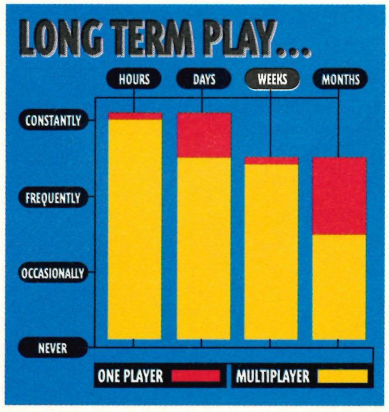










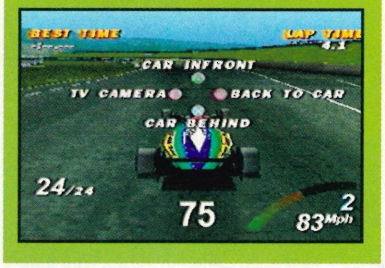






TV NATION

At any time in the race, or perhaps if you're playing against a friend and you've already won, you can hold down Select and enter the TV mode. This basically means that the camera follows different cars around the whole track and you get the full BBC treatment. A nice touch, and one that shows off the splendid graphics to the full.



TEN COOL THINGS ABOUT F1

1. Sparks from back of the cars under acceleration.
2. Red lights illuminating water spray.
3. TV screens around the tracks.
4. Tyre marks.
5. Optional screen sizes.
6. The boy Murray.
7. Two player mode.
8. Crowd cheers.
9. Grass on the tyres.
10. It's only on PlayStation. Hah!





the 17 international circuits. The views and their effects are all explained somewhere else in this review, but suffice to say that the lower you are, the more thrilling and intense the experience. I only use the highest view for initially learning the courses because during the race I want the full flies in yer face fuel tank igniting with your body harness jammed experience! I prefer the simulation aspect of *Formula 1* because it's the only one of its kind on the PlayStation. If I wanted arcade, I'd play *Ridge Racer Revolution*.

After a torturous loading time the screen fades and there's your car, squat and mean looking with a 700bhp engine driving the rear wheels. Blip the throttle, crank up the volume (at anytime in the game you can pause and adjust the sound levels of Murray, the car, and the ambient noise like crowd cheers and other cars) for a glorious automotive serenade. No other engine sounds like an F1 car and the ones in *Formula 1* sound identical to the real thing, and that's a first believe me.

Usually when you reach top revs in a racing game, the sound of the engine just repeats itself because it has been sampled and then looped. *Formula 1* completely eliminates that annoying wasp-like grating you get and instead gives you rich and varied engine notes right up through the rev range. By the time you're at nine thousand rpm the engine's wailing like a banshee but there's still more power there just waiting to be unleashed. It's an incredibly realistic effect and it means that not only does your car sound completely authentic, so do all the others, even when you can only just hear them in the distance. Hats off to the team, the sound in *Formula 1* is indistinguishable from the real thing.

The car's the queen...

The graphics are top notch too, with textures all over the shop – every advert, signpost, stadium, fuel truck, trees, lake, boat, sandtrap – they're all included, making *F1* the most realistic looking racing game there's ever been. *F1 GP2* on the PC comes close, but you can't beat the power of PlayStation, as it effortless decorates the screen with every single notable trackside obstacle. Stick two TVs together and watch a real grand prix next to this game and the two are identical. From Estoril to Adelaide, you will not believe your eyes. Even the packed stands roar as you hurtle past, especially if it's your home crowd.

Each car is magnificently detailed and faithfully recreated from the '95 season. That means all the sponsors are accurate, and so are the team colours. The attention to detail doesn't stop there though. When you spin the wheels (very easy in the wet) you get a plume of white smoke and black tyre marks appear on whatever surface you're on. Likewise, during a torrential downpour, every car kicks up a fine mist of water which is turned red by the fog

YOUR DESERVE TO BE CALLED A RAVING MANIAC!

Formula 1 has six different driving views and each drastically affects the way you drive.

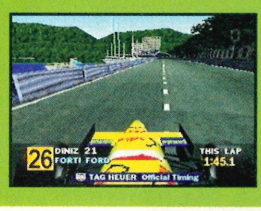
[Track cam]

Having no car to draw means this is the fastest view and it's also the hardest to see what's coming up next.



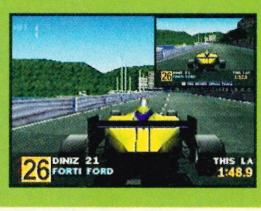
[Nose cam]

This view is right on the nose cone which is dramatic, but you've got to know the course.



[Chase cam 1&2]

Behind the car but still close to the ground, these views give a realistic sensation of speed.



[Tail cam]

Higher than the chase cam, now you can see the track ahead and more of the car. The most user-friendly view.



[Aerial cam]

High above the car and track, this is perfect for learning each track and spotting obstacles on the horizon.







"They can't really have you killing Damon Hill just because you got bored and wanted to drive round Silverstone backwards!"

lights – an eerie sight when that's all you can see ahead.

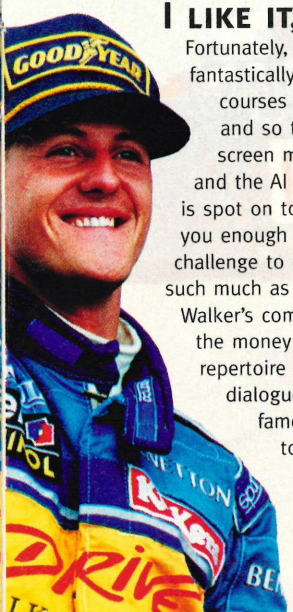
...You're the bitch

A major disappointment with the game is the damage, or rather the lack of it. When you hit a wall at 160mph you expect debris, body parts, scratched paint and maybe a dent or two, but you get... nothing, well not much. A hefty collision will result in a wing coming off and a trickle of bits and this can affect the handling drastically, but you're never out of the race. In creating a game for all types, Psygnosis has neglected to add the all-important mortality factor that makes the sport so dangerous and by the same token, exciting. And the reason is clear. You cannot play yourself in the game, only real people, and they can't really have you killing Damon Hill just because you got bored and wanted to drive round Silverstone backwards! But the point is, surely they could have had the wheels flying off – anything to make it more realistic.

I like it, it's good

Fortunately, the game is fantastically playable, the courses easy to memorise and so the lack of an on-screen map is not a problem, and the AI for the other drivers is spot on too because they block you enough to make it a real challenge to overtake, but not such much as to prove frustrating. Walker's commentary is right on the money too, with a huge repertoire of not-too-repetitive dialogue, ranging from his famous verbal cock-ups, to driver names, placings, what gear you're in, and the inevitable "And he's off, that was a tremendous lock-up." Murray is a true star and adds immeasurably to the atmosphere of the game. My only criticism about his verbal diarrhoea is that he can be a tad late, thereby making a tit of himself.

Really the only thing wrong with *Formula 1* is that there's no cockpit/instrument view. For a game that has the official licence it is surely almost criminal that you cannot race in the only view that every driver sees during the sport itself. As a racing purist I wanted to see rev counters, pressure gauges and most importantly, a rear view mirror, which is conspicuous by its absence. However, the game is instantly playable, visually stunning, has the best sound of any racing game, and you can link it up for your own Schumacher/Hill confrontations. I have to say I'm impressed. *Formula 1* is everything it promised and more and I have no hesitation in proclaiming it as the best racing game on PlayStation. Nothing comes close...





[Above] The highly versatile TV mode lets you view the cars from all angles. Note the sponsor stickers on each car.

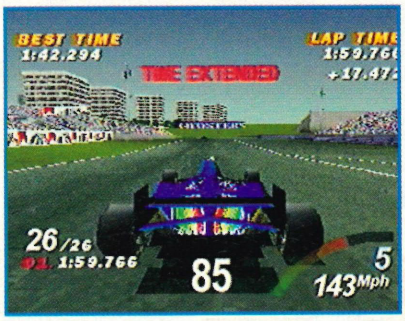


[Above] We're at Hokenheim now as Hakkinen in the McLaren. The stadium is full of people roaring as you pass. A neat touch.





[Above] Bombing down the straight in Argentina the heavens suddenly open up courtesy of the variable weather option. Note the red mist in the distance and the amount of spray.











PLAY

Looks	9
Sounds	10
Gameplay	8
Value	7
Damon Hills	8

PLAYED 92%

Tyre-burning, pit-stopping brilliance!

Alternatively:
Andretti Racing '97 (Out Oct)
The Need for Speed (94%)

LAST YEAR 32-BIT GAMING WAS BORN...
...ONLY NOW CAN IT BE CHRISTENED



STARFIGHTER 3000

"THE REASON YOU BOUGHT YOUR 32-BIT GAMES MACHINE"

"Ultimate Future Games Magazine"

FIRST REVIEWS:

● CD-ROM GAMES - 92% ● PC POWER - 90% ● PSX PRO - 8½/10









AVAILABLE NOW FOR PLAYSTATION, PC CD-ROM & SATURN

- 60 MASSIVE, STRATEGIC MISSIONS.
- 8 THUMPING DIGITAL STEREO MUSIC TRACKS.
- BLISTERING 3D GRAPHICS.
- UNIQUE (ANY ANGLE) CAMERA VIEWS.
- UP TO 10 WINGMEN, AIR-TO-AIR & AIR-TO-GROUND MISSILES, LASERS, MULTI-MISSILES, MEGABOMBS, AIRBOURNE MINES, EXPERIMENTAL FIGHTER CRAFT.

PlayStation

For further information contact this office:
Telstar Electronic Studios Ltd. The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP.
Tel: 01932 222 232 Fax: 01932 252 702
website: www.telstar.co.uk email: 100622.3702@compuserve.com

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

TELSTAR

Take some of the hottest football action in the world, the most professional players and elite teams, combine them with a high profile licence of the world's most prestigious sporting event and what you get is *Olympic Soccer*! This month Wall of Game offers a variety of playing tips and general guides on US Gold's latest offering, all of which are guaranteed to elevate even amateur footie fans to Alan Shearer status.

WALL OF GAME



OLYMPIC SOCCER

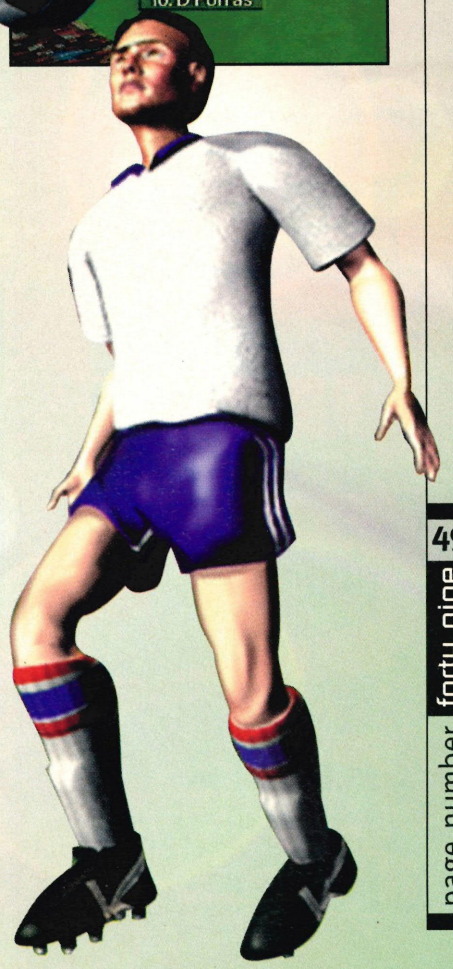


PLAY INFORMATION

Publisher: US Gold
Customer Support: 0121 356 0831
Price: £39.99
Release Date: Out Now

ALTHOUGH NOT as highly rated as its big name rivals, *adidas Power Soccer* or *Actua Soccer*, US Gold's very own footie sim still boasts silky smooth gameplay and plenty of nifty moves. However, becoming a true *Olympic Soccer* pro takes time and practice, so here at PLAY we've gone straight to the game's programmers and obtained the most concise and precise hints available. Study this little lot and you'll soon be impressing your mates with amazing headers, accurate volleys and footwork that would put even Gazza to shame.





PLAY PLAYED 84%
Five rings on my shirt? Possibly.

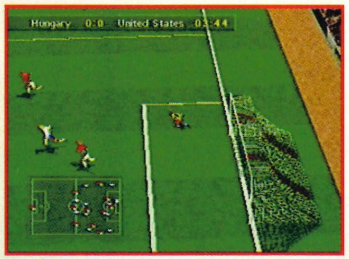
WALL OF GAME NUMBER 11

OLYMPIC SOCCER

GENERAL SCORING TIPS

[Long Range Pot-Shot]

The goalkeepers are fairly good in *Olympic Soccer* so you'll have to work hard to score goals – especially the spectacular ones. But just like real football, it's always worth having the occasional pot-shot from a long way out. The keepers won't usually react to these type of shots until the last minute so the best way of scoring a screamer is by bending the ball away from him and putting it into the very top corner of the net. Against some of the less skilful teams, you can get away with putting the ball close to the post, regardless of the height.



[Crosses and Corners]

Easily the biggest factor of scoring from crosses and corners is being able to get onto the end of the ball to give yourself a chance of shooting. If you cross the ball in using the pass or chip move, you'll have to use skill and timing to get your player into position, but if you're taking a corner or using the 'auto-cross' function (top right shoulder button), you can use the 'chest move'. Although this move is



[Chipping the Ball]



As well as shooting the ball as hard as you can, you can also play a neat little chip into the box to your waiting players by pressing the ✕ button. Regardless of where you place the cursor, this chip shot will also make the players automatically run into the path of the ball and all you then have to worry about is pressing the header, volley or overhead kick button at exactly the right time. What's great about the players moving to the ball is that they head to where the ball is travelling to, rather than where it is at that particular moment (like real players do). Although the players will automatically go to the best positions, pressing the top shoulder buttons will make them shift to alternative set-ups, and you can decide for yourself which one you want to use.

[Rounding the Keeper]

One of the most difficult ways of scoring is taking the ball around the keeper and slotting it into an empty net. It is possible though. Basically, when the keeper runs towards you, as you near the six yard area, just turn completely away from him as he dives towards your feet and run past him at the same time. Don't take too much of a long route around the goalie though, as it doesn't take him long to recover and take up his normal position.

GENERAL PLAYING TIPS

There's a trick to intercepting almost every goal-kick or drop-kick that the opposition keeper makes. When the goalie is about to take the kick, place one of your men next to the player that the keeper is about to kick the ball to (where the ball cursor is placed). Start running away from him in the opposite direction when he kicks it. Just as the ball starts to drop to the ground, run back towards the player that you were standing next to and jump up as if to head the ball. If you get your timing right, you should meet the ball before the opposition player and head it back towards their goal.



One of the best ways of creating scoring opportunities is to play the ball onto the wings. As well as just passing the ball fast and cleverly between your players until you get a clear space on the wings, the 'shoot' kick can also be used to leave the defenders standing. Basically, if you're deep in

primarily designed to trap the ball to control it, it also automatically lines up your player to collect the ball before it actually reaches him. That means that you don't have to line your player up yourself as the ball flies through the air, and you can just concentrate on hitting it. Of course, you can let the ball drop onto your chest if you want to (for extra control) but by the time you actually get chance to hit it, a defender will usually have taken the ball from you.





Sometimes, another player on your team (usually a striker) will follow you into the box and, when the keeper nears you, simply pass the ball square to the other player who will have an empty net to blast the ball into. Both of these goals are brilliant when successfully pulled off and are well worth trying every now and then (preferably when you're 6-0 up!).

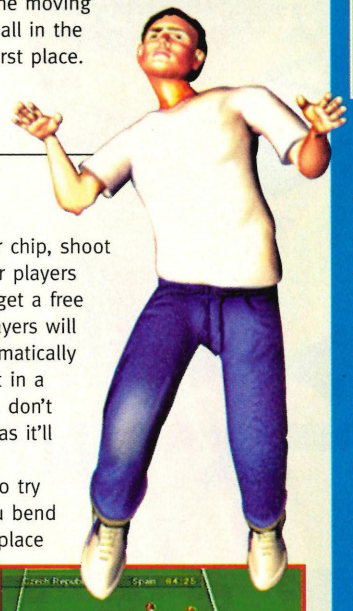
[Scoring from a Throw-In]



It is possible to score almost directly from a throw-in. If you get a throw that is near to the box, aim it long and high into the box and try and get a player underneath it. Now if you hold down the header button and just aim the d-pad towards the goal, you should bullet-header the ball past the keeper.



The goalkeepers seem to have big problems with close-in bullet headers but it's also very tricky positioning a player under or near the moving ball in the first place.



[Defending Free Kicks]

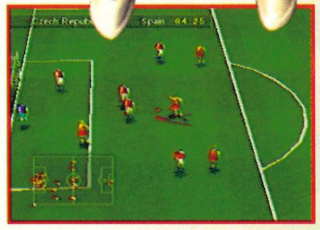
Defending free kicks is not easy at all, especially against some of the sharp shooters like Germany, Brazil and England etc. Apart from attempting to header the ball away as it comes towards the goal, you can also add or take men away from your defensive wall which should keep even the best shots away from their target. This will leave the box quite empty of defenders and so their attackers will have more chance of scoring from any rebounds. You can also disband the wall altogether if you want to (by pressing the shoulder buttons) but this is not advised when playing against the better teams. Ideally, you should have about five men in the defensive wall and just keep whacking the header button in the vain hope of clearing the ball as it comes in!



[Free Kicks]

Free kicks act in the same way as normal controls where you can either chip, shoot or pass the ball into the path of your players (using the standard buttons). If you get a free kick anywhere near the box, your players will take up their positions and will automatically stand in the most ideal places to get in a shot. If you decide to shoot the ball, don't even try to blast it through the wall as it'll always just bounce back out.

One method worth attempting is to try lifting the ball ever so slightly as you bend it round so that you can attempt to place the ball into the top corner of the net (not too much though as any sort of aftertouch when shooting is very sensitive). If you're a little bit further out, you can even try shooting the ball over the wall but you may find it difficult to keep the ball low enough to get underneath the crossbar.



[Near Post]

The keepers are susceptible to near post shots so you are well advised to try to get into the corner area of the box and shoot as close to the near post as possible. Even some of the best goalies will have trouble with these. Try not to get too near though, as the keeper will come toward you and reduce your angle and hence your chances of scoring.



maximum power and height down the field and start running towards it. Because the shoot is fast, it will usually take time for the opposition players to realise what's happened and to start running back. This then gives you plenty of time to either line up for a shot or to cross the ball into the box. You can also use the pass to do a similar thing, this being a little more accurate that the 'shot' method. Basically, if you are already on the wing and running down the line, just tap the pass button to send the ball rolling fast and hard along the ground where it should stop roughly around the opposition's corner area. If you have the ball in the midfield area and want to send a player down the wings, just pass the ball diagonally forward onto the wings where it will usually stop automatically just short of the sideline.



You won't get too far in this game by acting like Maradona and going on full length-of-the-pitch solo runs. Even the weaker teams are capable of making half decent ball-robbing tackles so it's wise to practise passing movements to allow you to progress down the pitch quickly. Also, each different player in this game has different attributes and so you may actually try to do too much with one player who could turn out to be very slow or weak on the ball.

You don't have to know exactly where all your players are on the pitch – just a quick glance at the scanner and then tapping the pass button whilst facing roughly in the direction of the player will send the ball straight along the ground to the team-mate you're aiming at.



PLAY

"A DECENT, ENJOYABLE GAME OF FOOTBALL."

PLAY, JULY '96



PLAY's news section is the envy of the world! With late-breaking exclusive stories, PlayStation revelations and items on every new game coming to the console. It's always in PLAY first!

The Big Game busts open the game of the moment and devotes up to ten pages of shameless coverage to something we think you should be excited about.





PLAY reviews are the best in the world. Every aspect of the game is laid bare and we try to give you the most honest opinion. Long term challenge, value for money – all things to consider when you whop out yer wonga. We also review more games per month than anyone else. Fact!

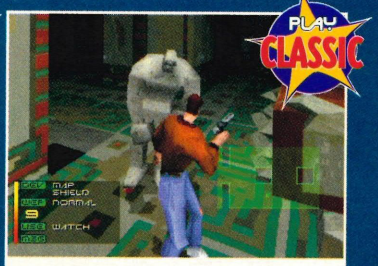
SUBSCRI

AND CHOOSE ONE OF THESE GAMES – FREE!

TO



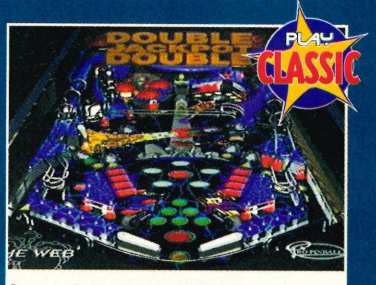
[ABOVE] *Resident Evil* – a gothic horror game that fully exploits the PlayStation's power. Awesome!



[ABOVE] *Fade to Black* – unbeatable sci-fi adventure that combines great graphics with frenetic action.



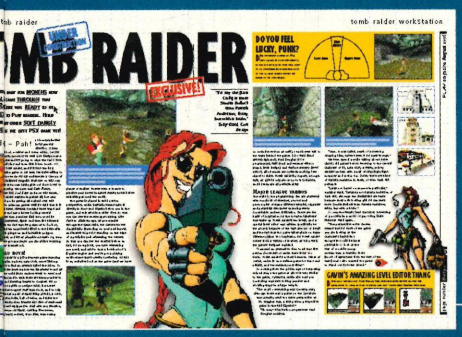
[ABOVE] *Int Track & Field* – already Storming the charts, this 11 event sports game is great in multiplayer!



[ABOVE] *Pro Pinball* – By far the best pinball game on the PlayStation by a long way.



In-depth Workstations reveal behind-the-scenes information and pictures on the games *you* want to know about.





PLAY previews are packed with all the information you need to assess a game before the review. Detailed captions explain every facet of gameplay as this is our last chance to comment on the game before it is submitted to Sony.

BE PLAY

Save 25%

Subscribe to Britain's best-selling unofficial PlayStation magazine and you'll...

- Get PLAY delivered to your door before everyone else, so you're always in touch with the hottest news, interviews, previews, reviews and cheats on the PlayStation scene!
- Take advantage of our special offer and SAVE between £10-15 on one of FOUR top games.
- Rest assured that even if the newsstand price of PLAY is increased, the price you pay is fixed. It will not go up.
- Receive a special subscribers-only letter packed full of behind-the-scenes gossip from the PLAY team.

Annual subscription to PLAY – 12 issues

Save almost 25% on UK newsstand price.

UK	EUROPE	WORLD
£27.00	£45.00	£63.00

Annual subscription + one PSX game

Annual subscription to PLAY plus choose any one of these four top games saving £10 -£15 off the RRP, *Resident Evil* (95%), *Fade to Black* (90%), *Pro Pinball* (90%) or *Int Track & Field* (85%).

UK	EUROPE	WORLD
£54.99	£64.99	£74.99

Including postage & packaging.

Please return the coupon, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: **Play subscriptions. Paragon Publishing Ltd. Freepost BH 1255, Bournemouth BH1 1BR.** IT WON'T COST YOU A PENNY if posted in the UK. Alternatively, call our Credit Card hotline on **(01202) 200200** or Fax us with your details on **(01202) 299955.**

PLAY

CHOICE OF SUBSCRIPTION

YOUR DETAILS:

I would like my subscription to start from Issue No ☐

IF YOU ARE TAKING OUT A SUBSCRIPTION TO PLAY FOR YOURSELF OR AS A GIFT FOR SOMEONE ELSE, PLEASE FILL IN THE DETAILS BELOW:–

Name .....

Signature .....

Address.....

.....

Postcode .....Phone Number .....

METHOD OF PAYMENT

☐ Cheque/Postal Order
(please make payable
To Paragon Publishing Ltd)

☐ Credit Card
Expiry Date.....
Card Number .....

☐ Just send me 12 copies of PLAY, I don't want to take advantage of your fantastic deal on any one of the four brilliant games available.

☐ Save over a tenner on one of your four top games AND get 12 issues of PLAY, What a deal! Here, take my cash quickly! Before the offer ends.

The game I would like is:

Resident Evil ☐
Fade to Black ☐
International Track & Field ☐
Pro Pinball ☐

IF THE SUBSCRIPTION IS A GIFT PLEASE FILL IN THE DETAILS OF WHO YOU WISH TO RECEIVE THE MAGAZINE.

Name .....

Address .....

.....

.....

Postcode .....

Phone Number.....

EXCLUSIVE

SUPERSONIC RAC

MINIATURE RACING THE SUPERSONIC WAY? PLAY TAKES YOU ROUND THE WORLD IN EIGHT TEENY CARS, WITH THE EXCLUSIVE FIRST REVIEW OF MINDSCAPE'S MANIC MULTI-PLAYER MARVEL.

PLAY CLASSIC

WRITTEN BY ASAM AHMAD

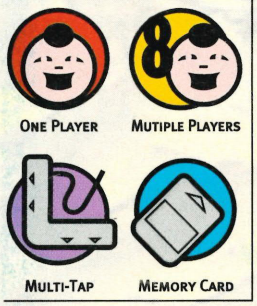
Bloody marvellous!

It's so refreshing to finally see games on the PlayStation that have lasting playability. Stalwart games that you can boot up months after purchase and still enjoy to the full. But not just that. Games with addictive qualities that are as compelling as sex with the Goddess of PLAY, Jo Guest (well nearly), are now creeping out of the woodwork. *Supersonic Racers?* Super, smashin', wonderful... top score on both counts.

The team that developed *Micro Machines 2* for the Mega Drive, the Supersonic lot, certainly know how to put together a pacy, challenging, and fun multi-player game. Manifest in *Supersonic Racers* are all these qualities, and more. Capable of catering for up to eight players on a single PlayStation, *Supersonic Racers* is one of those games that is destined to be the cause of many a broken friendship.

PLAY INFORMATIO

Publisher: Mindscape
Customer support: 01444 239600
Price: £44.99
Release date: October '96



STOOPID COMPUTER

The game is set over ten worlds, all with unique graphical styling. With over 33 different courses to race over, there is certainly plenty of variety, especially with the different vehicles used for each world. With no less than six different types, ranging from standard cars to airships, there are plenty of options and a range of difficulty levels to master, adding to the longevity of the game. But perhaps one of the key aspects that makes this game so enjoyable is its accessibility. The gameplay is simple – a fight for survival on a racing circuit. The controls are elementary – just drive.

Traditionally, games like this generally suffer somewhat in single player modes due to low levels of AI inherent in the computer players. This aspect of the game is usually the hardest to perfect. Despite having its most obvious appeal as a multi-player racing game, thankfully *Supersonic Racers* certainly doesn't pale into insignificance for its single player offerings. With six different play modes in single player mode, and eight in the multi-player modes, there are plenty of options to keep everyone happy. More importantly, in the single player modes, true to the character-based concept of the game, the AI is slanted towards a different racing style for each of the vehicles. Dr Diabolical may attempt to cut you up, for example, or Oswald may try some other barging tactic.

"Playability that sucks you in like a French kiss!"

GROUP DIS-COUNT

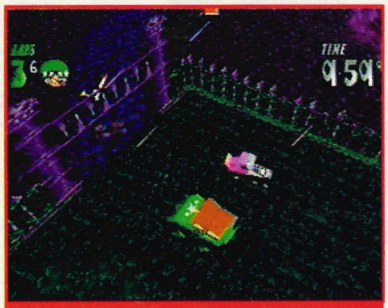
But at the end of the day, despite how good the single player modes might be, they are overshadowed by the gameplay that comes together when playing in a group – playability that sucks you in like a French kiss! It's one of those games that has that all-important 'another go' factor, and will retain it over time.



[ABOVE] With eight players at once, all furiously trying to get past at the same time, bloodshed is an aspect of this game that is a highly likely eventuality. Great.



[ABOVE] Need to get across the pond? Dial-o-croc will show you the way. No argy bargy on the ride though, you might just get given the boot.



[ABOVE] Who'll get through the gates first? The Haunted House levels also feature rain, and a variety of different track surfaces to race through.

BEEN AROUND THE WORLD

One of the major attractions of *Supersonic Racers* is the sheer number of tracks. With over 30 courses spread over ten worlds, there is certainly plenty of variety in the game. Each level requires different vehicles to race with, it's not going to be easy to master all the tracks too quickly. Indeed some of the worlds are devilishly tricky and will undoubtedly challenge players until they've got used to the various control dynamics.



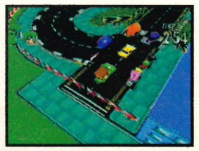
[DEEP SEA] Submarines are used to race within this aquanautic grand prix. They move slowly but surely, but have a fair amount of inertia to control.



[HAUNTED HOUSE] This level uses a standard vehicle, but with some slippery terrain due to the rain. Sliding is a factor that must be controlled.



[JUNGLE] The dirt tracks of the Jungle provide a good surface for general racing. Beware of the sharp turns and all the obstacles in wooded areas.



[METROPOLIS] Perhaps one of the easiest surfaces, but also the fastest. Some of the bends are sharp in the city, and it's just a little to easy to get pushed off.



[NORTH POLE] Not incredible fast, but very slippery. Your skidoos handle well, but corners must be taken wide. This surface isn't too difficult.



[PERSIA] With some of the narrowest strips to race along and plenty of twisty turns to navigate, the Persia levels are fast and hard.



[PIRATES] The boats in this level have slow acceleration, but a fairly good straight speed. Unfortunately there aren't many straights.



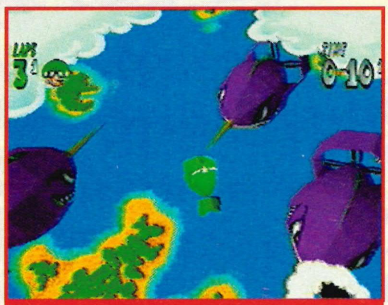
[SPACE] Perhaps the hardest of all the levels, with an almost uncontrollable amount of inertia to get used to. A challenge to master.



[WILDWEST] Possibly the most fun of all the levels, with a good mix of racing speed and controllability. There are plenty of pitfalls, jumps and other obstacles.

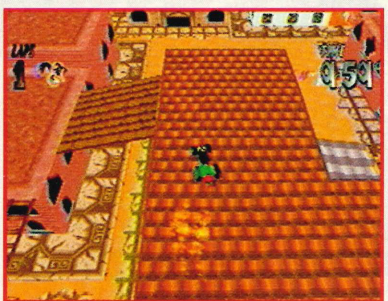


[ZEPPELINS] Again, like the Space tracks these airships have a fair amount of inertia, but are thankfully slower. The tracks are carved in the clouds.



[Above] Zeppelins are quite tricky to control, and to further complicate things, hazards such as these spikes can be the source of much delay.

To complement this addictive gameplay, *Supersonic Racers* features a very cartoony presentation. The courses are generally well designed and very playable, although some of the harder vehicles may take some time to get used to. As far as the mechanics of the display, in single player mode the camera trails behind you at a reasonable distance allowing you to see just the right amount of track ahead, and in multi-player modes the camera is locked in an isometric view, albeit zooming in and out to catch as much of the action as possible. With some

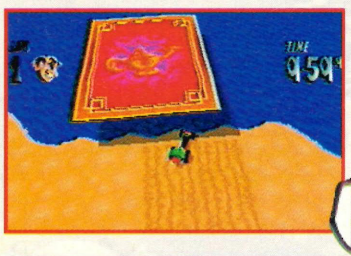


[Above] The rooftops of Persia provide quite a challenge with some very narrow tracks to navigate around. Great to nudge other cars off though.



[Above] In space, no one can hear you beep. On this level, to achieve any decent speeds, you must use the black-hole to slingshot yourself around this bend.

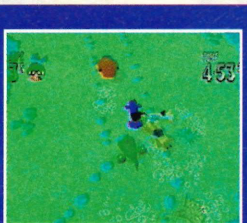




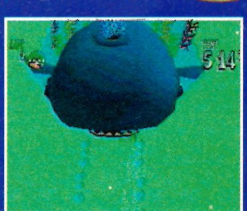


A WHALE OF A TIME

There are loads of neat touches in *Supersonic Racers*, such as this whale in the Deep Sea world.



The race is on! Who'll be first across the line? Each of entrants is jostling madly for position to get them to the mouth of the whale first...



... and he's in! Having managed to dispense with the rest of the pack by means of a cunning decoy manoeuvre, our green-gilled friend is now in the whale's mouth...



... and out again! Propelled through the water like a torpedo, our hero has now moved up into second place. The excitement is tremendous!

TOTALLY SUCKED IN

With *Supersonic Racers*, it's not just a case of learning a track and then just caning around it to win, oh no. There are indeed a myriad of hazards and obstacles scattered around the various tracks, all designed to impede the unwary competitor. Of course none of them would be so bad if it weren't for the other seven racers all trying to get past at the same time... Here's a rough guide to what you might expect to encounter in the game.



Waterfalls cause currents which can alter the course of your boats.



The drawbridge over the moat can be deceptive, and difficult to see.



Jumps must be taken fast enough to ensure you make it across the chasm.



A waterfall, a foliage-formed bridge and other drivers. A nightmare.



[Above] The pink and green players have both been eliminated from the race, and are now just computer controlled drones bent on hampering the other players' progress.



[Above] Race along without paying any attention to what's ahead and you'll find yourself arse-over-tit on many occasions, plummeting to your own foolish doom.





[Above] Battling to get past or across obstacles ahead of your opponents is one of the funniest parts of the game. These tit-for-tat exchanges can be hazardous to your health.



[Above] Of course on some tracks you can't just win by being fastest, you have to be dirty. On this ski-lift, knocking your opponents off first is the only way to guarantee victory.

great comedy sound effects to further add to the hilarity of the racing experience, *Supersonic Racers* is undoubtedly one of the more fun games to have appeared on the PlayStation for a good while.

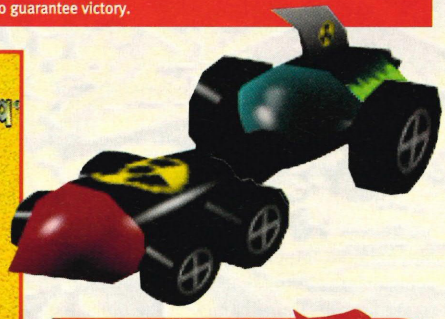
A SOUND BREAK

Like the fiendish *Bust-a-Move II* or indeed the worryingly addictive *Bubble Bobble*, *Supersonic Racers* doesn't try to draw on anything else apart from pure gameplay. As you can see from the grabs, the graphics are in no way lacking, and the rest of the game is similarly well presented, but the sheer addictive qualities intrinsic to the nature of the game destine *Supersonic Racers* to be an 'old faithful,' to boot up time after time.

The devious 'I'll get you' atmosphere that *Supersonic Racers* creates when playing in a group is a property not many other games can inspire. Similarly with the constant drive for revenge, it's the kind of game that will hog your television for many an hour as you constantly fight away in the superb battle modes for overall supremacy. Good, almost clean, fun.



[Above] If your name's not down, you're not coming in. Try to enter the boat party without your entrance fee, and get expelled by the cannon.



PLAY

Looks	9
Sounds	8
Gameplay	10
Value	9
One more go	9

PLAYED 91%

Pure, unadulterated gameplay.

Alternatively:
Micro Machines V3 (Out Oct)
ICR (working title) (Out Dec)



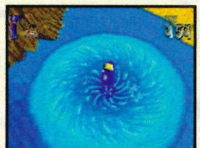
Sometimes you have to travel through big buildings, which can disorientate.



These ice platforms move like conveyor belts. Timing is imperative.



Getting yourself beached is not a good idea, losing you valuable time.



Get too close to a whirlpool, and it'll suck you in. Rather like this game.



A swinging rope bridge. Again, you must time your crossing precisely.

TRICO CONSOLES

Unit 5,
Crayford Works,
Crayford Road,
Crayford, Kent DA1 4IA.

OPEN MON - FRI 8-6pm SAT 10-4pm

IMPORT SPECIALISTS

PlayStation · NINTENDO 64 · SEGA SATURN

JAPANESE NINTENDO 64 IS NOW IN STOCK
'MEGA CHIP' CONVERTS SONY PLAYSTATION TO RUN ALL GAMES REGARDLESS OF ORIGIN.
£29.99 INCL. FULL INSTALLATION INSTRUCTIONS OR SEND MACHINE FOR PROFESSIONAL INSTALLATION WITH 3 MONTHS WARRANTY COVER. RING FOR COST + DETAILS OF THIS SERVICE IF REQUIRED.
TRADE ENQUIRIES WELCOME.

WE ALSO OFFER CONVERSIONS ON THE FOLLOWING MACHINES:
SATURN, SNES, NEO GEO CD, MEGADRIVE.
ALL REPAIRS UNDERTAKEN. FREE ESTIMATES GIVEN.
ALL CALLERS WELCOME.

TEL: 01322 521356 (3 LINES)
FAX: 01322 550317

AFTER HOURS CALL
0956 362968

WONDERBOY GAMES

TELEPHONE FOR FREE LIST OF GAMES: 0181 556 7583

WE BUY, SELL AND EXCHANGE NEW AND USED GAMES.
THIS LIST IS JUST A SMALL SELECTION OF THE MANY USED GAMES WE HAVE IN STOCK.

PLAYSTATION

	SELL	BUY
ADIDAS POWER SOCCER	32	20
AGILE WARRIOR	25	15
ALIEN TRILOGY	30	20
CRITICOM	25	15
D	27	17
DEFCON 5	28	18
DESTRUCTION DERBY	30	20
DOOM	30	20
EXTREME GAMES	30	20
FIFA SOCCER '96	18	8
FIRESTORM T/HAWK 2	29	19
GEX	28	18
GOALSTORM	25	12
JUPITER STRIKE	28	18
MAGIC CARPET	28	18
MORTAL KOMBAT 3	25	12
NBA IN THE ZONE	28	15
NBA JAM '96	28	18
PGA TOUR GOLF '96	23	10
RAYMAN	25	15
RIDGE RACER	27	15
RESIDENT EVIL	35	25
RIDGE RACER REVOLUTION	32	22
STREET FIGHTER ALPHA	32	22
TRACK AND FIELD	35	25

SUPER NINTENDO

	SELL	BUY
ALADDIN	22	12
DONKEY KONG	20	10
DONKEY KONG 2	35	22
DOOM	28	15
EARTHWORM JIM	20	10
EARTHWORM JIM 2	28	15
FIFA '96	25	13
ISS SOCCER	15	7
ISS SOCCER DELUXE	28	15
ILLUSION OF TIME	18	8
KILLER INSTINCT	25	15
MARIO KART	20	10
MK 2	25	15
MK 3	35	20
STUNT RACER FX	15	7
SUPER ST 2	35	20
SUPER STAR WARS	15	7
SIM CITY	20	10
SECRET OF MANA	22	12
SECRET OF EVERMORE	28	17
TOY STORY	40	25
THEME PARK	28	15
URBAN STRIKE	25	15
WWW ROYAL RUMBLE	20	10
WWF ARCADE	35	20
YOSHI'S ISLAND	32	20
ZELDA	15	7

MEGADRIVE

	SELL	BUY
ALADDIN	18	9
ALIEN 3	12	5
BATMAN RETURNS	15	7
BATMAN FOREVER	22	12
CASTLE/ILLUSION	12	5
DRAGON (BRUCE LEE)	18	9
EARTHWORM JIM	18	9
EARTHWORM JIM 2	25	13
F1 WORLD CHAMPION	24	13
GUNSTAR HEROES	15	7
FIFA '96	24	13
JUDGE DREDD	17	8
JUNGLE BOOK	24	12
MEGA BOMBERMAN	22	12
MICROMACHINES '96	28	16

SATURN

	SELL	BUY
BAKU BAKU	25	15
CLOCKWORK KNIGHT 2	28	14
D	32	18
F1 CHALLENGE	32	18
MAGIC CARPET	29	15
NEED FOR SPEED	32	20
PEBBLE BEACH GOLF	28	14
PANZER DRAGOON	28	15
SHELLSHOCK	34	20
STREET FIGHTER ALPHA	32	20
VICTORY BOXING	30	14
VIRTUAL FIGHTER	32	16
VIRTUAL GOLF	32	20
X-MEN	32	18

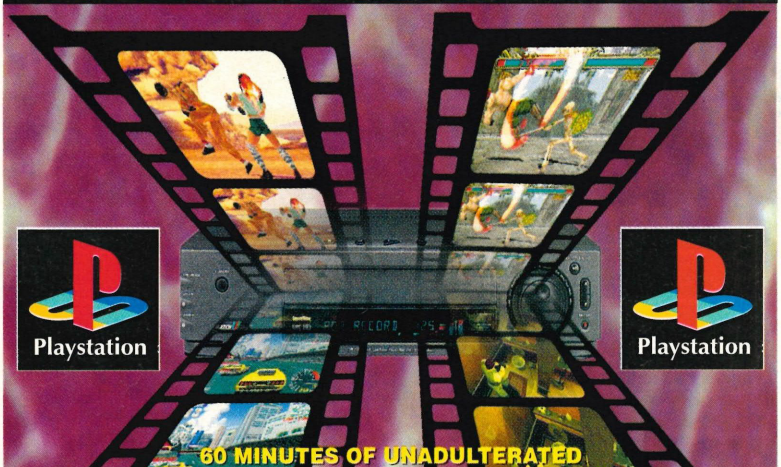
Stock changes daily. Please phone for availability before sending payment.

Send all games or cheques to:
Wonderboy Games, 38 Colworth Road, Leytonstone,
London E11 1HY Tel: 0181 556 7583
Please send £1.20 for posting and packaging. It is advisable that you send any money or games by registered delivery.
Please make sure all games are boxed with instructions and are PAL copies.
All overseas customers welcome.

full Circle DIRECT

Hotline 0171 388 7880
Fax line 0171 388 0419
Full Circle Direct,
58 - 60 Fitzroy St
London W1P 5HT

LIGHTS! CAMERA! ACTION!



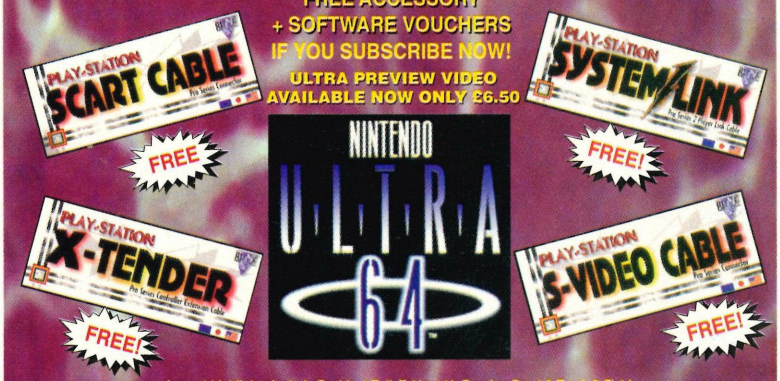
60 MINUTES OF UNADULTERATED PLAYSTATION MAYHEM EVERY MONTH!!

Yes - that's right, for only £4.99 incl p+p (much less by subscription) you'll receive a professionally produced hour long VHS tape containing in-game action of all the Japanese, US & UK releases in any one month together with exclusive previews too!
Playstation Taped is the perfect way of keeping up-to-date with everything PSX and shows far more than any magazine screenshots ever will. So, whether you're a frequent or not so frequent buyer of Playstation games you should not be without Playstation Taped!

We also offer a first class mail order service at hard to beat prices, dealing in all import and UK titles and for a limited period only, all orders received for games & accessories will receive issue 1 of Playstation Taped absolutely free!!

AMAZING OFFER TO SUBSCRIBERS!!!
Subscribe to Playstation Taped for 6 or 12 months now and we'll send you one of the

FREE ACCESSORY
+ SOFTWARE VOUCHERS
IF YOU SUBSCRIBE NOW!



ULTRA PREVIEW VIDEO AVAILABLE NOW ONLY £6.50

issue 1 highlights include Resident Evil, Tekken 11, Burning Road & Track & Field
issue 2 highlights include Motor Toon GP II, Olympic Games, Skeleton Warriors & Fade to Black
issue 3 available early August

FULL CIRCLE DIRECT, 58-60 FITZROY STREET, LONDON W1P 5HT

Name & Address (Block Caps Please) .....
..... Post Code .....
Telephone (Day) ..... (Evening) .....
Membership No. (if applicable) .....

Please rush me issue 1 of Playstation Taped. I enclose Cheque/Postal Order for £4.99 ☐
Please rush me issue 2 of Playstation Taped. I enclose Cheque/Postal Order for £4.99 ☐
Please rush me issue 3 of Playstation Taped. I enclose Cheque/Postal Order for £4.99 ☐
Please rush me Preview 64. I enclose Cheque/Postal Order for £6.50 ☐
I wish to subscribe to Playstation Taped for 6 months & blag a free gift, oh and send me the vouchers too. I enclose Cheque/Postal Order for £24.00 ☐
I wish to subscribe to Playstation Taped for 12 months & blag a free gift plus £30 worth of vouchers. I enclose Cheque/Postal Order for £39. ☐
I would like my subscription to start from issue ☐

The FREE gift I'd like is: (subscribers only please)

SCART LEAD ☐ S-VIDEO CABLE ☐
SYSTEM LINK CABLE ☐ JOYPAD EXTENSION LEAD ☐

Playstation Taped is a wholly independent product and is in no way endorsed by Sony Computer Entertainment Inc. All Copyrights and Trademarks are recognised.
We pride ourselves on providing a swift efficient service and all orders are dispatched within 24 hours - Guaranteed!

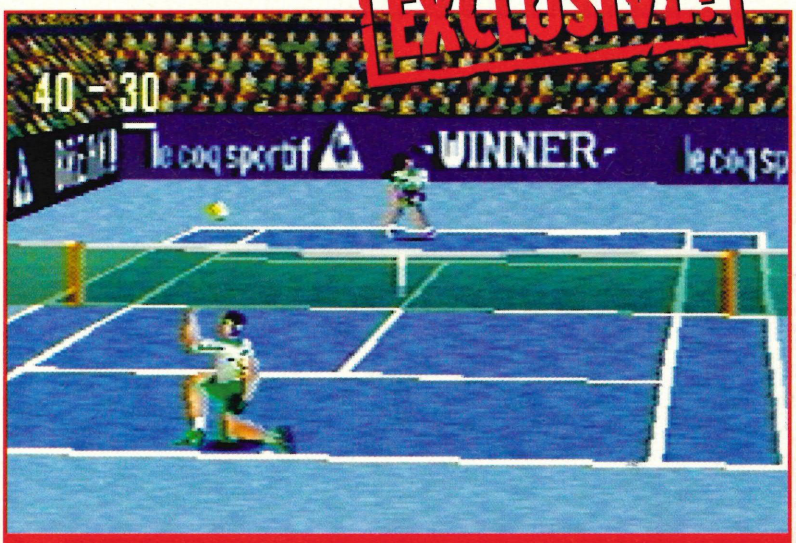
Postage is FREE for all items shipped in the UK. Overseas customers add £2.00 per item and £12 for 6 months subs and £24 for 12 months subs.
PLEASE MAKE CHEQUES PAYABLE TO FULL CIRCLE DIRECT

HYPER TEN

STRAWBERRIES AND CREAM, OR JUST BALLS? JVC'S ENTRY INTO THE PLAYSTATION TENNIS FORAY GETS THE UMPIRE'S POINT OF VIEW...

WRITTEN BY ASAM AHMAD

EXCLUSIVE!



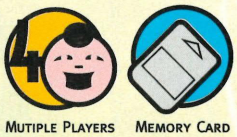
[ABOVE] When players manage to win a tough point, they unashamedly rub their opponent's face in it, celebrating by punching the air.

The most wonderful thing about tennis, real tennis, is the grunts and groans that all the women players shriek every time they hit the ball. Great innit? Thankfully, *Hyper Tennis* reproduces these wonderful sounds delightfully, rapturously immersing you into the atmosphere of that summer game, complete with balls, cream, short skirts and young boys.

Somewhat tardy in release, having missed the height of the tennis season by nearly three months, JVC's *Hyper Tennis* follows hard in the footsteps of the highly rated *Sampras Extreme*, with similarly motion captured players and next gen presentation.

PLAY INFORMATION

Publisher: JVC
Customer support: 0171 240 3121
Price: £40–45
Release date: September '96



MUTIPLE PLAYERS

MEMORY CARD



MULTI-TAP

FIRST SERVICE

The way the control system in *Hyper Tennis* has been designed is not unlike that old Super NES stalwart, *Super Tennis*, with an almost identical joypad layout, and the same repertoire of shots. However, in line with all the extra elements that are brought into games these day through improvements in console technology, the control system in *Hyper Tennis* is so much more precise. Timing, for example, is critical in this game. In order to successfully strike the ball in the right direction – you can't just vaguely indicate a direction with the control pad, you have to hit the ball at the right time, and with the right shot. Although difficult at first, once you get used to it, it feels natural, and is rewarding – getting your shots in on the line is a good feeling, especially for aces.

SECOND SERVICE

There are 12 players you can choose from in the game, all with varying abilities. *Hyper Tennis*, like most other tennis games out there, offers two modes of play – a standard exhibition mode, where up to four players can compete in singles or doubles (using a multi-tap of course), and a world tour mode. The latter is a single player competition where your aim is to earn the highest rank you can throughout the course of six major tournaments, including Wimbledon and the Australian open.

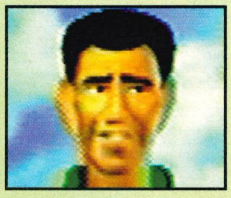
All the matches are played on one of three different surfaces: clay, lawn and hard. The effect the surfaces have on the ball is quite pronounced, making playing on them quite a challenge to adjust to at first, but again, once you get the timing right – no problem. Playing the game is actually helped by the abundance of viewmodes available. There are no less

THE GUYS

[DON MILLAR]
THE STRONGEST GROUND-STROKE PLAYER. A TALENT FOR READING THE BALL, HE CAN RETURN EVEN THE MOST IMPOSSIBLE LOOKING SHOTS. FOREHAND AND BACKHAND SHOTS ARE POWERFUL.



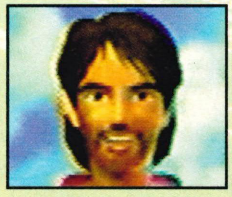
[CHRISTIAN SPIESS]
A GOOD ALL-ROUNDER WITH A SOLID STROKE AND A STRONG SERVE. ESPECIALLY GOOD AT PLAYING AT THE NET STRAIGHT FROM SERVICE, AND HAS AMAZING STROKE POWER. ABLE TO RESPOND WELL.



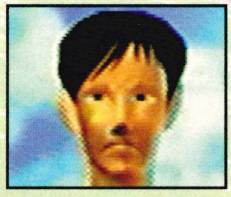
[HENRI HILL]
A DYNAMIC SERVICE AND A DESTRUCTIVE VOLLEYING TECHNIQUE. TENDENCY TO PLAY AT THE NET FROM THE SERVE MEANS THAT HE CAN UTILISE HIS EXTREMELY POWERFUL VOLLEY.



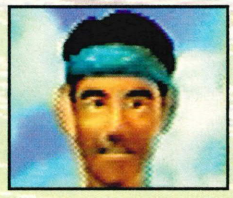
[THIERRY ALESI]
AN ALL-ROUNDER WITH AN ABOVE-AVERAGE SERVE AND STROKE. HE IS TALL WHICH GIVES HIM AN ADVANTAGE ON THE SERVE, AND IS CREDITED WITH HAVING THE FASTEST FLAT SERVE IN TENNIS.



[THOMAS RAHIM]
A GROUND-STROKER. HE IS SMALL AND FAST AND RARELY MISSES THE BALL. MAKES CHANCES WITH MOVES LIKE PLACING THE BALL JUST INSIDE THE CORNER OF THE COURT..



[EDGAR SINGH]
A SERVE AND VOLLEY PLAYER, WITH AN AVERAGE ABILITY IN ALL HIS TECHNIQUES. OVERALL, HE HAS SLIGHTLY LESS ABILITY THAN SOME OF HIS CONTEMPORARIES, BUT HAS A QUICK SERVE.



NIS

"No umpire, no ball boys, and an audience made from cardboard..."

than nine different perspectives to look at the action from, including a handy overhead view which can help players work on their timing. The rest of the views are functional.

Fault

Hyper Tennis presents you with an effective tennis model that is very playable after a while of getting used to it. The motion captured players look good, and move well, especially when diving acrobatically across the baseline, and the female players' moans when serving would be enough to turn the umpire on. If there was one. Yes, sadly, there is no umpire. In actual fact, there is no umpire, no ball boys, an audience made from cardboard cut-outs and a cloudy sky from hell. These aspects of the game, despite being extraneous to the actual gameplay, leave you with a cold, uninspired feeling, as all you have is the players, a net, a few white lines and a ball. The sound effects and music, apart from the obvious ball noises and speech, is also pretty non-existent.



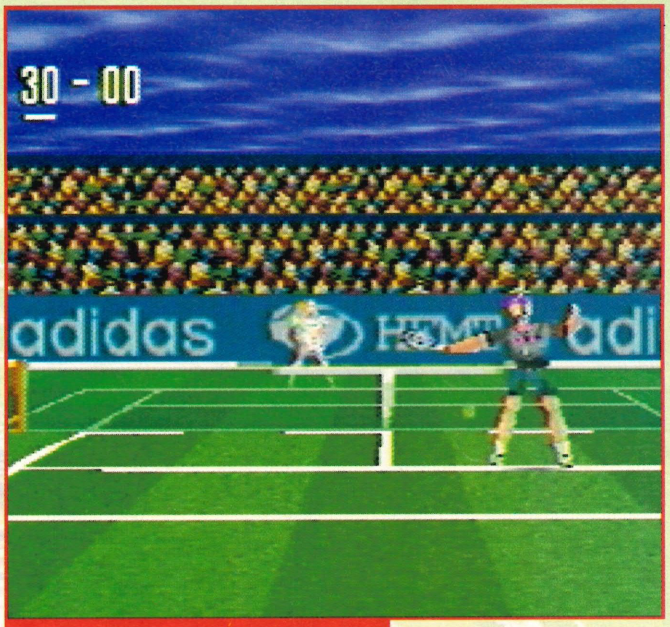


[Above] At the end of each set, statistics are displayed giving you a breakdown of the match so far. Notably, your strokes are broken down to individual shots.

Unpolished and disappointing. More could have been made of the sounds.

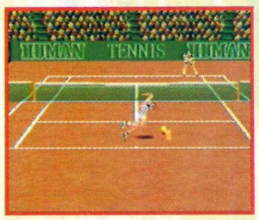
Deuce

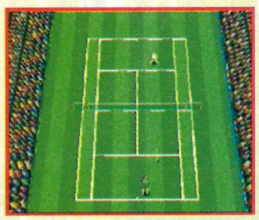
Overall, a game like this is difficult to rate. As far as a game of tennis is concerned, *Hyper Tennis* is certainly no dog, but then again it's not quite a peach. The graphics, at least for the players etc, are good, but as there is little else to decorate the screen and the game feels somewhat 'unfinished'. The options you have are basic, and there is nothing in the game that inspires you to play it continually, or to attain any specific goal – the tournaments are all very well, but let's face it, who's gonna play a tennis game on their own? Close, but no fags, beer or pop-corn.



[Above] The baseline viewpoint also hinders the playability somewhat, with it being difficult to see the distance of the ball from the players. That sky is also rather nefarious and looks like it's just about to fall on their heads.







PLAY

Looks	●●●●●●●○○○
Sounds	●●●●●●○○○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●○○○
Groans	●●●●●●●●○○

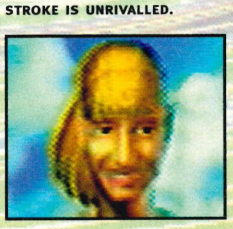
PLAYED 78%

The ball was in. Just

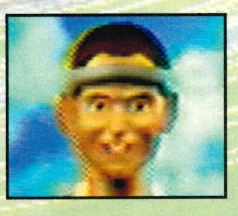
Alternatively:
Samprass Extreme (90%)
Complete Davis Cup Tennis (Sep)

THE GALS

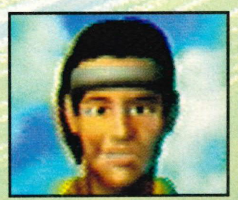
[Virginia Braille]
Virginia has the strongest ground-stroke amongst the female players. She has an excellent technique and is especially good at the net, and her forehand stroke is unrivalled.



[Toni Williams]
A power-stroke player on both forehand and backhand shots. She plays her best rallies from the baseline, and is the type of player who depends on power not technique.



[Belle Jordan]
Belle is an expert at returning services. She is a typical ground-stroke player who can consistently return the ball hard, a technique she learned on the clay court.



[Patti Patel]
A very calm ground-stroke player. She has a quick serve and uses that speed to her advantage against her opponents. She invites mistakes from her opponents.



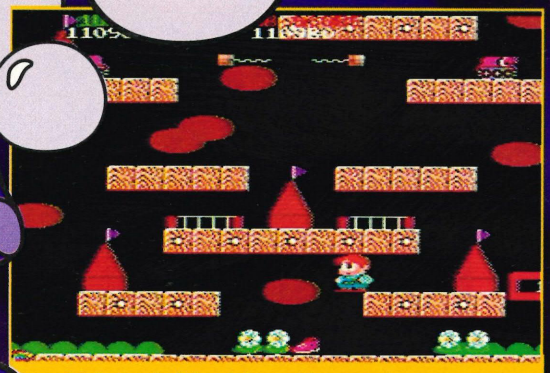
[Cindy Stacey]
An excellent all-round tennis player who can quickly turn a game around to her advantage. Her speciality is her top-spin shot which lands just inside the baseline.



[Alice Osawa]
A good all-round player with no particular area of weakness. The principle behind her tennis is aggression. She takes risks to win points and is generally reckless.







[Above] Collecting the little red shoes, adds to your character's overall speed, allowing him to race around the screen quickly.



[Above] Once you get a triple-rainbow, enemies are somewhat easier to defeat.

BUBBLE BOB

THE MOST FANTASTIC GAME EVER DEVISED? ACCORDING TO MANY, YES. BUBBLE BOBBLE, HERE IN ALL ITS ARCHETYPAL GLORY. JUST DO IT.

WRITTEN BY ASAM AHMAD



EXCLUSIVE!

[Above] Collecting that little red bottle increases your rainbow power, allowing you to unleash more at a time.

"Cor blimey, Guvnor. *Bubble Bobble*? Whooah. Hold it right there. Am I having a flashback or what? Doh! Better sit down. *Rainbow Islands*?!? Geeez, look at those colours. Oh dear. I'd better lie down. Aaarrrgh! I can't get that damn tune out of my head!" The rantings of an old delusional brought up on pounds, shillings and pence? Could be...

But it's not. It's Acclaim up to a bit of (no) good. Not content with sabotaging any chance of this writer ever sleeping again with the PlayStation release of the fiendish, *Bust-a-Move II*, Acclaim has just finished converting *Bubble Bobble*. But more than that, the *Bubble Bobble* pack that will be available shortly is actually a compendium, including *Rainbow Islands*, *Rainbow Islands Enhanced*, and of course the eponymous game itself.

THE QUESTION IS...

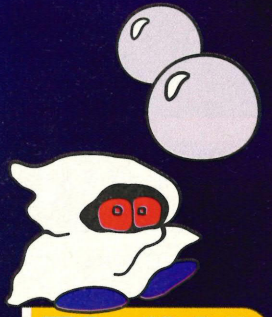
Why? Without a doubt, the PlayStation has had some of the best videogames ever created. However, gaming veterans out there will always whinge about poor playability overshadowed by polygon façades and sonical smoke-screens. Well, we can all be happy now, with so many of the old 'classics' now filtering through and casually strolling onto the PlayStation scene.

And classics these games certainly are. The first game, *Bubble Bobble* itself, is a cutesy platformer played over 100 levels of bubble-blowing brilliance. The concept is so simple, yet challenging and enthralling to play. Taking control of Bub, or in the simultaneous two player mode, Bob too, you battle against an onslaught of micro-meanies. Your weapon? Bubbles.

MILD GREEN...

But these bubbles aren't your average Fairy Liquid kinda bubbles, oh no. Bub's and Bob's bubbles (try saying that a few times!) are actually incredibly versatile weapons that allow you to capture any approaching monsters in little self-contained spheres. Once captive, the bubbles can then be burst to dispense with your foe, rewarding you with a collectable item. Obviously the idea of the game is to clear each screen of enemies whilst collecting as many goodies as you can, and also any bonuses that appear periodically. However, despite the simplistic gameplay, underneath *Bubble Bobble's* cute exterior lies a game requiring intense forethought and tactical play. It's this aspect of immediate accessiblity combined with lasting challenge that has, and still makes, *Bubble Bobble* a very rewarding game to play.

The second in the collection is the similarly brilliant, *Rainbow Islands*. Rather than being set on a single-screen



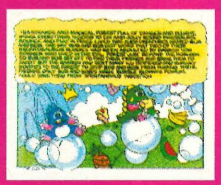
PLAY INFORMATION

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £29-35
Release date: September '96



ONE PLAYER MUTIPLE PLAYERS





BREAKING DOWN

THE THREE GAMES IN THIS COMPENDIUM (WELL TWO REALLY) COMPLEMENT EACH OTHER WELL FOR GAMEPLAY STYLES. ORIGINALLY THE PACK WAS TO INCLUDE *PARASOL STARS* (*RAINBOW ISLANDS 2*) AND, FROM WHAT WE CAN GATHER, ANOTHER GAME CALLED *LIQUID KIDS* WAS ALSO PLANNED, BUT SCRAPPED.

OF THE TWO, BY FAR THE MOST ENJOYABLE IS *BUBBLE BOBBLE* ITSELF. IN TWO PLAYER MODE, THE GAME IS FAST 'N' FRANTIC AND CAN EASILY DISTRACT FOR HOURS ON END. WITH *RAINBOW ISLANDS*, ALTHOUGH THE GAMEPLAY IS SIMPLE, LIKE *BUBBLE BOBBLE* THERE IS SO MUCH 'HIDDEN' IN THE GAME – ONLY BY PLAYING IT TO DEATH DO YOU GET TO FIND OUT NEW WAYS OF ACHIEVING HIGHER AND HIGHER SCORES.

BOTH GAMES HAVE SECRET AREAS, ACTIVATED BY COLLECTING THE RIGHT OBJECTS IN THE RIGHT ORDER, AND ALSO WHAT MAY APPEAR AS 'BUGS', BUT ARE IN FACT CURIOUSLY STRANGE WAYS TO GET FURTHER IN THE GAME.

AS IT STANDS HOWEVER, IF THE PACK HAD INCLUDED ANOTHER GAME, INDEED SUCH AS *PARASOL STARS*, PLUS ENHANCED VERSIONS (ONLY AFFECTING GRAPHICS AND SOUND OF COURSE, LEAVING THE GAMEPLAY IDENTICAL TO THE ORIGINALS), THE VALUE FOR MONEY WOULD HAVE BEEN FAR HIGHER AND THE COMPENDIUM MAY WELL HAVE MADE IT TO PLAY CLASSIC STATUS. AS IT IS, MANY WILL LOVE IT, BUT THE NEWER GAMER MIGHT NOT UNDERSTAND WHAT ALL THE FUSS IS ABOUT. THANKFULLY, THE GAME IS BEING PLANNED TO RETAIL AT A BUDGET PRICE POINT OF AROUND £29.99 TO £34.99, BUT IS AS YET UNDECIDED.



BLE

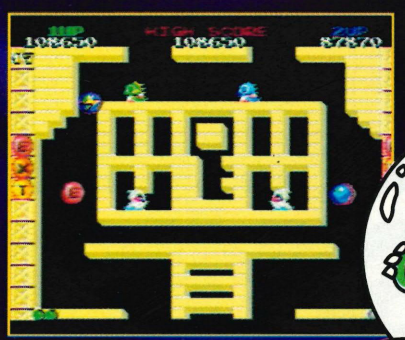
"Faithfully reproduced visuals, sounds, and of course, charm..."





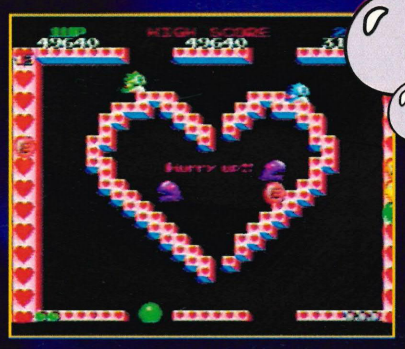
[ABOVE] Getting to the top of the level must be done without too much delay, else the water will catch you!

[ABOVE] Candy, such as the yellow gum above Bub give your characters extra bubble-blowing power.













[ABOVE] The first end-of-level boss certainly isn't a walkover. The big bounding spider must be destroyed using your rainbows. Kill him, and you are handsomely rewarded with gifts.

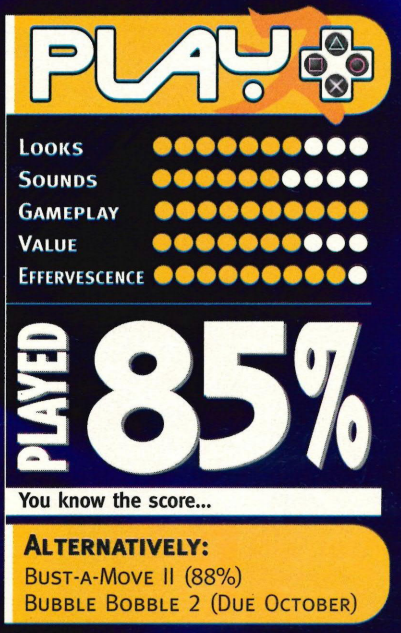
A POT OF GOLD

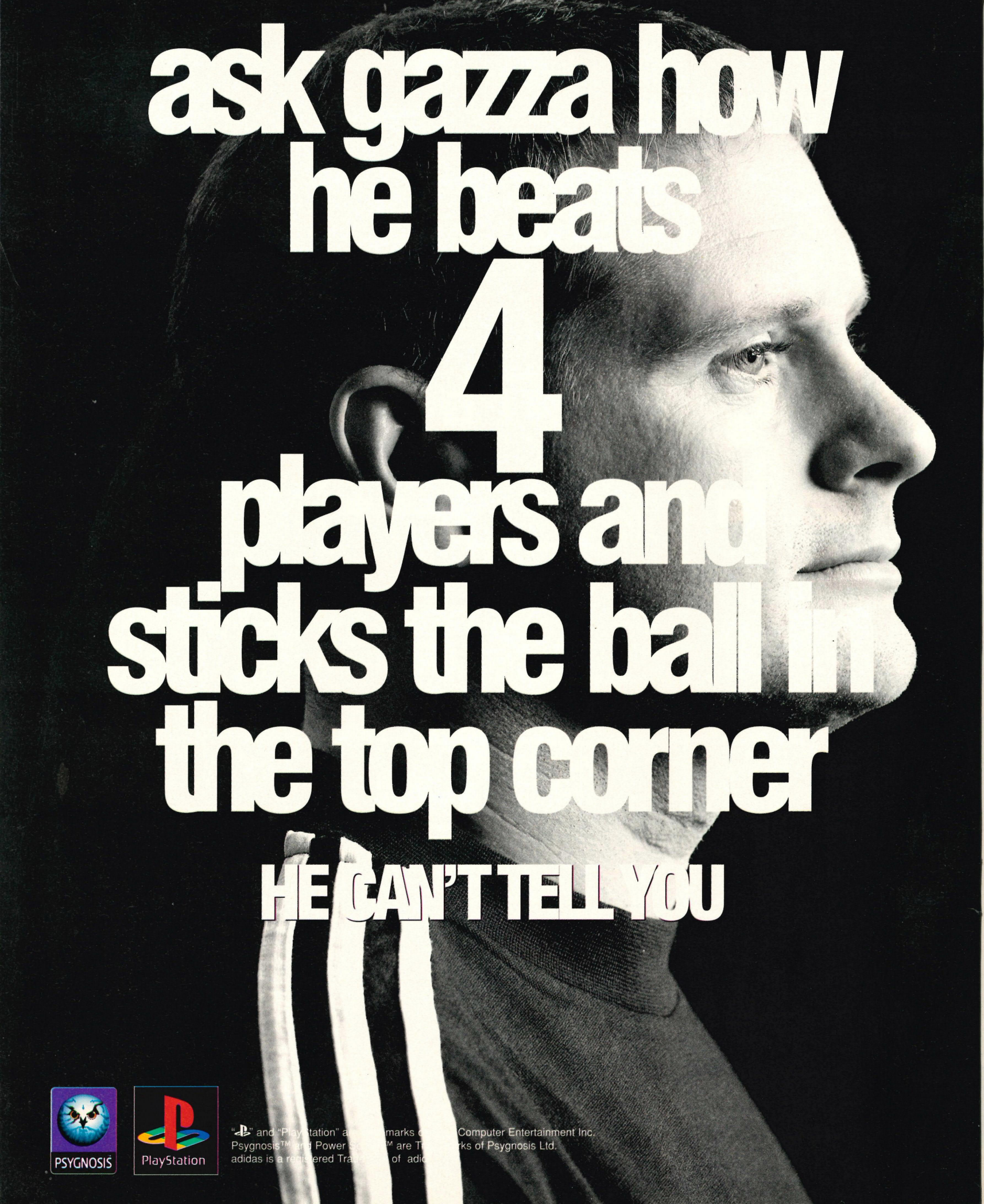
Your character in *Rainbow Islands* is armed with... rainbows. Yup, silly though it might sound, having a rainbow for a weapon is actually more useful than it might at first appears. Apart from being able to blast enemies out of the picture with a blinding flash of colour, your rainbows can actually serve as traps for unwitting miscreants, or even as platforms for you to climb in your rush against the rising water.

With over 25 (plus several bonus) levels to ascend, and an ever more difficult set of enemies and level bosses to get past, *Rainbow Islands* is a colourful, addictive and challenging platformer that certainly won't be easy to complete.

As mentioned before, there is a graphically enhanced version of the game also included, but more colourful however, this time the action takes place on vertical scrolling levels and is set against the clock of a sinking island.

as it may be, purists may want to stick with the original, especially as both *Bubble Bobble* and *Rainbow Islands* have faithfully reproduced visuals, sounds and of course, charm. Newcomers to gaming may not understand the appeal of these two games, but anybody who's played either of these games before will be enraptured by this release.





"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
Psygnosis™ and Power ™ are Trademarks of Psygnosis Ltd.
adidas is a registered Trademark of adidas.

ask us why adidas power soccer is the best football game ever

WE CAN'T TELL YOU

some things just are



PURE CLASS. NO EFFORT. NO COMPETITION.

5/5 MAXIMUM • **95%** PLAY • **93%** PLAYSTATION PLUS • **9/10** PSX PRO • **96%** TOTAL PLAYSTATION • **4/5** C&VG

NHL POWERPLAY

YOU'LL NEED FISTS OF IRON AND BLADES OF STEEL TO SURVIVE VIRGIN INTERACTIVE'S SUPER-SMOOTH SKATING SMASH.

WRITTEN BY MAT YEO

For a country that constantly preaches a message of anti-violence, the good ol' US of A has certainly managed to give the world its fair share of bloody contact sports. Whether it's the head-butting macho excitement of American football, or the staged grappling of the WWF, there's probably more testosterone in the country than apple pie! Which, over-the-top ranting, brings us neatly to the delightful sport of ice hockey, and Virgin Interactive's latest PlayStation multi-player extravaganza, *NHL Powerplay Hockey '97*.



[ABOVE] Throughout the match, the camera angle remains in a fixed position, unlike other in-your-face sports sims.

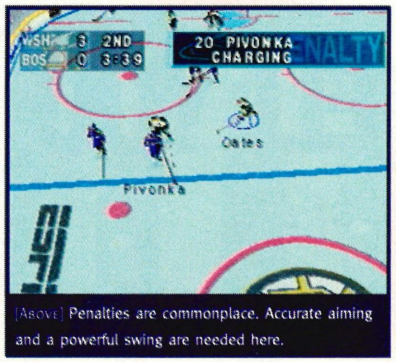
ICE AND A SLICE

If it's realistic, gritty team action you're after then you've definitely come to the right place. With the official stamp of the National Hockey League and the presence of many of its top sporting stars, Virgin has managed to snap up a prestigious licence, producing a game that effectively combines the familiar play mechanics of EA's established 16-bit hockey titles with enough 32-bit qualities to warrant a next generation console release. With that in mind though, it's immediately apparent that presentation has been kept to a bare minimum. There is no FMV, between match commentary, or slick TV-style presentation to break up the on-ice action. Where's the big-name sports presenter complete with drawling accent and horrendous fashion sense? Still, the name of the game is hockey and certainly from a fan's point of view Virgin has managed to accurately translate the many technicalities of the sport well enough to allow even novices to instantly warm to the potentially confusing in-game jargon. Players are able to select any of the established NHL teams and take them through a variety of modes including exhibition, season, play-offs and even a world tournament.

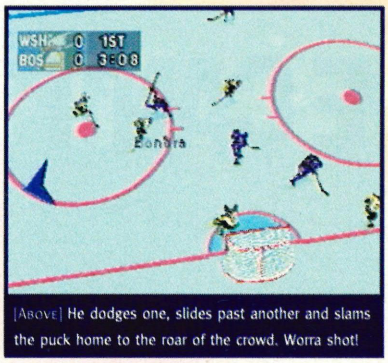
As well as spot-on gameplay, *NHL Powerplay Hockey '97* also gives players the chance to professionally coach their teams to victory by allowing offensive and defensive set-ups to be edited at the start of every quarter. Getting to grips with this section of the game is essential as an effectively constructed line could make all the difference between skating to the finals or merely hanging your helmeted-head in shame.

JOLLY HOCKEY STICKS?

Of course sporting prowess and teamwork are all well and good but it's adrenaline-pumping, stick-swiping, puck-abusing, bloody-nosed action we're after, so where is it? Well, unlike EA's Mega Drive based ice hockey titles, *NHL Powerplay* seems to have virtually ignored this oh-so-important element, with disputes being settled by the timely appearance of the referee. There's no equipment abuse, foul language, spurting red stuff or even mass scraps across the ice. Actual gameplay is tight enough, with accurate passes, spot-on shots and complex offensive assaults



[ABOVE] Penalties are commonplace. Accurate aiming and a powerful swing are needed here.



[ABOVE] He dodges one, slides past another and slams the puck home to the roar of the crowd. Worra shot!

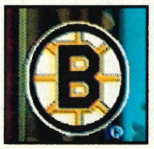
PLAY INFORMATION

Publisher: VIE
Customer support: 0171 368 2255
Price: £40–45
Release date: November '96

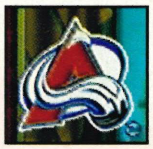
ONE PLAYER | MUTIPLE PLAYERS | MEMORY CARD | MULTI-TAP

THE DREAM TEAM

NHL POWERPLAY HOCKEY '97 FEATURES ALL 26 PROFESSIONAL TEAMS WITHIN THE NHL AS WELL AS ALLOWING PLAYERS TO SELECT VARIOUS INTERNATIONAL SQUADS FOR SOME SERIOUS ICE-BOUND ACTION. BEFORE EACH MATCH BEGINS, PLAYERS ARE ABLE TO COMPARE TEAM SKILLS AND LEARN TO EXPLOIT THE OPPOSITION'S WEAK POINTS BY SETTING UP GOOD DEFENSIVE/OFFENSIVE LINES.



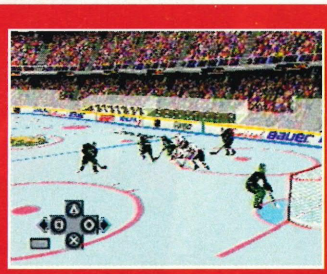


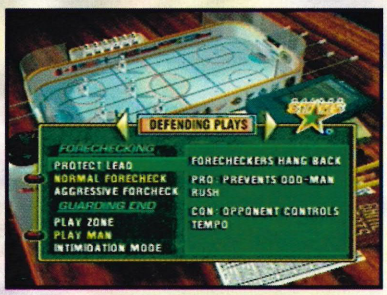


HOCKEY '97

SMILE! YOU'RE ON TV

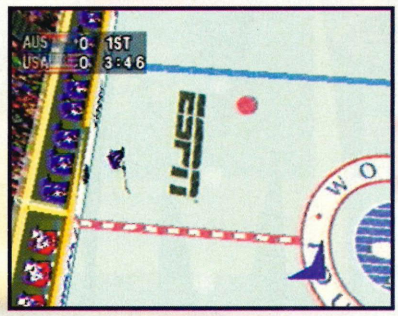
AS WITH ANY SPORTS SIM WORTH ITS SALT, *NHL POWERPLAY HOCKEY '97* OFFERS PLAYERS A REPLAY MODE AVAILABLE AT ANY TIME DURING OR AFTER THE MATCH. THE RECORDED ACTION MAY ONLY BE VIEWED FROM A LIMITED CHOICE OF ANGLES BUT FAST-FORWARD AND REWIND CONTROLS DO ALLOW WOULD-BE COACHES THE CHANCE TO SCRUTINISE EVERY PLAYER'S MOVES AND ABILITIES.











"*NHL '97* really heats up in multi-player mode..."



being straightforward to pull-off but the lack of contact in this supposedly 'contact' sport often results in confusion and long-term boredom. When players converge on a loose puck, the fixed long-distance camera angle and the lack of a solid feel, results in players fumbling blindly for that elusive rubber-encased object. The game really heats up in multi-player mode, with up to six competitors taking each other on, but from a one player vs CPU point of view Virgin's creation tends to cause more frustration than is necessary. With EA's *NHL '97 waiting* in the wings, *NHL Powerplay Hockey '97* should have been a blast but instead, seems to simply skate along on thin ice.

PLAY

LOOKS	8
SOUNDS	6
GAMEPLAY	7
VALUE	7
FROZEN FUN	8

PLAYED 82%

Smooth skating but where's the blood?

ALTERNATIVELY:
NHL FACE OFF (72%)
NHL '97 (OCT)



TIME COMM

FORGET SOUPED-UP DELOREANS, BLUE POLICE BOXES AND KILLER CYBORGS. THIS YEAR'S TOP TIME TRAVELLER IS DECIDEDLY CUSTARD-COLOURED?

WRITTEN BY MAT YEO

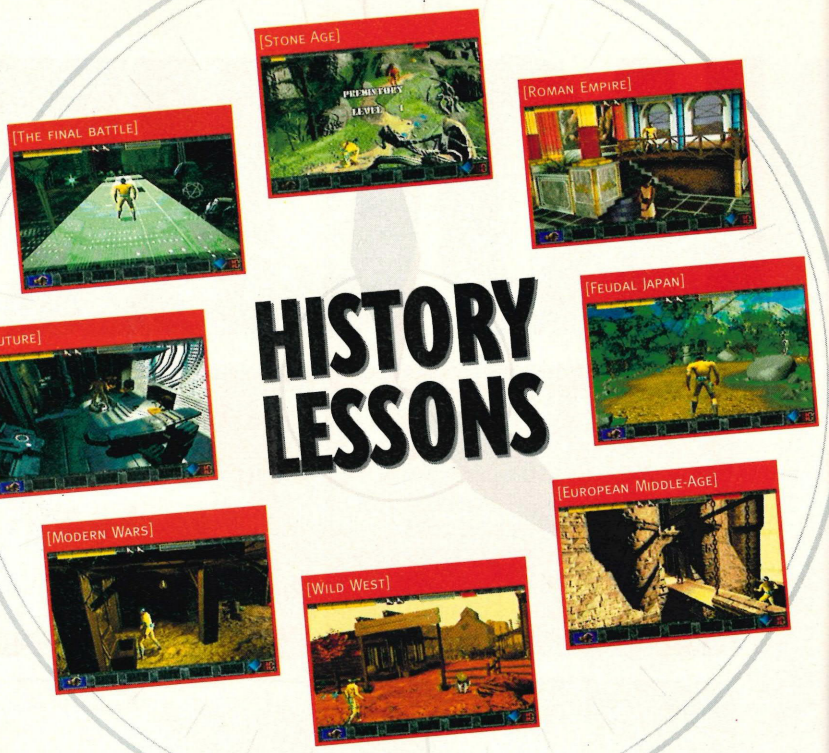




PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 546465
Price: £44.99
Release date: 23 August '96

ONE PLAYER

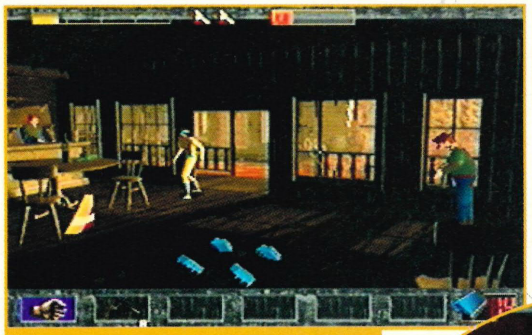


Frothing at the mouth for fighting games? Totally taken with time travel? Well just a cotton pickin' minute folks, EA's latest 3-D rendered romp delivers both of these by the bucket load! Developed by those barmy French folk at Adeline Software (responsible for the PC hit, *Little Big Adventure*), *Time Commando* offers PlayStation owners the opportunity to partake in an 18-stage whistle-stop time travel trip through various key periods in history. Taking on the role of hapless computer technician, Stan, players race against the clock in effort to locate valuable silicon chips scattered throughout the space/time continuum before being whisked back to the future.

"Its a whistle-stop time travel trip!"

COMMANDO AND CONQUER

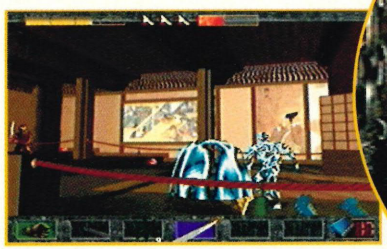
Unfortunately, Stan's his mission is hampered by a variety of enemies, traps and puzzles all of which need to be overcome in order to warp to the next section. For some strange reason, the local inhabitants of each level are never what you'd call "pleased" to see our yellow jump-suited hero and constantly set about him the moment he materialises. Fortunately, Stan is quite capable of defending himself with a series of punches and kicks, but the real carnage begins when you collect vanquished foes' weapons. Obtain a sword, for instance, and Stan suddenly gains the fighting style and technique of the fallen warrior. The control method here is weird, with players required to hold the ■ button down whilst bashing away on the D-pad in a vain attempt to twat their opponent before receiving a fatal blow. This style of combat is both annoying and time consuming as Stan is unable to even run away from fights and instead must defeat each and every foe to progress to the next pre-rendered section. Movement is unusual due to the fact that each level has a pre-set path that must be followed with only minor deviations permitted, usually for the collection of precious energy cubes,







[Above] Yee-ha pardner! The rootin' tootin' six-gun shootin' Wild West level features mean cowboys and gallons of red-eye.



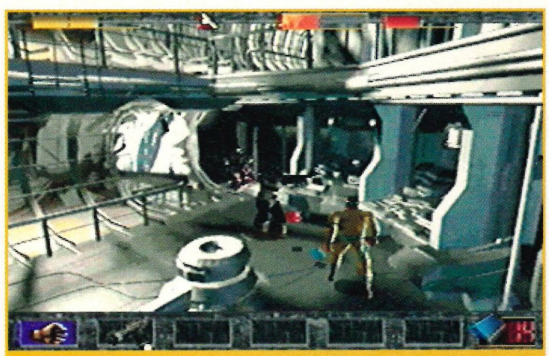


...ANDO

hidden chips and better weapons. Players are unable to retrace their steps and once the camera shifts position, many items, left uncollected due to combat rounds, are then inaccessible. At times the screen zooms in for close-up action shots, whilst in other levels, our hero appears ant-like in the distance, presumably taking on a horde of barbarians armed only with a small knife for peeling fruit. Who can tell?

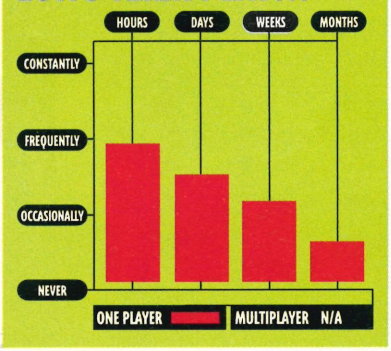
GOTTA GET BACK IN TIME

For a company that prides itself on its unique visual style, Adeline appear to have taken a serious step backwards with its latest creation, as *Time Commando* features some truly grainy backgrounds and jerky camera movements. Stan, his opponents and every other character on-screen have been gloriously realised and gouraud shaded with close-up views showing off plenty of detail. However, begin to explore each historically-themed level and it's evident that either the PlayStation lacks the power to smoothly render each section swiftly enough or else Adeline has had programming problems of its own. My money's on the latter. Hats off to them for attempting to push the tried-and-tested *Alone in the Dark* formula just that little bit further, but when it comes to intense, 3-D graphical adventures I'm quite happy with my copy of *Resident Evil* thank you very much.



[Above] The laser pistol must be reloaded after the clip has been emptied. This can leave Stan open to enemy attacks.

LONG TERM PLAY...







[Above] Some weapons, such as the mace, are useful in close combat but suffer at a distance.



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●○○○○
GAMEPLAY	●●●●○○○○○
VALUE	●●●●●●●○○○
FRENCH FACTOR	●●●●●○○○○

PLAYED 78%

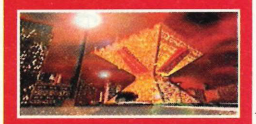
Stick with *Fade to Black* or *RE.*

ALTERNATIVELY:
RESIDENT EVIL (95%)
FADE TO BLACK (90%)

IT'S ABOUT TIME

IN THE FAR FLUNG FUTURE, SCIENTISTS HAVE DEVELOPED A SUPER COMPUTER WITH THE CAPACITY TO RECORD THE INDIVIDUAL FIGHTING STYLES OF THE GREATEST WARRIORS THROUGHOUT HISTORY. HOWEVER, THANKS TO SABOTAGE AND DODGY MAINTENANCE, THE MACHINE THROWS A WOBBLY AND ITS CONTROL CHIPS ARE SCATTERED THROUGHOUT THE MILLENNIA. ENTER OUR MAIN MAN, STAN. INVESTIGATING THE TEMPORAL TEAR, THIS HUMBLE TECHNICIAN SUDDENLY FINDS HIMSELF FLUNG FROM ONE END OF TIME TO THE OTHER.





















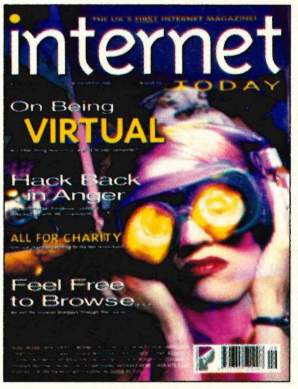


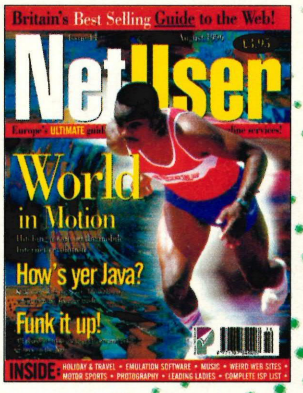
EXCLUSIVE READER OFFER!



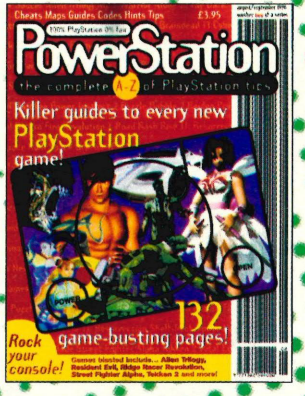
FREE YEAR'S SUBSCRIPTION TO ONE OF THESE MAGAZINES WHEN YOU BECOME A CUSTOMER OF LLOYDS BANK INSURANCE DIRECT.

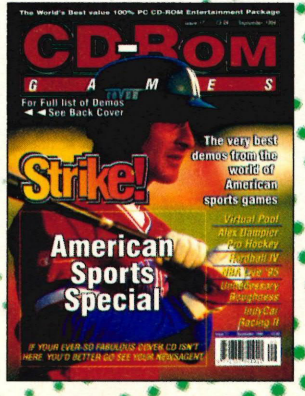
Our excellent Value Cover policy will protect all your home contents, including your **VALUABLE HOME COMPUTER** and **SOFTWARE PACKAGES.**













Our Value Cover policy includes:

- Full accidental cover for all your computer equipment
- Up to £2,000 per individual item
- Complete cover for all your expensive software
- Cover up to £35,000 for all your home contents
- Specialist 'work from home' cover available
- Interest-free monthly payment option

So, call today to get a better deal on your home contents insurance, and to claim your **FREE** subscription!

CALL **0800 750 750** NOW quoting reference L24JJ to claim your free subscription. Lines are open 9am-8pm Mon-Fri, 9am-2pm Sat.

Details of the free subscription offer will be included with your quotation pack. The reference L24JJ must be quoted when calling for a quotation to be eligible for the free offer.

Lloyds Bank Insurance Direct

General insurance advice is provided by Lloyds Bank Insurance Direct, a division of Lloyds Bank Insurance Services Limited, which is a subsidiary of Lloyds Bank Plc. Registered in England No. 968406. Registered Office: 7 Perrymount Road, Haywards Heath RH16 3YE.



[Left] If you get fed up with you current vehicle, you can upgrade the body shell to one of 24 different shapes. This one highlighted here is a mini Toyota Rav-4.



[Right] Burning past minis and the like in a Lamborghini is childs play, for a while. If you don't win any money to upgrade your car, soon all you'll be seeing is dust!





CHORO Q

Inundated with racing games, surely the PlayStation doesn't need more? Takara don't think so. Small, sweet and er... strange, *Choro Q* takes the stand.



"There are a multitude of possibilities for your tailor-made dream machine. Sadly no Mk1 escorts though..."



Speed and precise driving model are probably the most essential elements that make up a good driving game. If it fails in either of those, then it's probably best used as a coaster for mugs of coffee. Without being outstanding in either of these components, *Choro Q* however still manages to present you with a decently playable, fun racing game.





Any way you want it

Developed by Tamsoft/Takara, the team that brought the *Toshinden* games to the PlayStation, *Choro Q*, relies heavily on a cartoony approach to give this racer a cutesy look that sets the game apart from more traditional ones such as *Ridge Racer Revolution*. Starting off with 100 credits to your name and a fairly standard car of your choice, you must compete several different races of varying complexity. Depending on the difficulty of the race, there is a financial reward to strive for by finishing in the top three.

The more money you amass, the more you can power-up your dinky-toy racer into a super-dinky-toy racer. What makes *Choro Q* so different from other racing games in this respect is the sheer amount by which you can customise your vehicle, from the transmission, to engines, spoilers and even the paintwork – go faster stripes, eat your heart out. With several tens of options for most changeable elements, there are a multitude of possibilities for your tailor-made dream-machine. Sadly no Mk1 escorts though.

Too hot to handle?

The handling of the vehicles, ranging from Lamborghinis to dumpster trucks(!), works well, if slightly sluggishly, but the biggest detractor from the game is the frame rate at which it runs. The well-detailed tracks don't suffer from much pop-up, and the drawing horizon extends far into the distance, however all these niceties have taken their toll on the overall graphical speed. The illusion of motion is fine, but at the cost of a laboured frame update.

Overall, *Choro Q* is certainly a fun game to play, but the enjoyment is ephemeral, especially due to a lack of a two player split screen or even a link-up mode. Ultimately, as a racing game, there are many that are technically far better, though some might enjoy *Choro Q* for its cutesy appeal.



PLAY Information

Publisher: Takara
Customer support: The Video Game Centre on 01202 527314
Price: £69.99 (import)
Release date: Out Now


One Player


Memory Card

PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●●
Cuteness	●●●●●●●●●●

PLAYED 70%

Just manages to qualify...

Alternatively:
Ridge Racer Revolution (90%)
Motor Toon GP II (Oct '96)

KYO'S TEAM



KYO KUSANAGI | BENIMARU NIKAIDO | GORO DAIMON

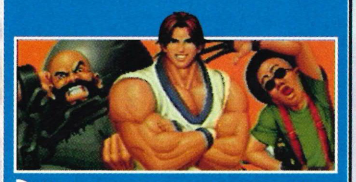


BOASTING JAPAN'S STRONGEST FIGHTERS, THIS TEAM RANKS HIGH IN TERMS OF SPEED AND SPECIAL MOVES. KYO KUSANAGI IS A LIFELONG ENEMY OF THE YAGAMI CLAN AND SO HAS A PERSONAL RIVALRY WITH IORI.

KIM'S TEAM



KIM KAPHWAN | CHANG KOEHAN | CHOI BOUNGE



TRULY THE STRANGEST TEAM IN THE ENTIRE GAME, POOR KIM KAPHWAN HAS BEEN SADDLED WITH THE OBESE BEARDED CHANG AND FREDDY KRUEGER LOOK-A-LIKE CHOI. TWO WORDS OF ADVICE IF YOU PICK THESE GUYS: GOOD LUCK!

MAI'S TEAM



MAI SHIRANUI | YURI SAKAZAKI | KING



THE ONLY ALL-FEMALE TEAM PROVIDES *KOF '95* WITH SOME OF THE MOST PLAYABLE CHARACTERS IN THE GAME. MAI IS A WELL-ENDOWED CHUN-LI CLONE, KING DRESSES LIKE A BLOKE AND YURI IS A RYU-STYLE SCHOOL GIRL.

TERRY'S TEAM



TERRY BOGARD | ANDY BOGARD | JOE HIGASHI



THE USA TEAM FEATURES THE BOGARD BROTHERS AND THEIR THAI KICK-BOXING PAL, JOE HIGASHI. THE LEGENDARY TRIO OF GAROU'S ARE EASILY THE MOST ACCESSIBLE CHARACTERS FOR NOVICES TO GET TO GRIPS WITH.

KING OF FIGH

2-D OR NOT 2-D? THAT IS THE QUESTION. WITH 3-D POLYGONISED BEAT-'EM-UPS HOGGING THE LIMELIGHT IS THERE STILL A PLACE FOR OUR FLAT, FIGHTING FRIENDS?

WRITTEN BY MATT YEO

Fancy kickin' ass

for money, glory or the sheer hell of it? Step right up people, you've come to the right place. For many years now Neo Geo developer SNK has been snapping at the heels of its main rival, Capcom, with an endless series of fighting games that, although not being huge financially, have managed to build up a solid fan base. In Japan both companies are considered equal in terms of creativity and popularity, but in the US and UK, beat-'em-up aficionados tend to opt for endless *Street Fighter* clones, convince themselves that 3-D is definitely the way forward, or are simply put off by the high cost of Neo Geo games. So where does that leave SNK?

Fortunately, *King of Fighters '95* sees something of a return to form, easily surpassing last year's poorly received '94 version with improved visuals, tighter gameplay and many other tweaks and tucks in an attempt to win over new converts. As this is SNK's first PlayStation title it's bound to receive a lot of criticism, if not for its 2-D qualities then for its unusual fighting style. Many beat-'em-up devotees will either love or loathe *KOF*'s taunting, side-stepping style of gameplay. However, if you're a fan of SNK's previous outings then you're in for a treat.







[ABOVE] Ikari warrior Heidern launches a vicious neck attack on the ball and chain-wielding man-mountain know as Chang Koehan.



[ABOVE] Defeat one representative from each team then take on the might of the all-powerful Saisyu Kusanagi.

PLAY INFORMATION

Publisher: SNK
Customer support: The Video Game Centre on 01202 527314
Price: £69.99
Release date: Out Now

ONE PLAYER | MUTIPLE PLAYERS

MEMORY CARD

LET'S GET READY TO RUMBLE

Unfortunately, as with virtually every SNK game, the four button control system fails to offer a wide enough range of moves, and those that can be pulled off successfully don't seem to connect solidly at all. Most of the time sheer luck is required to trounce even the easiest CPU controlled characters and if you do make it to a boss you can just kiss your ass goodbye!

There's a whopping total of 24 selectable characters to choose from but, alas, most of the fighters have similar Ryu/Ken style moves. That's not necessarily a bad thing, but where's the

RALF'S TEAM



RALF CLARK HEIDERN



エ REMEMBER THE OLD SNK COIN-OP *IKARI WARRIORS?* WELL, THIS TEAM IS COMPRISED OF THREE MERCENARIES FROM THIS CLASSIC OVERHEAD SHOOT-'EM-UP. UNFORTUNATELY, THESE GUYS ARE CARBON COPIES OF EACH OTHER.

BILLY'S TEAM



BILLY CANE IORI YAGAMI EIJI KISARAGI



ヤ FEATURING THE MOVES OF *FATAL FURY* BOSS BILLY CANE, THE SUPER-COOL IORI YAGAMI, AND THE MYSTERIOUS NINJA, EIJI KISARAGI, THIS REVENGE-DRIVEN TEAM'S BATTLEGROUND IS AN OLD CHEMICAL FACTORY SET IN NEW YORK CITY

RYO'S TEAM



RYO SAKAZAKI ROBERT GARCIA TAKUMA SAKAZAKI



ラ HAVING ALREADY MADE THEIR MARK IN THE *ART OF FIGHTING* SERIES, THE FATHER AND SON TEAM OF RYO AND TAKUMA SAKAZAKI, WITH THE AID OF THEIR PAL, ROBERT GARCIA, REPRESENT THE MIGHT OF THE KYOKUGENRYU KARATE TEAM.

ATHENA'S TEAM



ATHENA ASAMIYA SEI-KENSOU CHIN GENTSIA



ワ AS WITH KIM'S TEAM, THIS MOTLEY CREW ARE A STRANGE BUNCH TO SAY THE LEAST. ATHENA HAS MANY SHORT-RANGED PROJECTILE ATTACKS, SEI-KENSOU IS A BRASH, YOUNG SCRAPPER AND CHIN IS A LECHEROUS OLD MAN.

TERS '95

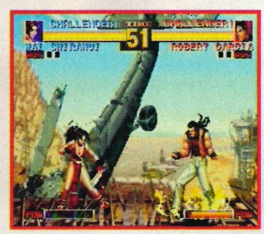


[ABOVE] The second boss appears in the form of the silver-haired Rugal Bernstein. Beat him and face the final nightmare challenge of Geese Howard!



[ABOVE] Although not as flashy as other 2-D beat-'em-ups, *King of Fighters '95* still features its fair share of pyrotechnic effects.









fun in figuring out new moves and attack patterns if your character is just a pale imitation of one you grew tired of years ago? Surely the whole point of having so many fighters is that each one offers the player something new in terms of variety and gameplay? The presence of a 'POW' gauge gives access to graphically impressive super attacks but even this concept has been done to death before in everything from *SF Alpha* to *Toshinden*.

FIST OF FUN

In the game's favour, it's certainly encouraging to see that SNK has managed to avoid overly slow accessing times and the choppy animation frames that many of Capcom's 2-D fighters have been plagued with. That and the fact that unlike the bizarre Saturn *KOF* '95 cartridge/CD combination, the PlayStation version is contained within just the one disc. On the downside though, it's fairly evident that as a genre, 2-D beat-'em-ups are becoming outdated and soon to be replaced by the likes of *Tekken 2* and *Tobal No.1*.

"An attempt to win over new SNK converts?"

If *King of Fighters* had appeared a few years ago, it would no doubt have been hailed as the saviour of beat-'em-ups. Unfortunately, these days, flat visuals, repetitive gameplay and all-too similar characters are signs of a software company rapidly running out of ideas.

PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●●○○○○
PREDICTABILITY	●●●●●●●●○○

PLAYED **62%**

Lacks looks, life and longevity

ALTERNATIVELY:
TEKKEN 2 (95%)
STREET FIGHTER ALPHA (93%)

STATION MASTER

CHEATS • TIPS • LETTERS

WELCOME FOLKS, TO YOUR ONE-STOP TIPS STATION. WHETHER YOU'RE LOOKING FOR LEVEL SELECTS AND SECRET CHARACTERS OR POWER-UPS AND HIDDEN GOODIES, THIS IS THE PLACE TO VISIT. IF YOU'VE STUMBLED ACROSS ANY CHEATS, TIPS, OR HANDY HINTS SEND THEM TO: *STATION MASTER, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS* OR E-MAIL MAT YEO AT MYEO@PARAGON.CO.UK.

WILLIAMS ARCADE CLASSICS

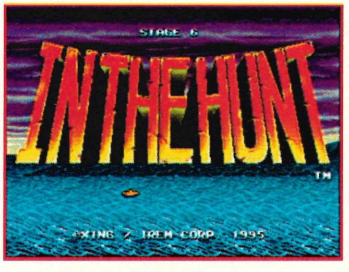
MK3 Music

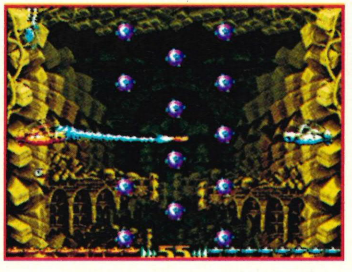
Switch your PlayStation on without a disc in it. Access the CD player menu and put the *Williams Arcade Classics* disc in. Two music tracks will appear. Highlight track two and press any button. You'll then be treated to over 5 minutes of *MK3* music as well as character names with 'Wins' and 'Flawless Victory' samples.

IN THE HUNT

Level Select and two Player Versus Mode

From the title screen access the option menu and press Start. Then press diagonal Up/Left on the D-pad, hold Select and press ●. A Stage Select will then appear. You can then try out the two player versus mode, skip to any level of the game and even view the different endings.

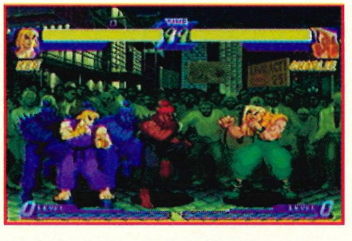




STREET FIGHTER ALPHA

Mega Tough CPU Akuma

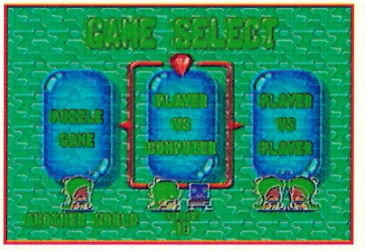
As if Capcom's very own 'devil' wasn't tough enough to beat already, here's a handy cheat to fight against an even harder version of Akuma. When selecting your character, press and hold L2, R2 and ×. Continue holding until the match begins and old top-knot head will appear and kick your butt! Even on difficulty Level one, this version of Akuma is a real challenge.



PUZZLE BOBBLE 2

Modified Levels

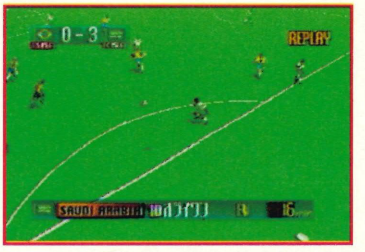
On the selection screen enter R1, Up, L2 and Down. The single player 'Story Mode' should now have the words 'Another World' below it and contain modified versions of the original levels.



HYPER FORMATION SOCCER

Extra Teams & 100% Fitness

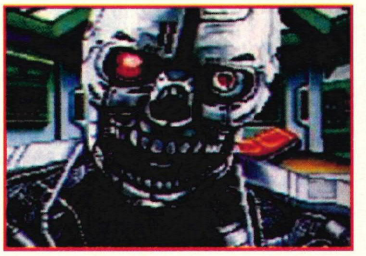
Choose the exhibition mode and before beginning a match select Team Condition. On this menu, press Right, Up, Left, Down and ■.



SNATCHER

Wallpaper, cursor colour, target pointer change

Access the option menu, highlight 'Exit' and press Start. Next, enter: Up, Up, Down, Down, Left, Right, Left and Right on the D-Pad. You'll now be able to alter the background wallpaper to a colourful *Pop 'n' Twin Bee* style and change the colour of your cursor and target pointer.



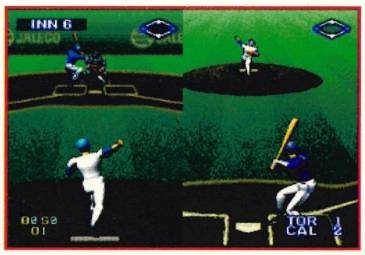
BASES LOADED '96

Cheat Mode
Play a normal game and press ▲, ■, ×, ●, ●, ● on controller two. If entered correctly you will hear a piano noise, indicating that the cheat mode has now been accessed.

Any Inning
While in the cheat mode, press × and the words 'let's go inning' appear in the upper left hand corner of the screen. Now press × for the desired inning. For example: ××××× would bring you to the fourth inning.

Homer
While in the cheat mode press L1. You will hear 'home run'. This lets you hit a homer every time. Doh!

CPU take-over
While in the cheat mode press L2. The computer will now automatically play a game.



NAMCO CLASSICS VOL. 1

Bonus Game Cheats
When playing the *Galaga* intro game, don't attempt to shoot any of the ships straight away. Instead, locate the two blue & yellow ships on the left hand side of the first row. Shoot all the other ships except these two. Let those guys fly around for about 14-15 minutes then they'll stop attacking. Now destroy them. The following aliens will then not fire a single shot, making them easy targets!



MOBILE SUIT GUNDAM

Level Select
On the animated sequence before the title screen, hold L2 + R1 + Select + Left. Every level of this robotic shoot-'em-up will now become accessible.

POWER INSTINCT 2

Secret Character
Start the game with the Team Battle Mode and at the character selection screen, press: Left, Right, Down, Up, Down, Left, Right, Left and Up for a bizarre new fighter.



POP 'N' TWIN BEE DELUXE PACK

Stage Select & Dark Play
First gain a high score of 573,000. Wait until you're at the demo screen with Princess Merora, then hold R1, L1 and use the arrow keys to choose any stage. If you score 1,000,000 or higher, you can repeat this trick twice.

For 'Dark Play', simply enter the Arcade Mode then, anytime during the game, pause and press: Up, Up, Down, Down, Left, Right, Left, Right, ×, ●.



PLAY Q&A

BAFFLED BY BEAT-'EM-UPS? PERPLEXED BY PLATFORMERS? GOING RABID OVER RACING GAMES? WORRY NO MORE, THERE IS A SOLUTION. IF YOU'VE GOT A PROBLEM AND NO ONE ELSE CAN HELP AND IF YOU CAN FIND THEM, MAYBE YOU CAN ASK, THE Q&A TEAM! SEND ALL QUESTIONS, QUIPS AND QUERIES TO: Q&A, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.

Dear PLAY,
I'm one of those lucky people who's got an NTSC version of the brilliant *Resident Evil*. I've managed to complete the game a few times already but I want to know if there are any more surprises yet to be discovered? You printed a tip last issue on how to get the missile launcher and I've done that so is there anything else to find?
Andrew Davidson, Redditch

As a matter of fact there is. Depending on how fast you finish the game, determines whether you'll receive extra goodies or not. To change your character's clothes first finish the game and rescue your buddies in the process (Jill saves Chris and Barry; Chris saves Jill and Rebecca). After the credit sequence, a screen appears that says "You've Got the Special Key." Save the game. Start the game you just saved, and when you go into the room with the giant mirror (you enter this room from the main hallway), you can unlock the door in the back. Now you can change your characters clothes.

Dear PLAY,
I'm really having a hard time with the later levels of *Gex*. Is there a cheat or code that'll allow me to skip a few levels? I've been stuck for ages and can't seem to get anywhere. Am I just rubbish or what?
Nathan Hunt, Middlesex

Well, you've certainly come to the right place. Yes, there's is a password that'll take you to the very last level of this leapin' lizard of a game. Simply enter: PZYPRXYL on the password screen and prepare to face Gex's final challenge.

Dear PLAY,
Is there any chance you've got a tip for Electronic Arts' *Road Rash*. The game's great but are there any secret courses, motorbikes or characters to choose from?
John Allen, Banbury

Actually, yes we have er... sort of. As far as we can tell, what you see is what you get with *Road Rash*. Unfortunately, there are none of the extras you've mentioned but whilst riding, come to a complete stop and press Up + L1 + R1 and your rider will dismount. Howzat?

Dear PLAY,
I know I'm a twit for buying *Starblade Alpha* but have you ever printed any cheats for this naff shoot-'em-up? I've only got the last four issues so I might have missed them if they appeared in an earlier PLAY.
Dave Westcott, Glasgow

We sure have Dave. For Auto Fire, enter: Up, Up, Down, Down, ●, ▲, ■, whilst on the title screen. Also if it's infinite continues you're after, enter: Up, Right, Down, Left, ×, ×, ×.

FADE TO BL

SOLVE

THE SECOND PART OF OUR INVALUABLE PLAYING GUIDE THAT'LL HELP YOU THROUGH ALL THE DIFFICULT BITS OF EA'S SCI-FI EPIC.

[LEVEL 3 OBJECTIVES]

- Find the code cartridge that activates the kartracs.
- Find energy and code cartridges to activate the excavator.
- Use the excavator to destroy the giant worm in the research room, retrieving maps for Venus' orbital station.

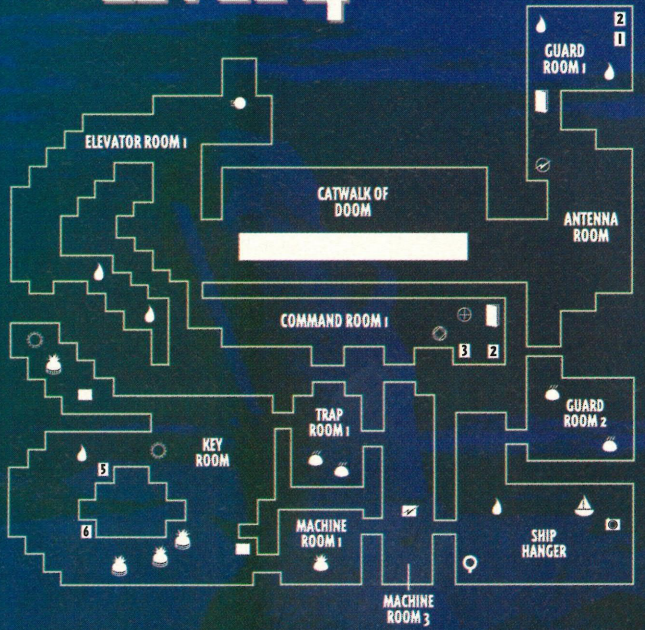
[LEVEL 3 HINTS]

- Save quite often on this level, the Morphs are stronger and harder to defeat. Load any exploding ammo you may have. As soon as you exit the starting room, you'll be under fire – beware. Directly across the hall is a secret room. Grab the bouncing mine from the locker.
- Don't let Stabbing Morphs get too close – they are quite lethal.
- In the main hall, press the button beside the cars four times to release all the kartracs. Once you've released all four, follow the first car north and into the main warehouse where you must collect a bouncing mine and keys for complex two and four from the lockers. The keys for complex one and three are in the armoury, along with other goodies.
- You'll need the anti-radiation shield from the secondary warehouse to be able to deal with the research lab, which is radioactive. It drains energy, so make sure you have plenty, and arm up with some powerful ammo if you have it. Switch off only after you are clear of the area.
- Keep to the right hand wall as you enter complex two and the research lab, as there is a worm on the left hand wall. Quickly progress round to the north to pick up the key to complex five.
- In complex six, you are forced to step on a pad to access the locker with the risidium lump. The pad activates a forcefield which prevents you exiting. To deactivate, jump past the two electrified floor panels to another pad which will deactivate the bars. Make sure you don't reactivate the bars on your way back.
- To access the risidium in complex three, first enter via the east door from the main hall and step on the pad to deactivate the far force bars. Exit east and make your way around to complex three's south door. The pad in front of you will deactivate the other bars.
- In complex four, make sure you kill the spider before stepping on the pad which will release it. Make sure you turn on your anti-radiation shield before entering complex two again. Remember to avoid the worm.
- Feed the risidium to the excavator to take you to into the research lab. If you have enough risidium, the excavator will kill the worm. Otherwise you can kill it with armour-piercing bullets, but it's better to try to save them for later. Get the document from the locker.

LEVEL 4

[LEVEL 4 OBJECTIVES]

- Introduce a virus into the control room computer to distort antennae results.
- Having met up with Ageer the Elder, commandeer a shuttle and head for Pluton.



[LEVEL 4 HINTS]

- At the start, in the Hangar, don't shoot the morph immediately – instead run around to the right and take out the camera, else the morphs will continuously regenerate.
- In machine room one, avoid the hover mine by going around towards the right and hugging the wall. As you reach the west door, activate your radiation shield and go into combat mode as you enter the key room.
- Having got past the morph and the bouncing mines in the key room, pick up two keys from the lockers, step on the blue pad on the east side of the room and head out the northeast door, gun ready.
- Once in the command room, turn off your radiation shield. The morph is unarmed, so listen to what he has to say before killing him. Activate the control panel, picking up goodies from the lockers. Recharge and exit.
- Use the yellow elevator to get to elevator room two. Head north, avoiding stepping on the green tile – it activates a gun.
- Before you enter the guard hall, save off and load up some of your more powerful ammo – it's gonna get tough. To activate the force bars, protecting you from the stabbing morphs, run over the pressure pads in front of you.
- Run through machine room two to avoid the gun's fire, into command room two. Collect the field scanner and bouncing mine and return to elevator room two remembering to run across machine room two. Once back in elevator room one, go back to command room one to recharge and save.
- Use the field scanner to highlight the moving tiles on the catwalk of doom, jumping over them to get to the other side. Head past the antenna room, to guard room one.
- Shoot the control panel to release Ageer from the forcebars, listen to his advice and head for the ship hangar via the south door.



ACK PART 2

- Access Panel
- Barrel
- Barrel – exploding
- Camera
- Drone – Smart
- Drone – Hover
- Electric Floor Panel
- Floor Panel
- Force Field
- Gun
- Kartrac
- Lockers (Level 4):
  - 1 Empty
  - 2 Bouncing Mine
  - 3 Armour Piercing Bullet Chip
  - 4 Field Scanner, Bouncing Mine
  - 5 Key to Upper Bridge
  - 6 Key To Command Room
- Lockers (Level 5):
  - 1 Hint#1, Hint#2, Green Gem
  - 2 Hint#3, Energy Recharger, Key to Room 1
  - 3 Heat Seeking Bullet Chip
  - 4 Grey Gem
  - 5 Hint#1
  - 6 Red Gem
  - 7 Yellow Gem
  - 8 Hint #5, Orange Gem
  - 9 Heat Seeking Bullet Clip
- Mines
- Mines – Bouncing
- Morph drop
- Morph existing
- Morph patrol
- Recharger
- Red Button
- Robot
- Spider
- Special
- Starting Point
- Transporter
- Ship
- Freeze Weapon
- Code Panel
- Blue Light
- Stone Golem
- Statue
- Bird
- Incinerator Beam
- Shuttlecraft
- Lava Burst
- Flame Burst
- Blue Flame
- Electric Field

LEVEL 5

[Level 5 Objectives]

▶ Collect the five lost gems and a code for the pyramid to release it.

[Level 5 Hints]

▶ Head to the catwalk. The blue beams in catwalk four restore your energy – use them only if you need them, as they will come in handy later. Push the button ahead to deactivate the wall gun that is firing at you.

▶ Shoot the blue halo drone, and walk past the stone golem – don't bother shooting him, he's not alive, yet. Go to the locker containing the energy recharger and grab these items. The recharger can only be used twice.

▶ Avoid the freeze-blobs that will fire from the east, minding the awoken golem. Grab the goods from the other locker, avoiding the blobs, saving your game having conquered this section. Run back to the arrival hangar.

▶ Grab the heat-seeking bullets and a gem from the hall room lockers. Don't press the button on the north wall – it activates a gun. Also save some heavy ammo, you're gonna need it for later.

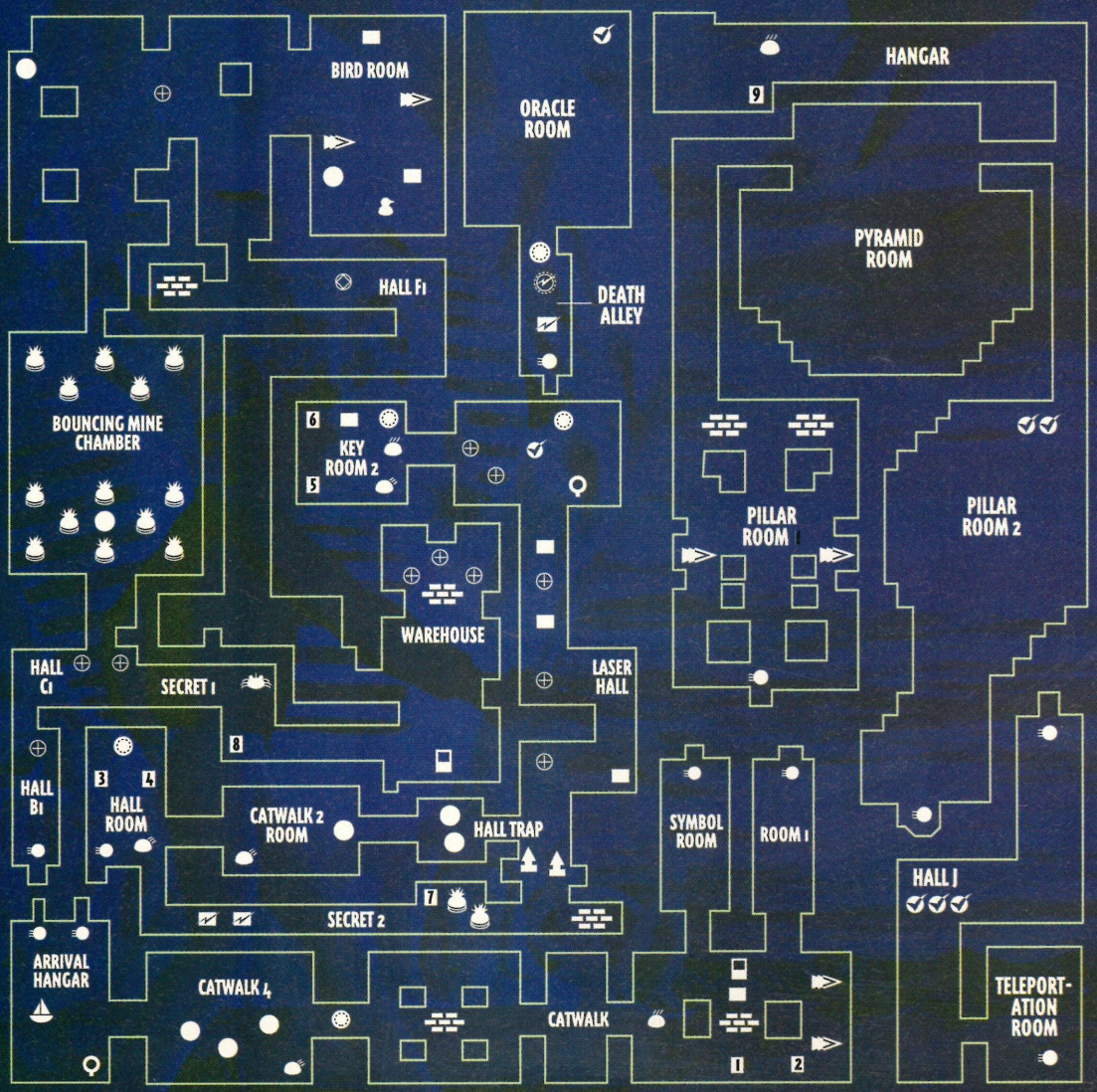
▶ Run through catwalk room two to avoid the gun's fire. The blue beam at the end will regenerate you. Run straight through the hall trap to the laser hall.

▶ In the laser hall, kill the morph and head south, turning to the west statue. Activate it to gain access to the secret passage.

▶ Avoid the drone and the mines to access the yellow gem from the locker in secret area two. Save and head west down the passage, avoiding the red beam and the electrified floor panels. Exit north back to the hall room, and back round to the laser hall, ready for combat.

▶ Approach the pool carefully, destroying the morphs that appear – you shouldn't need heavy ammo for these guys. Head to the west door to key two room, ready in combat pose.

▶ Kill the drone and activate the button in key two room. The button deactivates the pressure pad, saving you from unfriendly fire. Grab the red key and anything else in the



lockers.

▶ Back in the laser hall, now press the button north of the pool. This activates the floor panels which in turn activate incinerator beams. You will notice a hand in the pool. The hand wants the eye of the golem. Go south, avoiding the pressure pads, to the statues. Now activate the east statue, which will awaken the golem. Turn around, heading back and step on the first pad until the golem steps into the incinerator beam. Grab the golem's eye and head back to the pool, ensuring you don't step on any pads on the way back. Exchange (use) the eye with the hand for the pyramid code. Check your inventory for the code if you wish, and head back to the hall room and take the elevator.

▶ Back in the arrival hangar, take the west elevator to hall B1. Waste the morph that greets you and exit north to hall C1, and north again to the mine chamber. Traverse the chamber doing your best to avoid the mines.

▶ In the Bird Room, stun the birds by firing freeze-blobs at them, by standing on the pads. You need to collect all four, but don't worry they won't bite. Sketch the mural on the wall, noting every detail. Head south. Before entering hall F1, load some heavy ammo...

▶ As soon as you kill the stabbing morph, save your game. Head around the corridor, to the south killing off the next stabber. There's an energy power-up to the right guarded by a drone – get it if you need and head to the warehouse.

▶ As soon as you enter, shoot or try to lead the three quick morphs into the golem, who will consequently smash them. Once the quick morphs have been destroyed, lead the golem to the north, and then run to the panel, south. Exchange the first and last elements to activate the southwest door. Save and exit the room. Before approaching the locker to the west, kill the spider lurking around the corner. Head back to the arrival hangar via hall B1.

▶ Once back in the arrival hangar, head through the catwalks to the symbol room and memorise the symbols on the floor. Take the elevator to death alley.

▶ Watch the pattern of the beam to get past death alley, avoiding the electrified panels. Switch the button at the end to deactivate the beam.

▶ In the oracle room, use the sequence from the symbol room (cross, diamond, arrow, circle) to cross the room. Go back to the symbol room if you make a mistake, Ageer will advise you. Offer (use) a bird to the oracle. The oracle will give you the gem code. Now head back to the catwalk.

▶ Go to the panel and enter the code with the levers: down, up, up, down. Now exit through the northeast door to your right, into room one, taking the elevator to pillar room one.

▶ Head to the pyramid room, avoiding the freeze guns and the golems which will awake if you get too near.

▶ Save your game! In the pyramid room, it's time to use the gems, and if you've followed all the steps, you should have all you need to get the right code. If you get the wrong code, horrible things will happen, but we're gonna leave that bit up to you... Get it right and the west door should open. Now run through the east door to and north to the hangar. Kill the drone, get the heat-seeking bullets, load your gun and head back down to pillar room two.

▶ Watch out! You can't kill the super morph, but you can avoid him by darting to the elevator to the southeast. Head south in hall J, to Ageer who will give you advice, and follow round to the teleportation room. Exit and mop your brow.

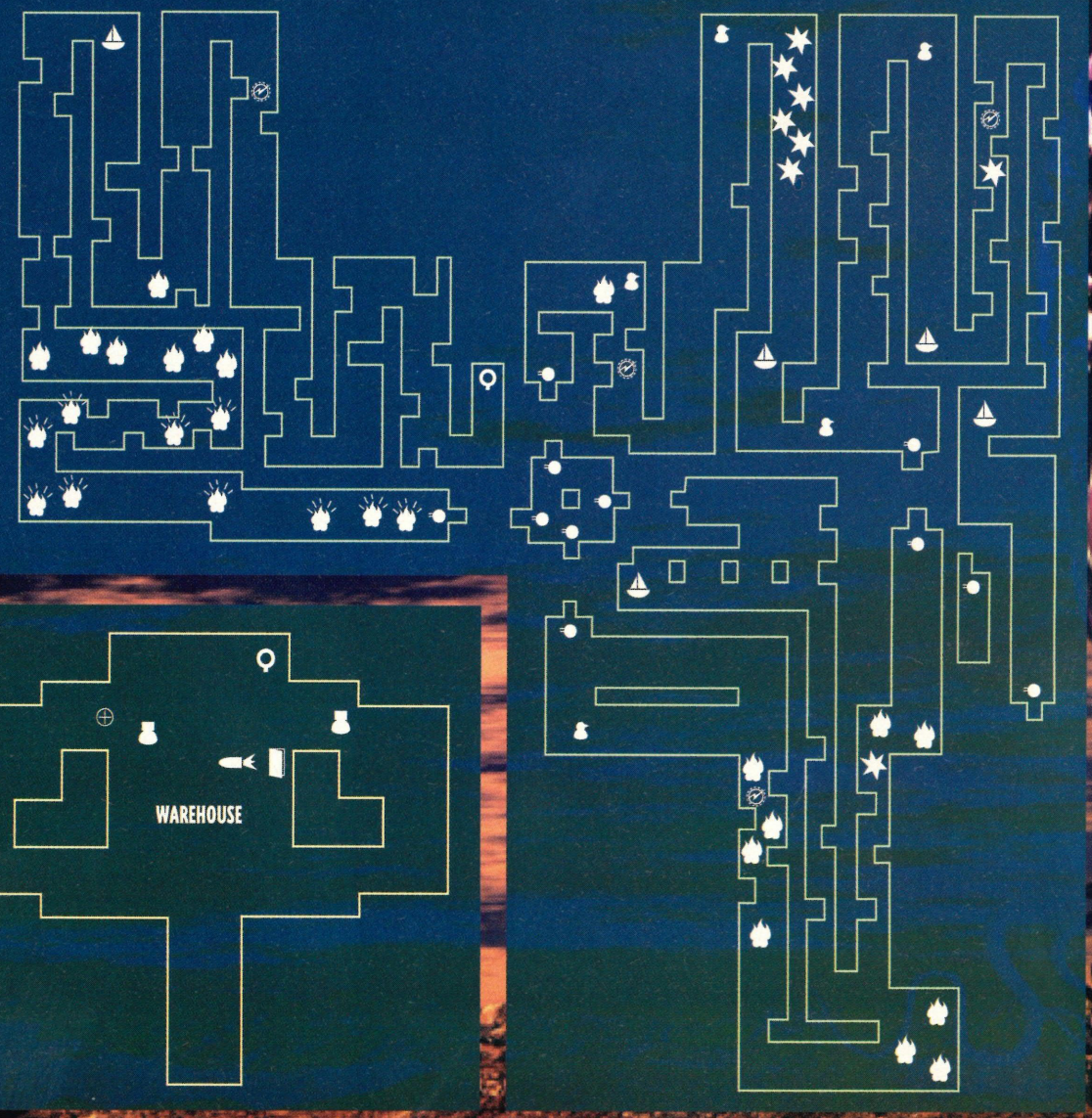
▶ LEVEL 7

[Level 7 Objectives]

▶ Navigate through the maze.

[Level 7 Hints]

▶ Get used to the control of your ship, avoiding anything and everything on your journey through the maze, including blue beams. Be prepared for battle at every corner you turn and every door you pass through.



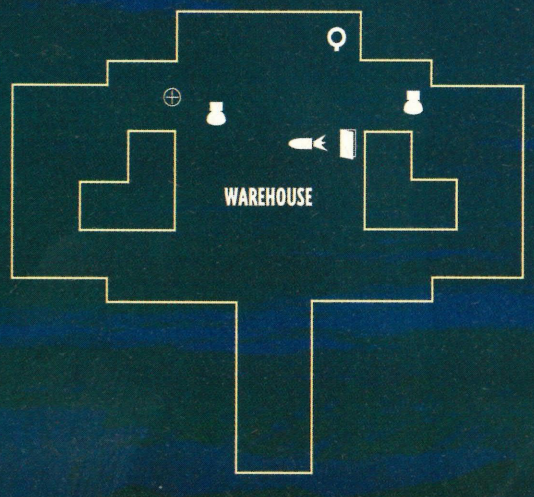
▶ LEVEL 6

[Level 6 Objectives]

▶ Take control of the shuttle craft.

[Level 6 Hints]

▶ Very simply, kill the morph and the two robots to access the shuttle.



WILD IMPORTS

Specialist Importers

TEL: 01908 640040 FAX: 01908 640162 MOBILE: 0850 994372

Nintendo 64,
1 Joypad, Mario 64,
110v Power Pack,
RGB Conversion £3??
Mario Kart R £Call
N64 Joypad £Call
N64 M Card £19.99

Universal PlayStation
(Plays All Games Without Disk Swap Over)
2 Joypads, RGB Scart Lead,
Demo Disk £Call
Die Hard Trilogy (US) £59
Tobal No1 JAP £Call
Marvel Super Heroes 16/08/96

We will try to beat any advertised price:

PLAYSTATION CONVERSION

Have your PSX converted to run UK, US, JAP games without need for disk swap.

Only £34.99 with full fitting instructions (Professional fitting service available).
Next day delivery available.
PlayStation repairs undertaken. Call for details.
S.W.C DX £CALL Smart Bros £CALL
N64 Development System Soon £CALL for details

PALADIN GAMES

Specialists of the 32 and 64 bit world

PlayStation software & hardware at low, low prices!!!

Latest PlayStation games for under £38
Phone for best prices on games such as Resident Evil, F1 and many more

NINTENDO 64 NOW AVAILABLE!

01452 - 502287

11 Tewkesbury Road, Longford, Gloucester, GL2 9AY

MAD ANDY'S GAMESTATION

Put that game up at
£4.99!
Yes MASTER,
£4.99 MASTER!

GET THE POINT!

For the best in sales and exchanges come to 30 Union Court, Richmond, Surrey or phone us on 0181 332 1101

VISIONTRONIC GAMES

TEL: 01942-796016
FAX: 01942-886965
MOBILE:0973-292244

76 TYLDESLEY ROAD
ATHERTON
MANCHESTER M46 9DG

SPECIALISE IN REPAIRING CONVERSION

ULTRA 64 WITH 2 GAMES £450 ALL INCLUSIVE

SUPER NINTENDO◆SEGA MEGADRIVE
SEGA SATURN ◆ PLAYSTATION ◆ WILD CARD ◆ PRO FIGHTER

D.I.Y PLAYSTATION QUANTITY DISCOUNT

SUPER CHIP CONVERSION WITH INSTRUCTION & DIAGRAM
AUTO BOOTUP NO MORE SWAP DISC PLAY £25
USA UK JAP HONG KONG DISC

PLAYSTATION CONVERSION (WILL ENABLE TO PLAY ANY IMPORT GAME)	£45	REPAIR PLAYSTATION SATURN	FROM £25
		PLAYSTATION RGB TO RF	£35
SEGA SATURN 50/60 Hz	£30	CONSOLES NTSC AV TO PAL AV OR RF	£60
SUPER NINTENDO 50/60 Hz AND GAME CONVERSION		PLAYSTATION SCART LEAD	£10
WILL PLAY ANY JAP. USA. UK. GAME	£25	SATURN SCART LEAD (FULL PIN) JAP	£16
MEGADRIVE 50/60 Hz GAME CONVERSION	£20	MEMORY CARD PSX	£20

BUY AND SELL PSX SATURN CDi SNES VCD GAMES LASER DISCS
CD WRITER - RECORDABLE CD

New PlayStation games for your old ones

Send us any old PlayStation game for a brand new title!
From £20 - Please ring for confirmation

NEW GAMES

Alien Virus	£37	Fade to Black	£37	Power Play Hockey	RING	Tennis	RING
Blam Machinehead	£37	Hardball 5	£37	Prowler	£37	Tilt	£37
Braindead 13	£35	Heavy Heat	RING	Raw Pursuit	£37	Victory Boxing	£37
Bubble Bobble Trilogy	RING	Hive	£35	Resident Evil	£39.50	Viper	£37
Burning Road	£37	Impact Racing	£37	Return of Fire	£37	Virtua Golf	£37
Casper	£37	Int. Track & Field	£37	Robopit	£35	Wild Animalympics	£37
Chaos Control	£37	Konami Open Golf	RING	Sampras Tennis	£37	X Men	£37
Cheesy	£37	Olympic Games	£37	Slam 'n' Jam '96	£35	F1	£37
Dawn of Darkness	£37	Olympic Soccer	£37	Slayer	£35	Chronicles of Sword	£37
Dungeon Keeper	RING	Onside	£37	Suikoden	RING	Aquanauts Holiday	£37
Eleventh Hour	£37	Opposite Lock	£37	Swagman	£37	Namco Museum	£37

NEW GAME - BARGAIN PRICES OR SWAP FROM £10

Alien Trilogy	£33	NBA in the Zone	£25	Novastorm	£21	Defcon 5	£25
Cybersled	£18	Off World Interceptor	£23	Adidas P. Soccer	£33	Toshinden 2	£33
Cyberspeed	£18	Parodius	£23	Actua Soccer	£27	Air Combat	£22
'D'	£25	Raiden Project	£25	Need for Speed	£33	Descent	£29
FIFA '96	£19	Striker '96	£18	Primal Rage	£33	Doom	£29
Gex	£25	Tekken	£25	Magic Carpet	£33	Destruction Derby	£29
Johnny Bazookatone	£25	Mortal Kombat 3	£25	WWF	£25	Hi Octane	£24
Jupiter Strike	£25	Mickeys World Adv.	£29	Total Eclipse	£21	Jumping Flash	£24
Kileak the Blood	£17	NBA Jam TE	£19	Ridge Racer	£25	X Com	£25
Lone Soldier	£25	NFL Game Day	£25	Shellshock	£33		

SECOND HAND GAMES - SEND US ANY OLD PLAYSTATION GAME & SWAP FROM £7

Cybersled	£15	Doom	£18	Criticom	£18	Toshinden	£15	Destruction Derby	£21
Cyberspeed	£15	Mortal Kombat 3	£20	Actua Soccer	£18	Johnny Bazookatone	£15	Krazy Ivan	£23
Streetfighter Movie	£13	Gex	£19	NHL Face Off	£19	Shellshock	£23		
		True Pinball	£20	Total Eclipse	£15	Striker	£15	NBA in the Zone	£21
Kileak Blood	£13	Assault Rigs	£22	Parodius	£15	Loaded	£22	Lone Soldier	£19
FIFA '96	£11	Goalstorm	£18	Extreme Pinball	£17	NFL Game Day	£19	Novastorm	£19

also

PlayStation £189.99; PlayStation Pads £12.99; Carry Case £8.99; Linx Cable £19.99; Scart Lead £19.99; Memory Card £16.99; Multi Tap £24.99; Ascii Stick £39.99; £1.50 p&p per game.

All returned games must include Box and Rules.

VIDEO GAMES SERVICES

12 West Street, Ware, Herts. SG12 9EE
Tel. 01920 486482/3. Fax. 01920 486484.

HACKS / TIPS / CHEATS / CODES WIN AT CONSOLE GAMES WITH THE CONSOLE HELPLINE

0891-318-400 .... INFORMATION LINE & INDEX
0891-318-401 .... PLAYSTATION CHEATS / CODES / HELP
0891-318-402 .... PLAYSTATION / DOOM LEVELS, HELP, CHEATS
0891-318-403 .... PLAYSTATION ADVENTURE GAME HELP, ETC
0891-318-404 .... MEGADRIVE CHEATS / GOLDEN OLDIES
0891-318-405 .... SONIC I & II HINTS, TIPS, CHEATS
0891-318-406 .... GOT A MODEM? CALL THIS NUMBER FOR 1000s OF CHEATS
0891-318-407 .... NEW RELEASE LINE, CHEATS, HELP & TIPS
0891-318-408 .... MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
0891-318-409 .... SEGA SATURN / CHEATS, TIPS, HINTS
0891-318-410 .... SEGA SATURN (LOADS OF GAMES HELP HERE)
0891-318-411 .... PLAYSTATION!!! 190 CHEATS & TIPS, THE WORKS
0891-318-412 .... GOT A MODEM? CALL THIS NUMBER FOR 1000s OF CHEATS
0891-318-413 .... MORTAL KOMBAT III, CODES, CHEATS, TIPS & MOVES
0891-318-414 .... CHEATS FOR THE NINTENDO 16/32 BIT CONSOLE
0891-318-415 .... MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
0891-318-416 .... PLAYSTATION NEW RELEASE CHEATLINE
0891-318-417 .... SEGA SATURN NEW RELEASE / CHEATS / HINTS / HELP

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.
PLEASE HAVE PEN & PAPER READY FOR INFO.

NOW AVAILABLE, CHEATS BOOKS (£10.99 EACH)

CALL 0181-561-5040

SEE US ON THE INTERNET AT HTTP://WWW.GATES.CO.UK

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE,
CALLS COST 39P CHEAP & 49P PER MIN PEAK.

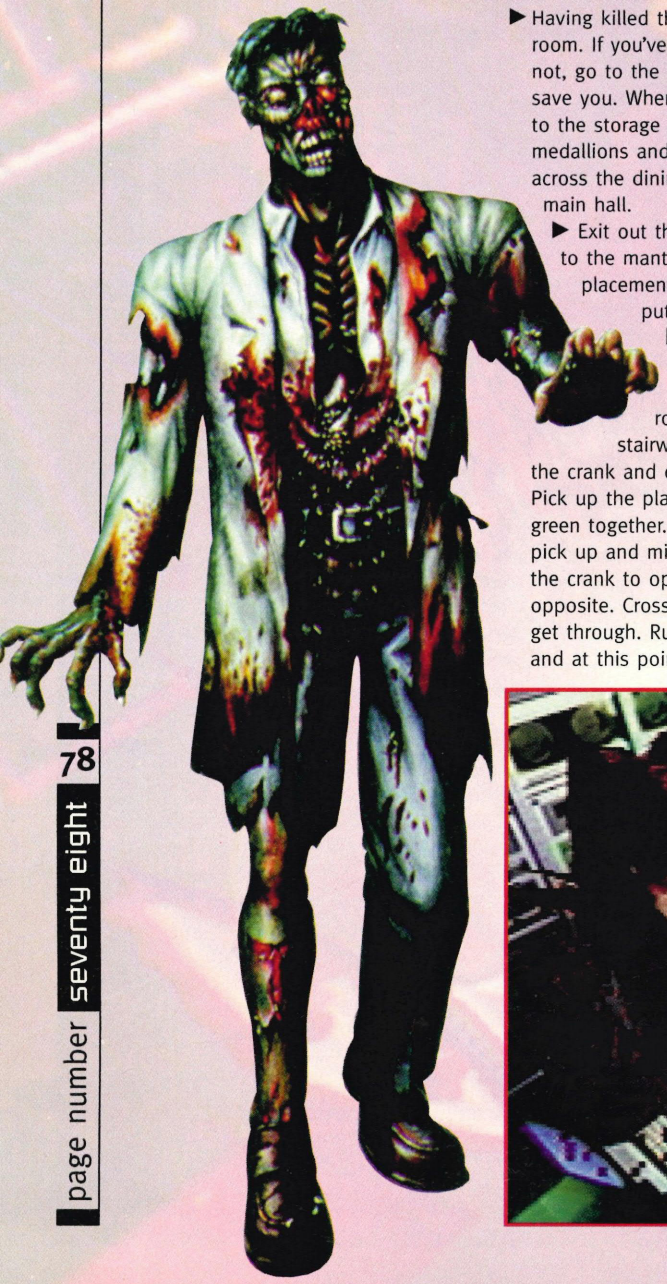
HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

RESIDENT E



WALK THRO

THE SECOND, AND CONCLUDING, PART OF OUR RAPID *RESIDENT EVIL* WALKTHROUGH TAKES YOU RIGHT TO THE END OF THE GAME, AND HOPEFULLY, IF YOU MANAGE TO COMPLETE IT IN UNDER THREE HOURS, YOU'LL BE AWARDED THE ROCKET LAUNCHER – A WONDROUS DEVICE CAPABLE OF DEMONIC DESTRUCTION. LOVELY...



▶ Having killed the snake, leave the room. If you've been poisoned (if not, go to the next step), Barry will save you. When you wake up, run to the storage box and take all four medallions and weapons. Run across the dining room out to the main hall.

▶ Exit out the back door and go to the mantle/medallion placement door, where you put the medallions.

▶ Place the medallions and enter the garden room. Push the stairway and climb. Get the crank and exit to the courtyard. Pick up the plants and mix red and green together. Kill the hounds then pick up and mix the blue ones. Use the crank to open the flood-gate opposite. Cross using the ladders to get through. Run to the elevator, and at this point the radio will go off – ignore it, it's a waste of time for the purposes of this walk-through.

▶ Kill the hounds below and cross over to the opposite gate. Pick up and mix the plants.

▶ Enter the dormitory and push the statue in front of the hole where the plants comes from. Enter the storage area and pick up ammo and health spray. Save your game and exchange items taking weapons and ammo.

▶ Go across to the next dormitory room (001) and kill the zombie, picking up the Red book. Enter the bathroom, drain the tub and get the C-Room key.

▶ Cross over to the other hallway (past the statue over the plant hole) and enter the room with the key pad and the hornets nest. Run past the nest and get the dorm key (002). Return to the previous hall and run to the end room, using the dorm key. Discard the key then enter the room and push the bookcases away to reveal a ladder down. Don't pick up the item on the bed, but get ammo from bathroom if you need.



▶ Go down ladder and push crates over the water space. Run down into the water and enter the shark room. Run to the control room and use the key. Discard the key and enter the room (before the shark gets you!). Push the lever to drain off the water from the lower level and push the button to open the next door.

▶ Enter and pick up the clips and ammo, and the dorm key (003). Run out and back up ladder to the dorm (002), picking up plants until your inventory is full.

▶ Run back to the storage room stocking up on weapons and healing medicine. Take the dorm key (003) and red book with you. Save.

▶ Run to the dorm (003) next to the nest, enter and go into the bathroom, killing the zombie and retrieving flame rounds. Exchange books with the red book to reveal a secret door.

▶ Enter and kill the big plant. It will die and then revive, grabbing you, at which point Barry will come and save you. Next, run to the fireplace and get key.

▶ Return to mansion. Kill the hunter that follows you in. Go into room on left and get doom book one.

▶ Go next door into the storage room, stocking up on ammo, taking the weapons and healing and helmet key. Save.

▶ Go upstairs and left into the fireplace room (where you used the lighter). Go to the right door and enter. Go to the piano, click and the snake will emerge. Kill the snake and look at the hole while it dies. Barry will appear and help.

SOLVED

VIL

UGH PART 2







Fall in and push the switch on the grave. Wait for Barry to return before going down. Get the pass code and then go back down hole – you'll need room for the elevator battery and the explosive rounds, so go back to the storage room to make space if necessary, before going down. Use the ladder to get beneath grave.

- ▶ Kill the zombies and get the shotgun ammo on the left. Run down hall to the door, going down the next hall. The zombies eating the dead person can be left – they'll leave you alone. Kill them if you want.
- ▶ Enter the kitchen and go right to the elevator, killing the zombie, up the elevator, killing another zombie and head to the closet. Pick up the battery and the rounds.
- ▶ Backtrack to the hole and then to the storage room downstairs, taking the battery, crank and weapons, particularly the bazooka. Leave two empty slots, but if you have an ink ribbon with only one slot left, you can take that.
- ▶ Go out into the garden and go over to the elevator beyond the pond. Go down the elevator, to the other elevator, installing the battery. Go up and to the flood gate. Close the gate using the crank and return to the newly powered elevator go down and to the ladder behind the waterfall.
- ▶ Enter the door on the right, Barry will be there. When he asks to go with you, say 'yes' but let him lead. Follow him and enter. He'll kill a hunter and then follow you. Run into the back room and pick up ammo and health spray, ensuring one free space for the hexagonal crank. Go into the room where Enrico is and follow the storyline. Pick up the clip on Enrico's body if you have space, else just run an pick up crank and run out. Run past the new hunters if you can, otherwise kill them.
- ▶ Go back to first hallway and run to the typewriter, saving if you have a ribbon. Use crank on hole and turn hallway. Go down hall and past door. Turn right and run to the boulder, then run back. Move out of the way of the rolling boulder and run to get the flame rounds, beware of hunters that may appear. Run to the door behind the boulder-smashed wall.
- ▶ Spider! Kill it, with the flame if you can, and then pick up the knife if you don't have one and swipe open the door. Keep the knife by using up some herbs. Go left and enter storage, picking up healing products and save. Exchange items, taking Doom Book 1 (Eagle medallion if you already opened it), weapons and hexagonal crank. Run down hall and to the second boulder. You don't need to run from the boulder, just use the crank three times and enter the room where the second Doom Book is.
- ▶ Get the book and open it for the medallion. Go up the elevator into the garden with the fountain. Place the medallions accordingly, and pick up herbs. Go down fountain and enter elevator. Go further down using the ladder and enter the room with the storage box. Use and exchange items if you need. Run across in to the room, kill zombie and go downstairs. Go to the left into the computer room and login using JOHN for 'login' and ADA for 'password'. Unlock door on B2 with password MOLE. Return upstairs to the now open room.
- ▶ Run over to the panel and open it. Push the button and retrieve the Lab key. Run back down to the lab and use the key on the locked door. Run across to the storage room, stocking up on healing substances. Save game. Run out door and down to the left.
- ▶ Enter room. The creatures on the ceiling may be ignored if you wish. Run to the right and use the terminal to power-up the elevator. Run to the back of the boiler room and open the door. Go down the corridor to the right and enter the room with the triggering computer and the circuit computer. Activate the elevator and run out of the boiler room.



- ▶ Run to the operational elevator, where Barry will join you. Follow the story and then kill the tyrant. Repeatedly shooting and running is probably the best tactic, but try to dispense with him as soon as possible.
- ▶ You will escape with Barry. Use the elevator, exit and run to the emergency elevator, killing the ceiling monsters and zombies on the way. Use any mean weapon you want. Run out the emergency door where Barry will be waiting for you. There is a storage box on the way, where you can exchange items – keep healing stuffs, keeping one space free for the second elevator battery.
- ▶ Run over to the battery. The radio will go off. Having listened to it, pick up the battery and place in the elevator. Leave elevator and pick up flare. Use the flare (anywhere, it doesn't matter). A Tyrant will appear. Run around, avoiding the Tyrant as much as you can until helicopter arrives. Pick up the Rocket Launcher and kick f***.
- ▶ That's it! Save, and restart with the Rocket Launcher. Take pleasure in the size of your weapon...

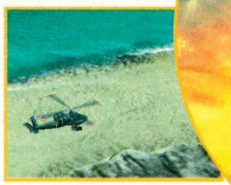
NOT FOR THE FAINTHEARTED!

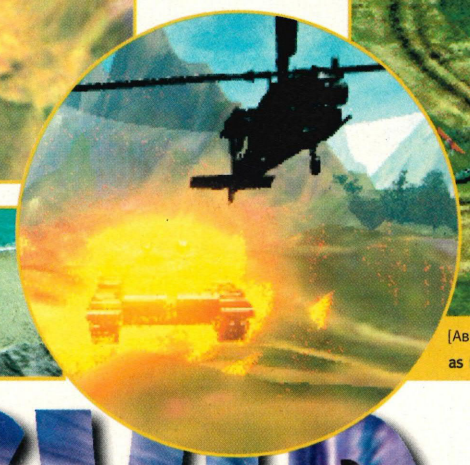
This walkthrough has been designed to allow players to complete the game as quickly as possible in order to get the Rocket Launcher. The best way to use this walkthrough is actually to play the game properly first, by yourself (it's worth it), and then use this guide to take you through the game as fast as possible. Indeed several sections of this walkthrough may not make sense unless you have played the game before. You have been warned.

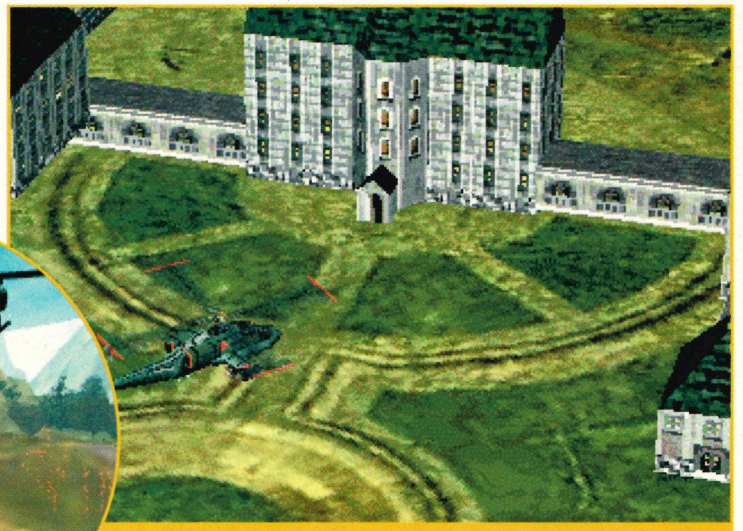


[Above] EA has just added this rather spiffy rendered intro sequence featuring some cool seat-of-the-pants flying and pyrotechnics galore.









[Above] Each level boasts amazing photo-realistic backgrounds that define *Soviet Strike* as nothing less than a true 32-bit title.

DASVIDANYA SOVIET STRIKE

Monster hits

are hard to come by these days and software houses often find it safer to milk an existing product than to take a gamble and try something different. On the other hand though, improve and refine a major title and the money should come rolling in. With that in mind it'll surely come as no surprise to learn that Electronic Arts has yet another explosive chopper outing up their sleeves.

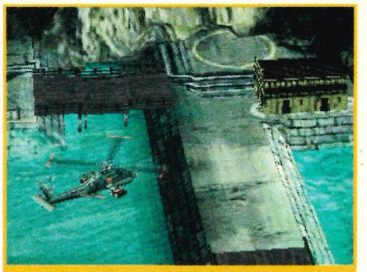
With the financial and critical success of the *Strike* series, on both 8-bit and 16-bit platforms, it was inevitable that the PlayStation would receive a 'copter classic of its own. The good news is that the wait is nearly over. Currently being readied for a late October release, *Soviet Strike* aims to update the winning isometric formula of its predecessors whilst giving PlayStation owners a truly mind-blowing airborne title to compete with the likes of *Gunship* and *Thunderhawk 2*.

PLAY INFORMATION

Name: Soviet Strike
Publisher: Electronic Arts
% Complete: 65%
Release Date: 25th October '96



[Above] Although these screenshots only show one viewpoint, players will be able to select a number of in-game camera angles.



[Above] A quiet coastal setting conceals a multitude of sins. Communist forces are everywhere and only a skilled pilot can take 'em down.



[Above] As in the original games, the emphasis will be on hit-and-run missions requiring players to keep an eye on fuel, damage and weapons.

Chopper squad

Set in a hypothetical former Soviet Union, players find themselves taking on a dangerous Communist movement keen to tip the balance of world power in their favour. Employing state-of-the-art military hardware, the Strike team aim to put a halt to these shenanigans and locate the mysterious head honcho known only as The Shadowman. Making use of its new found 32-bit freedom, *Soviet Strike* should look amazing, with each of its five testing levels boasting 3-D photo-realistic landscapes, giving each stage of the game an authentic environment just begging to be explored. Whereas the 16-bit *Strike* titles were viewed from a single camera position, *Soviet Strike* offers players multiple camera angles providing excellent coverage of all the on-screen action as and when it happens.

During flight mode, players are also able to consult Strike.net, an on-board computer system that provides constant mission updates by combining FMV footage with digitised voice-overs. So far all the essential elements for a major PlayStation hit are in place. We'll take a more in-depth look at *Soviet Strike* as soon as.





LEAPIN'!

LOMAX IN LEMMINGLAND

The Lemmings success story has been nothing short of legendary. After only a handful of games these green-haired goons have achieved world-wide notoriety and are even being groomed for an animated series of their own.

Keen to keep their successful suicidal sprites in the limelight, developer Psygnosis has avoided the obvious opportunity to produce a direct sequel to last year's *Lemmings 3-D* and instead has opted for a totally different gaming experience altogether. The result is *Lomax in Lemmingland*, a distinctively cheery, colourful romp that combines the best elements from previous *Lemmings* games with the *Rayman*-like qualities of a true 32-bit platformer. Mega Drive owners may remember the distinctive 16-bit title, *Flink*, that appeared a few years ago. The imaginative creative team behind that sleeper of a hit have now applied their winning formula to the PlayStation and, with the aid of the Lemmings, could have a major hit on their hands.

PLAY INFORMATION

Name: Lomax in Lemmingland
Publisher: Psygnosis
% Complete: 75%
Release Date: December '96

HATS OFF TO YA!

From what we've seen so far, *Lomax in Lemmingland* certainly looks impressive enough. Those of you with a keen graphical eye should be satisfied with the many detailed layers of parallax scrolling to be found in each level, with 3-D spot effects adding to the quirkiness of each themed stage. Lomax himself is a resourceful little fella and during his travels is capable of utilising a variety of magical hats, each of which allows various Lemming-like tasks to be performed, such as bridge-building and hole-digging. Mastering these abilities is an essential element of the game and players will need their wits about them to have a hope of making it through each stage in one piece.

However, if our editor's frustrating performance is anything to go by, players should find *Lomax in Lemmingland* a true platforming challenge. With each stage containing a multitude of enemies to defeat, tricky obstacles to overcome and puzzles to solve, this is one game you won't be finishing in a few days.



[ABOVE] The occasional 3-D spot effect appears from time to time and later levels allow interaction with background objects.





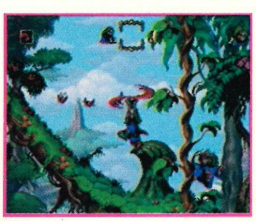
[ABOVE] Free the evil Lemmings and they parachute to safety courtesy of their handy umbrellas.



[ABOVE] Evil, transformed Lemmings are soon dispatched with the aid of Lomax's patent spin attack.





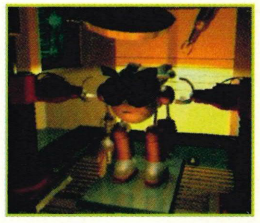


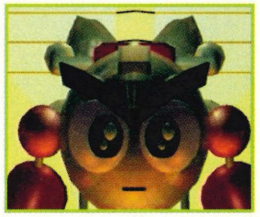


[Above] There are three selectable viewpoints to choose from in *Robo Pit*, each of which can affect your fighter's performance.



[Above] Some weapons, such as the cannon, have a slow recharge time often enabling foes to get in a few lethal hits.





BOLTED!

ROBO PIT

Borrowing elements from such diverse games as *Jumping Flash* and *Cybersled*, T•HQ's forthcoming bolt-on-bits beat-'em-up is certainly a unique little title. Already having seen the light of day in both the US and Japan, *Robo Pit* is currently getting the PAL conversion treatment in time for a late September release.

Although not a true fighting game as such, *Robo Pit* allows players to build their own battle droids using a variety of body parts and weapons, and unleash them into a combat arena to go head-to-head with other robots. Once pieced together your creation may be saved to a memory card, complete with current experience and progress. Contestants begin with only basic weaponry, such as fists and crossbows, but by defeating their opponents, you gain access to real tournament winning devices, including telescopic punches and rocket launchers. Choosing the correct attachments for your creation can drastically affect gameplay, with different weapons altering range, speed and overall fighting style.





Tin men

A few years ago, the Mega Drive played host to a similar concept in the form of a mechanoid fighting game called *Cyborg Justice*, which also featured the same cannibalistic theme. Where *Robo Pit* differs from that game is in the action, which takes place in a 3-D arena environment, floating platforms which you can travel over, scenery you can hide behind (or even use as an offensive weapon) and impressive texture-mapped visuals. A two player split screen mode provides even more fun as both you and a mate take each other on with the aid of some truly bizarre patchwork constructs. Initially there are 100 pre-built bots to battle, but with the potential for players to create thousands of mechanical combinations, it's a safe bet that *Robo Pit* will have plenty of longevity.

Developers Altron have seemingly come out of nowhere with this, their first title, and so hopes are running high that it'll be a winner. By bringing together platforming beat-'em-up and 3-D elements, *Robo Pit* could be the start of a potentially promising career.



[Above] Choosing the correct short or long range weapon for your creation can make all the difference.









PLAY INFORMATION

Name: Robo Pit
Publisher: T•HQ
% Complete: 85%
Release Date: September '96

Leeds

Visions

Part Exchange Specialists

U.K. and Import always available.

Large selection of new releases and used games.

PlayStation and Saturn game rental only £1.00 per day. Saturn converters £20.

Call, fax or write for details.

7 days Till 9.30 pm

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

TEL/FAX
0113 261 3424

PlayStation Conversions £45

Dorset

FAST FRIENDLY MAIL ORDER

GEMSTAR

SONY
NINTENDO
SEGA

PART EXCHANGE WELCOME
UK PLAYSTATION SOFTWARE

RESIDENT EVIL — SPACE HULK
X-MEN — FORMULA ONE

NINTENDO 64 + GAME £499.99
(PSX TRADE-INS AVAILABLE)

APOLOGIES TO ALL OF YOU WHO HAVE TRIED TO GET THROUGH USING THE TELEPHONE. WE HAVE HAD A FIRE RECENTLY AND WE ARE HAPPY TO ANNOUNCE THAT WE ARE READY TO TRADE AGAIN.

UK PLAYSTATION + ALIEN TRILOGY £209.99
SOFTWARE FROM £24.99
PLEASE CALL FOR LATEST PRICES + BARGAINS

TEL: 01202 398620 — 7 DAYS 10-6pm

PLEASE MAKE CHEQUES/POSTAL ORDERS TO: GEMSTAR, 40 BIRCH DRIVE, BOURNEMOUTH, DORSET, BH8 0LS

Mail Order

WORLD GAMES MAIL ORDER

PLAYSTATION CONVERTOR

£29.99

PLAYS UK, US AND JAP GAMES ON ANY UK PLAYSTATION, NO DISC SWAPPING! FITS INSIDE MACHINE, COMES WITH FULL INSTRUCTIONS & DIAGRAMS.

NINTENDO 64

+ 2 games + full conversion £479
Extremely Low Price!!!

SEND CHEQUES/POs TO: WORLD GAMES, Tyn Llidiart, Glandwr, Barmouth, Gwynedd, Wales, UK LL42 1TQ

ENQUIRIES: 01341 281269

Essex

Station Computers

Stockists Of PlayStation Software

Alien Trilogy	£34.99
Criticom	£34.99
Cyberia	£34.99
Descent	£34.99
Gex	£34.99
Impact Racing	£34.99
Off World Intercepter	£34.99
Street Fighter Alpha	£34.99
Striker'96	£34.50

All Prices Include VAT & Free Delivery To Mainland Uk
Send Cheque/Postal Orders Only Along With Your Address And Contact Number To:
Station Computers Ltd
PO Box 2905, Harlow, Essex, CM18 6XF
Please Allow 14 Days For Delivery

Shropshire

FINISHED IT? DON'T LIKE IT? BORED WITH IT?
THEN SWAP IT FOR A DIFFERENT ONE

£5 USING OUR UNIQUE SYSTEM IT IS POSSIBLE TO PLAY UP TO TEN DIFFERENT GAMES FOR THE PRICE OF ONE BOUGHT OFF THE HIGH STREET!!!!

SWAPS

PRICE INCLUDES:
24 hr DESPATCH ON STOCK ITEMS
POSTAGE & PACKING
PERSONAL SERVICE
LATEST TITLES

£5

PLAYSTATION
SATURN
16 BIT

100s of PlayStation titles from £19.99

CALL NOW 01588 673400

MEGAMART

12 BROOKLANDS PARK, CRAVEN ARMS, SHROPSHIRE SY7 9RL

* We operate a simple price banding system. Prices quoted represent swaps for used games in stock within the same price band.

Shropshire

CONSOLE CONNECTIONS

CORNWALL'S NO 1 OFFICIAL PLAYSTATION STOCKIST

All the latest titles FIRST!

RESIDENT EVIL NOW AVAILABLE

USED games bought, sold & exchanged

Shops at

19 Kenwyn Street, Truro
Tel (01872) 261065

Old Bake House Lane, Chapel Street, Penzance
Tel (01736) 331131

Mail order service also available

Cornwall

NEW AGE Consoles

Light years ahead of the competition

Specialists Import Sports

Unbeatable prices on PlayStation & Saturn games
Call For Latest Prices

CD ROM Chip For P•S•X Allows You To Play All Import Games £55 inc Fitting And £35 excl Fitting

Ultra 64 £480 including Mario

Call On 0181 777 0496
0956 945 165
Or Fax 0181 777 0496

London

Dorset

VIDEO GAME CENTRE

WE STOCK:- PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD), NINTENDO 64.

PLAYSTATION NEW RELEASES		PLAYSTATION USA SALE		PLAYSTATION JAP SALE	
Resident Evil (UK)	44.99	Warhawk	24.99	Gunners Heaven	24.99
Sim City 2000 (USA)	54.99	FIFA '96	24.99	Philosoma	24.99
King Of Fighters '95 (JAP)	69.99	Extreme Pinball	29.99	Winning 2	19.99
Popolocrois (JAP)	79.99	N.B.A. Jam T.E.	29.99	Galaxian 3	29.99
Fade To Black (UK)	44.99	Toshinden	29.99	Ground Stroke Tennis	19.99
Bust A Move 2 (USA)	49.99	Defcon 5	29.99	Jumping Flash 1	24.99
Darkstalkers (JAP)	59.99	Skeleton Warriors	39.99	Jumping Flash 1 & 2	49.99
StreetFighter Alpha (UK)	44.99	Total Eclipse	24.99	V. Tennis	24.99
Striker (UK)	19.99	Mortal Kombat 3	29.99	Toshinden 1	24.99
Mortal Kombat 3 (UK)	24.99	NBA In The Zone	29.99	Toshinden 2	39.99
Beyond The Beyond (USA)	59.99	WWF Arcade	29.99	Horned Owl	49.99
Williams Arcade (UK)	34.99	UFO X-Com	29.99	Wolfgang 2001	39.99
Olympic Games (UK)	44.99	Off World Extreme	24.99	Dragon Ball 2	39.99
NegCom	39.99	Space Griffon	29.99	Double Dragon	29.99
Steering Wheel & Pedals	79.99	PGA Golf '96	29.99	Myst	19.99
+ LOADS MORE IN STOCK		Assault Rigs	29.99	Hyper Formation Soccer	19.99

BUY ANY 2 OF ABOVE & GET 3RD FREE!

MORE NEW TITLES ARRIVING DAILY - PLEASE CALL

1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR

TEL/FAX-01202 527314

Play

To advertise in the UK's best selling PSX mag

Call Alex Taylor on 01202 200236

POWER

SIM CITY 2000

Dominion, powers, destruction. There's only one thing that these three words together can mean: *Sim City*. One of the first, and longest surviving 'God' games ever created is finally crossing the heavens to the land of the Sony PlayStation.

PLAY INFORMATION

Name: Sim City 2000
Publisher: Maxis
% Complete: 75%
Release Date: September '96

Sim City, albeit in a revamped *2000* edition, for the uninitiated is all about creating a metropolis. And destroying it. You start off with a plot of land, which you can landscape into the city of your dreams, and of course you are God. You can create, treating the upstanding citizens of your little microcosm to wondrous constructions such as theatres and stadiums. Or destroy, exposing your woeful crime-ridden slums to fierce attacks by monsters and aliens. Sounds good, dunnit?

THE STREETS ARE ON FIRE

However, despite how exciting the last paragraph may sound, this game isn't just about callous megalomaniacal control. Ultimately, as the mayor of your city, it's your job to carefully govern a myriad of elements, such as taxes, crime, pollution, town planning, roads, sewage... the list goes on, in an attempt to create yourself a dream city – on a budget.

As you successfully manage these elements, the population of your city will expand, bringing in additional revenues for commerce and industry, and consequently necessitating affluent geographical expansion. Or alternatively, things could go horribly wrong with soaring crime, asphyxiating pollution and a few natural disasters thrown in for good measure.





[Right] **Here we are re-enacting an alien scene from the forthcoming movie blockbuster *Independence Day*. Fortunately, our *Sim City* version has a much more plausible storyline, and doesn't suffer from clichéd wooden acting.**



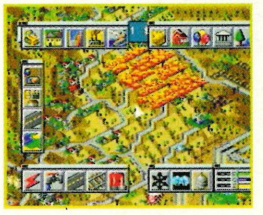
[Above] **The wealth of options are displayed using an effective pop-up menu system. Fans of the game may want to purchase a mouse to make playing the Sim City 2000 more intuitive.**

I AM THE LAW

The beauty about a game such as *Sim City 2000* is that there is no real end to it. You could create a massive and successful urban sprawl, or a deplorable slum, but the enjoyment can still be the same. Even better still, creating a huge city and then destroying it with a tornado, or other disaster scenario, can be quite amusing.

All this and a facility to drive around your virtual city in this PlayStation version, and we have the makings of an excellent conversion. We'll have a full review of this long-standing 'power' game next issue. and *Sim 'Copter* and *Golf* are on the way!

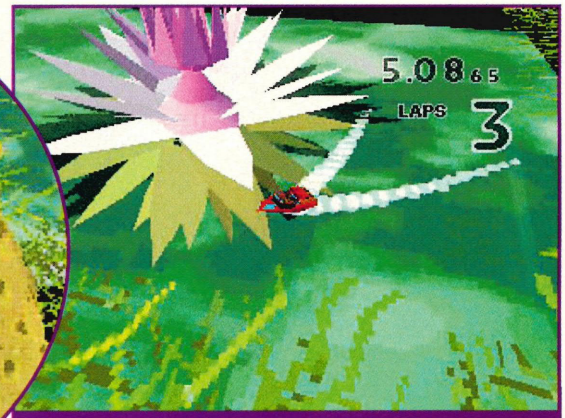






[Above] The hazards in *MMV3* are even more er... hazardous in this latest version, and with up to 12 cars on the tracks at the same time, getting past obstacles isn't going to be easy.





[Above] The translation from 2-D to 3-D appears to have left the cartoon-like visuals in place thankfully. The speedboats on the pond can race around at quite a pace.

AB-RACE-IVE

MICRO MACHINES V3

Joypads ready, it's almost time for the latest of the greatest in miniature racing. Yup, *Micro Machines V3* is getting ever-nearer to completion and if this all-new 3-D inspired version can retain the fast 'n' frenetic gameplay that made the original games such a blast, then we could be in for a real treat this October.

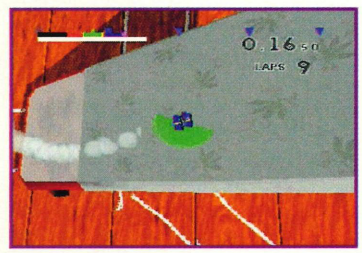
All polygonned-up and texture-mapped to boot, *Micro Machines V3* is the next generation incarnation of one of the most successful and highly playable games ever, and this new version boasts the most features of them all. There are now 30 super-charged micro racing machines to tear around in, traversing a plethora of different driving surfaces.

PLAY INFORMATION

Name: Micro Machines V3
Publisher: Codemasters
% Complete: 70%
Release Date: 13 October '96

It's a gas

Sports cars, formula one cars, power boats, combat tanks, buggies and helicopters form just part of the roll-call of vigorous vehicles available in the game, and up to eight players can compete simultaneously against eight other computer controlled vehicles throughout several different play-modes.





[Above] This is an unfinished play mode selection screen. As well as the normal modes you'd expect, Codemasters are planning to include a team-mode where joypads are shared, rather like *MM2* on the Mega Drive.

The races take place over 50 3-D modelled circuits, based on tracks spread around a big house with a garden pond. Take a spin around an obstacle-infested breakfast table or attempt a daredevil leap from the dining table to the floor, avoiding the pet cat – the challenges are hard and hectic.

Third time lucky?

With the sheer number of different vehicles in the game, plus the plentiful tracks, *MMV3.* should certainly have a lengthy lifespan, but as ever, like both the previous versions that appeared on the 16-bit machines, the multiplayer mayhem that the game inspires should keep *Micro Machines V3* a timeless classic. Let's just hope that Codemasters get the mix between polygons and playability just right because there's *Supersonic Racers* from Mindscape to contend with...

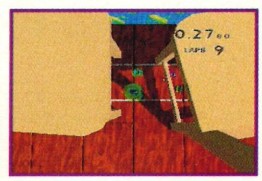


[Above] The camera view has been designed to pan, zoom and scroll to follow the action as closely as possible. Here we have a starting point, engines roaring. Well growling anyway.



[Above] Over, under, over, under, the courses in *MMV3* are the longest and most fiendishly difficult of all the *Micro Machines* games. Great!









[Above] A level screen. Shiny, the original creators of the game, have a rathe warped sense of humour... and they're proud of it!



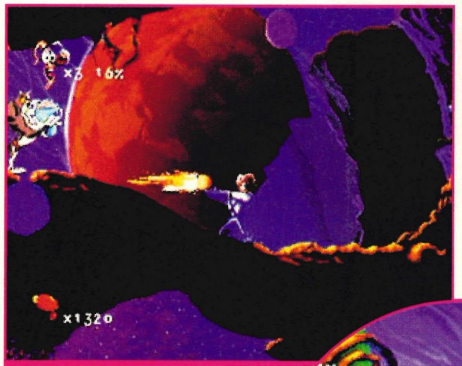
[Above] Having heard the sound of pumping techno, Jim attempts to get into a party on a pig farm, but gets knocked sideways by the bouncer in the process.

WRIGGLY EARTHWORM JIM 2

The early bird

catches the worm? Maybe so, but Earthworm Jim is certainly one worm who isn't planning on getting caught, no siree! Jim's not exactly your archetypal hero; more a have-a-go hero who's been elevated to superhero status through a twisted sequence of events. Limp and spineless, our happy-go-lucky earthworm suddenly acquires courage, power and all things good through the (mis)fortune of being in the wrong place at the right time...

Commisioned by an evil queen on a faraway planet, a mad scientist, Professor Monkey-for-a-head, invented a super-powered body suit capable of awesome destruction and super feats of strength. Incompetently handled sometime during transit, the suit fell to earth straight onto poor hapless ol' Jim's bonce, instantly turning him into... the worm that turned.





[Above] Armed with his super plasma gun, with many other tricks up his sleeve, Earthworm Jim is certainly a cool customer.

A NEW PLATFORM

It's taken a while, but Jim is finally about to burst out onto the PlayStation, and hopefully, will cause a bit of a storm. Why? Well, up until now, most platform games on the PlayStation have actually had very little to add to the genre. What has appeared so far has been satisfactory, but for one of the most popular gaming genres ever, PlayStation platformers haven't exactly shone out...

Earthworm Jim 2, like its 16-bit prequel, continues the adventures of Jim in his battle against the evil forces of the universe. Originally developed by Shiny, and developed for the PlayStation by Screaming Pink for Playmates Interactive, *Earthworm Jim 2* has already received acclaim for its Mega Drive and Saturn incarnations, with its blend of wacky humour, fiendish puzzles and, of course, playbility.

Mixing together traditional 2-D platform elements and new 3-D sections, *EWJ2* looks like a promising title, and given the current resurgence in old games and old gaming styles, the conversion to the PlayStation looks set to be a breath of fresh air for gamers wanting to get back into games with lasting, and humourous, playability.

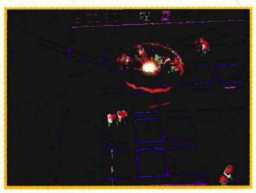


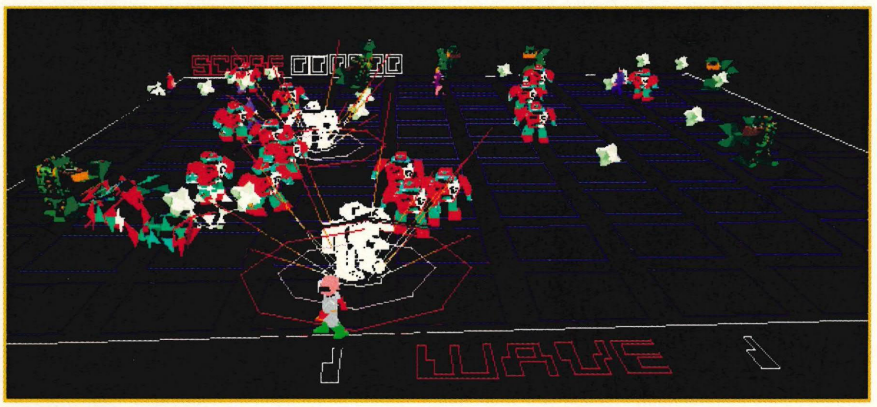
PLAY INFORMATION

Name: Earthworm Jim 2
Publisher: Virgin Interactive
% Complete: 85%
Release Date: September '96

BLASTED!

ROBOTRON X





Taking a trip to the past is more popular than ever now with retro-gaming all the rage at the moment. It will probably come as no surprise then to learn that after the success of their *Arcade Classics* collection, Williams have yet another blast-from-the-past up their sleeves.

Older gamers amongst you may remember the manic twin joystick, *Smash TV* style blasting action of the original *Robotron* coin-op, and various home conversions. Now Williams are hoping to appeal to next generation console owners as well with a souped-up 32-bit offering.

Robotron X takes the tried-and-tested strategy/shoot-'em-up formula of the original games (*Robotron* and *Robotron 2084*) and adds an improved viewing angle, texture-mapped polygon visuals and over a hundred action-packed levels. Set in the near future, players find themselves controlling the heroic mechanoid, Robotron, whose mission is to defend innocent civilians from the threat of various evil robotic entities. Initially armed only with a basic laser weapon, players can gain sorely needed power-ups including a spread gun, smart bombs and a three-way cannon. Moving around each level, players have to constantly avoid huge attacking waves whilst simultaneously blasting everything in sight and rescuing hostages.

PLAY INFORMATION

Name: Robotron X
Publisher: GT Interactive
% Complete: 60%
Release Date: November '96

VIEW TO A KILL

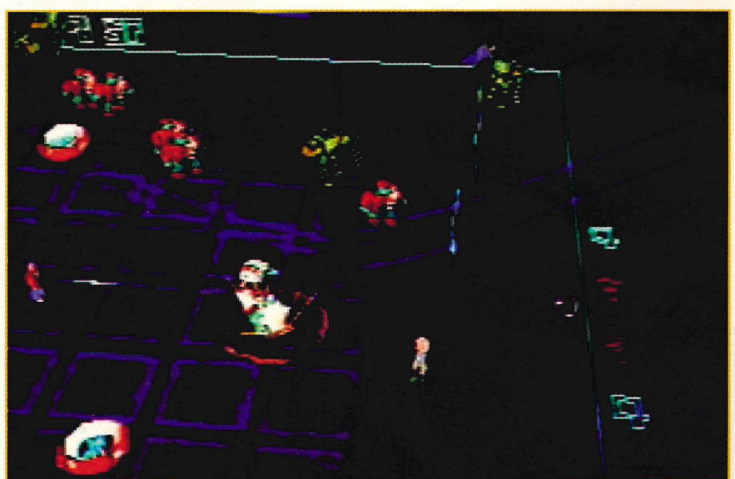
The old top-down view has been changed to isometric in this new version to give a wider field of vision, although some hardcore *Robotron* fans on the Internet have already frowned at changing such a major gameplay element, claiming that collision detection will be a serious problem. However, from what we've seen it's safe to say that Williams is simply adapting and improving an existing classic for today's video game market. There's no word yet on whether a two player co-operative mode will be included, or if an attempt will be made to emulate the coin-op's unique control set-up, with one joystick moving Robotron around the screen and the other aiming the weapons.

Currently slated to appear on the PlayStation later this year, *Robotron X* should hopefully recreate the frantic feel of the original games and, if Williams has the foresight, could also arrive at a reasonable budget price. With visuals to match the gameplay, this could be a sizzling title to watch out for.





[Above] Techno fans can expect a pumping soundtrack intended to complement the chaotic on-screen action.



[Above] There are over 100 individual levels to tackle as well as bonus stages and tough bosses to beat. What do you think of the new perspective though?







[Above] You've got an arrow pointed at your head – whatta you do, whatta you do? Er, try leggin' it.





[Above] Something had to give on the gangplank. In the end it was one of theirs.



BRAVEHEA VANDAL

Anyone remember *Rebelstar Raiders*? Well the gameplay in *VandalHearts* from Konami is essentially the same. *VandalHearts* is a return to the old school of gameplay. A turn-based strategy/fantasy battle game that has dragged itself kicking and screaming from a time when a home computer had rubber keys and a games console was nothing more than a slab of wood veneer. But that's no bad thing because the basic idea is sound, although it should be stressed that it will not appeal to everybody; just those with good taste.

PLAY INFORMATION

Name: VandalHearts
Publisher: Konami
% Complete: 30%
Release Date: November '96

A GOOD HEART...

You control and must build up a platoon of swarthy mean miscreants by increasing their combat skill and experience. The only way to do that is to send them into battle, and this is where the meat of the game lies. *VandalHearts* is split into two distinct sections. The full blown adventure has you and your party wandering around the Ishtaria Republic searching for a hidden treasure that will change the world (standard RPG plot then), talking to the populous, and no doubt getting into scraps every five minutes. The other aspect of the game is the scenario modes, which are basically a series of pre-set battles designed for you to test out formations and melee strategies and generally hone your combat style. You may have guessed that in contrast to most games, plunging head-on into a bloody war is actively encouraged in *VandalHearts* because it is the only way to improve your men's ability.

So you've heard all about the combat, but how does it actually work, and why are we so excited about a game which looks like a cross between the old camp TV series, *Monkey*, and *Knightlore*? Simple really. *VandalHearts* is not a racing, shooting or sports game, and anything that doesn't fall into these categories on the PlayStation is a breath of fresh air and should be encouraged.

IS HARD TO FIND...

VandalHearts is played in an isometric perspective and this allows you to see each sprite in detail (and boy – are they detailed!). As soon as you encounter a squad of bad guys you automatically enter the combat phase. The phrase "turn based," as opposed to "real time," means that you have the opportunity to move all your characters without the opponent being able to engage until you've finished. Once all your guys have been moved, the control moves to your opponent and he starts his assault. It's a bit like *Chess*, but with animated pieces and more tricks up their sleeves, like huge crossbows which can reach across the whole board, magic to hurt or heal, and the traditional brawn in the form of axe and swordsman. Discovering new fighting strategies is essential.

Fights occur all over the place – the wilderness, towns, taverns, a train, and even aboard two ships on a rolling ocean. The





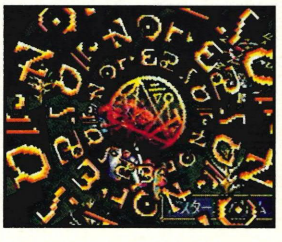


SPELLS DISASTER

THE MAGICIANS HAVE A HUGE REPERTOIRE OF OFFENSIVE OR DEFENSIVE SPELLS WHEN IT'S THEIR TURN. MAKE SURE YOU HAVE ENOUGH MAGIC POINTS THOUGH.











[Above] 53 points of damage proves too much for this soldier. Yeuch!

RT HEARTS



[Above] Ideally this archer should be stood on the platform to the right so that he can attack the enemy from above while the soldiers stand their ground on the gangplank.

surroundings are also completely interactive, and there's one level where you can wait until the enemy are crossing a bridge before blowing it to smithereens!

© Fergal Sharkey

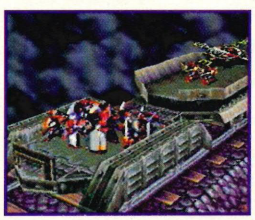
VandalHearts comes into it own of course when you start trying out different fighting moves, like circling an opponent and hitting him from behind to cause more damage. Or on the ship, for example, you could lure the enemy onto the thin gangplank so that they must walk in single file, and then hit them from above with arrows before moving in with swordsmen to finish them off. There are thousands of combinations and this will make *VandalHearts* one of the hit properties for the end of the year. As you can see the graphics are incredibly detailed and all we're really waiting for is the Japanese text to be translated. *VandalHearts* looks like being a really playable and imaginative strategy game and we at Play welcome it with open arms. First review soon.



[Above] Magic isn't only used for attacking. Here one of your characters is healed after a particularly vicious counter-attack.









A BRIDGE TOO FAR



Wipe out an entire enemy unit by first luring them onto a bridge.



When the enemy follow, run back and get one of your mates to stand on the switch.



Bang after bang after bang after bang! Behold, an entire force gone!

MOTLEY CREW

Like Chess, each character in VandalHearts has different abilities and should be used in specific situations. Here's a brief list of some of the dudes you control and may face on the battlefield.

[Archer] Fairly weak but good long range attack with arrows.



[Archer Sergeant] Has a high powered super-bow that goes for miles!



[Bishop] Enemy version of a magician. Can heal the sick.



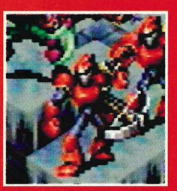
[Boss character] Fat, tough and with a big axe. No wonder he's a boss.



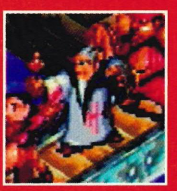
[Clawman] A normal soldier equipped with slashing claw hands.



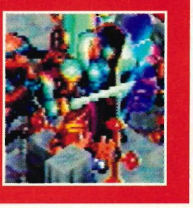
[Foot-soldier] Good all-round skills and tough when experienced.



[Magician] Your spell-casting member who can hurt or heal.



[Sword-sman] The meat 'n' two veg of the soldier world. Tough and fast.



WHAT'S THE STORY... actua GOLF LOADED

GREMLIN

THEY KICK-STARTED THE ENTIRE MOTION CAPTURE SIDE OF THE GAMES INDUSTRY AND WENT ON TO CREATE ONE OF THE MOST REALISTIC (IF BUGGED) FOOTBALL GAMES EVER, BUT NOW GREMLIN INTERACTIVE (FORMERLY GREMLIN GRAPHICS) LOOK SET TO RAISE THE ANTÉ EVEN FURTHER. FORMED OVER 12 YEARS AGO BY IAN STEWART, AS A SPIN-OFF OF A COMPUTER STORE, GREMLIN HAS SINCE GONE ON TO BECOME ONE OF THE LARGEST AND PROLIFIC INDEPENDENT SOFTWARE PUBLISHERS IN THE UK. THE HERITAGE IS UNDENIABLE, WITH HIT GAMES SINCE DAY ONE, MOST NOTABLY THE *MONTY MOLE* SERIES, *SUICIDE EXPRESS* AND *THING ON A SPRING*. THIS YEAR GREMLIN WAS ALSO SELECTED TO PRODUCE THE OFFICIAL EURO '96 VIDEOGAME WHICH WAS ITSELF THEN CHOSEN BY BT TO LAUNCH THEIR WIREPLAY SERVICE. THEY DON'T COME MUCH BETTER...

WHAT · WHO · WHERE · WHY

FRANKLY SPEAKING...

DA MANAGEMENT

PLAY: What does Gremlin want to achieve on the PlayStation and how well is it succeeding?

Ian Stewart, chairman: Obviously, we want to create a long line of excellent games. We've had a wonderful start with *Loaded* and the two Actua Sports titles, *Golf* and *Soccer*, and there are some very strong games currently in development.

PLAY: Is there are company motto or philosophy that you've always adhered to?

Ian Stewart: To keep things simple and make games that people want.

PLAY: Gremlin has a long history that includes the likes of *Monty Mole* and *Suicide Express*, what has kept you going?

Ian Stewart: The quest for the perfect round of golf.

PLAY: What is your personal favourite Gremlin game?

Ian Stewart: It's a toss up between *Thing on a Spring* and *Bounder*. Of the current games it would have to be *Actua Golf* – I'm a golf addict.

DEVELOPMENT

PLAY: How is the development at Gremlin structured?

Tim Heaton, software manager and no relation to the lead singer of the House Martins, we think: We try to keep the management structure as flat as possible. The core games teams have a producer, who typically looks after two games at a time. The producer's job is to guide the programmers and artists on a day to day basis and make sure that every one of the team is focused on the end product (management speak for doing a good game). They also co-ordinate the design of the product and frequently do the full design (with a little help from everyone). To help the producers, the creative manager has responsibility for the content of the game and the software manager looks after technical issues, scheduling etc. The product director obviously has responsibility for the whole of the development department and determines our mid and long term strategies. In addition we have a large Q&A department, a localisation manager, visualisers, and a film producer etc...

PLAY: Phew! Thank goodness – a long answer at last, I was beginning to think we'd not be able to fill the page. Men of few words these Gremlin types obviously. How many titles are you working on this year and which is taking the most time to develop?

Tim Heaton: We have 14 different titles, typically on three platforms (PC, PlayStation and Saturn), and in three different languages. I break into cold sweats when I start thinking about it. *Realms of the Haunting* (on the PC) is a huge game, with one of the biggest teams we've ever put together working on it. It's an epic!

PLAY: Tell us something secret.

Tim Heaton: I have $2,500 of outstanding speeding fines in America.

PLAY: What game do you admire most?

Tim Heaton: *Elite* on the BBC Micro.

EX-BOLLWEEVIL

PLAY: What do you think of the PlayStation gaming scene at the moment and how do you think it will change when the N64 arrives?

Steve McKevitt, PR manager: Generally I think that PlayStation releases have been a little disappointing. Too many publishers have ported games from other formats instead of making new games which make best use of the new technology. One thing that has impressed me is how some games have reinvented old styles of game, like Loaded and Jumping Flash.

I think Nintendo's new machine will really up the anté. Nintendo's strength on the Super NES was that it always produced games that were chock full of gameplay. Having seen *Mario 64* and *Pilot Wings* I think Sony could really have a fight on their hands.

PLAY: What's the most you've ever spent taking journalists out to lunch?



[Ian Stewart]



Ian Stewart, Chairman: "We've had a wonderful start with *Loaded* and the two Actua Sports titles, *Golf* and *Soccer*, and there are some very strong games currently in development. Our motto is to keep things simple and make games that people want."

[Tim Heaton]



Tim Heaton, Software Manager: "We have 14 different titles, typically on three platforms (PC, PlayStation and Saturn) and in three different languages. I break into cold sweats when I start thinking about it."

[Steve McKevitt]



Steve McKevitt, PR Manager: "PlayStation releases have been a little disappointing. Too many publishers have ported games from other formats instead of making new games which make the most of the technology."

Steve McKevitt: I've taken journalists out a few times, but our games sell themselves. I've no need to bribe anybody.

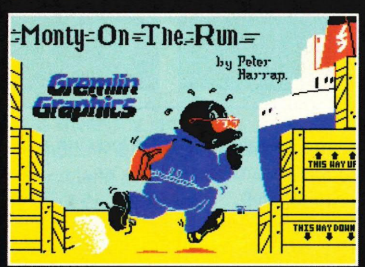
Play: Good answer, if a bit goody two shoes. What's the most fun thing about working for Gremlin?

Steve McKevitt (I'm Alan Partridge): Rover 623 SI Sport – the best executive car I've ever driven.

Play: You didn't tell me you were sponsored by Sheffield's Rover dealership. Which of the following releases are you most looking forward to showing off and why?

Steve McKevitt: *Reloaded* and *Hardcore 4x4*, because they are fantastic.

Play: Well you can say one thing for Gremlin's PR, it certainly earns every penny!





BEST KNOWN FOR...

Actua Soccer

When *Actua Soccer* bicycle-kicked its way onto the PlayStation in 1995 it was as though all other games in the genre were still playing with stick men. The motion captured graphics, flowing commentary from Barry Davis and smooth gameplay were a revelation. It went on to become the official Euro '96 game.



IN DEVELOPMENT



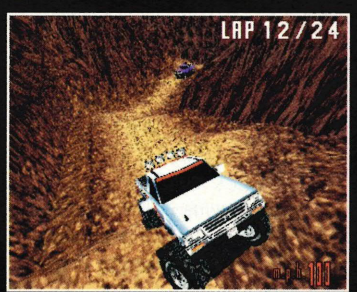
[Actua Soccer 2]

Due: 1997

All we know about this super sequel is that it's happening and it won't arrive until next year. Psygnosis have already announced *addidas Power Soccer 2* and so it looks like 1997 will see another battle of the football games. *Actua Soccer 2* will be even smoother, bigger and may even include management elements.

[Hardcore 4x4]

Due: November '96



One of the more ambitious racing games planned to date, this 4x4 off-roader boasts real-world physics and unrestricted racing over six courses.

[Reloaded]

Due: November '96



The follow up to the charged gore-fest that was *Loaded*, a year on and Gremlin's similarly warped sequel looks set to resurge the bodycount soon.

Softography

Gremlin hi-lights throughout the years.

Early to mid Eighties...
Avenger, Auf Weidersehen Monty, Au Revoir Monty, Monty on the Run, Monty Mole, Monty is Innocent etc etc, Jack the Nipper 1&2, California Games, Footballer of the Year, Krakout, Future Knight, Potty Pigeon, Highway Encounter, Death Wise 3, Rocco, Samurai Trilogy, Zone X, Ultimate Darts, Trailblazer, Thing on a Spring, Bounder, Suicide Express, West Bank, Way of the Tiger, Skidz, Sam Stoat and many many more (and remember these are not available in any shops).
More recently...

1988-93 – Lotus 1,2 and 3
1988-93 – Premier Manager 1,2,3
1992 – Nigel Mansell's WC
1992 – Utopia
1992-93 – Zool 1&2
1993 – Heroquest
1994 – Retribution
1994 – Litil Divil
1995 – Slipstream 5000
1995 – Fatal Racing
1995 – Actua Soccer
1995 – Loaded
1996 – Actua Golf

WHAT NEXT?

The hit sequel to *Loaded*, imaginatively titled *ReLoaded*, and hopefully a football management game on PSX and who knows, maybe even a Monty Mole game for the Nineties?

ARENA

VIEWS·QUESTIONS·CRITICISMS·IDEAS

SONY DROPPING THE PRICE OF A PLAYSTATION BY £100 – WHAT A CHEEK! OR IS IT THE VITAL SHOT IN THE ARM THAT THEY NEED JUST AS THE NINTENDO 64 REARS ITS HEAD IN JAPAN? ARE YOU A PEEVED VETERAN OWNER, OR ONE OF THE NEW REGIME WHO'S TAKEN ADVANTAGE OF THE BEST CONSOLE DEAL UNDER THE SUN? TELL US NOW. AND DON'T FORGET, THE MORE INFORMATIVE AND OPINIONATED YOUR VIEWS, THE MORE LIKELY THEY ARE TO GET IN. SEND YOUR PIECES OF PROSE TO:

ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.

OR E-MAIL US AT PLAY@PARAGON.CO.UK.

DEAR PLAY,

In issue eight of PLAY, Ewan Douglas said that *Tekken* ran at 60 frames per second and you said that it was 30 or 25fps. If you look on the box it says that it runs at 50fps. Are Namco lying their pants off, or have you got your facts mixed up (hard to believe)?

Otherwise I think your mag is the best. I have three games which I think are brilliant: *Ridge Racer*, *Tekken* and *Krazy Ivan*. I'm hoping to get *Doom* or *Theme Park* next but I've just finished paying my parents off for the PlayStation and I've still to buy a memory card. Could you please help me by answering these questions.

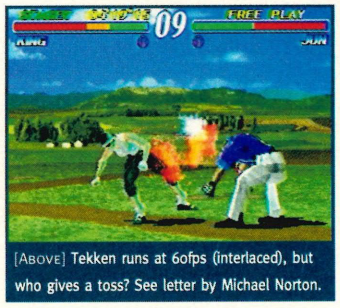
1. Is there any point in getting *Ridge Racer Revolution* if I've already got *Ridge Racer*?
2. How much will *Tekken 2* cost when it comes out and have you already done a Workstation on it? If so, which issue, and if not, why not?
3. Why don't you do back issues because I know I'd get some.
4. Is there anything like *Super Mario Kart* coming out on the PSX?
5. Any news on *Command & Conquer* because my friends have got in on the PC and I think it's a great game.

Michael Norton, Sheffield

Technically, you could say that *Tekken 2* runs at 50-60 frames (depending on PAL or NTSC), but in actual fact, half of that is interlaced and therefore makes no difference to speed. As I have said before, frames per second (fps) is not an accurate way to judge speed of games because they all run at 25fps on PAL and 30fps on NTSC machines. TVs cannot display faster than that. There is no point in saying that *Tekken 2* runs at 60fps and is therefore quicker than *Toshinden 2*. When people do that, they are just using convenient numbers to justify their own arguments. Ignore them.

1. *RRR* is far better, but if you're tired of *RR* then try to part exchange your copy to get a cheaper copy of *RRR* and give it a try. We personally think it's much better.
2. *Tekken 2* is likely to be released for £44.99. We couldn't do a workstation on it because a) there was no background material and no-one in Japan would talk to us, and b) the first time we saw it was





[ABOVE] Tekken runs at 60fps (interlaced), but who gives a toss? See letter by Michael Norton.





when we got the full Jap copy and we had to review it before everyone else did. We know you'd want our opinions before anyone else and it was imperative to give our verdict. Workstations do not offer criticism and we never do them on finished games.

3. Turn to page 16 now.
4. *Street Racer* from UbiSoft is the closest yet, or maybe *Motor Toon GP 2*.
5. 1997 is all we or Virgin know.

DEAR PLAY BOYS,

First of all congratulations on your magazine's facelift (great poster!). PLAY magazine is now much more organised and seems to contain even more stuff than ever. I've been buying PLAY since issue one, and loved it ever since. In a way it even helped me to decide to buy a PlayStation, instead of waiting for the Nintendo 64 (and growing a long beard while doing so probably!).

Could you tell me if new (PAL) games that come out for the European market come out earlier in England than in Holland (and I mean actual, and not scheduled release dates!)? Thanks very much and keep up the good work.

Rob van Valkenburg, e-mail

Guy Pierce at Sony assured us that in almost all cases, the release is simultaneous across the whole of Europe, but sometimes a few titles can slip due to shipping or import

problems. Either way the differences are very small. And finally – 4-1. En-ger-land!

Dear Play,

Hi there! I owned a PAL version Sony PlayStation. I'm just wondering how can I play NTSC games with my PAL version Sony PlayStation. Is there a way? **Peejay, e-mail**

It all depends on when you bought your PlayStation. If it was after last Christmas then you can't because Sony has changed the way the consoles were manufactured. But if it was before then try the following: Prop open the lid with a match or pen top and make sure it presses down on the little button at the back right of the PlayStation. This means you can keep the top open when booting. Now place a PAL disk in and turn it on. When the black PlayStation screen appears and the disk slows down, whip it out of the console and place your NTSC disk in its place. If you have done it quickly enough, the NTSC disk will now boot. The picture will be in black and white unless you have an RGB SCART cable.

Dear Play,

I have just one question regarding your latest feature on connecting to a good Prologic system. I did this a while ago. I have a Widescreen 28" television (code KV-W281U). These TVs have three SCARTs with one RGB connector. If I connect to the RGB, the screen is offset on both import and PAL games. But, if I connect to any of the other SCART sockets it is okay, although the picture quality is nowhere near as good. My question is simple, why is this and is there any remedy for it? Is anybody else experiencing this problem?
Paul Crook, Ossett

PS I have an RGB SCART cable, the only difference being when I connect via EURO RGB on my TV. PPS I buy your magazine (or comic relief as my girlfriend calls it!) and find it very informative and up-to-date. Keep up the good work.

Unfortunately, it is a problem with Widescreen TVs that they suffer from offset screens and that is why some games (*Krazy Ivan*, *Destruction Derby*) contain the options to adjust the screen position. We have no real solution other than to petition software companies to include this option in their games. I presume you have already tried the controls on the TV itself.

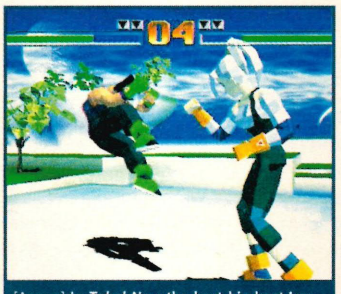
Dear Play,

Firstly a bit of brown-nosing. Great magazine – blah, blah, blah. Right, now to the serious stuff. Hello big boy oh sorry, wrong magazine, I thought this was Playboy!). No, seriously, great Joanne Guest poster in issue eight. But next time, show the rest of the flesh. Woof. Woof.

On to the PlayStation. Firstly, I was really looking forward to playing *Formula 1* in July, when it was supposedly coming out. Why can't the makers do anything right? And seeing as they are delayed by two months (I think) why don't they take the opportunity to change to the '96 format, instead of '95, so that Schumacher is with Ferrari – good idea, right? Secondly, seeing as I'll have to wait to buy *Formula 1*, do you think it's worth getting *Resident Evil* or *Alien Trilogy*, or will *Formula 1* be so good that it will knock them back into the Spectrum era? Thirdly, could you give me the number of that Cat Bucannon woman (if that's her real name) from Entertainment USA, 'cos I'd like to... [letter edited due to filthy talk – Ed].

I've just found out that the PlayStation now only costs £197. This, as you might have guessed, has made me and many others very angry. I've only had my PlayStation for four months and to find that it's £100 cheaper has really f***** me off!

What do they think they are playing at? And is there any chance of getting my money back? Finally, I've heard that the *Star Wars* trilogy is coming to the PlayStation, is this true?
A(nonymous) White, Boston.



[Above] Is *Tobal No 1* the best big beat-'em-up, see letter from Alan Chow.

Firstly a bit of abuse. Get a girlfriend, it's only a bit of paper, and Jo's not interested in you blah, blah, blah.

Formula 1 has been delayed, although the reason is unclear. We have heard through the grapevine that it is because Sony didn't want to release it at the same time as *Tekken 2* in case it affected sales. Sony apparently want only one big hit a month, although *Formula 1* is bigger than *Tekken 2* in my opinion. The '95 season was included because the '96 isn't over yet and there are a great many things that the developers needed to know, like how the cars exactly behave and how well they corner. Obviously, the various Formula 1 teams didn't want to divulge the information while the season is still active. It would have been a good idea if they included the option to swap drivers around though. Sure, Cat's number is 555 SADGIT.

Dear Play,

I think your magazine is totally brilliant, the new look is great, the poster was awesome. For £2.95 it is great value because it has brilliant reviews, unbiased opinions and great tips (get on with it – Ed). Could you please answer my questions.
1. When is *Ranma 1/2* due out?
2. Should I sell my two memory cards and buy an 8Mb memory card which can store 120 spaces of information?
3. I am bored with *Street Fighter Zero* and *Tekken 2*, what beat-'em-up should I get next?
4. When is *King of Fighters '95* and *X-Men: Children of the Atom* out?
5. Are there any more *Dragon Ball Z* games due out for the PSX?
6. Will you include more posters in future issues. I would definitely buy them.
Alan Chow, Nowheresville

1. Never, with any luck.
2. Wait to see what we think of it first.
3. *Tobal No 1* or *Soul Edge*.
4. *King of Fighters '95* is out now on import, *X-Men* will be quite a few months away.
5. Nope.
6. If a software company pays for them, yes.

Dear all at Play,

Before I start, I'd like to commend you on an excellent mag. As they say in the adverts, "I liked your mag so much, I bought the company!" It was great to get your free book from issue nine, I've got a question though. In the second part "Check out our Action Replay codes," the codes are obscure and don't work. In *Mickey's Wild Adventure*, there is nowhere to type in the codes. Am I being thick and not getting the gist, or is there an error somewhere? Help!



Paul Crook from Ossett is having problems getting the right picture on his Widescreen TV. Is this a common problem?

Can you tell me, is there going to be a pool game for the PlayStation, maybe *Actua Pool*? Also, is *Columns* coming out on PSX? And what about a footy management game? Please publish this letter as I really want to know the answers to these questions.
Jason Treeby, Abingdon

The codes at the back of the book are for use with a peripheral called the Action Replay from Datel Electronics (01782) 744707. You plug it in, input the codes, then run the game and it gives you cheats. You cannot do anything with these codes unless you have an Action Replay device. End of story.

No pool games planned, Jason, but it's most likely that Interplay will convert *Virtual Pool* featuring Steve Davis and Ronnie 'Me dad's doing a stretch in Dartmoor' O'Sullivan. *Columns* will never come out on PSX as it has been replaced by *Puzzle Bobble 2*.

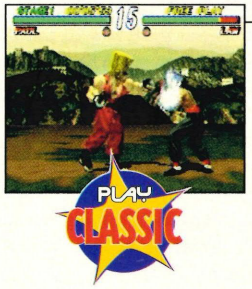
We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.

PLAYback

BUYERS GUIDE · BUYERS GUIDE

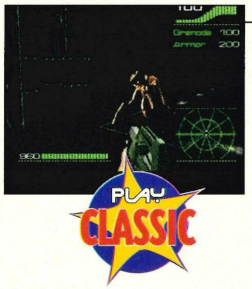
PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH GENRE AND THE ONES YOU SHOULD SERIOUSLY CONSIDER ADDING TO YOUR COLLECTION. EVERY MONTH WE ASSESS THE CURRENT CROP OF GAMES THAT HAVE BEEN REVIEWED AND ADD THE CHOICE CUTS TO THESE DEFINITIVE TOPS TENS. PICK ANY OF THE GAMES IN OUR TOP THREES HERE AND YOU CAN'T GO WRONG!

BEAT-'EM-UPS



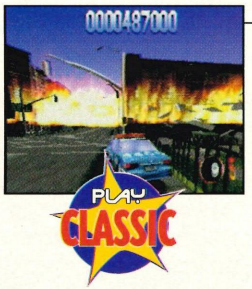
	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1.	Tekken 2	Namco	Sony	May '96	95%
2.	Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
3.	Tekken	Namco	Sony	Nov '95	95%
4.	Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
5.	MK3	Williams	Sony	Nov '95	93%
6.	Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%
7.	Criticom	Vic Tokai	VIE	Feb '96	87%
8.	Primal Rage	Probe	Warner Interactive	Feb '96	85%
9.	New Jap Pro Wrestling	Tomy	Import	Dec '95	84%
10.	Battle Arena Toshinden	Takara	Sony	Nov '95	76%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS



	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1.	Alien Trilogy	Probe	Acclaim	Easter '96	91%
2.	Doom	id Softwave	GT Interactive	Jan '96	93%
3.	Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
4.	Tunnel B1	Neon	Ocean	Aug '96	87%
5.	Descent	Interplay	Interplay	Apr '96	85%
6.	PO'ed	Studio3Do	Warner Interactive	May '96	87%
7.	Shellshock	Core Design	Core Design	Apr '96	85%
8.	Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
9.	Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
10.	Lone Soldier	Tempest	Telstar	Dec '95	92%

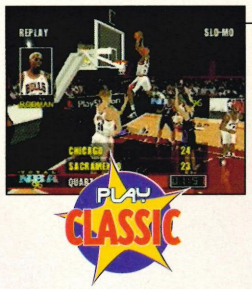
ARCADE SHOOT-'EM-UPS



	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1.	Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
2.	Gunship	MicroProse	MicroProse	Jun '96	90%
3.	Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
4.	Starfighter 3000	Krisalis	Telstar	Jun '96	85%
5.	Return Fire	Silent Software	Warner Interactive	May '96	84%
6.	Thunderhawk 2: Firestorm	Core Design	Core Design	Jan '96	85%
7.	Williams Arcade Greatest Hits	Williams	GT Interactive	Jun '96	84%
8.	Shock Wave Assault	EA	EA	Jan '96	87%
9.	Top Gun	Spectrum Holobyte	MicroProse	Jul '96	76%
10.	Air Combat	Namco	Sony	Dec '95	81%

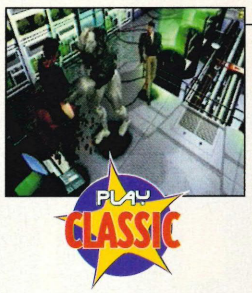
Game	Developer	Publisher	Review Date	Review Score

Sports Sims



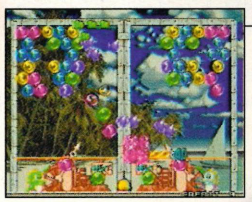
1. Total NBA '96	**Sony**	**Sony**	**Mar '96**	**94%**
2. Olympic Soccer	Silicon Dreams	US Gold	Jul '96	84%
3. Actua Golf	Gremlin Interactive	Gremlin Interactive	Aug '96	88%
4. Konami Track & Field	Konami Japan	Konami	Jul '96	85%
5. Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
6. Olympic Games	Silicon Dreams	US Gold	Jul '96	89%
7. Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
8. Striker '96	Rage Software	Warner Interactive	Nov '95	89%
9. Big Hurt Baseball	Iguana Ent	Acclaim	Jul '96	81%
10. adidas Power Soccer	Psygnosis	Psygnosis	Apr '96	95%

Strategy/Adventure Games



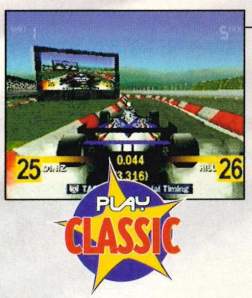
1. Resident Evil	**Capcom**	**VIE**	**Jun '96**	**95%**
2. Fade to Black	Delphine	EA	Jul '96	90%
3. Space Hulk	Key Games	EA	Aug '96	84%
4. X:Com	MicroProse	MicroProse	Apr '96	82%
5. Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
6. Wing Commander 3	Origin	EA	Apr '96	82%
7. Alone In The Dark	Infopgrames	Infogrames	Feb '96	77%
8. Discworld	Perfect 10	Psygnosis	Nov '95	74%
9. Defcon 5	Millennium Interactive	Psygnosis	Jan '96	88%
10. D	Warp	Acclaim	Apr '96	69%

Puzzle/Party Games



1. Bust-A-Move 2	**Taito**	**Acclaim**	**Jun '96**	**88%**
2. Bubble Bobble	Probe	Acclaim	Sep '96	85%
3. Pro Pinball	Empire	Empire	Aug '96	90%
4. Worms	Team 17/Ocean	Team 17/Ocean	Nov '95	92%
5. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%

Racing Games



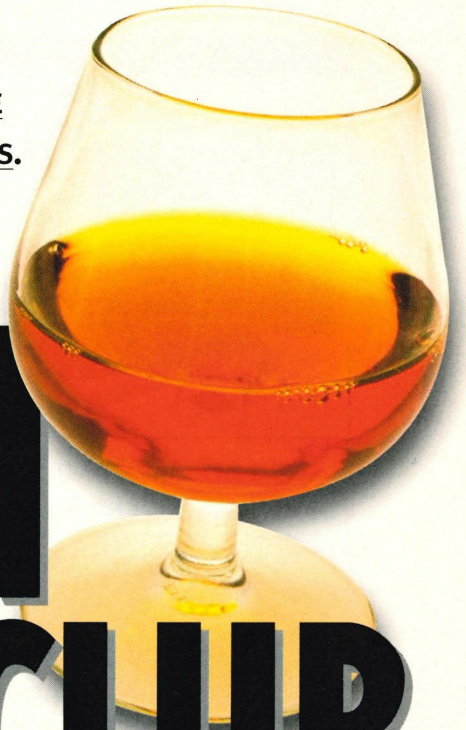
1. Formula 1	**Psygnosis**	**Psygnosis**	**Sep '96**	**92%**
2. The Need for Speed	EA	EA	Apr '96	94%
3. Ridge Racer Revolution	Namco	Sony	May '96	90%
4. Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
5. Wipeout	Psygnosis	Psygnosis	Nov '95	94%
6. Ridge Racer	Namco	Sony	Nov '95	93%
7. Motor GP2	Sony (Jap)	Sony	Aug '96	79%
8. Andretti Racing '97	EA	EA	Sep '96	74%
9. Destruction Derby	Reflections	Psygnosis	Nov '95	86%
10. Hi-Octane	Bullfrog	Bullfrog/EA	Jan '96	80%

Platformers



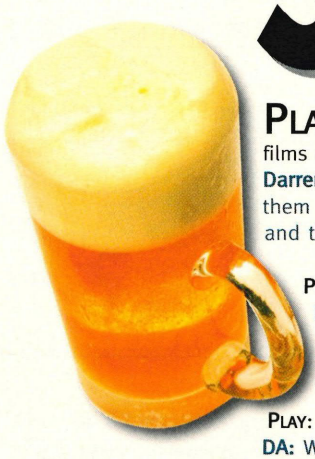
1. Jumping Flash 2	**Sony**	**import**	**Jun '96**	**86%**
2. Rayman	Ubisoft	UbiSoft	Nov '95	87%
3. Jumping Flash	Sony	Sony	Nov '95	87%
4. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
5. Gex	Crystal Dynamics	BMG Interactive	Apr '96	76%
6. Herme Hopperhead	Sony	Import	Dec '95	53%
7. Cheesy	Ocean	Ocean	July '96	50%

PROBE SOFTWARE'S DARREN ANDERSON AND TEAM HAVE HAD A ROUGH FEW MONTHS DESPERATELY TRYING TO COMPLETE *DIE HARD TRILOGY* FOR FOX. BUT AT LAST THEY'VE DONE IT, AND AS YOU CAN SEE FROM OUR 92% REVIEW, WE THINK IT'S THE BUSINESS. TIME FOR A HEARTY SLAP ON THE BACK AND SOME WELL EARNED BEVVIES!



DOWN THE CROYDON SOCIAL CLUB

WITH DARREN ANDERSON



PLAY: So how many times did you watch the *Die Hard* films during the making of *Die Hard Trilogy* ?
Darren Anderson: The team as a whole must have watched them more times than there are polygons in the game – and there are a lot of polygons in the game!

PLAY: What makes a good game?
DA: Not an easy one to answer. I like pople to feel they are accomplishing something due to their skill, not because they know the right button combinaton.

PLAY: How do you decide which ideas to work on?
DA: We're given a choice of available projects and the ability to develop our own ideas.

PLAY: What's Probe's philosophy/motto?
DA: You probably should ask Fergus himself on this one. In general we try to be as professional as possible whilst creating the best games possible.

PLAY: Why do so many games simply seem to be variants on a successful formula – is it hardware limitation, a lack of imagination, or something else?
DA: It has been said that there are only seven basic stories in the world, all stories are a variant thereon. The same could be said of videogames in that any seemingly original game if broken down into its constituant elements will in fact borrow a lot from its predecessors. Even *Doom* could be seen as *Robotron* with 'bells and whistles.'

PLAY: Do you think the PlayStation can change this?
DA: I think games can become more of an experience as advances in graphics and audio technology allow software studios to provide more realistic environments. If you can make people believe in the environment and have an affinity with the character then you're well on your way. PlayStation certainly helps to achieve this.
PLAY: Which is your favourite part of the game – *Die Hard*, *Die Harder*, or *Die Hard with a Vengeance*, and why?
DA: I like the visuals in *Vengeance*, but I prefer the challenge of *Die Hard*.

PLAY: If you could use one word to describe the team who worked on the game what would it be?
DA: Knackered. Ha!

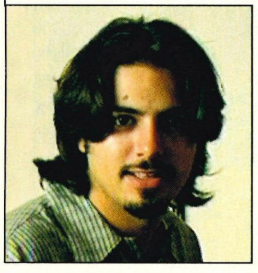
PLAY: Video games were once famously labelled the new rock 'n' roll – what happened?
DA: We all got back from the pub one day and found a ton of work to do.

PLAY: What's the most rock 'n' roll thing you've done and did you respect yourself in the morning?



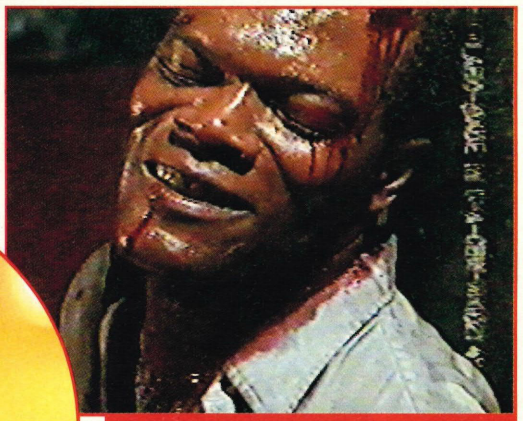
PLAY INFORMATION

Name: Darren Anderson
Job title: Project leader
Company: Probe Software
Fave meal: Fast food
Fave game: Die Hard Trilogy
Projects done before: School ones.



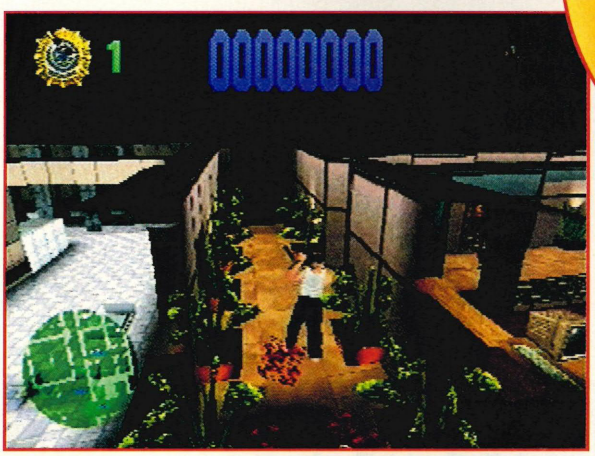


[LEFT] *Die Hard Trilogy* is one of the most visually impressive games on the PlayStation, and what's more, it's got plenty of challenge and clever ideas. Could this be a contender for game of the year already?



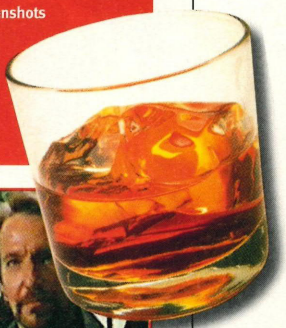


[ABOVE] Here is a selection of screenshots from the *Die Hard* movies, which has got sod all to do with this interview other than the fact that they look good on the page. Look just buy the game alright!









DA: Too many loud drunken performances to mention. It's a problem I have with my mouth. Drink goes in, argumentative dribble comes out!

PLAY: Is developing for the new machines any more fun than the older ones?
DA: It's much harder work – but it is more fun, as the machines are less inhibiting.

PLAY: How closely did you work with 20th Century Fox in the making of *Die Hard Trilogy* – what exactly did you have access to and why couldn't you use clips from the film?
DA: Fox have had continuous input into the game, but to be fair to Mike Arkin (our main man at Fox) he's pretty much let us roll with it; allowing our creative juices to flow. We had access to all set designs, scripts, photographs of locations etc. We even sent someone to the States aremed with a camera to photograph the architecture in New York for the Die Hard with a Vengeance levels. As far as clips from the film go, we thought rendered sequences would look better than digitised footage.

PLAY: Have you heard about a forth film and if so, any goss?
DA: 'Fraid not.

PLAY: How much of a problem was it to not be able to use Bruce Willis' face or voice in the entire game?
DA: Not too bad at all. The views that we've used in the games don't require a detail of the player character's head. I don't think anyone will see the lack of Bruce as a reason not to play the game.

PLAY: Why aren't there any mimes in the central park levels of the game? We were looking forward to running them over!

DA: Mimes perform a very useful task in society, well they make me feel better about myself. Aren't you glad you don't do their job?

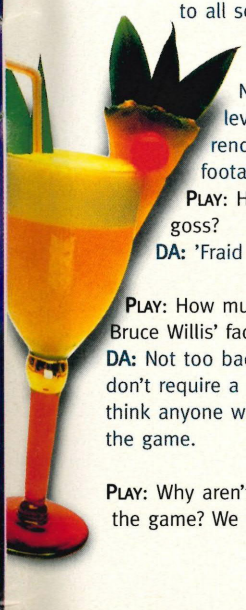
PLAY: Can you confirm whether your next game will be *Moonlighting*?
DA: Do bears bear? Do bees be? Do ducks duck?

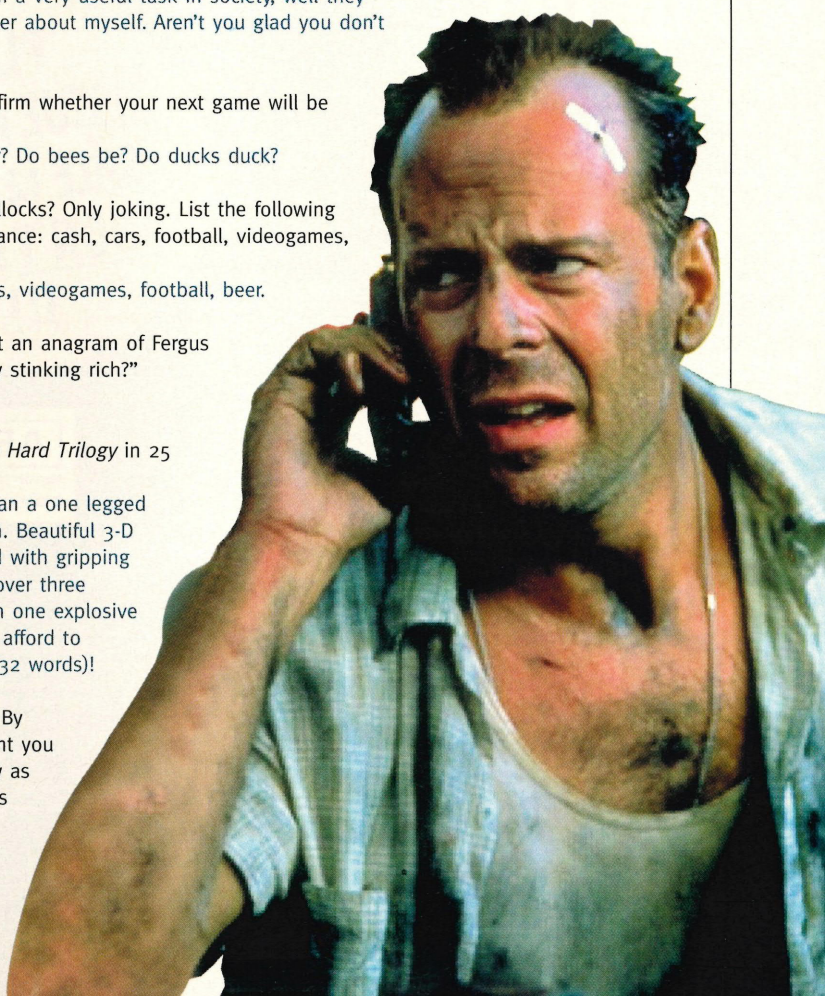
PLAY: Do... talk bollocks? Only joking. List the following in order of importance: cash, cars, football, videogames, sex.
DA: Sex, cash, cars, videogames, football, beer.

PLAY: Is it true that an anagram of Fergus McGovern is "filthy stinking rich?"
DA: No comment.

PLAY: Pitch me *Die Hard Trilogy* in 25 words or less.
DA: More polys than a one legged pirate's convention. Beautiful 3-D graphics combined with gripping gameplay spread over three games, resulting in one explosive package you can't afford to miss. Buy it now (32 words)!

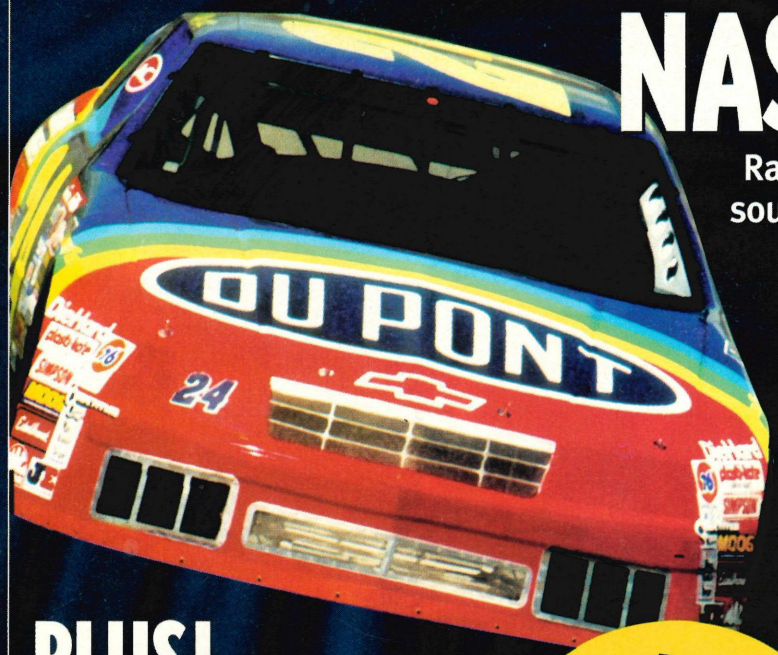
PLAY: And finally... By some freak accident you wake up tomorrow as Bruce Willis. What's the first thing you do?
DA: Jump on Demi!





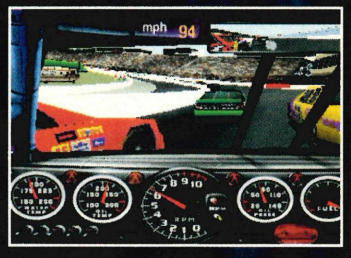
PLAYED OUT...

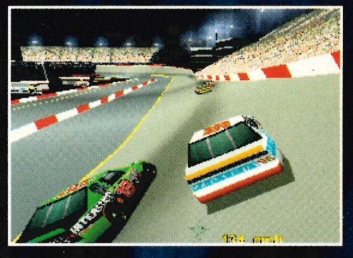
NEXT MONTH IN PLAY



NASCAR RACING!

Raw racing, cars which flip, dent and fall to bits – sound familiar? Next month we reveal Destruction Derby 2's **only rival –** NASCAR Racing!





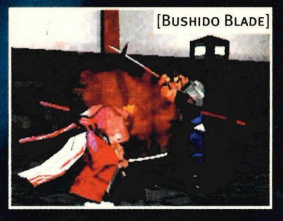
PLUS!

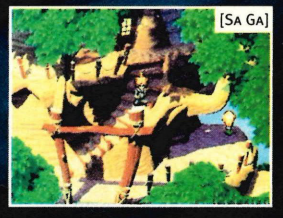
Hardcore 4x4, Micro Machines V3, Soul Edge, Street Racer, Wipeout 2097, Final Fantasy VII, Dark Forces, Blast Chamber, Exhumed, Syndicate Wars, Grand Theft Auto, Jonah Lomu Rugby, FIFA '97, Soviet Strike, The Hive, ReLoaded, Robotron X, Final Doom, Casper, Wild 9's, Suikoden, Road Rage, Sim City 2000, VandalHearts, Star Trek, Dawn of Darkness, Monster Trucks **and as ever much, much more...**

PLAY ISSUE 12, ON SALE 12 SEPT, DON'T MISS IT!

INCREDIBLY...

Exclusive news on Squaresoft's three new games after Final Fantasy VII!







ABC 25,424
Member of the Audit Bureau of Circulation
Britain's best selling unofficial PSX mag!

PLAY

Editor
Damian Butt
gecko@paragon.co.uk

Reviews Editor
Asam Ahmad
caveman@paragon.co.uk

Staff Writer
Matt Yeo
myeo@paragon.co.uk

Designer
Ian Feeney

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Managing Editor
Dave Perry
dperry@paragon.co.uk

Contributors
Konishiki San, Cat Bucannon, PR people, Toyota.

Advertising Manager
Keith Williams
(01202 200230)
advertising@paragon.co.uk

Thanks to:
Steve McKevitt, Steve Leigh at Gremlin, Dave Wilson, Janine at Activision, James at Mindscape, Glen at Psygnosis, Colin Gordan and Nick Heitzman at Bõss Game, Darren Anderson at Probe, James at Virgin, Jon Sloan for VandalHearts, Simon and Keith at TES, as ever the B'mouth Video Game Centre: 01202 527314). And all you crazy cats who avidly buy and read the magazine. We hope you enjoy the new look and team

That lot:- **Advertising Sales Executive** Alex Taylor **Advertising Production** Kim Thomas (controller), Annabel Inkpen (controller) **Circulations & Marketing Manager** Michael Robinson **Production Manager** Jane Hawkins **Systems Manager** Alan Russell **Bureau Manager** Chris Rees **Prepress** Stewart Taylor, Steve Gotobed **Publishing Director** Pat Kelly **Production Director** Graham Pritchard **International Director** Jean Luc Janet **Finance Director** Trevor Bedford **Jt Managing Directors** Di Tavener & Richard Monteiro (richardm@paragon.co.uk)

Subs/Mail Order
Tel: (01202) 200200
Fax: (01202) 299955
Subscription Rates
Annual Rate (12 Issues)
UK: **£27.00**
Europe: **£45.00**
Rest of World: **£63.00**

Mail Address
PLAY, Paragon Publishing Ltd
Paragon House, St Peter's Road
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955

Printed by
Duncan Web Offset, Passmore Plant, Tovil, Maidstone, Kent ME15 6XA.

Distributed by
Seymour International Press Distributors, Windsor House, 1270 London Road, Norbury, London, SW16 4DH. Tel: (0181) 6791899

PLAY is fully independent and is in absolutely no way an official Sony-licensed publication. The views expressed within are not necessarily the opinions of Sony Computer Entertainment Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 1996 Paragon Publishing Ltd.
Play: ISSN 1358-9474

Perfect "kombat"- ability

£199.99 + £49.99 = £199.99



EXCLUSIVE PACK INCLUDES:
- UK PlayStation Machine
- Sony Joypad • Demo Disk
- FREE Mortal Kombat 3 game

(TOTAL SRP £249.98)
LIMITED STOCKS

BUY WITH CONFIDENCE
who, why, what, where, when?

PLAYSTATION DIRECT LIMITED ... the name is self explanatory .. our commitment is solely to the SONY PlayStation market. We are allowed and authorised to use the name of the most popular CD console machine, because our commitment to this market place was instigated 9 months before the official UK release.

We are the only official mail order company in the UK that solely supplies SONY PlayStation products. All our machines and games are official UK released products. All machines carry a SONY 1 year warranty. We pride ourselves in the following:

- FIRST RATE PRODUCT KNOWLEDGE
- EFFICIENT SERVICE
- EXCELLENT PRICES
- OBTAINING THE GAMES FIRST!!
- FREE GIFTS WITH EVERY ORDER OR ON REQUEST (SAE REQUIRED)
- RAPID DELIVERY SERVICE
- NO MEMBERSHIP PAYMENT

We get the games first...but more importantly we supply YOU with them first!!

You have chosen the best CD console technology ... now choose the best mail order company for that product...

PLAYSTATION - DIRECT TO YOUR DOOR

SPECIAL OFFERS

		PLAYSTATION DIRECT	YOU SAVE
MK001	Official UK PLAYSTATION MACHINE	179.99	20.00
MK002	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3	199.99	49.99

WHEN ORDERING A MACHINE FROM PLAYSTATION DIRECT WE WILL OFFER YOU THE FOLLOWING DISCOUNTED PACKAGES + YOU WILL GET A FREE CARRY CASE

MK003	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + SONY MEMORY CARD	217.99	57.00
MK004	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + SONY JOYPAD	222.99	52.00
MK005	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + SONY MOUSE	222.99	52.00
MK006	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + SONY CARRY CASE	214.99	54.98
MK007	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + M/PORT SCART LEAD	207.99	56.99
MK008	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + LINK CABLE	209.99	54.99
MK009	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + NAMCO NEGCON PAD	234.99	54.98
MK0010	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + MADCATZ ST/WHEEL	249.99	74.98
MK0011	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + Any pdirect £39.99 game	234.99	59.98
MK0012	Official UK PLAYSTATION MACHINE + MORTAL KOMBAT 3 + Any pdirect £49.99 game	239.99	59.98

ACCESSORIES

		PRICE	PRICE WHEN ORDERED WITH GAME
AC001	SONY JOYPAD	24.99	22.99
AC002	SONY MEMORY CARD	19.99	17.99
AC003	SONY MOUSE	24.99	22.99
AC004	SONY MULTITAP	29.99	27.99
AC005	SONY OFFICIAL CARRY CASE	19.99	14.99
AC006	SONY LINK CABLE	19.99	17.99
AC007	SONY EURO SCART	29.99	27.99
AC008	NAMCO NEGCON PAD	34.99	32.99
AC009	ASCII JOYPAD	29.99	27.99
AC010	ASCII JOYSTICK	49.99	47.99
AC011	MAD CATZ STEERING WHEELS	59.99	52.99
AC012	JOYPAD EXTENDERS	4.99	3.99
AC013	RFU UNIT	14.99	9.99
AC014	PDL MULTIPORT SCART CABLE	9.99	7.99
AC015	PDL LINK CABLE	12.99	9.99
AC016	PDL PHONO SCART CABLE	3.99	1.99
AC017	ANTISTATIC CLEANING CLOTH	2.99	1.99

AVAILABLE NOW!!
ACTUA SOCCER
ADIDAS P/S SOCCER
AGILE WARRIOR
AIR COMBAT
ALIEN TRILOGY
ALONE IN THE DARK - JB
ASSAULT RIGS
CHESSMASTER 3D
CRITICOM
D
DEFCON 5
DESCENT
DESTRUCTION DERBY
DISCWORLD
DOOM
EXTREME SPORTS
FADE TO BLACK
FIFA 96
GEX
GUNSHIP 2000
HI OCTANE
IMPACT RACING
INT TRACK N FIELD
KRAZY IVAN
LOADED
MAGIC CARPET
MICKEYS WILD ADV
MORTAL KOMBAT 3
NBA IN THE ZONE
NBA JAM
NEED FOR SPEED
NFL GAMEDAY
NHL FACE OFF
OLYMPIC GAMES
OLYMPIC SOCCER
PANZER GENERAL
PGA 96
PRIMAL RAGE
PRO PINBALL
PSYCHIC DETECTIVE
RAYMAN
RESIDENT EVIL
RIDGE RACER REVOLUTION
ROAD RASH
SAMPRAS EXTREME TENNIS
SHELLSHOCK
SHOCKWAVE ASSAULT
SLAM N JAM
SPACE HULK
STARFIGHTER 3000
STREETFIGHTER ALPHA
STREETFIGHTER THE MOVIE
STRIKER 96
TEKKEN
THEME PARK
THUNDERHAWK 2
TOSHINDEN
TOSHINDEN 2
TOTAL NBA
TRUE PINBALL
VIEWPOINT
VIRTUA GOLF
WARHAWK
WILLIAMS ARCADE CLASSICS
WING COMMANDER 3
WIPEOUT
WORMS
WWF : WRESTLEMANIA
X-COM ENEMY UNKNOWN
ZERO DIVIDE

AVAILABLE AUGUST
3D DECATHALON
A TRAIN
ACTUA GOLF
ALIEN ALLIANCE
AQUANAUTS HOLIDAY
CHEESY
CHRONICLES OF THE SWORD
FORMULA 1 (F1)
FRANK THOMAS BIGHURTBASEBALL
GALAXIAN 3
NAMCO MUSUEM VOL 1
NFL QUARTER BACK 97
OFFENSIVE
ONSIDE SOCCER
PROJECT OVERKILL
RETURN FIRE
RISE - RESURRECTION 2
SLAYER
TEKKEN 2
TIME COMMANDO
TOKYO HIGHWAY BATTLE
TOP GUN
TUNNEL B1
X-MEN CHILDREN OF ATOM

AVAILABLE SEPTEMBER
ACTUA TENNIS
ARC THE LAD
BLAM ! MACHINE HEAD
BOGEY : DEAD 6
BRAINDEAD 13
BUBBLE BOBBLE TRILOGY
BUBSY 3D
BUST A MOVE 2
CASTLEVANIA 2
CENTRECOURT
DESTRUCTION DERBY 2
DIE HARD TRILOGY
DOWN IN THE DUMPS
DRAGONS LAIR
FIRO AND KLAWD
GEAR N GUTS
GENDER WARS
MYST
NASCAR RACING
NBA JAM EXTREME
Q.A.D
RAW PURSUIT
SIM CITY 2000
SPACE JAM
SUPERSONIC RACERS
SWAG MAN
SYNDICATE WARS
TILT
VICTORY BOXING
VIPER
WIPEOUT 2 : 2097

AVAILABLE OCTOBER
ADVANTAGE TENNIS
AH-64D LONGBOW
ALIEN VS PREDATOR
ANDRETTI RACING 97
APOLLO 13
AVI EVOLUTION GLOBAL
BALL BLAZER CHAMPIONSHIP
BATMAN FOREVER
BEDLAM
BEYOND THE BEYOND
BLOOD OMEN : LEGACY OF KAIN
BLAST CHAMBER
BROKEN SWORD
BUSTER BROS COLLECTION
CARNAGE HEART
CASPER
CHAMPIONSHIP POOL 2
CHOPLIFTER: FINAL MISSION
CLANDESTINY
COLLIDERZ
CONTRA - LEGACY OF WAR
CRASH BANDICOOT
CREATURE SHOCK
CRIME CRACKERS
CRIME WAVE
CROW 2 : CITY OF ANGELS
CRYPT KILLER
DARK FORCES
DARK STALKERS : VAMPIRE WARRIORS
DARKNET
DEADLINE
DEADLY SKIES
DEMON DRIVER
DISCWORLD 2 : PRESUMED MISSING
DISRUPTER
DRAGON HEART
DREAM TEAM BASKETBALL
DUKE NUKEM
EARTHWORM JIM 2
ELEVENTH HOUR
ESCAPE FROM LA
EXHUMED
EXTREME SPORTS 2
FATAL FURY 3
FIGHTER ATTACK
FINAL FANTASY 7
FOX HUNT
GHOST RIDER
GUN LAW
HARDCORE 4x4
HARDWAR
HEXEN : BEYOND HERETIC
HMS CARNAGE
INCREDIBLE HULK
INCREDIBLE TOONS
INCREDIBLE IDIOTS IN SPACE
INT SOCCER STARS DELUXE
INTERSTATE '76
IRON AND BLOOD
IRON MAN / X-O MANOWAR
JET MOTTO
JETFIGHTER 2
JOHN MADDEN 97
JUMPING FLASH 2
KILLING TIME
KUMITE : THE FIGHTERS EDGE
LANDS OF LORE
LAST NINJA
LETHAL ENFORCERS 1
LETHAL ENFORCERS 2
LITTLE BIG ADVENTURE 2
LOMAX IN LEMMINGLAND
MAGIC : THE GATHERING
MAJOR DAMAGE
MARVEL SUPER HEROES
MARVEL 2099
MELT
MICRO MACHINES 3
MIDNIGHT RUN
MINDSCAPE GOLF
MONSTER TRUCKS
MONSTERS FARM
MOTOR CROSS
MOTOR TOON 2
MYTH ADVENTURES
NANOTEK WARRIOR
NBA IN THE ZONE 2
NECRODOME
NHL HOCKEY 97
PANDEMONIUM
PERFECT WEAPON
PINK AND THE BRAIN
PITBALL
PITFALL 3D
POWER RANGERS PINBALL
PROJECT RALLY
PROJECT X2
QUAKE
RACE AND CHASE
RAGING SKIES
RAVEN PROJECT
RAYMAN 2
REBEL ASSAULT 2: STARWARS
REBEL MOON RISING
RED ASPHALT : ROCK ROLL RACING 2
RELOADED : LOADED 2
ROADRAGE
ROBOTRON X
SAMURAI SPIRITS / SHOWDOWN
SHINING SWORDS
SKELETON WARRIORS
SLIPSTREAM
SMASH COURT TENNIS
SOUL EDGE
SOVIET STRIKE
SPAWN
SPEED KING 6
SPIRAL SAGA
SPOT GOES TO HOLLYWOOD
STACKERS
STAR CONTROL 3D
STAR GLADIATOR
STAR TREX : GENERATIONS
STARWINDER 3D
STEEL HARBINGER
STREET RACER
SUIKODEN
SUPER KICK BOXER
SURREAL
TEMPEST 2000
TEN PIN ALLEY
TENKA
TERMINAL VELOCITY
THE FALLEN
THE TICK
TIGER SHARK
TOBAL NO 1
TOMB RAIDER
TOY STORY
TRANSPORT TYCOON
TWISTED METAL 2: WORLD TOUR
VANISHED POWERS
VETTE : SAN FRANSICO THRILLS
VR POOL
WARHAMMER
WATERWORLD
WEREWOLF : THE APOCALYPSE
WILD 9's
WWF : IN YOUR HOUSE
X - FILES
X COM : TERROR FROM THE DEEP
ZOIKS!!

AVAILABLE NOVEMBER
ACTUA POOL
ALADDIN
ATHANOR
COMMAND AND CONQUER
FIFA 97
FINAL DOOM !
GOLDEN NUGGET
INDEPENDENCE DAY
KINGS FIELD 2
KONAMI LINKS GOLF
MARCO POLO
MEGAMAN 3
MISSION IMPOSSIBLE : THE FILM
MORTAL KOMBAT TRILOGY
PGA TOUR GOLF 97
T2: I'LL BE BACK
TOTAL NBA '97
WING COMMANDER 4
ZERO DIVIDE 2
ZORK : NEMESIS

AVAILABLE DECEMBER
SENTINENT

Release dates subject to change

****** ALL GAMES ARE £39.99 **** FREE GIFT WITH EVERY ORDER**

WEEKLY DISCOUNTS AND SPECIALS ON SELECTED TITLES - JUST CALL!

playstation DIRECT ltd

MAIL ORDER DIRECT ON

01442 279700

217 LONDON ROAD • APSLEY • HEMEL HEMPSTEAD • HERTS HP3 9SE

PRICES SUBJECT TO CHANGES WITHOUT NOTIFICATION E & OE

Cheques/Postal Orders payable to:
Playstation Direct Limited

Postage & Packing
SONY PLAYSTATION MACHINE £7.00
Software and Accessories FREE

10 TELEPHONE LINES
Open 10 a.m. - 7 p.m.

PLAY

The best Selling Unofficial PlayStation Magazine!



Paragon Publishing Ltd

9 771358 947002 09

printed in the UK