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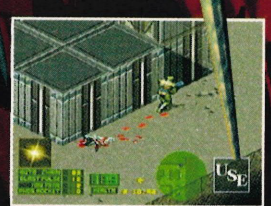
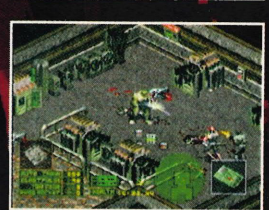
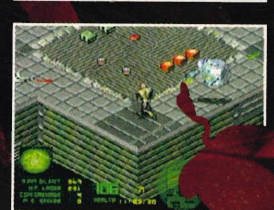
EXCLUSIVE!

PROJECT OVERKILL

38 The long awaited exclusive review of one of the bloodiest games we've ever seen. You control four hard-assed mercenaries through 51 levels of isometric *Smash TV*-style action. Is *Project Overkill* bad assed or in bad taste? We decide...







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Home page: http://www.paragon.co.uk/play/
Tel: (01202)200228
(5-6pm weekdays only!)

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96 This month we take out Chris Gibbs from ATD, who is working on *Incredible Hulk* and *Blast Chamber*.

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UK's Fastest Growing PLAYSTATION Magazine!

NIGHTMARE CREATURES

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CONTRA

30 From coin-op heaven comes this red hot two player shoot-'em-up on PlayStation from Konami. All the fun of the original arcades, and two hidden sub-games! Plus we've got a full report on the Japanese software giant's future releases.

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17 A TV and video home system with NICAM stereo worth over £1,000!

USE THE FORCE!

26 Plundering the LucasArts Star Destroyer to bring you an exclusive look at *Dark Forces* and the new and improved *Rebel Assault II*!

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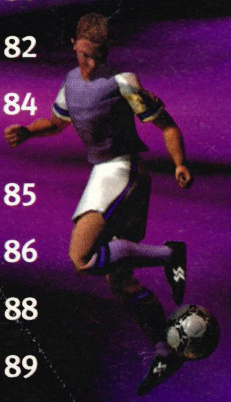

PLAY REVIEWS

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

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HATS OFF TO SONY No, they haven't introduced a much-needed budget range, but have been far better at after sales support than we first thought. If you bought last month's issue of PLay you'll have no doubt read our discussion on the availability, or rather the lack of it, of demo disks for registered users. Well it appears that many are getting through and we were inundated with e-mails, letters and phone calls telling us that yes, Play readers had received VIP disks from Sony, in some cases many copies.

This is great news because it means that even though Europe is a fractional market for Sony compared to America and Japan, we are still getting our fair share of perks. Well done Sony, you've done us proud. I even heard from a Mr Croft who had not only got a VIP disk through the post, but had also a problematic PlayStation which Sony replaced with a new one without delay, even though the warranty was almost up. Now that's service for you.

However, we have Steve Benyon from Exeter, not Sony, to thank for sending us one of his VIP disks and even though it's admirable that they are given out at all, perhaps the big 'S' could see its way to putting on some decent demos like *Tekken 2*, *F1* and *Die Hard Trilogy* instead of the dross currently available. If you want suggestions Sony, I have plenty, and so do 35,000 PLAY readers.

On a lighter note, I hope you enjoyed the posters and tips book last issue, this is just the start. Join us in the run-up to Christmas for some incredible free gifts.

Enjoy the mag!

Damian Butt

Editor

PLAYSTAT wire

BLACK MA

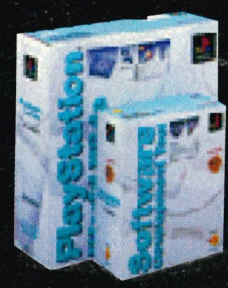
CREATE YOUR OWN PLAYSTATION SOFTWARE WITH A DIY DEVELOPMENT KIT FROM SONY

EXCLUSIVE!

SONY Computer Entertainment Europe has finally released details of the PlayStation Home Development System. The Black PlayStation kit is a development platform designed to allow home users to create demos and games for the PlayStation through a set of tools running on a standard PC. Although a price point has not been set as yet, the system is likely to retail for around £300-400. The kit was originally released in Japan and is supported through the Internet via mailing lists and password protected web sites. A similar system will be employed in the UK to allow registered users to exchange information, tips, segments of code and demos.

The release of the Black PlayStation system will allow home enthusiasts to dabble with the power of the PlayStation. Allowing programmers to invent new game engines and routines at home, unrestricted by deadlines or money, should spawn a creative explosion. Although there will be no direct way to publish games created in this way, enthusiasts who approach software houses with their work will be able to enter into the games industry with minimal expenditure.

The kit will be appearing in Europe over the next few months. Although the supplied suite of tools will be comprehensive, any code created will be restricted by the PlayStation's 2Mb memory limit. In order to curb the possibility of piracy or other misuse, there are no tools to read/write CDs or to access files from the PC once



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a p p e n i n g s

INTERNATIONAL PLAY BOYS

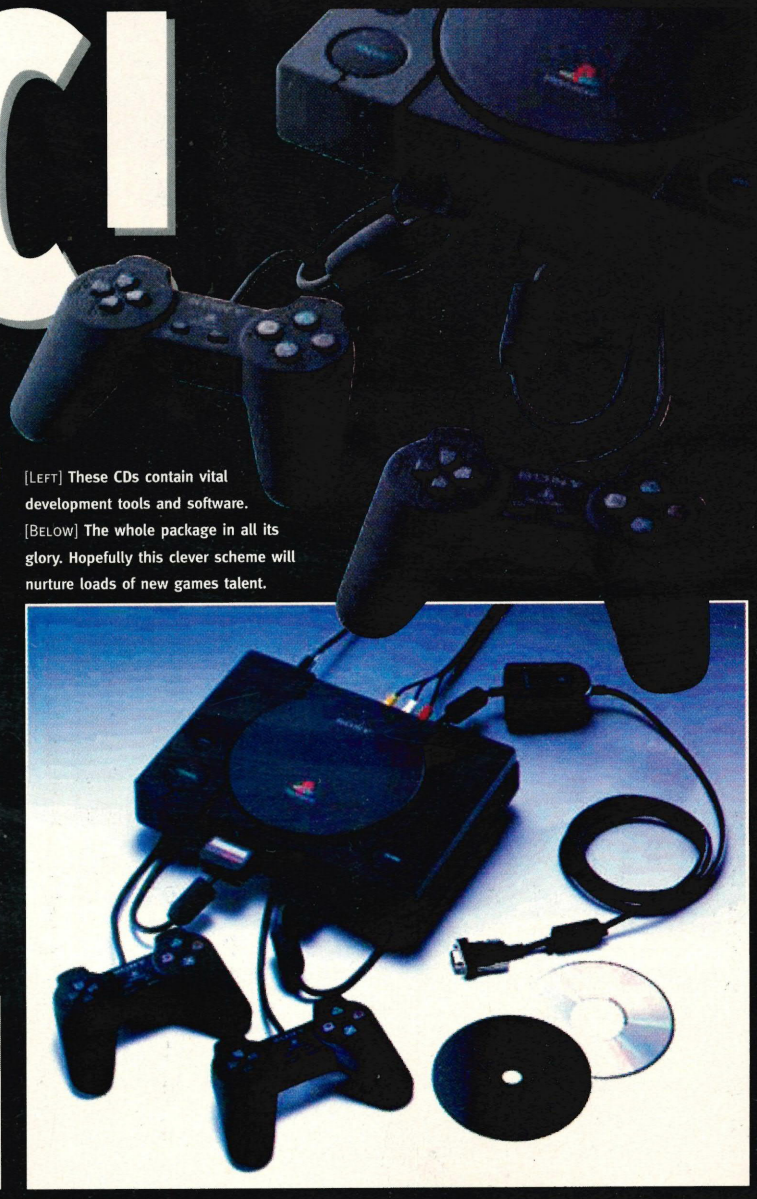
WHO TO CONTACT AT PLAY MAGAZINE...

DAMIAN BUTT
A veteran from the times when games went 'blip' and had two colours, Damian likes nothing better than to sit down with a decent racing game or beat-'em-up. Letters please and comments to **play@paragon.co.uk.**

ASAM AHMAD
Asam is our technical genius – if you've got a wobbly picture or your FMV is cutting out then the boy Ahmad will be able to give you a complicated jargon-packed reason why. Contact on **caveman@paragon.co.uk.**

MATT YEO
It is a well known fact that Matt hates all other games except for beat-'em-ups, particularly 2-D ones. Live in the now, Matt. And here's an American Football game to review (Ha!). E-mail **myeo@paragon.co.uk.**

AGIC



[LEFT] **These CDs contain vital development tools and software.** [BELOW] **The whole package in all its glory. Hopefully this clever scheme will nurture loads of new games talent.**

code has been downloaded through the supplied serial link. In this respect, the Black PlayStation has been designed solely for amateur coders, and specifically, is not a replacement for the full Blue PlayStation Development Kit available to registered developers. Nonetheless, that keen members of the public will at last be able to create their own applications, pushing the machine to its limits, is exciting news and bound to further solidify the PlayStation as the leading console of its time.

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.

Word has it that Sierra is working with a Japanese company to produce a PlayStation version of *Phantasmagoria*, the gory and controversial PC adventure designed by Roberta Williams. The Japs apparently go ape over a bit of nudity and blood and that fits *Phantasmagoria* right down to the ground. Watch this space...

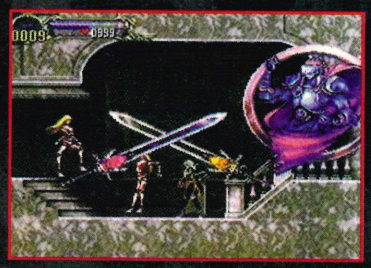
Konami will allegedly be soon releasing an arcade classics game featuring such memorable titles as *Time Pilot*, *Scramble*, *Frogger* (yes, yes!) and *Gyruss*. We have also heard a whisper that *Castlevania* on PlayStation will be coming out in Japan in December; much sooner than we first thought.

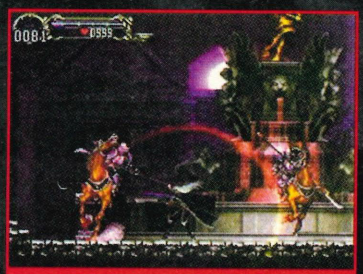
The PLAY carrier pigeon brought us news this month that Electronic Arts has signed a deal to produce the official 1998 World Cup game for the event held in France. It is predicted that this will be the largest and most viewed World Cup ever, but hopefully EA won't just knock out another *FIFA* game. Something new and improved please.

Turok Dinosaur Hunter from Acclaim is apparently being considered for a conversion to the PlayStation according to inside sources. The shock news comes directly after the assertion that it will never happen due the PlayStation's inferior spec over the N64, but the way the developers could get around it is by including a hardware add-on with the game, which would plug into the back of the PSX and boosts its capabilities to N64 levels. No confirmation has been made by Acclaim.

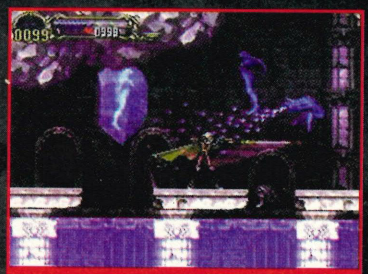
CASTLEVEINIA

EXCLUSIVELY revealed a while back was the news that Konami Japan was converting *Castlevania* for the PlayStation. Breath was duly bated and this month we at last came across some screenshots of the game. As you can see, *Castlevania* on PSX looks worringly like the Super NES incarnation (the game first came out on the Nintendo NES), and the action seems largely 2-D platform based. Even large enemies, such as the wolf (top right) appear flat and not the rendered 3-D creatures we had all imagined in the PLAY offices. If Konami Japan has taken the easy route and produced just any *Castlevania* game then they have done the series a great injustice. We'll have to wait and see...





[ABOVE] Part of the game involves jousting a dead knight on horseback.



[ABOVE] Yes, it's *Castlevania*, but this is all they could come up with?

ACCEPT NO SUBSTITUTE

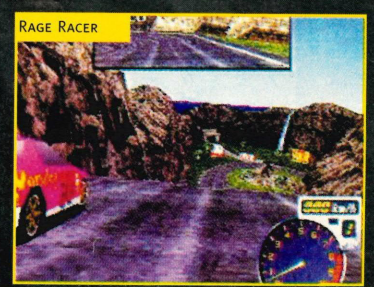
PORSCHE CHALLENGE EXISTS BUT SONY AREN'T LETTING US TEST DRIVE IT

SCEE has been incredibly quiet since *Total NBA '96* and we now know why. The plucky London based Sony in-house developer is currently working on *Total NBA '97*, *Rapid Racer* (water based racing game) and *Porsche Challenge*, a splendid looking officially endorsed racing game featuring the German motor company's new thrill machine, the Boxster. No real details have emerged as yet, but one thing's for sure, protective Porsche are hardly likely to allow SCEE to smash up their car in the game, so expect some sanitised crashes and lots of lush pictures of the car itself. More news soon.

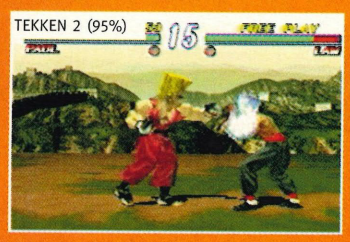
IS THIS RIDGE RACER 3?

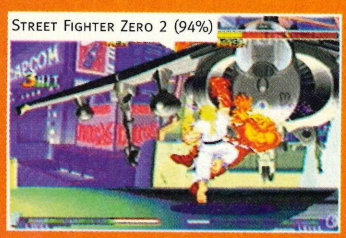
THIS MONTH we've received exclusive screenshots of Namco's next PlayStation racing game. Now, the thing is, this may or may not be *Ridge Racer 3*. You see Namco has been beavering away on this impressive sequel for a while now but has yet to decide on a title for its forthcoming creation. It may be that Namco will settle for the predictable *Ridge Racer 3* moniker but other sources inform us that it may be called *Rage Racer*.

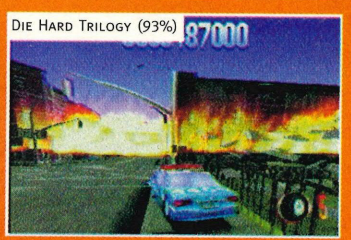
Any road up, whatever it's called, this racer is already looking superb, with a more European feel to the track settings as both the Arc de'Triumphe in Paris and the Acropolis in Greece make an appearence. Namco has retained the rear-view mirror from *Ridge Racer Revolution* but the other interior displays have been completely redesigned. New selectable vehicles include a range of nippy sports models as well as a 4-wheel drive motor and even a tiny VW. There's also a Grand Prix mode for drivers to tackle with completed courses rewarding players with extra cash enabling better cars to be purchased. There's no news on even a Japanese release date at the moment but we'll bring you regular updates as we get them.



PLAY RECOMMENDS...







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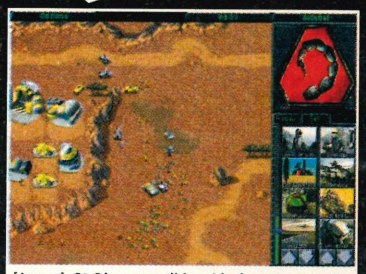
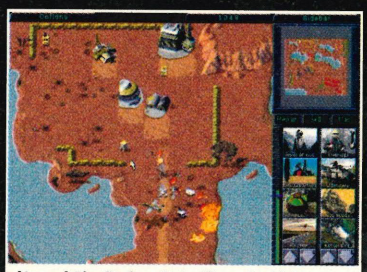
COMMAND & CONQUER DETECTED

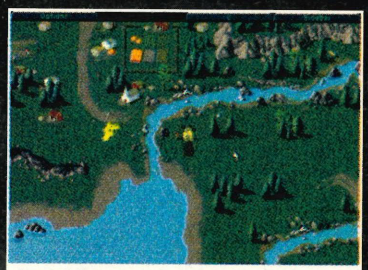
AT LAST PlayStation owners can see just how good *Command & Conquer* from Westwood Studios really is, as these screenshots were released for the first time this month. Making the most of the superb hardware capabilities of the 32-bit console, Westwood has developed the game using the PSX's high resolution mode, and this means that you get almost twice the battle area on-screen compared to the PC version. Obviously this means less reliance on scrabbling about with the mouse to find your men, and it makes everything seem incredibly well defined. The battle menus have also been updated to include more attractive pictures of the vehicles, buildings and troops you get to deploy. *Command & Conquer* comes on two CDs, one for the GDI (good guys) and the other for the evil NOD forces. As well as 35 levels of overhead strategy action, you also get 60 minutes of lush Spielberg quality FMV. No release date as yet.



[ABOVE] ***C&C*** **is compatible with the mouse and this will undoubtedly be the best way to play.**



[ABOVE] **PlayStation *C&C* utilises the high resolution mode to show more of the battlefield.**



[ABOVE] **The game takes place in eastern Europe for the GDI campaign, and Africa for NOD.**

[ABOVE] **The icons for each unit have been completely changed and are far more detailed.**

[ABOVE + TOP] **The rendered scenes intersperse each level and are quite superb.**

A TRIPLE DOSE FOR STREET FIGHTER FANS!

CRIKEY CAPCOM!

When will all this *Street Fighter* malarkey ever end? Last month we gave you the exclusive low-down on *Street Fighter Vs X-Men*. As if this wasn't enough to whet a world warrior's whistle, we've also received top secret information regarding yet more beat-'em-up nonsense.

First up is *Street Fighter Gaiden*. Essentially a *Tekken*-style 3-D fighting game, *Gaiden* aims to take the *SF* series to dizzying new heights with jaw-dropping visuals and the kind of gameplay perfection that has made Capcom a software legend. The first 3-D *Street Fighter* has actually been programmed by *SFII* creator Akira Nishitani and his development team, Arika. Currently the character line-up includes such familiar faces as Ryu, Ken, Chun Li and Zangief plus three newcomers, the bizarrely titled Pullum Prina, Doctrine Dark and Skullomania. Gameplay remains firmly rooted in the 2-D school of fighting, with dragon punches and fireballs requiring the same joystick/button combinations and blocking is, of course, achieved by pulling away from your opponent. Apparently, the game will favour more aggressive players as certain successful combos and moves will be enough to break though a defending fighters blocking attempts.

Finally, Capcom are still hard at work on the eagerly awaited *Street Fighter III*. This in-house project has been shrouded in mystery and speculation for years but information is finally leaking out. Our sources tell us that only Ken and Ryu will appear in this third instalment and both look slightly older. Although the game is 2-D, it'll use Capcom's own CPSIII arcade hardware which was recently utilised to develop the coin-op, *Warzard*. Capcom has already stated that *SFIII* is so technologically advanced that none of the existing home consoles will be able to replicate it!

Fighting fans can expect more red hot news next month as we bring you the first screenshots of *Street Fighter III*. Cor blimey!

[ABOVE] ***Star Gladiators*** **features nine playable characters plus an end-of-game boss. So there.**

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KART OF THE MATTER

NEW SUNSOFT KART GAME ENDORSED BY SENNA!

SPOTTED at a recent trade show was *Kart Duel* from Japanese developer Sunsoft. The game is a simulation of go karting and features terrific handling, mouth-watering graphics, and many other journalistic clichés. The karts in the game are based on actual models, as are the courses, but the really bizarre aspect of the game is that it's endorsed by the late Ayrton Senna. The game features Senna's statistics, picture, and even his voice, which all sounds a bit creepy. Fortunately we've played *Kart Duel* and it's very fast and even features a link-up option, and the chance to control the game using steering wheel or Negcon. *Kart Duel* may well get a UK release and we'll review to see if it is a fitting tribute to the late great world motor racing champion

[ABOVE + TOP] ***Kart Duel*** **is a good looker, she goes like a bomb, but is bizzarely endorsed by the late great Ayrton Senna. Hmm...**

TEKKEN ITS TIME!

OFFICIAL RELEASE FOR TEKKEN 2

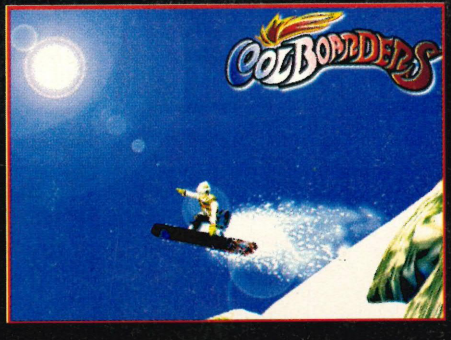
AT LAST the official version of *Tekken 2* has been released – and it's about time! Boasting an incredible 25 characters (not 24, as Sony proclaim) including 15 secret dudes, it is without a doubt one of the most stupendous beat-'em-ups to grace the PSX since, well the last one. *Tekken 2: Return of the Iron Fist*, runs at a cool 60fps, has the smoothest, most brutal moves of any fighting game (in full 3-D, naturally) and there's a neat practice mode which lists the super moves and allows you to try them out. It's lean, it's mean and we want to know what you think of it. Letters to the editor please.

FORMULA 1 – "BUGGED TO F*CK," SAY PLAY READERS!

HUNDREDS of complaints about Psygnosis' *Formula 1* game reached the PLAY offices just as this issue was going to print, and it appears that the game, which became the fastest selling PSX game of all time after its release on (Friday) the 13th of September, contains many bugs which have ruined the game for F1 enthusiasts. The bugs in question include the Mad Katz steering wheel or Negon not working properly with the game and preventing the replay mode. Only one team mate goes into the pits. The other cars can corner at impossible speeds. And Mr Kitson rang to say that when the game is set on hard and played at 100% race length, about halfway through the race, all the opponent cars insist on driving through the pits on every lap, thus making them uncompetitive and resulting in and easy win. A spokesperson for Psygnosis said that they were aware of the bugs and that they too had had many complaints. Mr Kitson was even told that Sony also knew of the bugs before release, if so, how did this get past Sony's rigid quality control? If you have encountered any problems, please contact PLAY and we will endeavour to get some straight answers from Psygnosis and Sony next issue. Whatever the outcome, it would seem that there are a large number of *Formula 1* owners who feel let-down and ripped off...

WHAT'S FONZY?

SONY has made the crafty move of securing a fab new game from previously unknown Tokyo developers, UEP. *Coolboarders* was first revealed last issue and is a snowboarding action game, sort of like an *OutRun* on snow, with plenty of different competitions to enter such as speed, slalom and stunt. The main character is made up of groovy polygons rather than a sprite and the game runs at 30fps. We played it recently at the ECTS and it's pretty quick and looks great fun. The import is out now. More news soon.



CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
2.	RESIDENT EVIL	CAPCOM	VIE	95%
3.	BUST-A-MOVE 2	ACCLAIM	TAITO	88%
4.	RIDGE RACER REV	NAMCO	SONY	90%
5.	FADE TO BLACK	DELPHINE	KONAMI	90%
6.	FIFA SOCCER '96	EA	EA	78%
7.	INT TRACK & FIELD	KONAMI	KONAMI	85%
8.	OLYMPIC GAMES	US GOLD	EIDOS INT	89%
9.	NEED FOR SPEED	EA CANADA	EA	94%
10.	TEKKEN	NAMCO	SONY	95%

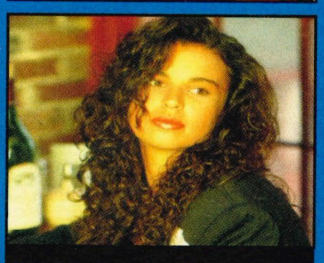
USA ENTERTAINMENT

ENTERTAINMENT USA

CAT BUCANNON brings you all the news on what's hot in the land of crappy Olympic organising and serial killers.

Remember the Atari Jaguar? Yeah, 'course ya do, it was that useless piece of grey plastic that "claimed" to be the world's first true 64-bit consoles. A lack of decent software and any real third party support left the machine high and dry last year. Now Interplay has managed to secure the rights to a handful of Jag titles and, with the aid of developer, High Voltage Software, will be upgrading them and releasing them on PlayStation early next year. *Tempest X* features textured, light-sourced webs as opposed to the colour cycled webs in the Jaguar version, classic and dual player modes and is a real blast. Let's just hope Interplay don't decide to release *Attack of the Mutant Penguins*...

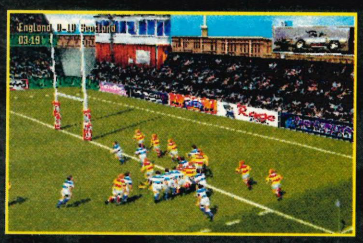
Capcom's forthcoming 2-D coin-op fighter, Warzard, is sure to make one hell of an impact when it's unveiled at next month's AMOA show. The arcade show should have more than its fair share of surprises as well as the unveiling of *Warzard* (or *Red Earth* as it may be known outside Japan). So why are we working up a sweat over yet another beat-'em-up? Well, it just so happens that *Warzard* is the first coin-op to employ Capcom's brand-spanking new CPS III hardware board. This wondrous piece of kit will also power *Street Fighter III* when it appears early in '97. Although 2-D, *Warzard* features the most stunning hand-drawn characters to ever grace a fighting game. From human warriors to massive monster bosses, CPS III effortlessly proves its got what it takes to beat even the performance potential of today's top home consoles. *Warzard* boasts 36,000 on-screen colours, high screen resolution, transparencies, amazing line-scrolling effects, 12 playable characters (so far), magical upgrades, guard reversals and more extras than we can possibly fit in this space. There's the possibility of a PlayStation conversion but it ain't gonna happen until late '97.

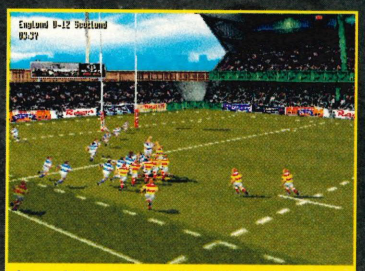


[ABOVE] **Cat Bucannon – likes games and banana yogurt...**

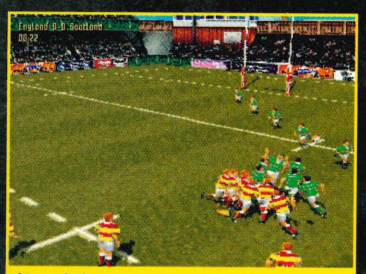
LOMU TACKLES PLAYSTATION!

HUGE BLOKE Jonah Lomu is of course starring in his own game from Codemasters and it was shown at the ECTS trade show last month for the first time. Incredibly, for a rugby game it looks and plays well; rivalling anything EA Sports currently has to offer. *Jonah Lomu Rugby* features such exciting head-mashing features as all-in rucks, mauls, scrums and backward and forward play. There is also a moving camera which focuses on the action at all times and the developers have even included a wide range of atmospheric conditions. Expect to see it in Feb '97.





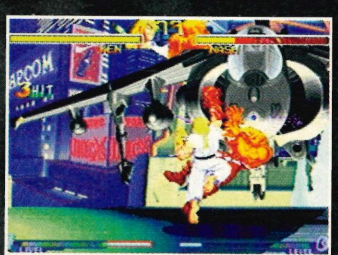
[ABOVE] **The crowd detail in *JLR* is astounding, and see that shadow – that's the stand that is.**



[ABOVE] **The camera zooms in and tracks the action wherever it goes. Which is nice.**

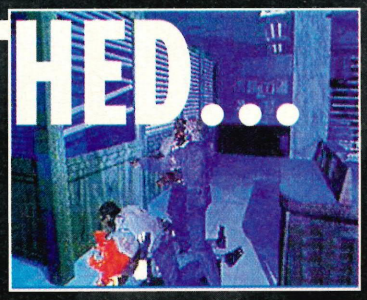
VIRGIN ANNOUNCE OFFICIAL SFA2!

AFTER the incredible sales success that was *Street Fighter Alpha* on PlayStation (proving that 2-D beat-'em-ups can indeed make it on a predominently 3-D games platform), VIE has announced its launch plans for the official version. As you may have read in our import review last issue, *Street Fighter Zero 2* is a fantastic game and a marked improvement over the original, which some felt did not fully exploit the PlayStation's power. If you've already got *SFA* then prepare yourself for a shock because the sequel contains such bone-crunching features as the custom combo mode (batter the right buttons and your character becomes a blur of super-fast power moves for a few seconds). There are 19 characters up for grabs (including a cheat to control Super Akuma) and the background graphics have been tweaked to perfection. In short it's the greatest 2-D beat-'em-up ever made and we'll assess the official version when it arrives, hopefully sometime in November.



[ABOVE] ***SFA 2* is officially the best 2-D beat-'em-up in the world, ever. Until the next one.**

RESIDENT EVIL 2 UNEARTHED...

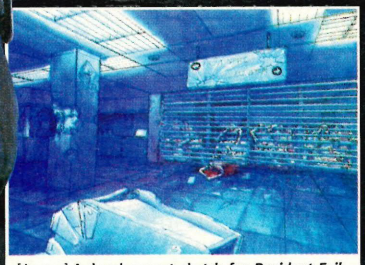


FOLLOWING our exclusive screenshots last issue, PLAY has unearthed even more startling revelations regarding Capcom's forthcoming horror sequel.

The game commences when newcomer Leon Scott Kennedy finds himself cornered by zombiefied cops in the lobby of Racoon City's police department. Fortunately, the gorgeous Elza Walker arrives on her motorcycle in the nick of time and the two characters have to battle their way out of the building whilst visiting such monster-packed locations as the cells and the morgue. Most of the city has already succumbed to a mysterious skin disease. Although politicians have attempted to calm the populace with promises of a full medical and police investigation, the plague spreads like wildfire. Victims initially become covered in painful sores and, as their condition worsens, they lose their speech, sight and motor functions. Once death has occurred, it's only a matter of time before the victim rises from the grave, eager to taste human brains!

As these screenshots clearly show, players will have their hands full with even more on-screen zombies than before, and so decision-making and action-taking will require split-second reflexes. Costumes also play an important part in a character's survival, although details are sketchy at present. For instance, Leon begins the game sporting only a thin T-shirt and shoulder holster but as the action begins to heat up he'll obtain a full police uniform and bullet-proof vest. Rucksacks may also be included negating the need for the storage trunks featured in *Resident Evil*.

And what of the original S.T.A.R.S. team survivors? Well apparently they're reported to be recovering in a nearby hospital although there are rumours that they may make a cameo appearance. In other words, expect them to give Leon and Elza a quick *Resident Evil* recap then they'll probably suffer a violent, over-the-top death ("Whatever you do, don't forget to... aagghh!!). As Capcom release more *Resident Evil 2* sketches, screenshots and gameplay elements, we'll bring you the first news as always.

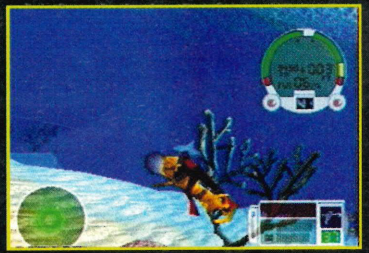


[ABOVE] **A development sketch for *Resident Evil 2* showing zombies attacking a police station.**

[ABOVE] **Six, count 'em six zombies on-screen at once – now that's progress for you. Capcom has said from the start that *RE2* will feature more enemies to create a sense of claustrophobia. It works...**

SINKING TO NEW DEPTHS

ALREADY responsible for the chopper hit, *Black Dawn*, US coder, Black Ops, is currently putting the finishing touches to a forthcoming water-based adventure entitled *Treasures of the Deep*. PlayStation owners can expect plenty of *Abyss*-style, depth gauged action as they explore a fathomless 3-D world in a state-of-the-art submersible. Players will be required to tackle a variety of tricky missions such as capping oil wells, studying marine life and even exploring sunken wrecks. Although the game sounds similar to Sony's appalling *Aquanaut's Holiday*, the detailed environments and silky smooth visuals have impressed even the mighty Virgin Interactive Entertainment as it's been snapped up for an early '97 release.



[ABOVE] **All the fun of being submerged under 2,000 ft of water and picked at by crabs...**

[ABOVE] **Your sub in *Treasures of the Deep* is full equipped weapons – not very eco-friendly!**

MOST WANTED

Spy Hunter – what a great concept. Drive a fast car, equip it will cool gadgets like oil slicks, missiles and machine guns, and then go up against enemy agents James Bond-style, and transform into a boat every now and again. *Super Spy Hunter* on PSX anyone?

JAPS EYE

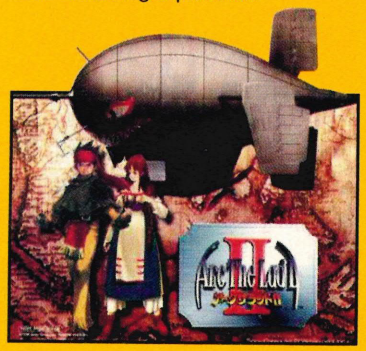
ALL THE LATEST NEWS brought to you live from the Tokyo Games Show by our very own Konishki San...

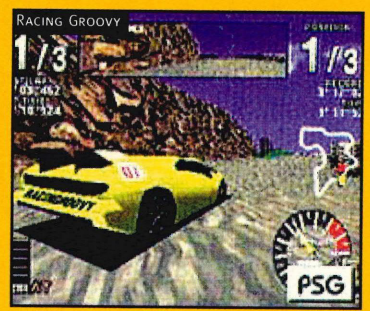
The recent Tokyo Game Show saw the cream of PlayStation developers proudly showing off their wares to crowds that exceeded the promoter's expectations and easily beating last year's attendance figures. Running from 24-26 August, the show was in fact considered disappointing by industry insiders as there were no real "big name products" to be seen, with the real star arriving courtesy of Sony itself. Hailed as a 32-bit *Ecco the Dolphin*, *Depth* is essentially an interactive undersea adventure boasting amazing visuals, an ambient soundtrack and, apparently, the gameplay to make it a watery winner.

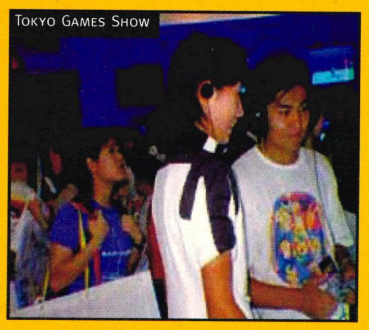
Also prominently on display was Sony's RPG extravaganza, *Arc the Lad II*. The original game was visually impressive, although extremely short (it was possible to finish the whole game in under two hours), but this time players are promised an even more rewarding experience. Developed in-house, Sony has taken its time with *Arc the Lad II* and the finished product should reach Japanese stores in late November. A virtually complete version of *Wild Arms* was also available for the Japanese public to play and Sony is eager for its home-grown RPG to take on the mighty *Final Fantasy VII* when both titles are released later this year.

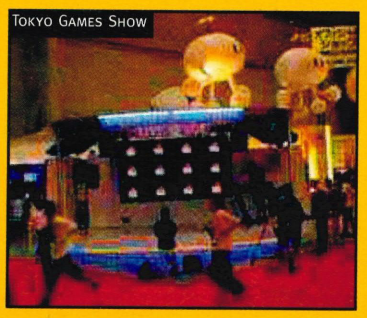
Keen to keep fighting fans busy whilst waiting for *Zero Divide 2*, developer Zoom has a cool 3-D beat-'em-up just waiting to be unleashed. *Ruroni Kenshin* is scheduled for an October release and looks like giving *Tekken 2* a real run for its money. Still in fighting game mode, Takara's forthcoming *Nitoushinden* (*Toshinden KIds*) was a surprise success and should be available on import as you read this.

And finally (in no particular order), PlayStation owners can look forward to the likes of *Aubird Force* (a 3-D shoot-'em-up) from *Bandai*, the anime RPG, *Bastard!* from Seta, Atlus's impressive isometric RPG, *Megami Ibunroku Persona*, Technosoft's explosive adventure, *Steeldom*, Sony's Manga adaptation, *Ghost in the Shell*, Banpresto's appalling *New Super Robot War* and Mazuki's own *Ridge Racer* clone, *Racing Groovy*. It certainly looks like PlayStation owners are going to have their hands full over the next few months!









Lucky sods! As if Japanese gamers didn't have enough electronic treats to satisfy their insatiable appetites, Sony's Official PlayStation Club recently celebrated its first anniversary by rewarding loyal members with a treat or two. Gamers who purchase a PlayStation and register their machine, are entitled to receive a variety of Club material including stickers, posters, a regular newsletter and, best of all, a free demo CD every month. The anniversary disc includes playable demos of *Jumping Flash 2* as well as the bizarrely titled RPG, *Bastard!* When the PSX hit Europe, Sony briefly toyed with the idea of launching a branch of the PlayStation Club over here but since then have failed to deliver the goods. It looks like UK PlayStation owners have lost out to their oriental counterparts once again. Damn!

NITOUSHINDEN

... OR TOSHINDEN WITH KIDS IN IT

LET'S FACE IT, *Toshinden* was a bit of a naff game but Takara are still keen to milk their product with a forthcoming cartoony beat-'em-up that combines big-headed juvenile fighters, Mr Fantastic style limb-stretching and loads of sickly sweet violence. We can't wait.

[ABOVE] ***Toshinden*** **with kids sporting huge heads. That's original...**

[ABOVE] **Did anyone else wonder why** ***Toshinden 2*** **was a lot worse than the original? Weird.**

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.

OCTOBER/NOVEMBER

Tekken 2 (Sony)
Aquanaugt's Holiday (Sony)
Penny Racers (Sony)
Broken Sword (Sony)
Wipeout 2097 (Psygnosis)
Jumping Flash 2 (Sony)
AIV Evolution Global (Sony)
Crash Bandicoot (Sony)
Destruction Derby 2 (Psygnosis)
Namco Museum Vol 2/ Smash Court Tennis/ Prime Goal (Sony)

[CRASH BANDICOOT]

AND THE SLIPPERS...

GAME (PUBLISHER)	WAS	NOW
Crash Bandicoot	October	November

OVERBLOOD

UNPLAYABLE ON IMPORT

THE TROUBLE with Japanese developers is that they will insist on writing their games in Japanese. Damned inconsiderate if you ask me because it means we can't play them and must suffer the agonising wait for an official release – and that's only if it's good enough to be published over here. A case in point is *Overblood*, an atmospheric adventure that looks remarkably like *Resident Evil*, except for the fact that it uses polygons to create the objects instead of pre-rendered scenes, thus eliminating that irksome loading time between rooms. *Overblood* would have been reviewed this issue had it not been for the fact that we couldn't work out what the aim was or how to get out of the first room. Unfortunately, our Jap correspondant was busy with the Tokyo games show. The moral of this story is, don't buy *Overblood* on import because it's completely unplayable. Hopefully someone will pick it up over here soon.

NEW US DEMO DISK RELEASED!

LAST MONTH we revealed that the UK Demo One CD had been changed and now it seems the US equivalent has followed suit. The new disk includes eight playable demos, including *Die Hard Trilogy*, *The Need for Speed* and *Bogey Dead 6* (*Raging Skies*), and four non-playable demos. The interface has also been enhanced. Why can these demos not be bought by existing PlayStation owners? We want to know!

TEN PSX GAMES THAT REEK OF CATTLE'S BUSINESS!

You fool! You had a spare £40 and thought you'd buy a game. But did you consult PLAY before buying? No you did not, and as a consequence you bought one of these...

1. Street Fighter the Movie
2. Extreme Pinball
3. In the Hunt
4. Jupiter Strike
5. Cheesy
6. Novastorm
7. Anything by Crystal Dynamics
8. Descent
9. Cyberia
10. Revolution X

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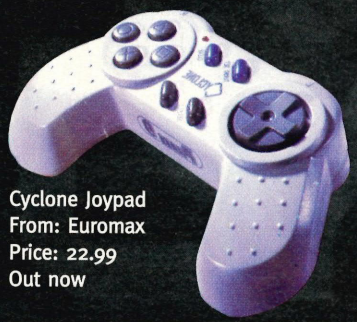
PLAYSTATION PERIPHERALS

THE PLAY GUIDE TO COOL GADGETS AND OTHER PLUGGABLES!

THERE are now a staggering number of peripherals which you can plug into your PlayStation besides the standard memory card, link cable and Sony mouse. Konami has the Enforcer light gun due out soon and for use specifically with games like *Lethal Enforcers* and *Time Crisis*, but Spectravideo has scooped them with their own version, the Predator. This small review section is designed to assess the latest gadgets as and when we receive them. We aim to assess them on the basis of durability, value for money, usefulness and style. If you produce a PlayStation peripheral and want them to be reviewed here, send your samples to the editor at the usual address and please send them recorded delivery to make sure they arrive.



Cyclone Joypad
From: Euromax
Price: 22.99
Out now

THE CYCLONE is a decent enough pad as it has sturdy buttons, turbo modes and a slow motion button on the back. The real plus though is the d-pad itself which is a lot easier to rock than the conventional Sony offering, making it perfect for games which would otherwise require a mouse. The Cyclone is larger than the standard pad, but perfectly ergonomic and well designed. A great second pad!

A WEIRDER concept you are unlikely to find. The Aura Interactor is basically a large black vibrator which straps to the back and plugs directly into the console's sound outputs. Each noise is then translated into judderings of varying intensity, making games of *Doom* a truly hair-raising experience. Overall though it's an expensive luxury considering you could buy nearly three games for the price and achieve the same effect by having your mate shaking the chair while you play.

Aura Interactor
From: Aura
Price: £69.99
Out now

Predator Gun
From: SpectraVideo
Price: £29.99
Out now

"ARE YA GONNA bark all day little doggy?" These and other cool *Reservoir Dogs* lines can be quoted whilst armed with this futuristic *BladeRunner*-style light gun. Well designed, comfortable and featuring a rapid fire mode and LEDs to show when light is being emitted, the Predator must surely be an essential purchase once the games come out to support it. Already you can play *Die Hard Trilogy* with it, but soon you'll get games like *Lethal Enforcers* and *Time Crisis*. You know you've got to have one. Highly recommended!

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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.

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

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

Back ISSUES

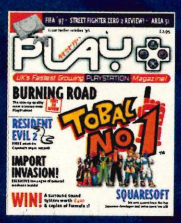
ISSUE [8]
Resident Evil issue. Huge review + *Duke Nukem 3D* news!

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

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

ISSUE [11]
Die Hard, *Terminator*, *Formula 1*, *Soviet Strike* – fantastic!

ISSUE [12]
Exclusive review of *SFZ2*, huge Jap feature, plus *Burning Road*!



PLAY with TO WIN VICTORY BOXING!

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

Which princely boxer has recently been promoting the PlayStation with a PSX logo on his leopard-skin shorts?

a) Naseem Hamed
b) Asam Ahmad
c) Mohammed Ali

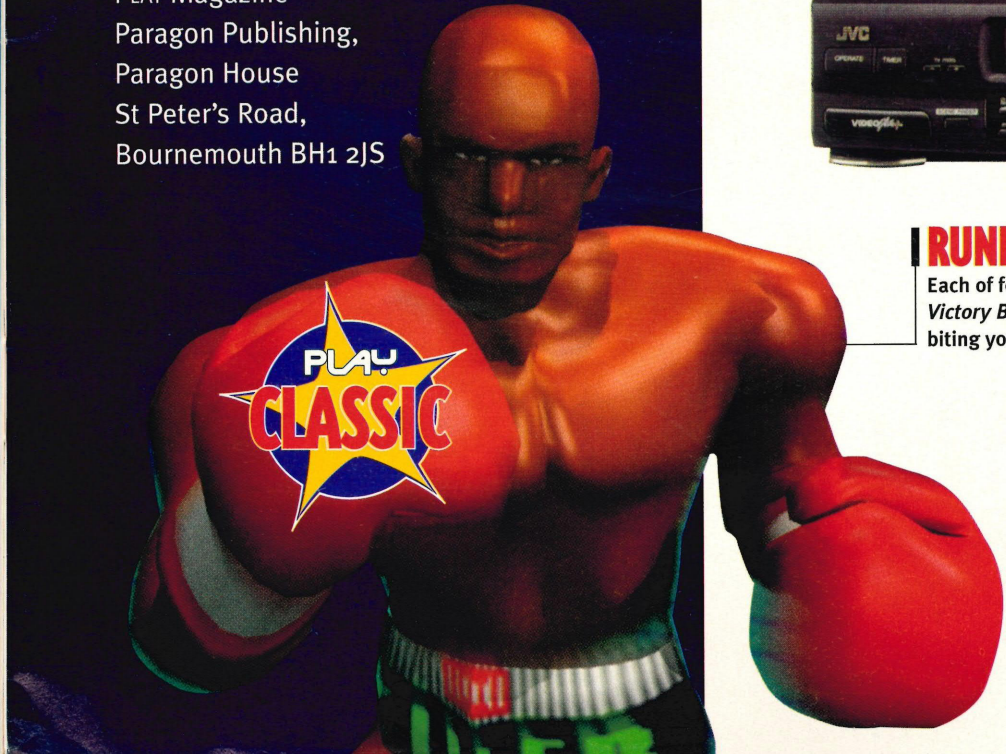
As ever, simply write your answer on the back of a postcard or a stuck-down envelope, together with your name and address and send it to:

Win the fight with Play!
PLAY Magazine
Paragon Publishing,
Paragon House
St Peter's Road,
Bournemouth BH1 2JS

VICTORY BOXING surprised us with its addictive qualities and long term playability. JVC is quite chuffed with the game too, and as a result have teamed up with your favourite PlayStation mag to give away a huge bundle of goodies to celebrate. We've got five copies of the game, five pairs of boxing gloves, and wait for it... £1,000 worth of state-of-the-art TV/Video equipment courtesy of JVC. Feel lucky? It could be your day...

FIRST PRIZE

This state-of-the-art JVC TV/Video system is full of advanced features. Both items, worth £1000 together, are fully NICAM and NTSC compatible, and the TV has modes for widescreen, and a spatial surround mode to throw lovely digital stereo sound around your living room. This, plus a copy of the 90% rated *Victory Boxing*, AND a pair of boxing gloves to practice shots in real life – what more could you ask for?



RUNNERS-UP

Each of four runners-up will receive a copy of the fantastic 90% rated *Victory Boxing* from JVC, plus a pair of boxing gloves, to stop you er... biting your nails.

JVC

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Please note: The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers JVC may not enter. Mike Tyson you're barred too! Multiple entries will ALL be disqualified. The closing date for the competition is Friday 8th November 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. The sponsors reserve the right to supply a prize of equivalent value should the illustrated prize be no longer available. No cash alternatives, sorry.

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!

THE BIG GAME

20 This month's Big Game is truly monstrous! PLAY was granted an exclusive sneak peak at Mindscape's forthcoming historical horror-fest, *Nightmare Creatures*. By mixing two of the most popular game genres, beat-'em-ups and 3-D exploration games, this could be one of the most impressive PlayStation titles of '97. Prepare to be amazed, prepare to be terrified, prepare yourselves for *Nightmare Creatures*!

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...

PLAY CLASSIC

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!

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

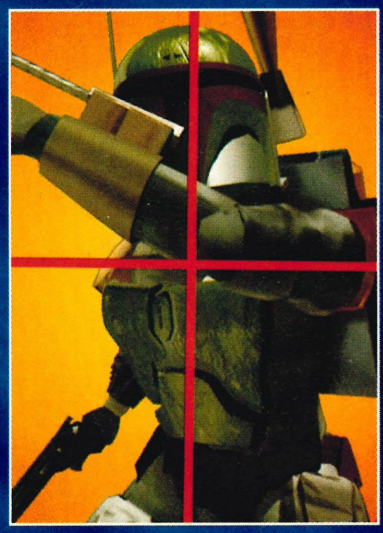
Memory Card
(for save games)

Split Screen
eg Bust-A-Move 2

Link Cable
eg Need for Speed

Enforcer gun
eg Die Hard Trilogy

ES

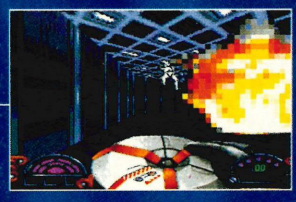


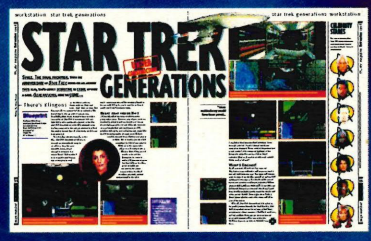
REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

WORKSTATIONS

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

NIGHTMARE CREATURES 20
DARK FORCES 26
REBEL ASSAULT II 28
CONTRA 30
STAR TREK: TNG 34





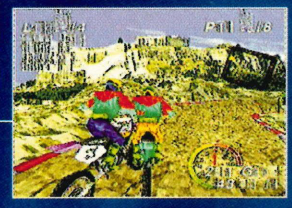
CHALLENGE BOX

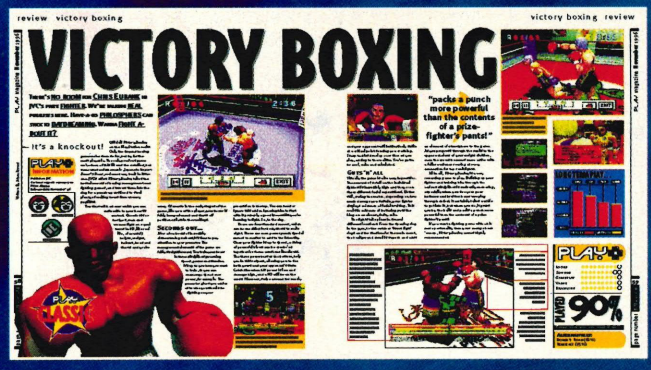
This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective, we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

PROJECT OVERKILL 38
WIPEOUT 2097 CLASSIC 44
CRASH BANDICOOT 54
VICTORY BOXING CLASSIC 58
NAMCO MUSEUM VOL 3 60
STARWINDER 62
MOTOX 64
STEEL HARBINGER 66
PGA TOUR '97 67
FINAL DOOM 68
SAMURAI SHODOWN 70

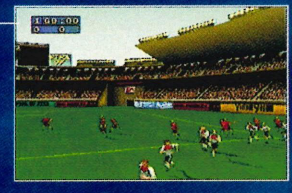


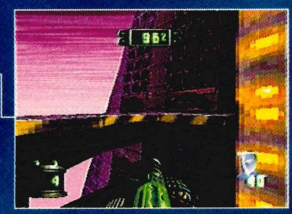


WIRED UP

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

FIFA '97 80
MONSTER TRUCKS 82
SUIKODEN 84
MK TRILOGY 85
DISRUPTOR 86
IRON & BLOOD 88
STAR GLADIATORS 89





NIGHTMA CREATU

THE BIG GAME

COMBINE THE FIGHTING FINESSE OF *TEKKEN 2* WITH THE SPINE-TINGLING HORROR OF *RESIDENT EVIL* AND YOU'RE JUST GETTING A GLIMPSE OF HOW INCREDIBLE MINDSCAPE'S FORTHCOMING MONSTER MASH SHOULD BE...

Written By Matt Yeo

The recent ECTS was, as always, a showcase for developers to display their forthcoming wares, PR people to sport ridiculous ponytails, and games journos to blag as many beers and freebies as possible. Admittedly, the main show itself was bursting with quality PlayStation software but away from the carrier bag hoarding crowds, the Hilton Hotel was playing host to what could be THE 32-bit title of '97. Fortunately, PLAY was present to witness the exclusive unveiling of a product that should set new standards in gameplay and visual excellence. Be afraid, *Nightmare Creatures* is coming...

Yep, thanks to the extremely creative French folks at Mindscape Bordeaux, PlayStation owners will soon be entering a terrifying twilight world of demonic creatures, muscle-flexing combat and devilish intrigue. Although *Nightmare Creatures* is pencilled in for a Spring '97 release, we were fortunate enough to be given exclusive access to a wealth of work-in-progress material as well as being granted a brief playtest of one of the most awesome PlayStation titles to date.

LET ME TAKE YOU BY THE HAND...

The game is set, primarily in the fog-shrouded streets of London and Mindscape Bordeaux has constructed an incredibly detailed story which is unveiled as the game progresses. The year is 1660 and the Pepys brothers have arrived in London, poor but set on making their fortune. One brother, Samuel, is heading for a writing career, while the other, Daniel, is destined for a life in science and medicine.

[ABOVE] "Come and 'ave a go if you think yer 'ard enough!" Another hell-spawned creation bites the dust in *Nightmare Creatures*.

After a short time, they both become members of a secret society, the Brotherhood of Hecate. The society, under the cover of positivism and the study of natural phenomena, aims in fact to put a race of strong, more powerful, more perfect men into power. They have therefore been experimenting on dead bodies and have managed to isolate an active principle, a mixture of plague, rabies and other components, that transforms a human being into a much more powerful creature. This germ is passed on through saliva. Alas, the experiments go wrong, and the supermen transform, almost immediately, into completely inhuman monsters.

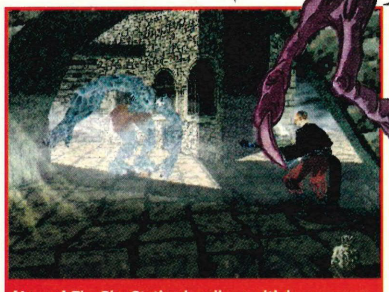
After many unsuccessful trials that the public at large sees as outbreaks of the plague, in 1666 the Brotherhood of Hecate finally finds a formula capable of turning London into a city of monsters, over whom the members of the Brotherhood would have complete control. Just as they are ready to unleash chaos onto the streets of London, Samuel decides to stop them. He waits for the mad Brethren to shut themselves away in their secret crypt beneath a warehouse at St. Katharine's Dock and sets fire to it. But not only are the Brotherhood, its members, its potions and notes all charred to a cinder, the rest of the city is also soon ablaze as the raging flames spread, in what will go down in history as the Great Fire of London. Nevertheless, Daniel, alerted by

Blueprint

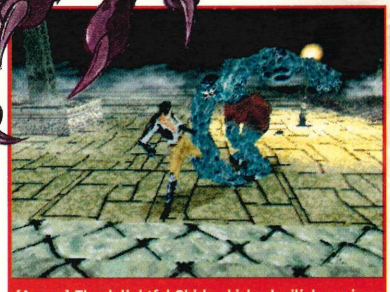
Publisher: Mindscape
Developer: Mindscape Bordeaux
% Complete: 60%
Expected Release Date: Spring '97
Origin: France
No of Players: 1

UNDER CONSTRUCTION

RE RES



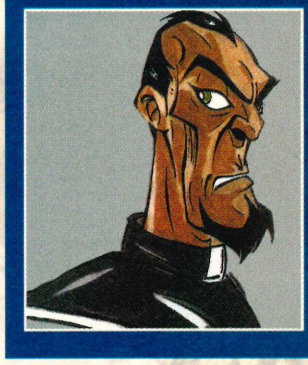
[Above] The PlayStation handles multiple on-screen characters with ease. There's no slowdown or polygon-glitching even with the larger monsters.

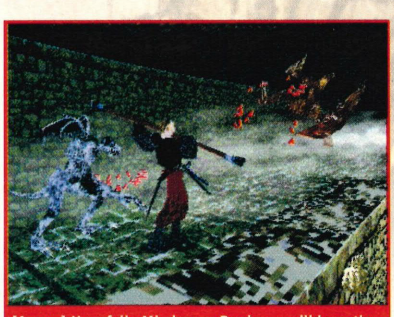


[Above] The delightful Shirley kicks devilish ass in a deserted London square. Players will be able to use hand-to-hand combat and a variety of weapons.

DEMONIC DOODLES

Mindscape Bordeaux's own in-house art team created these initial sketches of the various characters that would appear in *Nightmare Creatures*. Here we see the avenging Anglican priest, Ignacius Blackward and the beautiful but bitter Shirley. Note the quality of the artwork. These designs wouldn't be out of place in the likes of Disney's *The Hunchback of Notre Damme* or *Pocahontas*. Players can also expect to be rewarded with over six minutes of high quality cartoon animation when they complete each level of the game. Now there's an incentive!





[Above] Hopefully Mindscape Bordeaux will have the sense to keep all the blood in the game as a censored version of *Nightmare Creatures* would lose a lot of its impact.

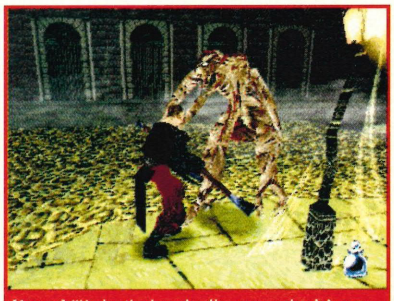
"We've taken our inspiration from the likes of *Double Dragon*, *Resident Evil* and *Tekken 2*..."

his brother's absence at the meeting, manages to escape. He also murders Samuel some time later.

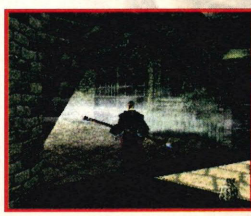
SHIRLEY YOU CAN'T BE SERIOUS?

Fast forward to 1834 and the mist-covered streets of Victorian London. Ignacius Blackward, an Anglican priest who specialises in exorcisms and the occult, manages to decipher a diary in which Samuel Pepys told his true story. Work has also begun at St Katherine's Dock, during which the crypt has been uncovered. But the crypt is destroyed when it is caved in by a landslip, and a crack appears in the entrance, allowing the dormant virus to escape into the city. Horrifying accidents start to occur in the swirling fog of the London night. At dusk on October 16th 1834, ravenous monsters come up out of the sewers and invade Spitalfields market.

A short time before, Shirley and John F have disembarked in London after a long Atlantic crossing. John, a brilliant historian and humanist, is researching into the Brotherhood of Hecate as part of a vast study of occult societies. He is assisted by his daughter, who shares his passion for all things mysterious. Shirley is a young American, educated, free-spirited and athletic. She adores her father. After carrying out some research in the capital, which does not go unnoticed, John arranges a meeting with Ignacius and writes up his latest set of notes while waiting. Shirley, who feels in need of some exercise, goes off to fencing practice. But when Ignacius arrives, all he can do is say a prayer over the mortally wounded John, who, with his dying breath, reveals the name of his torturer and murderer: John Victor Holy Jail, secretary of the New Brotherhood of Hecate. He also warns him that the



[Above] "Under the boardwalk, we were havin' some fun..." A master of exorcisms and expert in the occult, Anglican priest Ignacius Blackward also has a lovely singing voice.



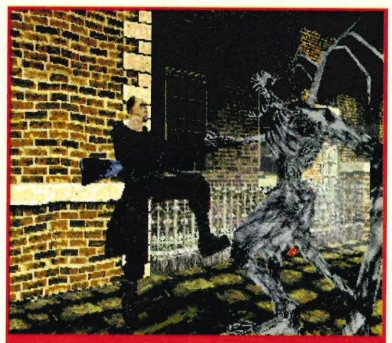
[Above] *Nightmare Creatures*' 15 massive levels stretch from a haunted Hampstead Heath and London Bridge to the water-logged Thames Tunnel.

SOFTOGRAPHY

Mindscape:
Pac in Time (Mega Drive, SNES, Game Gear)
Fury of the Furries (Amiga, SNES)

Brotherhood has been revived and plans to take power by using supermen created by the virus that is about to be re-harnessed.

Back from her fencing practice, Shirley discovers her dead father lying in his own blood. Ignacius is kneeling before the horribly tortured body. With great courage, Shirley keeps her calm and asks Ignacius for an explanation. Once she has understood what has happened, she suggests to Ignacius that they put an end to the Brotherhood of Hecate after she has taken care of her father.



[Above] Players must watch out for attacks from above and below. The hordes of Hell are lightning fast and can finish off even the toughest heroes within a matter of seconds...

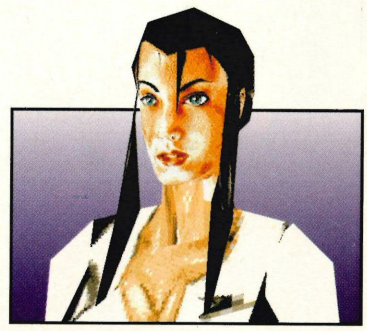
So, at dusk on October 17 1834, our heroes meet in Ignacius's church to set about exterminating the monsters produced by the collapse of the crypt and prevent the new Brotherhood from rearing its evil head once more...

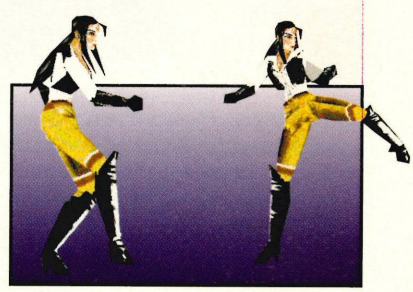
Night Life

Once the game commences, players are thrust into an amazingly detailed 3-D environment set over 15 levels, each of which requires extensive exploration if not for the sake of the plot then just to take in the outstanding scenery. Mindscape Bordeaux has truly worked wonders with its premiere 32-bit title and pushed the PlayStation's hardware limits even further. Players wander through dank, fog-bound Victorian streets as their quest progresses, trudge over cobbled streets, bound across rickety wooden bridges until, all of a sudden, the creatures are upon them. Although there are only two principal characters to choose from, Ignacius and Shirley, the forces of darkness put even *Resident Evil*'s monster menagerie to shame. Grinning gargoyles, lumbering beasts, wing-flapping demons, these are just a few of the horrors lurking in the darkness. Of course our heroes are far from helpless and their arsenal of attacks includes a variety of hand-to-hand combat moves as well as a selection of weapons such as quarter staffs and pistols. Additional devices are collected in each stage with potions and special equipment required for certain tasks. Just imagine, if you will, creeping through our nation's capital at night, listening out for the sound of shuffling

MY CREATION LIVES!

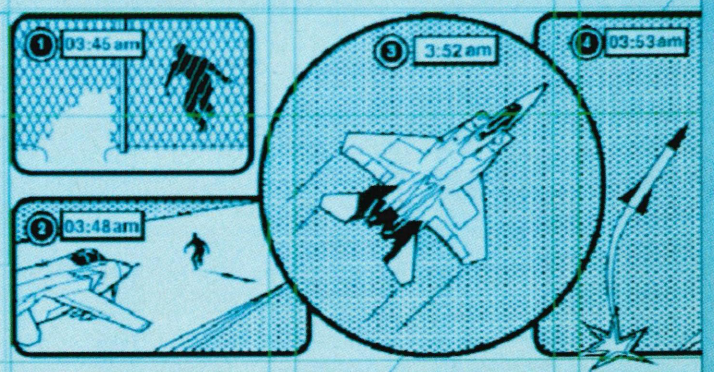
Using the initial sketches as a springboard, 3-D artists then construct each character from hundreds of polygons. Once the basic shape is in place, detailed texture maps are applied to give each individual a realistic appearance. Of course for the sake of the game, facial expressions have been exaggerated and monsters possess such inhuman attributes as wings, blistered skin, claws and razor-sharp teeth. You really wouldn't want to spill these guys' pints! Each character then receives the full animation treatment and both heroes and villains alike have an amazing repertoire of moves and actions. Watching the finished game in action is an incredible experience.





Untrained Pilot Steals $45m Jet Fighter

Congress calls for resignation of Defence Chief of Staff



THE F-15D EAGLE HAS A LONG REACH CAPABLE OF KNOCKING DOWN A TARGET AT RANGES IN EXCESS OF 20NM USING AIM-7M SPARROW SEMI-ACTIVE RADAR-GUIDED MISSILES.

By Frank Schmitz
Staff Reporter

UTAH – Congress have called for the resignation of Sidney Pouch, Defence Department Chief of Staff following what seems to be an unprecedented and embarrassing breach of security at Fort Jefferson Airbase, Utah.

A Pentagon source revealed how a man broke through a perimeter fence at 3.45am Friday and climbed into a waiting F-15D Eagle.

The plane had just been re-fuelled for a service flight and ground staff were unable to stop its take-off. Four USAF pilots responded to the alarm and gave chase. Radio contact was established at 3.52am. This is an extract of the dialogue taken from the transcript:

Pilot 1: "You are in grave danger. Please alter course and return to base."

Fugitive: "No way, man... this is Raging Skies."

Pilot 1: "We will be forced to fire. I repeat please comply with previous request."

The pursuing USAF F14-D Tomcat fighters launched air to air missiles. However the target aircraft out-manoeuvred the weapons and disappeared from radar screens.

Five hours later, after landing in a deserted airstrip in Isley, a town close to Toronto, Stephen Brieley, a 32 year old mature student, turned himself over to the authorities. The suspect claimed to have no recollection of the incident when questioned by CIA security officials. However, the truth to how he learnt his flying skills may lie in one line of the transcript: "this is Raging Skies."

Raging Skies, is a Sony PlayStation video game involving F-15D Eagle fighters. Pentagon top brass is analysing what appears to be the world's first case of a pilot trained solely by video technology.

The Chairman of PlayStation was unavailable for comment.

The F-15D Eagle has a long reach capable of knocking down target at ranges in excess of 20 miles using AIM-7M

SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION
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THE MONSTER SQUAD

LADIES AND GENTLEMEN! LET'S GIVE A BIG HAND TO THE ENTIRE MINDSCAPE BORDEAUX TEAM FOR PRODUCING AND DESIGNING AN INNOVATIVE, FAST-PACED, ACTION TITLE THAT'LL SCARE THE PANTS OFF YA!

PRODUCTION: NICOLAS GAUME
SENIOR PROGRAMMERS: ALAIN GUYET, SÉBASTIEN MORIN
SENIOR ARTIST: CYRILLE FONTAINE
CREATURES DESIGN: PASCAL BARRET
ANIMATION: BENOIT MILHORAT, CHONG YONG
MAP DESIGN: ANTHONY DESMAZEAU, MICHEL COULIÉ, MICKAËL LABAT, THIERRY ARDILLER
SOUND & MUSIC: FRÉDÉRIC MOTTE
MANAGEMENT: MARC PESTKA
TECHNICAL MANAGEMENT: ERIC AUDREN, OLIVIER GOGUEL
ADDITIONAL PROGRAMMING: ANDRÉ BERTRAND
LIBSYS TOOLS: DANIEL POLYDORE, SÉBASTIEN WLOCH
ADDITIONAL ART: JEAN-PHILIPPE SAVARIAULT, JOCELYN CHARRNET, LAURENT BEAUVALLET, PHILIPPE COURDILLE, SYLVAIN DOUSSET
MARKETING: DAVID ETCHEVERRIA, OLIVIER BAILLY-MAÎTRE, THOMAS KOTTER, WILLIAM MALABRY

monsters. Suddenly, an abomination is upon you! A quick swipe with your staff is enough to keep him at bay until you can reach into your cloak. One well-aimed shot between its red eyes and you can kiss its demonic butt good-bye. That's just the kind of *Evil Dead* meets *Tomb Raider* meets *Tekken 2* style of gameplay you can all look forward to.

EURO-SCEPTICS?

Mindscape Bordeaux has employed the talents of Paris-based animation team Pascal which has produced roughly six minutes of high quality footage which players are rewarded with between levels. The finished package should be one of the most impressive and innovative PlayStation titles to emerge next year and the demonstration we were given was enough to draw a large crowd of co-workers. It's certainly no surprise when you consider that *Nightmare Creatures* has drawn its inspiration from some of the finest video games known to man or beast.

"We've taken our inspiration from the likes of *Double Dragon*, *Resident Evil* and *Tekken 2*," says Mindscape Bordeaux's Managing Director, Nicolas Gaume.

"Yet we've tried to expand the peramiters of our 3-D world and add more action and exploration element to *Nightmare Creatures*." We also asked Nicolas about the striking similarities between their dark creation and Core Design's very own forthcoming *Tomb Raider*.

"If you look at Core's *Tomb Raider*, it's a great game, yet it just moves so slowly. What we've managed to achieve is creating a realistic world that moves at over 30fps. It's just amazing to watch and even better to play. In fact, even though we've been working on *Nightmare Creatures* for over a year, our development team still enjoy playing the game after hours!"

With that sort of recommendation, PlayStation owners can expect a frighteningly fantastic adventure to sink their teeth into when *Nightmare Creatures* arrives early next year.

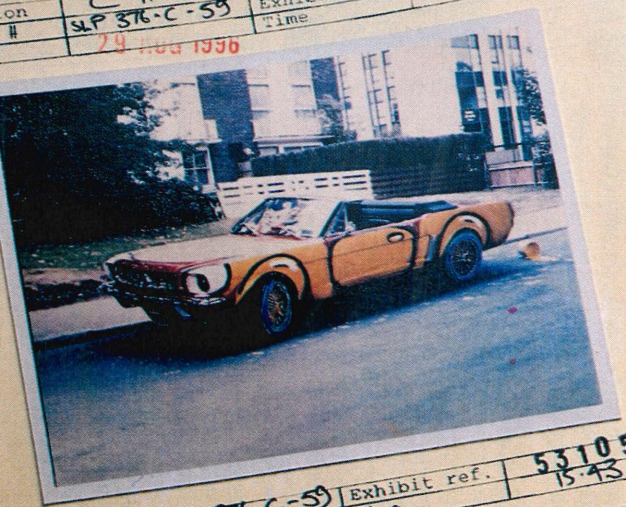
"If you look at Core's *Tomb Raider*, it's a great game, yet it just moves so slowly..."

IN CONFIDENCE

PER/03

. LOUIS POLICE DEPARTMENT - FORENSICS

on	C-11	Officer	T. JAYNES
#	SLP 376-C-59	Exhibit ref.	531055
	29 AUG 1996	Time	15.13



Case #	SLP 376-C-59	Exhibit ref.	531056
Date	29 AUG 1996	Time	15.43

JB-C0960

To fix remove covering strip - Please align accurately

COPY

DEPT/ WARD

SPITAL

Officer

Mrs/Miss

...nditions of my employment and I hereby assign and ...t from my earnings, charge(s) for services provided

Date 01.11.97

K M

ST. LOUIS HOSPITAL FOR THE CRIMINALLY INSANE

PSYCHIATRIC COURT REPORT

ALL SECTIONS MUST BE COMPLETED

DATE	TIME	PATIENTS NAME			NUMBER		
04-22-96	14.45	MAGUIRE, RAY KEITH			7524-60		
RACE	BIRTHPLACE	AGE	DOB	SEX	HGT	WGT	
BLACK	ATHENS, GEORGIA	19	05.10.76	M	5'9"	190	
WARRANT NO.	COMMITMENT NO.	COURT					
79113J	46201	ST. LOUIS COUNTY					
SIGNATURE OF CONSULTING PSYCHIATRIST		APPROVED					

PRIVATE &

CONFIDENTIAL

CRIMINAL CHARGES AGAINST DEFENDANT

1. DAMAGE TO PROPERTY

MR MAGUIRE ADMITTED PAINTING MOTHER'S, FATHER'S AND NEIGHBOURS' CARS WITHOUT THEIR PERMISSION. HE TOLD THE POLICE THE CARS HAD TO BE "TOONIFIED" AND THAT THEY WERE MORE 'FUN THAT WAY'. (SEE PHOTOGRAPHIC REF NO. 679)

2. RECKLESS DRIVING

MR MAGUIRE WAS STOPPED BY POLICE ON 03.13.96 AS HE PROCEEDED DOWN HIGHWAY 17. HE WAS DRIVING RECKLESSLY AND THROWING MUSHROOMS, ALARM CLOCKS AND JEWELLERY BOXES FROM HIS CAR WINDOW.

MENTAL STATE EXAMINATION

MR MAGUIRE WAS IN A HIGHLY EXCITABLE, MANIC STATE. HE APPEARED TO HAVE LOST ALL TOUCH WITH REALITY AND BELIEVED HE WAS A CARTOON CHARACTER LIVING IN TOON TOWN. HE PRETENDED TO DRIVE AN IMAGINARY CAR ROUND THE ROOM, SHOUTING THAT THE 'PENGUINS' WERE AFTER HIM. MR MAGUIRE ACCUSED ME OF BEING 'BORING' AND PRESENTED ME WITH A CD OF "MOTORTOON 2", A PLAYSTATION VIDEO GAME.

SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

"YOU'RE ALL CLEAR KID, NOW LET'S BLOW THIS THING AND GO HOME!" *DARK FORCES* WAS A MONSTER HIT ON PC BECAUSE IT COMBINED A *DOOM*-STYLE BODYCOUNT WITH THE *STAR WARS* FILMS. NOW IT'S THE PLAYSTATION'S TURN...

DARK FOR

UNDER CONSTRUCTION

Written By Damian Butt

SOFTOGRAPHY

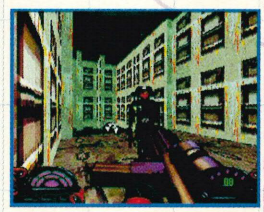
LUCAS ARTS:
Dark Forces (PC)
Indiana Jones & the Fate of Atlantis (PC)
Monkey Island 1&2 (PC)
Rebel Assault II (PC)
Sam & Max Hit the Road (PC)
Super Star Wars (Super NES)
The Dig (PC)
TIE Fighter (PC)
X-Wing (PC)

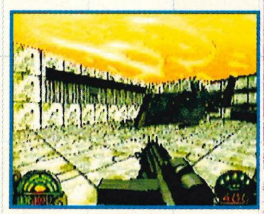
The Force has always been strong with LucasArts. Well it's not surprising really as it's the company set up by George Lucas to create interactive games based on his *Star Wars* universe. As yet the PlayStation has been completely untouched by anything from this prestigious and award-winning developer but that's all set to change by the end of the year. Regular readers will already know something of the first game to arrive (in the States that is), *Dark Forces*, because we exclusively revealed it a few issues ago when it was just a glint in publisher Virgin's eye. Now this epic 3-D shoot-'em-up is nearing completion and is all set for a November release in the USA, with the European version hitting these shores soon after. Be in no doubt. If you liked *Star Wars* and always dreamt of donning Luke Skywalker's big nappy then *Dark Forces* is the game for you (except you don't actually play Luke, just a rebel spy - Ed). And with the digitally re-mastered, Special Edition versions of all three films: *Star Wars, The Empire Strikes Back and Return of the Jedi* (the latter is easily the weakest) blasting their way onto cinema screens worldwide early next year, *Star Wars* fever is going to break out all over again. Pretty soon we'll all be waist deep in action figures, tea towels, mugs, posters, glow-in-the-dark alarm clocks and crappy plastic light sabres that break after one decent whack. But first, the preparation...

"If you've always dreamed of donning Luke Skywalker's big nappy then *Dark Forces* is the game for you..."

LEIA ALL YOUR LOVE ON ME...

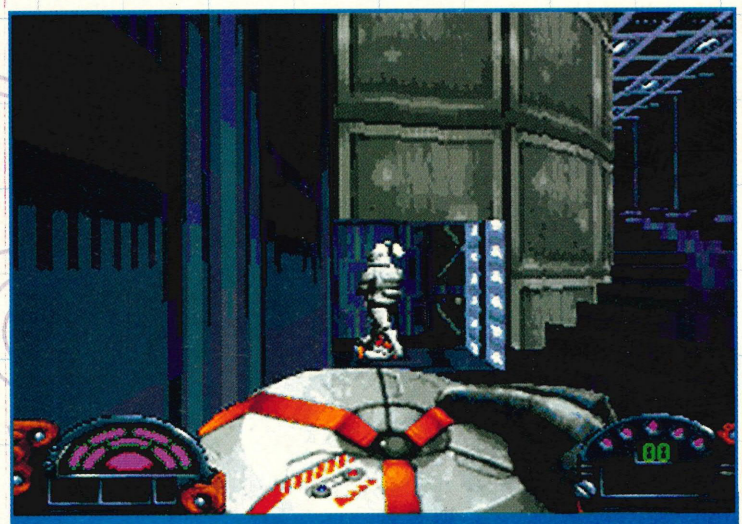
If you're going to do research then you've got to do it properly. For *Dark Forces*, that meant first dragging out a dusty copy of the PC original which was well soiled due to constant use when it first came out in 1995. One copy of the *Star Wars* trilogy of films (for atmosphere). A Pro Logic surround sound system (newly delivered and perfect for sending chills down your spine whenever Darth Vader speaks). Storm Trooper helmet coffee mug - filled. And finally a liberal selection of the original action figures and Millennium Falcon starship (for nostalgia's sake... honest that's all!). And finally if you're really sad, an ill-fitting Darth Vader costume (optional). With all this in place you're all set for the ultimate *Star Wars* experience. Turn off the lights.





Blueprint

Publisher: Virgin Interactive Ent
Developer: LucasArts
% Complete: 90%
Expected Release Date: March '97(!)
Origin: USA
No of Players: 1



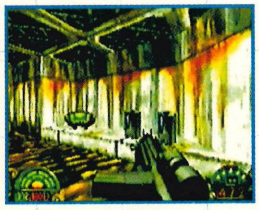
[Above] Irving knew he would get into trouble for stealing his dad's limpet mines, but he was more interested in seeing this storm trooper die.

[Above] Initially you are armed with a Rebel blaster, but you soon find this rapid firing Imperial model. The Ford Scorpio of laser guns.

RCES

Chewy

Playing *Dark Forces* for the first time, especially if you're a fan, is an unmissable experience. All of a sudden everything that was up there on the cinema screen is right in front of you and you can interact with it. In your hands is an Imperial blaster which emits that unmistakable 'shrreekk' that signals an incoming storm trooper, and the game environment is stunningly realistic thanks to a smooth and rapid 3-D engine. Unlike *Doom*, you can look up and down, crouch, jump, and have a plethora of specialised objects, such as a gas mask for when fumes threaten to overcome you, infra green night sights, and even ice cleats so that you don't slide around too much on Hoth. You have up to nine different and progressively powerful weapons to acquire (or bare hands if you're feeling brave), including two types of blaster, a thermal detonator, Dark Trooper cannon, concussion rifle and limpet mines. It certainly makes the puny guns that the rebels had in the films look a bit, sad.

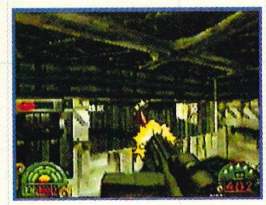


Obi-Wan more time

When Play met Tom Saris from LucasArts at the ECTS trade show in London recently we were dismayed to hear that *Dark Forces* on PSX would not be featuring a two player link-up mode or split screen option. This was the most obvious fault of the PC game and it has now been rectified with the sequel, *Jedi Knight*, but to not include it for the console version is madness surely.

"We would have liked to," explains Saris, "but the PlayStation does present some memory problems, with it only having 2Mb of RAM, and we wanted to keep the frame rate high. At the moment it's running at 15-20fps, but we hope to better that for the final version."

[Above] On the trail of the Dark Trooper you encounter this mining colony swarming with Imperial forces. You will need to use the gas mask as the fumes below are toxic.

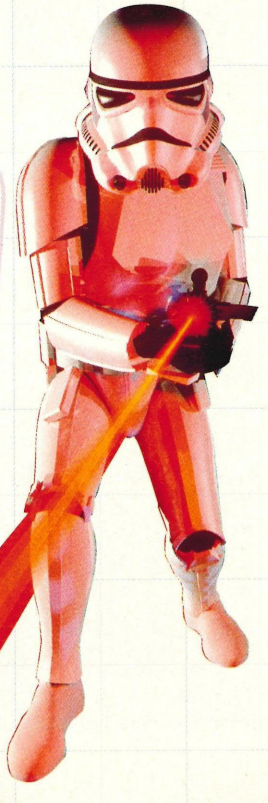


Han Solo meo

Dark Forces's plot (penned by Justin Chin at LucasArts) centers around the Rebel Alliance's discovery of a new Imperial secret weapon called the Dark Trooper. Believed to be some kind of super storm trooper with an unprecedented level of firepower, you, as secret agent Kyle Katarn, must gradually uncover details of this project and then put a stop to it. but beware, Darth Vader and the entire Imperial defence force is on your tail and they will stop at nothing. And don't forget old Jabba the Hutt and his cruiser full of Kel dragons. Don't think he's forgotten you...

Each of *Dark Forces*' 14 levels are massive sprawling multi-layered affairs and the game comes with its own on-line map complete with zoom facility. As you would expect, with the entire *Star Wars* universe to draw inspiration from, the backgrounds and objects are meticulously drawn and in many cases taken directly from the movies.

Dark Forces is without a doubt one of the most exciting games for the PlayStation, especially since all previous 'must-haves' – *F1, Teken 2, Resident Evil* – have now all been released. Expect to see an import review soon, but you'll have to wait until next year for a pucker UK copy.



REBEL ASSAULT II

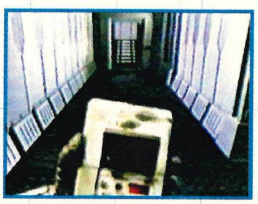
Blueprint

Publisher: Virgin Interactive Ent.
Developer: LucasArts
% Complete: 85%
Expected Release Date: Early '97
Origin: USA
No of Players: 1

HONESTLY, YOU WAIT FOR AGES FOR A *STAR WARS* GAME ON PLAYSTATION, AND THEN TWO COME ALONG AT ONCE...

It's *Star Wars*

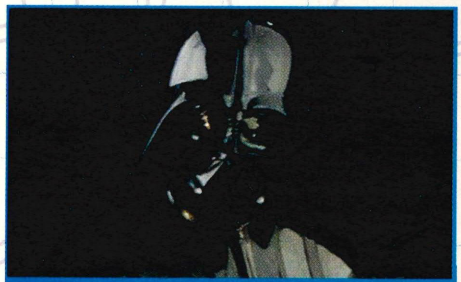
time again folks (well you'd hardly expect LucasArts to come up with anything else would you?). *Rebel Assault* was a million seller on PC for a number of reasons. Firstly, it had '*Star Wars*' written in inch high letters across the top of the box, and this attracted die-hard light sabre-wielding nutters. Secondly, it wasn't half bad. And thirdly, the only other game of the same type was *7th Guest*, and everyone had completed that. The sequel was as inevitable as a tax reminder, but it didn't do nearly as well because, to be frank, it was pretty much the same game. We're not stupid y'know. But *Reb II* on PSX, well hold on there boy, that's a different matter – it's virgin territory, ripe for the plucking...



What makes *Rebel Assault II* so special, particularly for fans, is that this is the first time that George Lucas has let anyone film live action *Star Wars* scenes since *Return of the Jedi*. The character you control, Rookie One, and everyone else in the game are real actors using real *Star Wars* trilogy props. The only concession to realism is that the sets are entirely computer generated, with actors working against a blue screen. *Dark Forces* and *Rebel Assault* both used cartoons, but playing *Rebel Assault II* is like starring in your own George Lucas movie, especially given the fact that the game is more or less shot from a first person perspective.

[Above] New for the PlayStation version is the fact that there is an exterior view of the spacecraft you control. This isn't it though.

One impressive feature of the PlayStation version, which was demonstrated to Play at the ECTS show, was the fact that the FMV is displayed in the PSX's high resolution mode, which is markedly clearer than the muggy PC version, and just like watching it on a top-of-the-range Widescreen TV. It really does make a difference, especially as a great portion of *Rebel Assault II* consists of mini-movies and impressive reward sequences.



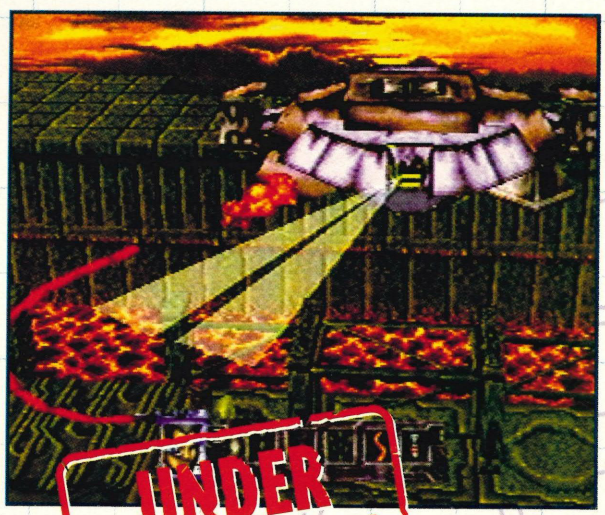
[Above] "Right, I've had enough of you motherf*ckers. Sod the dark side of the Force, I'm coming round to chin you!" Darth Vader loses his rag...

The gameplay falls into two categories: target practice and flight control. In the former you control Rookie One as he enters Imperial bases and fights with storm troopers and torture droids. Viewed in a similar way to *Fade to Black*, you use the D-pad to control a gun cursor and must simply blast the bad guys as they pop up all over the screen in a random pattern. Take too long and you get hit by a laser bolt, but if you don't fancy a searing bolt of energy rupturing your intestines, you can always duck behind objects such as barrels, or behind corners in-between your Clint Eastwood impressions.

The flight control sections of the game occur when you steal a spacecraft. First a Correlian cruiser (just like the Millennium Falcon) which must be guided through some hazardous underground caves, and then a TIE Fighter used to infiltrate the Empire. It's all go when you're a stranded rookie pilot who's just found out about a secret enemy stealth fighter. You can also look forward to a speeder bike chase, asteroid field, and a head-to-head duel with a Star Destroyer. Unlike the film however, closing your eyes and listening to Alec Guiness whispering "Use the Force" is not a good idea because you will die, horribly. Apparently the 'Force' doesn't cover video games; something about the small print...

"Closing your eyes and listening to Alec Guiness whispering "Use the Force" is not a good idea because you will die, horribly..."

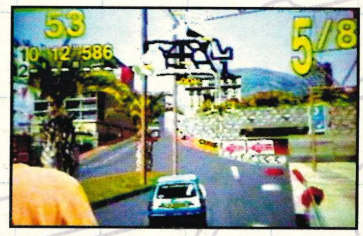
THE ADDISON ART THERAPY GROUP
J. BERNSTEIN PH.D., A.T.R., LCSW
S. LUDWIN PH.D PH.D., A.T.R., NCC
S. GORMAN PH.D., A.T.R., LMFT
Dr Phillip Stern,
The Stern Psychiatric Practice,
Suite #392,
1602 Vermont Avenue,
Addison, Illinois.
CONFIDENTIAL
Dear Doctor Stern,
Here is the outcome of art therapy sessions, with the patient, Chris Deering (45), whom you referred on 6.12.96.
Session 1
The patient was offered various art mediums. He rejected more conventional crayons, pencils and paints – preferring to build a 3D structure out of boxes and other materials. He insisted the structure be built on a piece of wasteground, outside my studio. He told me the ground was suitable for his planned "40 million dollar development".
Session 2
I arrived at the wasteground, to find 60 tonnes of concrete mix being delivered by truck. Mr Deering had ordered the concrete by phone. I cancelled the order, and explained to Mr Deering that we didn't have the money to build 'real' buildings. He laughed and told me "not to worry", he was a "tycoon".
Session 3
Mr Deering finished building his 'development', complete with railway tracks and train (see enclosed photographs). He was disappointed with the finished structure, as the train didn't move like the one in his PlayStation video game 'A IV Evolution Global . After viewing this game, I believe it could be responsible for Mr Deering's 'Tycoon' delusions.
Yours sincerely,
Sue Gorman
6 HENRY FORD AVENUE, ADDISON, IL, 07145
U.S. POSTAGE
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

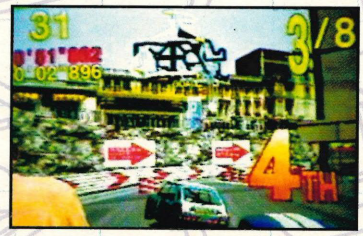


GTI CLUB

At the recent JAMMA show in Japan, Konami unveiled their brand-spanking new arcade racer, *GTI Club*. Easily putting Sega's driving efforts to shame, this forthcoming coin-op features a simultaneous eight player mode, the use of a handbrake for tyre-screeching 360° turns and some of the most amazing visual effects seen in any racing game to date.

There's no word on the actual hardware that's powering *GTI Club* but there's apparently no polygon pop-up and players are allowed to drive virtually anywhere in each course. Bored with sticking to the same old route? Simply, take a quick shortcut and plough through outdoor cafes and gas stations much to the annoyance of pedestrians! Hopefully Konami will produce a PlayStation conversion so if you're a racing fan just keep your fingers crossed.





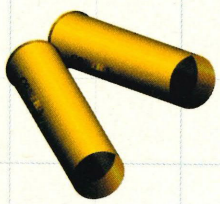
CONTRA: Lega

From QUALITY platformers to SPECTACULAR sports sims, KONAMI has ALWAYS been at the FOREFRONT of video GAMES. With the ADVENT of 32 BIT gaming Play asks WHETHER this high STANDARD will be MAINTAINED.

Written By Matt Yeo

Let's face it, Konami's current roster of PlayStation games hasn't been exactly inspiring. Okay, *International Track & Field* was a great update of a classic coin-op but that's about it. In fact for a company that used to pride itself on a wide variety of genre titles, this once mighty software giant's halo is definitely in need of a good buffing.

If you're one of the many PlayStation owners who made the obvious leap from either Super NES or Mega Drive then the Konami name will no doubt conjure many images of excellence. *Castlevania*, *Gradius*, *Parodius*, *Pop 'n' Twinbee* and, of course, *Contra*. These are games that are bound to be on display when some enterprising sod opens the world's first video game museum in the year 2000. As perfect examples of tight gameplay, colourful graphics and plenty of longevity, these titles have been key products in Konami's success. Now, after what seems like an eternity, PlayStation owners can look forward to many 32 bit classic updates in the next few months including *Castlevania X: Night Symphony Beneath the Moon* (what a mouthful!) and *Contra: Legacy of War*.



Blueprint

Publisher: Konami
Developer: Novotrade
% Complete: 80%
Expected Release Date: December
Origin: US
No of Players: 1-2

[Above] Hey, remember this guy from the SNES game, *Super Probotector*? This time around, old dino is a monstrous 3-D, fire-breathing beast.

"Only the best action games we make get the *Contra* brand attached to them..."
Jon Sloan, Konami

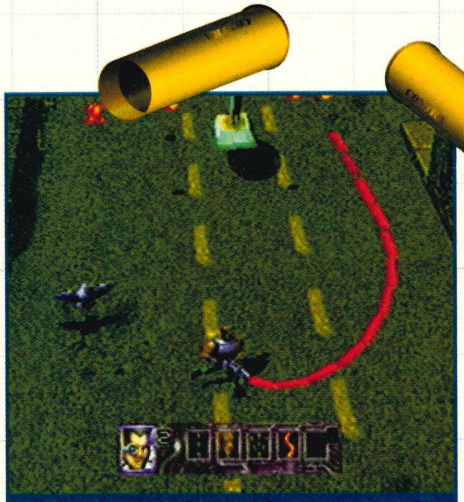
War, what is it good for?

Taking the winning formula of previous games in the series, such as *Super Probotector*, *Contra: Legacy of War* aims to provide plenty of one and two player platform/shoot-'em-up action but this time there's the added bonus of semi-3-D environments. As always players take on the role of a member of the elite Contra team which this time boasts a sleek combat droid, a super cyborg female and two other miscreants. Of course power-ups play an integral part in the game as weapon upgrades may be obtained, including lock-on lasers, heat-seeking missiles and powerful smart bombs. Level designs also ring a bell, with jungle and cityscapes just begging to be blown up, and plenty of hidden items waiting to be discovered. A mention must also go to the

SOFTOGRAPHY

COIN-OPS AND CONVERSIONS:

Frogger (1981)
Time Pilot (1982)
Track & Field (1983)
Hypersports (1984)
Mikie (1984)
Yie Ar Kung Fu (1985)
Ping Pong (1985)
Green Beret (1985)
Gradius (1985)
Combat School (1987)
Lethal Enforcers (1992)
Midnight Run (1995)
Crypt Killer (1996)

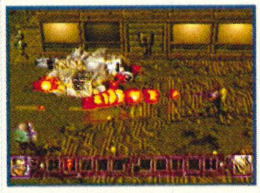


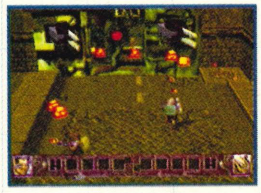
[ABOVE] A selection of offensive weaponry presents itself to players. Whether you opt for the homing missiles, lasers or heavy artillery, you're gonna cause plenty of damage.

[ABOVE] After being dropped into an explosive warzone, players take on the technological might of a superior force. Keep that trigger finger pumpin' pal!

acy of WAR

[ABOVE] Players can expect each end-of-level boss to be a real tough cookie. Team-up with a fellow soldier and make this bozo eat lead!





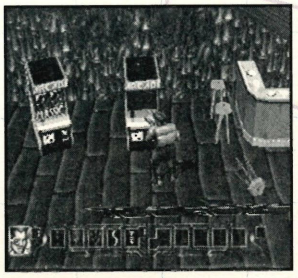
superbly constructed enemies in the game. These polygon constructed beasts move with a remarkable speed for their size and so far we've tackled flame-throwing tanks, mechanised wood lice and a gigantic dragon to name but a few.

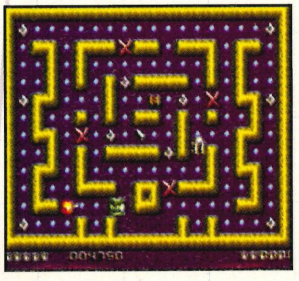
GUNS, GUTS AND GLORY

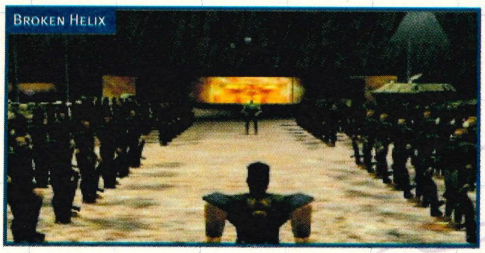
From the 80% version we've playtested, it's safe to say that *Contra: Legacy of War* will prove to be a huge success for Konami. By combining the standard of gameplay that made the 16-bit versions shine, with 32-bit texture-mapped visuals, an area where the PlayStation obviously excels, this should be a grade A title. As Jon Sloan, UK product manager puts it "Only the best action games we make get the *Contra* brand attached to them." One exclusive feature that Konami is keen to exploit is the 3-D mode requiring players to done a pair of those ridiculous tinted cardboard specks although we've yet to see this in action. "I was amazed when I first saw the new 3-D option" says Sloan. "I was worried that people may see it as a gimmick but I was pleasantly surprised when I saw how well it works. Our development team has excelled themselves on this project." PLAY will bring you a full *Contra: Legacy of War* preview in the near future so players with itchy trigger fingers: watch these pages, soldier!

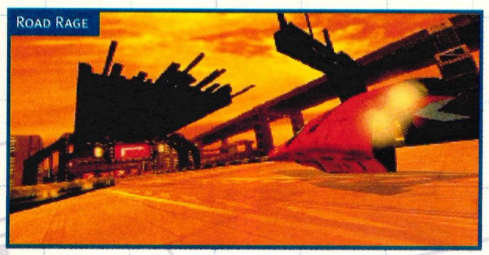
COIN-OPERA

AFTER THE SUCCESS OF BOTH NAMCO'S AND WILLIAMS' RETRO COLLECTIONS, KONAMI HAS HIDDEN TWO CLASSIC COIN-OPS WITHIN THE DEPTHS OF *CONTRA*. CAN YOU LOCATE THE SECRET SPACE SHOOT-'EM-UP AND TANK COMBAT GAMES?





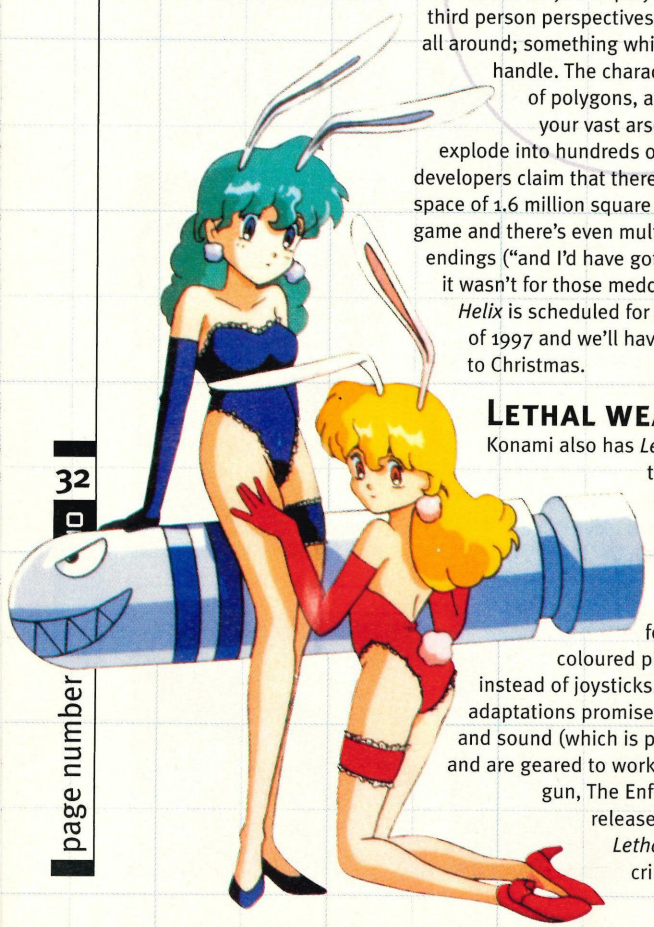




What next for KONAMI?

Now you've seen the highly impressive arcade-fest that is *Contra*, you want to know what else Konami has up its sleeve for the rest of the year and beyond, right? Well for a start there's *Broken Helix*, which you may have already seen in the pages of PLAY last issue when it was included in the Big in Japan feature. You play Jake Burton (not at all like Jack Burton from *Big Trouble in Little China*), an explosives expert sent into the US secret airforce base, Area 51, to dismantle a vast number of bombs planted by rogue scientists. At first glance, *Broken Helix* looks to be nothing more than a *Doom* clone, but this is completely wrong, as the game boasts a slick 3-D engine which allows you to play the game in first and third person perspectives, duck, jump and look all around; something which *Doom* cannot handle. The characters are also made up of polygons, and when shot with your vast arsenal of weapons, explode into hundreds of little pieces. The developers claim that there is the equivalent floor space of 1.6 million square feet to explore in the game and there's even multiple Scooby Doo endings ("and I'd have gotten away with it too if it wasn't for those meddling kids!"). *Broken Helix* is scheduled for a release at the start of 1997 and we'll have a Workstation closer to Christmas.

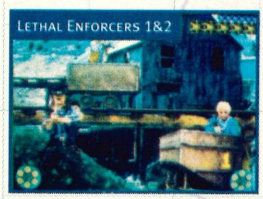
[ABOVE] The characters in *Broken Helix* are made up of polygons instead of sprites and look mighty tasty too. *Helix* will be the thinking man's *Doom*.

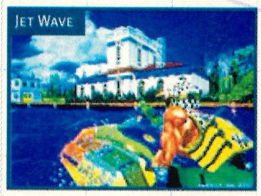


LETHAL WEAPON

Konami also has *Lethal Enforcers 1&2* for the PlayStation at the end of the year which is an improved version of the arthritis-ridden arcade shoot-'em-up featuring two lurid coloured plastic Magnums instead of joysticks. The 32-bit adaptations promise enhanced graphics and sound (which is probably just as well) and are geared to work with the Konami light gun, The Enforcer, which will be released soon.

Lethal Enforcers is set in a crime-infested city where you play a laconic Dirty Harry character who shoots first and asks questions later. The game basically scrolls around various locations, such as a subway, bank and factory, and you must blast the pop-up digitised sprites of the bad guys when they randomly appear. *Lethal Enforcers II* equips you with a time machine and sends you back to the Wild West for more of the same. Two games in one, it sounds like a bargain, but *Lethal Enforcers* is getting on a bit now, so all eyes will be on this game to see if it is truly a 32-bit title.





And finally from Konami, in a whoops-we've-run-out-space kind of way, there's a PSX conversion of the racing coin-op *Midnight Run* to look forward to, probably the same for the jet-ski game, *Jet Wave*, currently doing the rounds in the arcades, and not forgetting *Road Rage* (early '97 release, but what will it be like without the superb hydraulic cabinet?), *Policenauts* (Manga adventure), *VandalHearts* and the much-anticipated *Castlevania X*.

With the success of *International Track & Field* and *Project Overkill* under their belts, 1997 looks to be Konami's for the taking...

BLOW 'EM TO SQUID SPIT

"The only way to describe In the Hunt is to combine all the best shooters you have ever played in one game." EGM - February 96

IN THE HUNT™

PlayStation

KOKOPELI digital studios™

T•HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH

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STAR TRE GENERATI

UNDER CONSTRUCTION

SPACE. THE FINAL FRONTIER. WITH THE ANNIVERSARY OF *STAR TREK* GOING ON ALL AROUND THIS YEAR, YOU'D EXPECT SOMEONE TO COME UP WITH A GAME. *GENERATIONS*, HERE WE COME...

Written By Asam Ahmed

There's Klingons

on the starboard bow, starboard bow, starboard bow... snip! Dear, oh dear. The Firm has a lot to answer for! An abomination like that is sure to stir up a bit of xenophobia. Thankfully, MicroProse seems to have the right idea as far as *Star Trek* is concerned. A *Doom*-style first person perspective based on the film *Star Trek Generations*, with full participation by the key members in the cast, presented in a Next Generation format Gene Roddenberry would have been proud of.

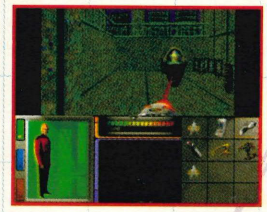
The storyline is based heavily on the film. *Star Trek Generations* takes you through an intergalactic romp in an effort to stop the mad scientist, Soran, in his attempt to return to the utopic Nexus. This wouldn't be so bad if it didn't mean him destroying several suns – and hence several life-bearing planets in the process. It's up to you to end Soran's mad quest, but it ain't gonna be easy...

Blueprint

Publisher: MicroProse
Developer: Spectrum HoloByte
% Complete: 60%
Expected Release Date: December '96
Origin: US
No of Players: 1

BELAY THAT ORDER NO 1

STG mostly takes the form of a first-person perspective game. However, any of you out there thinking that this is just another shoot-'em-up *Doom* styley, you'd be wrong. Although there are obvious similarities with this genre, in *STG*, problem-solving by non-violent means, much like the TV show's premise, is much more likely to result in success than blasting everything in sight. But of course you *can* blast everything in sight if you want to. Missions in the game take place on a Romulan base, a Klingon Bird of Prey, and of course on-board the Enterprise. In order to make *STG* somewhat more substantial than the film, as far as tasks are concerned, the game branches from the film's storyline, at points, adding further detail to the plot.



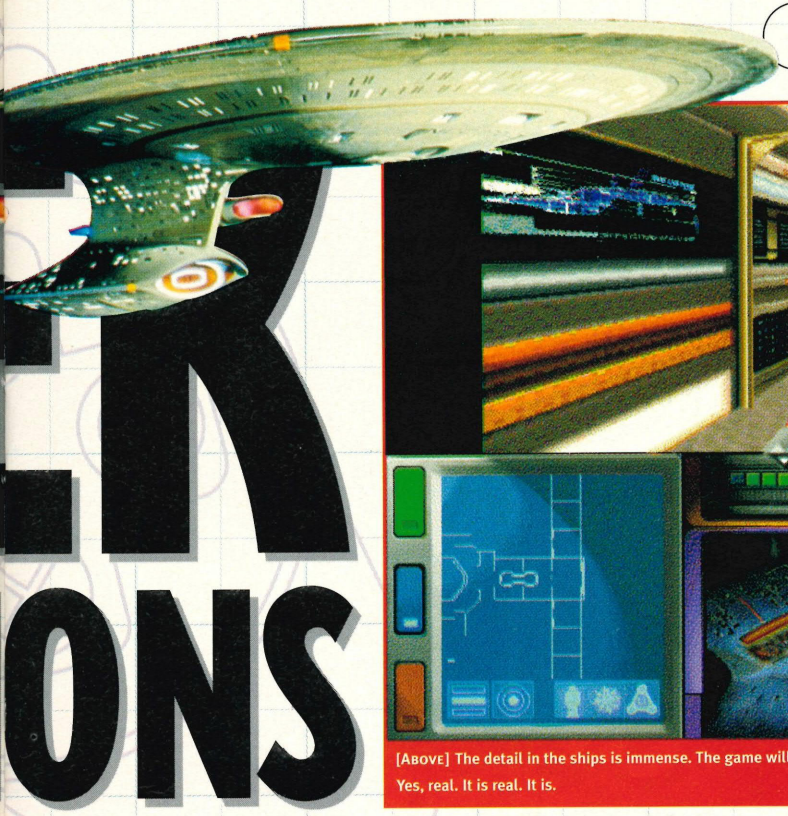
[ABOVE] Stellar Cartography will play an important part of the game. You'll need to find out what's happened so far and try to predict what's going to occur next.

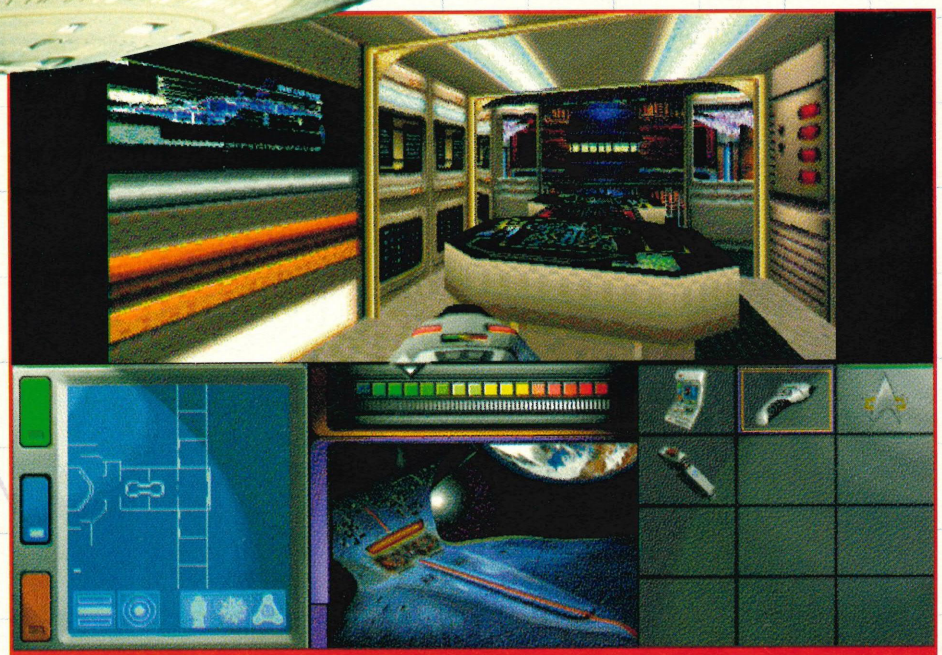
[ABOVE] The best way to approach the game is to be very diplomatic in your actions. Go in, guns blazing and you're bound to start a war!

SOFTOGRAPHY

MICROPROSE:
PlayStation titles to date...
X-Com: Enemy Unknown
Top Gun
Gunship
Coming soon...
Transport Tycoon
X-Com: Terror from the Deep

...ER ...ONS

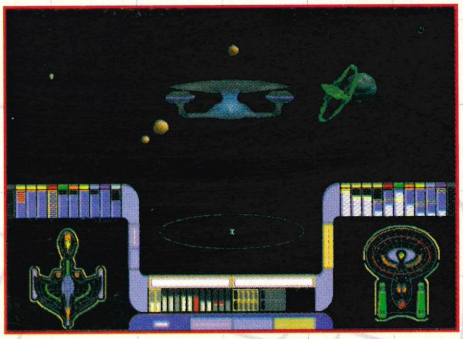




[Above] The detail in the ships is immense. The game will feature authentically replicated scenes from the real Enterprise. Yes, real. It is real. It is.

"Gene Roddenberry would have been proud..."

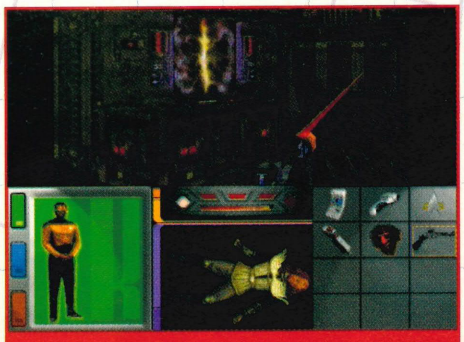
Completing the game involves defeating Soran through a series of action games and space combat encounters. These combat sequences put you in control of the weapons systems of the Enterprise against a variety of alien ships, including Klingon, Romulan and Chodak vessels. Pretty cool, n'est pas?



Warp 1 Engage!

By all accounts, MicroProse's eponymous PlayStation immortalisation will enamour fans of the cult sci-fi series no end. The game will feature video footage from the film, as well as custom FMV designed for the game. The film's real life actors have been used for vocal input, including William Shatner (Kirk), Malcom McDowell (Soran), Whoopi Goldberg (Guinan), and several other key players from the film including pretty much the whole cast of the series: Patrick Stewart, Jonathan Frakes, Brent Spiner plus the rest of the team will all be part of the action.

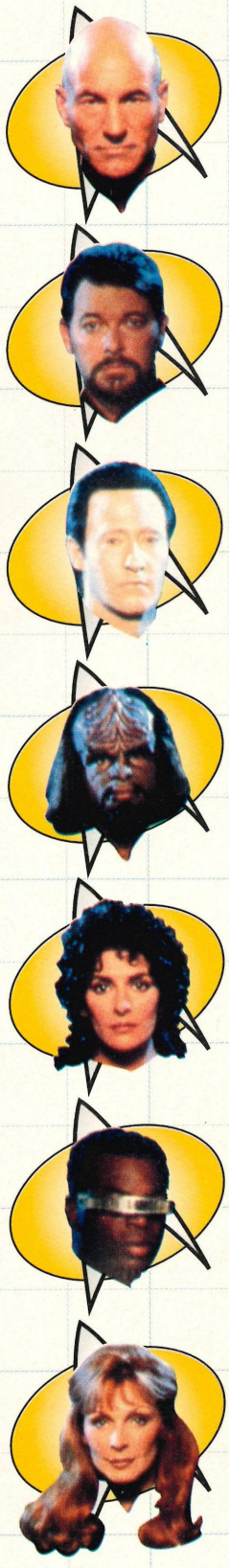
All in all, *Star Trek Generations* is shaping up for a wild journey through the final frontier. *Star Trek* is a perfect choice for a game of this kind, and given the sheer number of Trekkers out there, as long as MicroProse can produce a game as good as it sounds, it'll be a monster hit. We'll bring you an update on this title very soon.



[Above] Here you are on a Klingon ship, playing as Geordi LaForge. Thankfully the screen representation doesn't have little vertical bars across it.

Celebrity Stares

The cast of the real *Star Trek: TNG* series have voice-over parts in the game to add that authentic touch to the gameplay.



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LAP
2/5
28
TRAFFIC
REPLAY
90%
PLAY MAGAZINE
9/10
GAME PRO
90%
MEAN MACHINES
9/10
PLAYSTATION PSX PRO
FUNSOFT
PlayStation
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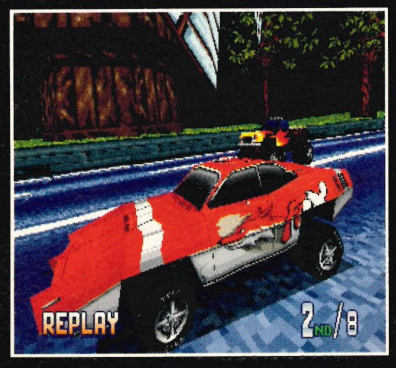
BURNING ROAD

SO REAL YOU CAN SEE THE SKIDMARKS

"UNLIMITED ENTERTAINMENT FOR YOUR BRAIN AND BODY."
PLAY MAGAZINE OCTOBER 1996



TOKA

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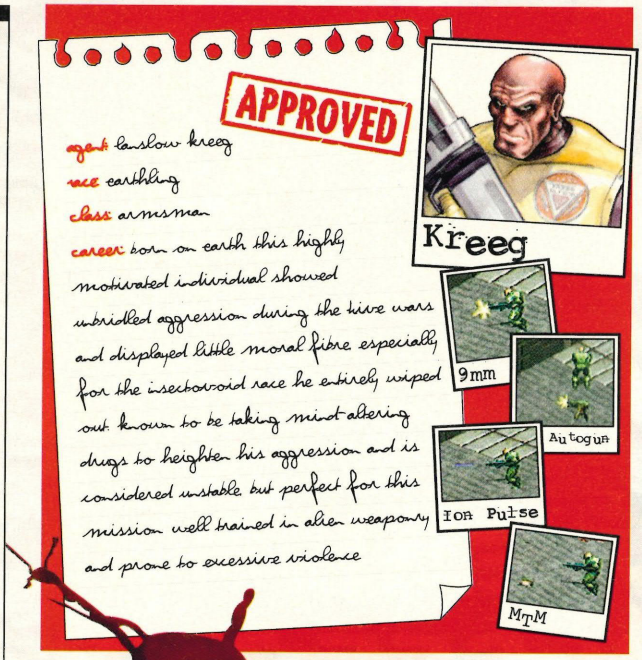
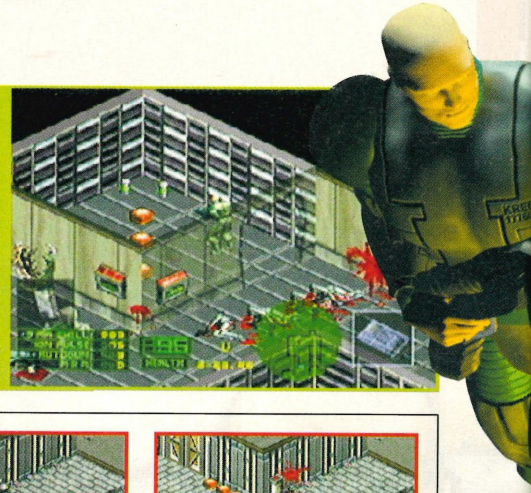
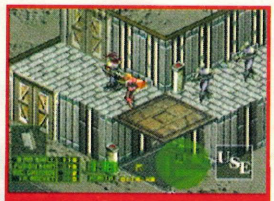


[Above] Of course there's no blood in the game Miss Whitehouse...

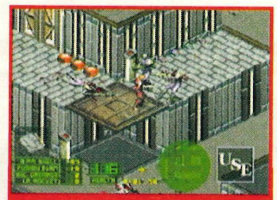
[Right] You can see exactly where you've been by the dead bodies in Overkill, and if you're really lucky, stray bullets may reveal secret rooms full of bonuses like this one.



PULP SICTION



[Above] A brief moment from *Project Overkill*. Althea operates the lift only to find a guard in front of her. BRAT! The guard's head is mush...

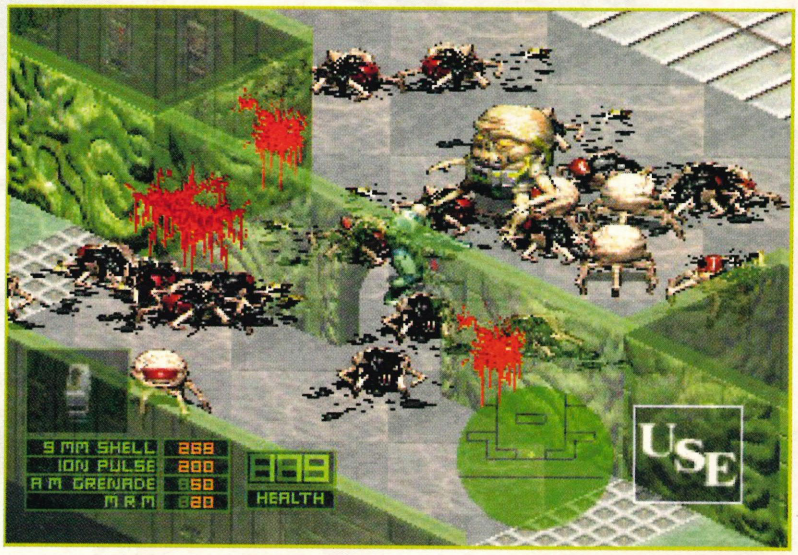


[Above] Two more guards try to get the drop on her right, but a swift burst of fire sends the first one reeling with a chest wound...

[Above] ...And the second sprays some grey on the back wall. Althea can now collect the medi-packs and patrol the rest of the city.

PROJECT OV

MOTHERS CLUTCHING DEWY-EYED INFANTS WILL BE OUTRAGED BUT *OVERKILL*, IN EVERY SENSE OF THE WORD, IS HERE AT LAST FOR THE FULL REVIEW. BLOOD, GORE, ENTRAILS, STOMACH GOO – WE'VE GOT THE LOT. BUT PLEASE, DON'T HAVE NIGHTMARES...



Sick weirdos!

The developers of *Project Overkill* (KCEC) are disturbed individuals. They are the kind of people who watched *Rambo* and believed it was real. They think that gun control means being able to handle a rifle properly, and that *Loaded*, with all its blood and violence, was still a "bit too poncy." And so they set about writing a game which is guaranteed to have mothers picketing their offices, irate senators campaigning to have it banned, and, over here at least, to give Mary Whitehouse a coronary. Pacifists need not apply.

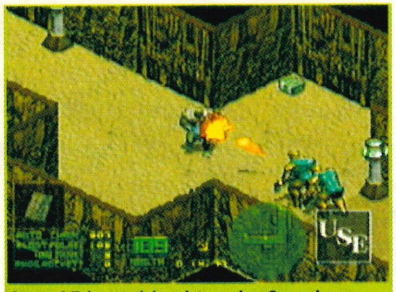
In a time when violent crime and serial killings are at an all-time high, Konami has chosen to unleash a game which could easily be subtitled 'Jeoffrey Dahmer – 100 Great Body Parts and How to Collect Them!' But the mindless death and destruction on offer could swing both ways. True you could argue that imbalanced people might be incited into a killing spree after playing the game, but an equally persuasive argument says that by acting out their urges on the PlayStation, gun crime might actually be reduced. But that's for Jeremy Paxman to debate. Send in the psychos!

Project Overkill, like *Loaded*, is predominantly a mission-based maze game, viewed from slightly above and featuring different characters, each of which is an expert in a particular field. Jendryk is a human stealth bomber and carries a silenced 9mm automatic, whereas Quogg is a blundering *Terminator* character who cares little for finesses and

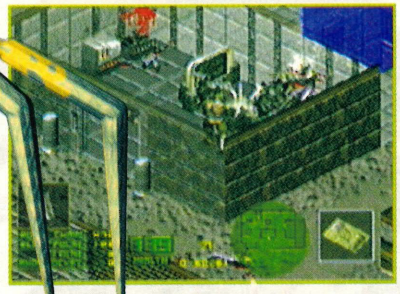
PLAY INFORMATION

Publisher: Konami
Customer support: (0895) 853000
Price: £44.99
Release date: Mid-November

ONE PLAYER MEMORY CARD



[Above] Teleported deep into a mine, Quogg is suddenly attacked by fire-breathing trolls which are very difficult to avoid.



ERKILL

"It's surprising how quickly you become utterly de-sensitised to the violence..."

likes nothing better than wading into the enemy like a bull in a china shop. The game is set on the planet Viscera V and your four mercenaries have been employed to stop the tyrannical Terracom Corporation from purging planets of their habitants just so that they can then develop them. From the rotating 3-D map on the immaculate front end you select each new mission and then choose the right character for the job. You have no idea who your bosses are, but all will be revealed the further you progress...

Dahmer

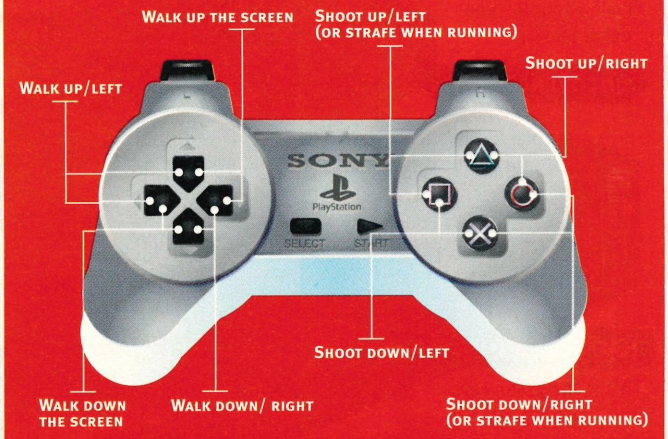
Project Overkill's finest feature punches you right between the eyes as soon as you pull the trigger. Spraying a guard room with lead sends its occupants reeling in all

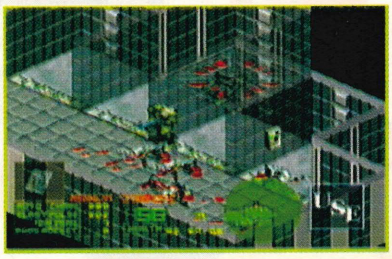
[Above] Quogg, subtle as ever, butchers everyone in sight and then wonders why there's no-one left to operate the computer for him.

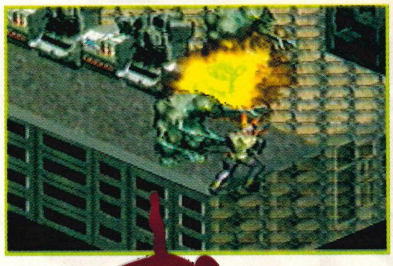
[Above] This mission requires you to assassinate the queen slag who is chasing you through her lair. Note the maggots leaping out of the egg sacks to drink your blood. Unfortunately, all that action means the gameplay slooooows right down.

CONTROL YOURSELF!

Like *Smash TV* and *Total Carnage*, *Project Overkill* requires you to control the direction of your character with the D-pad, and the line of fire with the four buttons. This enables you to run in one direction whilst strafing another and it's very effective once you get used to it.







Shoot the wall in the guardroom to expose this secret room full of power-ups. If you see a suspicious wall, shoot it – you never know...

UNCOVER!

Deactivate this force-field by pressing the button on the wall in front. Other fields will require keycards to operate.

EXSANGUINATE!

HACK/ SLASH!

This is the green card and a secret room above.

START HERE!

Start as you mean to go on. Butcher the single bloke standing with his back to you, then massacre the two guard rooms above and below. Lovely.

EXTERMINATE!

Sneaky guards attack you here from these recesses. Lots of medi-packs though.

GOODBYE!

With the green key you can now enter this door and access the rest of the level.

MAPPA (MUNDI)

TO GIVE YOU AN IDEA OF THE KIND OF SCALE THAT EACH OF *OVERKILL'S* LEVELS, THIS IS ROUGHLY HALF OF THE FIRST ONE, AND THERE ARE 51 OF THE BUGGERS JUST WAITING TO BE EXPLORED, ECAH MORE FIENDISH AND DEADLY THAN THE LAST. WE'VE MAPPED THIS SECTION TO SHOW YOU THE SORT OF DANGERS YOU'LL FACE EARLY ON, AND TO SHOW OFF THE DETAILED GRAPHICS AND SECRET ROOMS. YOU DON'T GET THIS ANYWHERE ELSE.

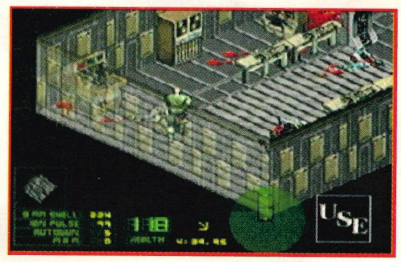
directions; blood spurting from every orifice, clutching weeping fractured skulls, fist-sized holes in their chests, and depositing as much of their human bean juice on the walls as possible. It's an insanely graphic orgy of blood-letting and it brings out the sadist in all of us. Before long you're legging it through maximum security areas, yelling obscenities and literally blowing peoples' minds left, right and centre. And what's more, your trail of wanton ugly violence remains, and it's possible to see how each guard died by the position of his corpse (there are many different death animations in *Overkill*), and tell how long it's been since you passed by the length of the smear on the wall. It's sick, wrong, utterly contemptible, but glorious fun in a leave-your-morals-at-the-door kind of way.

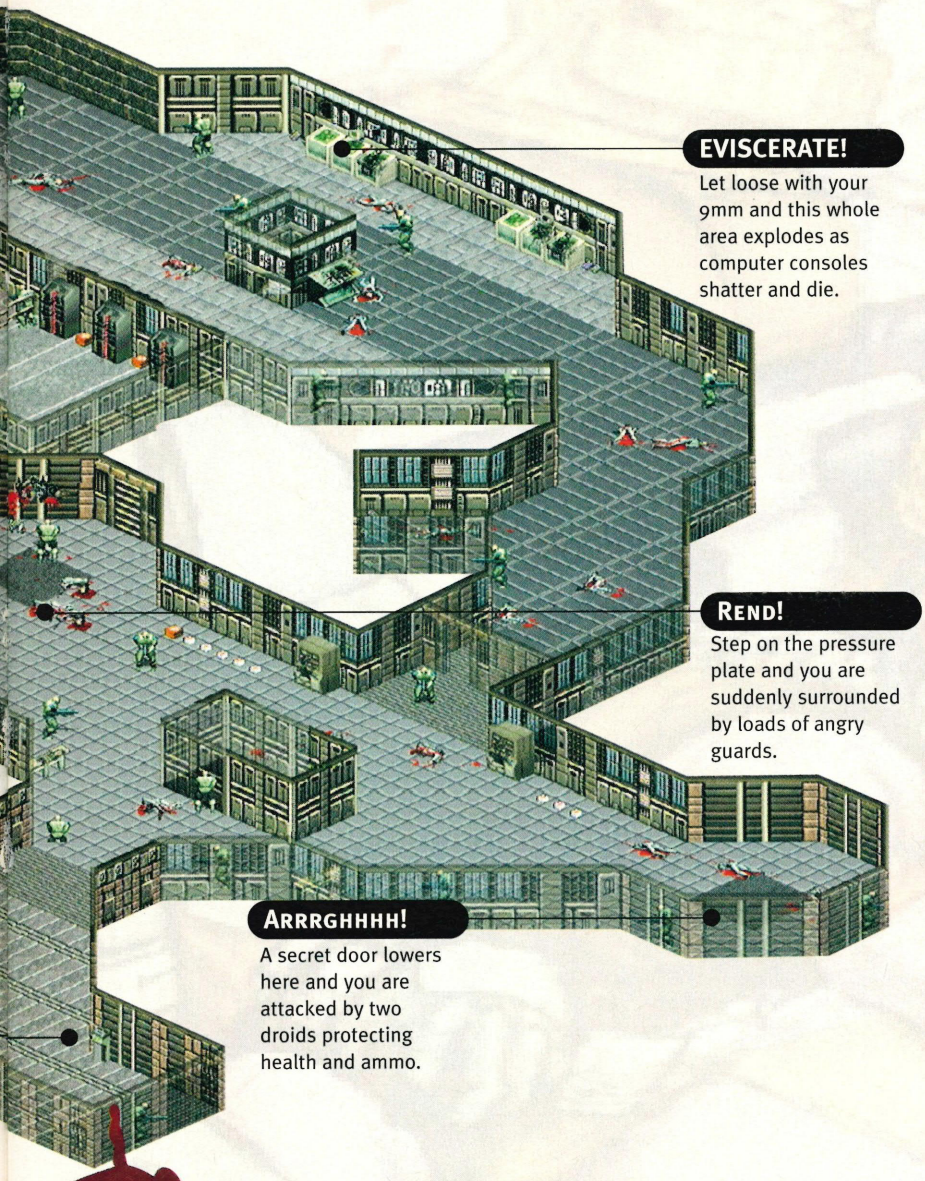
HUNGERFORD

However, it's surprising how quickly you become utterly de-sensitised to the violence in the game. Initially the gore elicits evil smiles as the blood is splattered all over the shop in many imaginative ways, but you soon consider

YOU'RE SO TRANSPARENT

TO GET AROUND THE VISIBILITY PROBLEMS OF AN ISOMETRIC PERSPECTIVE, THE DEVELOPERS HAVE MADE IT SO THAT WHEN YOU WALK BEHIND A WALL, IT INSTANTLY BECOMES SEE-THROUGH. A CLEVER SOLUTION TO A POTENTIALLY DAMAGING PROBLEM.



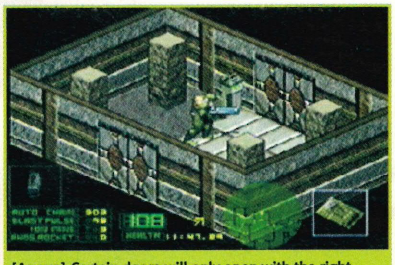


EVISCERATE!
Let loose with your 9mm and this whole area explodes as computer consoles shatter and die.

REND!
Step on the pressure plate and you are suddenly surrounded by loads of angry guards.

ARRRGHHHH!
A secret door lowers here and you are attacked by two droids protecting health and ammo.

[Above] Try not to get trapped in a cross-fire, especially when it's lasers as they take twice as much damage.



[Above] Certain doors will only open with the right coloured keycard. These are the maximum security areas.

gallons of claret slopping about the place to be the norm, thus robbing the game of much of its impact. After that it's just a maze game with you collecting items or keys in an effort to find the exit teleporter.

Initial doubts about the control system evaporate after mere minutes and it works well once you're into the groove. It can sometimes still be tricky to get the required angle which is fine for the lower minions who only need one hit to die, but infuriating when you must train your fire on the more armoured dudes such as the Ed-209s or spider guardians. When this happens you basically end up sticking your gun barrel in its face and simply pumping away until one of you hits the deck. Not very cool, but it does the job.

Waico

Each character lugs around four weapons which can be used at any time provided you have the ammo. Everyone gets a machine gun, some form

CANNON FODDER

It's often difficult to distinguish bad guys when they've been mashed into a fine pulp and spread out over the linoleum like so much peanut butter. Here's a handy guide to the kind of creatures you will be murdering throughout the game:

[Spider Guardian]

A tough multi-limbed individual with a powerful sidearm. You encounter this guy on the last mission of the first section. Lure him down a corridor with Kreeg and then fill it with auto-cannons.

[Viscerian Sentries]

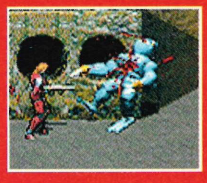
Found all over the initial levels, these wimpy cadets can be dispatched with one bullet and in a variety of over-the-top ways. Why not creep up behind them and stick your knife between their ribs?

[Slags]

Looking remarkably like the menacing guards in the film The Dark Crystal, these multi-limbed cave dwellers try to rend you in twain with their claws, and some of them can fire energy balls at you.

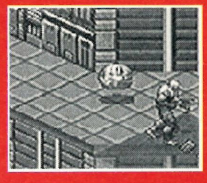
[Skellins]

Skellins come in green, red, yellow and white skin shades depending on experience and age and their level of armour also increases so that the white Skellins are the toughest. Found on later missions.



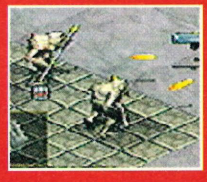
[Throggs]

If you venture deep beneath the surface of planet Viscera V you will no doubt encounter hordes of Throggs. They possess razor-sharp claws, low intelligence but they have a blood-lust like no other creature.



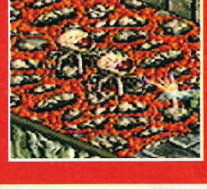
[Sentinel 1 Droid]

Found all over the planet, these irritating little round droids fire short bursts of fire that take only a little energy. The problem comes when you've got about 20 of the little buggers on your tail!



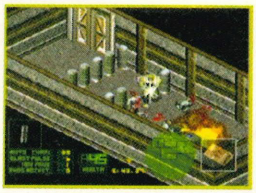
[Electro-Spears]

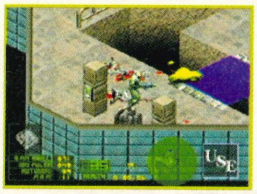
Usually found imprisoned behind force-fields, these persistent creatures are slow, but have an extremely long range laser attack from their spears. They look tribal, but rarely hunt in packs.

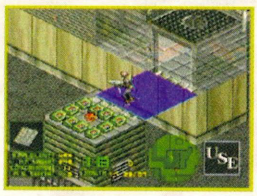


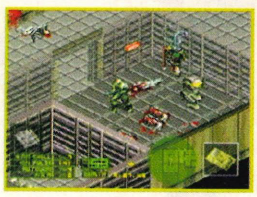
[Old One Eyes]

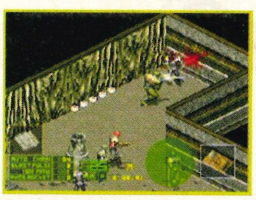
These little monsters have one huge red eye which can fire an energy weapon over a long distance. They hunt in packs and occupy any levels with fire or lava in them.











"[Overkill] could easily be subtitled, Jeoffrey Dahmer – 100 Great Body Parts and How to Collect Them!"

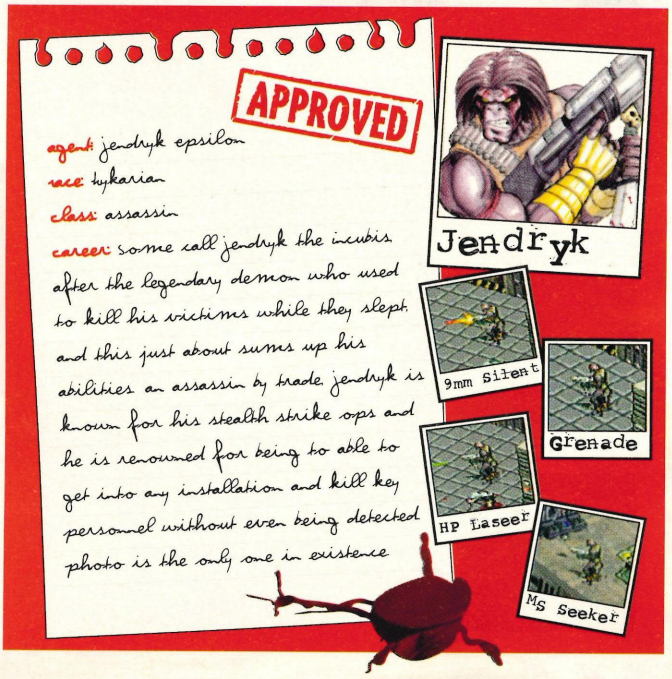
of laser, a hand grenade weapon, and then it gets interesting... Instead of just blundering Arnie-style into a control room or lab full of goons, it's possible to set up ambushes using, for example, Kreeg's self-sufficient auto-cannon to lure them in the required direction whilst you sucker them from behind using your homing spider bombs. These non-standard devices help to give your team their own identities and strengths for particular missions. Wide open spaces suit Quogg better because he's tough, not particularly accurate and has trouble moving quickly in confined spaces. Whereas Jendryk is the master of espionage (use him for intelligence gathering) and both Althea and Kreeg are good all-rounders. The whole team comes across as a kind of futuristic version of the SAS.

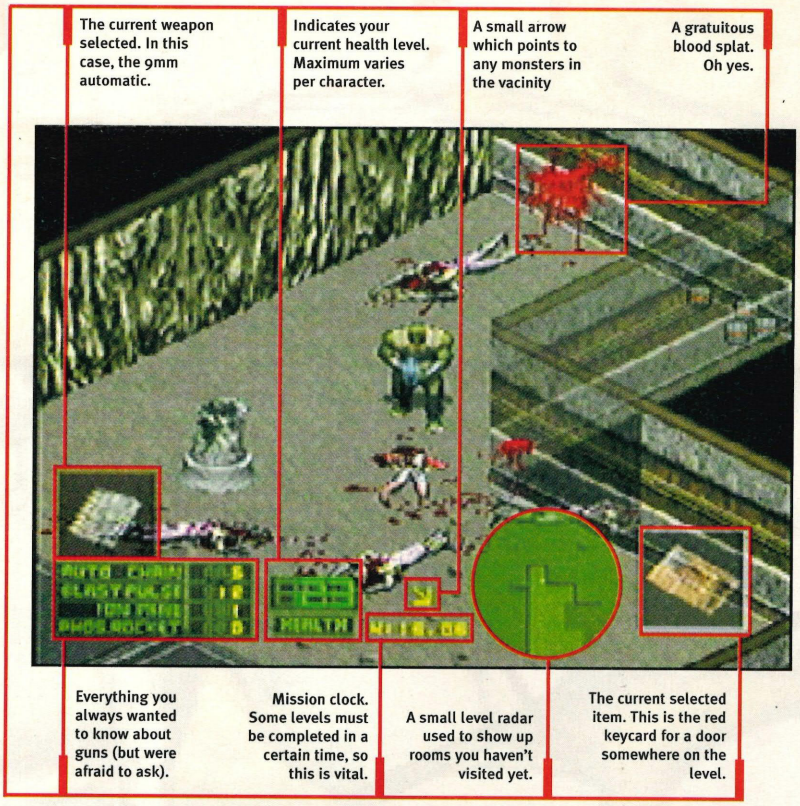
Holocaust

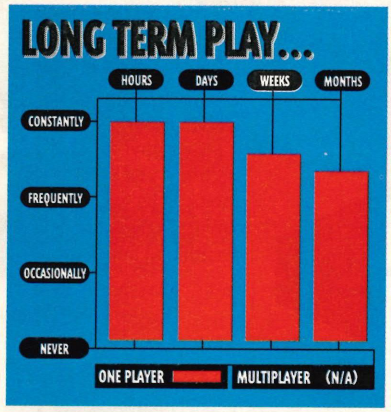
Project Overkill's all good messy fun, but the faults, and there are a few, only start to materialise when you look a little deeper, or play for longer than a few hours. For a start it's very repetitive, and once the ghoulish appeal of watching people die wears off you're left with a simple exploration game with three recurring themes: assassination, collection and kill everything. Spread that over 51 missions and you can imagine how tedious it gets. Also, the character sprites are a little disappointing and could have done with more frames of animation and abilities. It's all very well being able to walk and shoot, but what about taking pot shots from behind pillars, or a somersault to get out of the way of a hail of bullets?

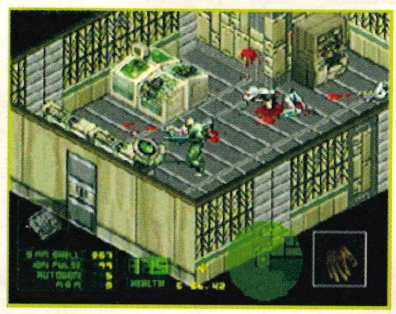
But there are two final over-riding reasons why *Project Overkill* has not achieved a 90%+ mark in this magazine, and they are both intrinsically linked. Slowdown and no two player mode. One occurs shockingly when any more than five enemies are on-screen at once, and this means the other is out of the question.

Project Overkill is far better than *Loaded* and offers an almost insurmountable challenge, but after extended play you will grow tired of the exhibitionism and wish for something with a bit more guts...









PLAY

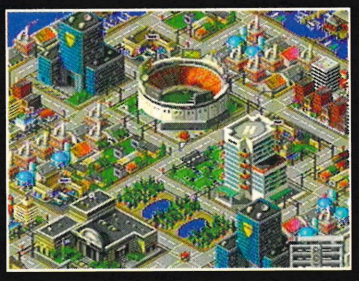
Looks	●●●●●●●●○○
Sounds	●●●●●●●●●○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●○○
Entrails	●●●●●●●●●●

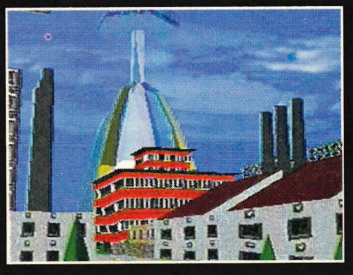
PLAYED 89%

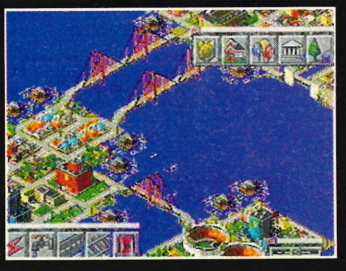
Like an abattoir in a power cut!

Alternatively:
Loaded (85%)
Crusader (early '97)

"PlayStation?"







Play god.

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WIPING OUT THE OPPOSITION

THE WEAPONS HAVE BEEN IMPROVED NO-END IN WO2097. YOU CAN PLAY WITH THEM OFF, AS A PURE RACING GAME, BUT IT'S FAR MORE FUN INSTIGATING A BIT OF CARNAGE EVERY SO OFTEN.

[MINES]

THIS WEAPON DROPS A TRAIL OF MINES ON THE TRACK BEHIND YOU. ANY CRAFT THAT FLY INTO THEM WILL SUSTAIN DAMAGE. THEY CAN BE DESTROYED WITH THE AID OF THE THUNDER BOMB.

[E-PAK]

THIS LIFE-SAVING DEVICE BOOSTS YOUR SHIELD WHEN LOW. IT NORMALLY BECOMES AVAILABLE WHEN YOU NEED IT MOST AND OFTEN ALLOWS PLAYERS TO FINISH THE RACE WHEN CRITICAL.

[AUTO-PILOT]

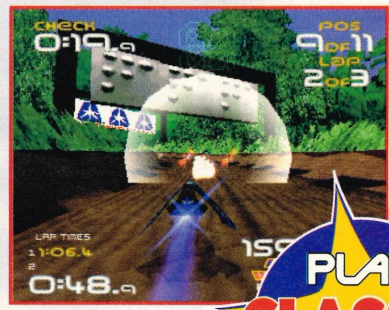
HANDY FOR SOME OF THE TRICKIER SECTIONS ON THE TRACKS THIS AUTO-PILOT DEVICE BOOSTS YOUR SHIP TO MAXIMUM SPEED AND TAKES YOU AROUND ON AUTOMATIC FOR A SHORT WHILE.

[TURBO BOOST]

THE OBLIGATORY TURBO BOOST CAN MEAN THE DIFFERENCE BETWEEN QUALIFYING AND NOT. UNFORTUNATELY, DUE TO THE WINDY NATURE OF SOME OF THE TRACKS, CAREFUL USE IS RECOMMENDED.

[ROCKETS]

A TRIPLE ROCKET LAUNCHER. THE ROCKETS WILL FOLLOW THE CONTOURS OF THE TRACK, BUT ONLY TRAVEL IN A STRAIGHT LINE. THEY ARE ENOUGH TO STOP OTHER SHIPS TEMPORARILY.



THE ULTIMATE SYNERGY BETWEEN VISUAL HYPNOTICA, AURAL PLEASURE AND INTERACTIVE ENTERTAINMENT. IT CAN ONLY BE ONE THING...

WIPEOUT 20

PLAY CLASSIC

Written By Asam Ahmed

Nose candy time again?

You betcha life! *WipeOut 2097* is here and it's quite simply fantastic. One of the first real showpieces for the PlayStation, Psygnosis really put our grey baby on the map with one superlative next-generation racer – *WipeOut*. One year on, and the story continues with one of the most advanced racing games yet.

WipeOut 2097 is a real step on from the original. *WipeOut*, although it did have its fans, including yours truly, was often criticised for the unresponsiveness of the craft handling, intense difficulty in places and lack of long-term appeal. *WO2097* has addressed all these aspects and more, improving on them no-end.

SHIP SHAPE AGAIN

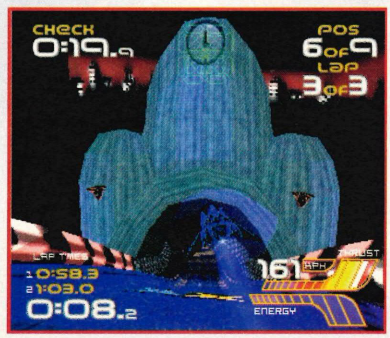
The ships in *WO2097* are based on the same family available in the original. Initially four types can be used to race with, plus a bonus class once you manage to complete the game – more of that later. The handling of the ships has been greatly improved to give a much tighter feel, very responsive and precise. More notably however, whereas in the original, any slight contact with the edge of the track resulted in an instant halt, *WO2097* allows you to scrape the sides without too much of a penalty, helping to retain the flow of the game. Of course if you smack into a wall too violently, you'll stop dead, but then that's your own fault!

The game has been structured to provide players with a good, lasting challenge and a rewarding learning curve. Initially six tracks of varying difficulty are available, split into three speed classes. Complete them and players are awarded with a race challenge where you must complete all six tracks in the fastest Rapier class to progress to the next level. This opens up two new tracks in a superfast Phantom class. Complete those two tracks and well... I'd be spoiling it if I said any more, but rest assured there's more to see

PLAY INFORMATION

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £44.99
Release date: 18 October '96

ONE PLAYER | MUTIPLE PLAYERS
STEERING/ANALOGUE | MEMORY CARD
LINK CABLE



[Missiles]

Heat-seeking missiles can lock on to a target in front or behind. They can be confused by tight bends, but are generally very effective against your opponents.

[Electrobolt]

Once locked on and fired, this handy weapon causes ships to behave erratically, slow down and have their shields partly drained so that you can finish them off!

[Thunder Bomb]

This awesome smartbomb-like device can be used defensively to destroy mines or incoming missiles or simply to devastate any competitors within visual range.

[Shield]

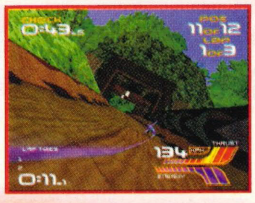
The shield only lasts a short while, but protects from enemy attacks and also prevents energy drain incurred through impact. You can't fire another weapon while active.

[Plasma Bolt]

This immense weapon will destroy any ship it hits instantly. However it only fires in a straight line and can't handle contours. Careful aiming is required for a hit.

[Quake Disruptor]

This great weapon causes a quake-like ripple to proceed along the track ahead of you, stunning any ships in its path. It can however distract you from your racing line.



[Above] Visual effects have moved up a gear with some very smart transparency effects. Here an opponent has just taken a hit.

97

and do, and there are enough clues in the game. The link-up mode further adds life to an already vibrant, classy game.

Join the club

Club culture was something that Psygnosis captured in *WipeOut*, with its intense blend of visual and aural delights. The progress that Psygnosis has made with *WO2097* in these departments is phenomenal. The music in the game has been specially commissioned once again and draws talent from some of the most influential names in the dance/techno music arena. Perfectly suited to the game, these racy, pacey tunes provide a perfect accompaniment to the fast-flowing action. Also, if you've got a Dolby Surround system, you won't believe your ears... it really is out of this world!

Graphical improvements are also astounding. Many of the tracks are now 'live', with moving scenery to add to the mix. Although there is still evidence of pop-up in the distance, it doesn't affect the playability. The tracks have been designed in such a way to help eliminate this anyway, keeping the visual horizon far enough away to ensure you can predict your racing line. Other improvements, including the luscious variety in the scenery and even the front-end interface, make *WO2097's* graphical displays the envy of practically every other PlayStation game. The Designer's Republic has done another superb job with its visual influence.

"The definitive next-generation racer for the PlayStation..."

The Destructive WipeOut Formula

Psygnosis has managed to improve *WipeOut* to such a degree that even those that hated the original will find *WO2097* accessible and rewarding to play. A real showpiece, *WO2097* is now the definitive next-generation racer for the PlayStation. With *WO2097*, *Formula One*, and the forthcoming *Destruction Derby 2*, Psygnosis looks set to take the PlayStation by storm again this Christmas. The Liverpool likely lads have done it again. *WipeOut 2097* is a scorcher!

PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●○
Value	●●●●●●●●●○
Style	●●●●●●●●●●

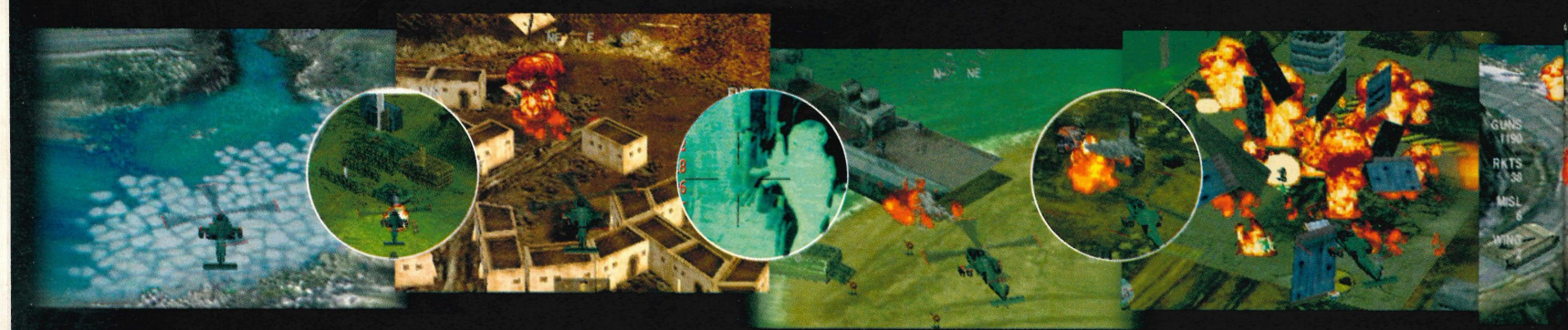
PLAYED **93%**

Quite simply breath-taking.

Alternatively:
Ridge Racer Revolution (93%)
Formula One (92%)

ELECTRONIC ARTS®

STOP THE WAR



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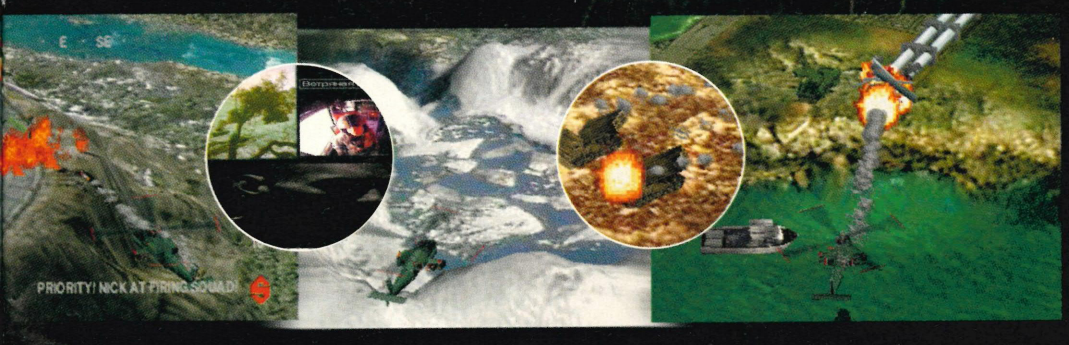
BEFORE IT BEGINS



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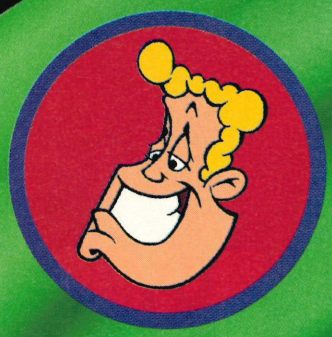


"Bloody marvellous!..."

"...playability that sucks you in like a French kiss!..."

PlayStation Magazine STARPLAYER

PLAY CLASSIC

"...it's so refreshing to finally see games on the PlayStation that have lasting playability..."

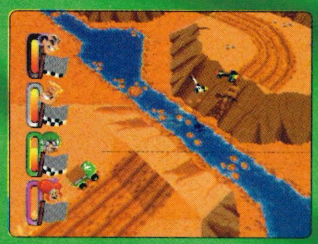
SUPERSONIC RACERS™

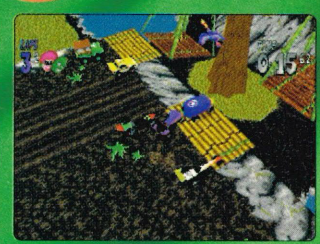
"...super, smashin', wonderful..."

"...pure, unadulterated gameplay."

91% Play +

8 PLAYER GAME PLAY ON A SINGLE MACHINE





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THE FINAL PART OF OUR MAMMOTH TEKKEN 2 GUIDE GIVES YOU THE FULL LOW-DOWN ON ALL THE MOVES FOR ALL TEN SUB BOSSES AS WELL AS THE ULTRA SECRET HIDDEN FIGHTERS. WITH BOTH PARTS OF THE GUIDE NOW SAFELY IN YOUR GRASP, THERE'S NO EXCUSE FOR LOSING A FIGHT!

WALL OF GAME

PLAY magazine November 1996

TEKKEN 2

PLAY INFORMATION

Publisher: Sony Computer Entertainment Europe
Customer Support: 0881 505 505*
Price: £44.99
Release Date: Out Now

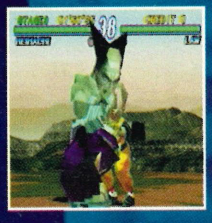
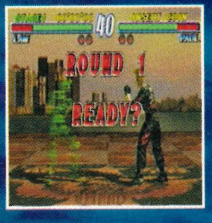
TOP TEKKEN 2 TIPS!

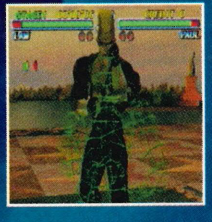
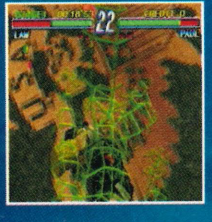
Complete the game with each of the ten regular characters to obtain the sub bosses. Don't forget to save the game to a memory card! Now, when selecting a fighter, hold down L1 and L2 for a weird first person perspective battle.

To obtain Kazuya in his trendy purple outfit simply highlight his image and press Start.

For bizarre big-headed, *Virtua Kids* style fighters choose a character whilst holding down Select until the match begins. For an even larger cranium, repeat the trick once more on the following match.

Finally to obtain both Roger and Alex, obtain all the sub bosses, including Devil/Angel and Kazuya, then begin a fight with any character. When you reach the third match, wait until you've got just a tiny amount of energy left before defeating your opponent. Both the dinosaur and kangaroo fighters will now be available on the selection screen.

PLAY PLAYED 95%
A reet hard nut!

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

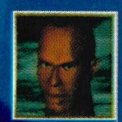
WALL OF GAME

NUMBER 13

TEKKEN 2

KEY: SUB BOSSES THE BOSSES

BRUCE IRVIN



Throws

Front Right Knee Kick – Forward, Down, Forward/Down (hold) + ■ + ▲ + ●
Left Side Knee Kick (during Front Right Knee Kick) – X, X + ▲ + ■
Tee Cow Corn – ● + ▲
Tee Cow Tron – ■ + X
Back Fling (from behind) – ● + ▲ or ■ + X

Special Moves

Leg Bazooka – Forward, Forward (hold) + ●
Soak Club – Forward + ■ + ▲
Triple Tee Soak – Forward (hold) + ■, ▲, ■
One-two and High Kick – ■, ▲, Forward + ●
One-two and Middle Kick – ■, ▲, ●
One-two and Low Kick – ■, ▲, Down + ●
Triple Knee Combo – Back + ●, X, ●
Double Knee and Low Kick – Back + ●, X, ●
Stomping – Back + X
Stomping Feint Knee – Back + X, ●
Sledgehammer – ■ + ▲
Revolving Backward – Back, Back + X + ●
Feint Leg Bazooka (during Revolving Backward) – ●
Slicer – Forward, Forward + X
Gatling Combo – X + ▲ + ■ + ●
Stomping Feint Straight – back + X, ▲
Northern Lights Combo – ■, ▲, X
Southern Cross Combo – ■, ●, X
Cyclone Edge – Forward/Down + X
Tornado Uppercut (during Cyclone Edge) – ■
Rising Combo – ■, ▲, ■, ▲
Quick Sobat – X, X
Sniper Sobat Combo – Forward + ●, X, ●
Double Face Breaker – Forward/Down + ■, ▲
Sniper Slash – Forward, Forward, Forward + X
Side Low and Side High Kick – Down + X + ●, X
Step-in Middle Kick – Forward/Down + X + ●

Unblockable Attack

Sidewinder – Back (hold) + X + ▲

ANNA WILLIAMS

Throws

Izori – ● + ▲
Shihounage – ■ + X
Kakaekomihijiuchi – Forward/Down, Forward/Down (hold) + ■
Shouaku – Down, Forward/Down, Forward + ■ + ▲
Kubikarijuji Gatame (during Shouaku) – X, ●, X, ■ + ▲
Tachigyakuwaki (during Shouaku) – ■, X, ▲, ■
Tobitsuki (from behind) – ● + ▲ or ■ + X
Udehishi Gatame (during Shouaku) – ■ + X, ●, ■ + ▲
Udehishigiura Gatame (during Udehishi Gatame) – ■ + ▲, ●, X, ■ + ▲, ■ + ▲, ■ + ▲
Kannukinage (during Udehishigiura Gatame) – ▲, X, ■ + ▲, X + ●, ■ + ▲

Special Moves

One-two Punches – ■, ▲
Soushouha – Forward, Forward + ■ + ▲
Triple Smash – ■, ▲, ●
Double Smash – ▲, ●
Punch and Kick Combo – ▲, X
Kneel Kick – Forward, Forward + ●
Flush Combo – Forward/Down + X, ■, ▲
Rapid Kick Combo – Forward/Down + X, X, X, ■
Uppercut and Straight – Forward/Down + ■, ▲
Hunting Kick Combo – Forward/Up + ●, X, ●
Rave Kick (whilst crouching) – ■, ●
Bone Cutter – Forward, Forward, Forward + X
Cross Cit Saw – Back (hold) + ■, ■, ■
High Somersault Kick – Down (hold), Up (hold) + ●
Low Somersault Kick – Down (hold), Up + ●
Right Hand Stab – Forward + ▲
Cat Thrust – Forward + ■
Frozen Kick – Down (hold) + ▲, ●
Rapid Combo – Forward/Down + X, X, X, ■, ▲
Spark Combo – ■, ▲, ■, ●
Creak Attack & Right High Kick – Forward/Down + X, ▲, ●
Creak Attack & Left High Kick – Forward, Down + X, ▲, X
Right High Kick & Left Spin Low Kick – ●, X

Unblockable Attacks

Hunting Swan – Back/Down + ■ + ▲
Bloody Scissors – Down + ■ + ▲

LEE CHAOLAN

Throws

Sekken Punch – ● + ▲
Neck Fracture – ■ + X
Knee Drive – Forward, Forward ● + ▲
Face Crasher – ● + ▲ or ■ + X

Special Moves

One-two Punches – ■, ▲
Step-in Middle Kick – Forward/Down + X
High Somersault Kick – Down (hold), Up (hold) + X
Low Somersault Kick – Down (hold), Up + X
Spin Kick Combo – ●, X, ●
Left Jab Rush – ■, ■, ■, ■, ■
Lee's Knuckle Combo – Forward (hold) + ▲, ▲, ▲
Somersault Drop – Down (hold), Up (hold) + X + ●
Silver Low (whilst crouching) – X
3 High Kick Combo – X, X, X
Sliding (whilst crouching) – Forward/Down, Forward/Down + X
Lee's Somersault Kick – ●, Up + X
Lee's Sliding – Forward, Forward + X + ●
Silver Fang – Back/Down + ■ + ▲
Razor's Edge Kick Combo – Down (hold) + ●, ●, ●, ●
Left Heel Drop – Forward, Forward + X
Flick Fluck – Back, Back + X + ●
Blazing Kick – Down, Back/Down + ●

Unblockable Attack

Silver Cyclone – Down + X + ●

BAEK DOO SAN

Throws

Hammer Head Throw – ■ + X
Blue Shark Claw – ● + ▲
Star Fish Throw (from behind) – ■ + X or ● + ▲
Cobra Byte Throw – Forward, Forward (hold) + ▲
Sword Fish Throw – Back/Down (hold) + ■ + X

Special Moves

Uraken – Forward + ▲
Jab and Straight – ■, ▲
Right Punch and Uraken – ▲, Forward + ▲, ▲, ▲
Wing Blade – Forward, Down, Forward/Down + X
Left Nerichagi – Forward, Forward (hold) + X
Killing Blade – Forward, Forward, Forward + X
Hammer Heel – Forward, Forward (hold) + ■
Break Needle – X, ●
Break Blade – X, ●, X
Butterfly Needle – X, ●, X, Down (hold) + ●
Black Widow – X, ●, ●, ●, X
Silver Mantis – X, X, ●, ●, ●, X
Snake Kick – Down + X, X, Down + X
Snake Blade – Down + X, X, X
Pekrash – Down + ●, X, X, X
Pekrash Needle – Down + ●, X, X, Down (hold) + X
Heel Knife – Forward (hold) + ●, X
Triple Threats – Forward (hold) + ●, ●, X
Hunting Hawk – Forward/Up + X, ●, X
Starlight Blade – Forward/Up + X, Down + ●, X
Flamingo – Back, Back (hold) + X
Flamingo Move (during Flamingo) – Forward or Back
Heel Cutter (during Flamingo) – X
Heel Hunter (during Flamingo) – Back + X
Mach Needle (during Flamingo) – (Back/Down or Down or Forward/Down) + X
Flamingo Wave Needle (during Flamingo) – X, X, ●
Flamingo Distraction (during Flamingo) – X, ●, ●, X
Flamingo Hurricane (during Flamingo) – X, ●, ●, ●, X

Unblockable Attack

Heel Explosion – Back/Down + X + ●

KUNIMITSU

Throws

Shizuku – ● + ▲
Futaba – ■ + X
Haraigoshi – Back/Down (hold) + ■ + X
Seotoshi (from behind) – ● + ▲ or ■ + X

Special Moves

Ninpou Kagerou – Forward, Forward + X + ●
Ninpou Manji Kazura – Back (hold) + ■ x 6
Ninpou Manji Sou – Back/Down + X x X
Sazanka – ●, ●, ●
Ninpou Manji Guruma – Forward/Up + X + ●
Fubuki – Forward, Forward + ●
Toubokushu – Forward + ●
Inazuma – X, ●
Punch & Kick Combo – ▲, X

Unblockable Attack

Kunai Zashi – Back/Down + ▲
Kunai Giri – Back + ▲
Kunai Gake – Forward, Forward + ▲

KUMA

Throws

Bear Hug – ● + ▲

Special Moves

Bear Knuckle – ■ + ▲
Uppercut Rush – Forward/Down + ■, ▲, ■, ▲
Bear Rush (middle) – Down (hold) + ■, ■, ■, ▲, Forward/Down (hold)

ARMOUR KING

Throws

Backfall Suplex – ● + ▲

Special Moves

One-two Punches – ■, ▲
One-two Uppercut – ■, ▲, ■
Frankensteiner – Forward/Down + X + ●

Bear Bites – Forward (hold) + ● + ▲
Bear Shoot (from behind) – ■ + ✕ or ● + ▲

Special Moves

Bear Heaven Canon – Forward + ■, ■, ■,
Spring Hammer Punch – Down (hold) + ■ + ▲
Straight Elbow Uppercut – ▲, ■, ▲
Bear Punch Combo – ■, ■, ■

Mega Ton Claw – Back, Back/Down, Down, Forward/Down + ▲
Bear Scissors – Forward, Forward (hold) + ■ + ▲
Hip Press – Forward/Up + ✕ + ●
Wild Swing – Down (hold), Forward/Down + ■, ▲, ■, ▲
Sit – ✕ + ●
Bear Rush (high) – Down (hold) + ■, ■, ■, ▲, Forward (hold) + ■

Bear Rush (low) – Down (hold) + ■, ■, ■, ▲, Down (hold) + ■
Rolling Bear – Back + ■ + ▲, Forward, Forward/Down, Down, Back/Down, Back, Back/Up, Up, Forward/Up
Salmon Hunting – Back, Forward + ✕ + ▲

Unblockable Attack

Terror Claw – Back + ■ + ▲

Coconut Crash – ■ + ✕
Tombstone Piledriver – Back/Down, Forward (hold) + ■ + ▲
Jaguar Driver – Down, Forward/Down, Forward (hold) + ■
Giant Swing – Forward, Back, Back/Down, Down, Forward/Down, Forward + ■
Steiner's Screw Driver – ● + ▲, Down, Down, Down (hold) + ■ + ▲
Frankensteiner – Forward/Down + ✕ + ●

Satellite Drop Kick – Forward, Forward, Forward + ✕ + ●
Jail Kick – Forward, Forward + ●
Knuckle Bomb – Forward/Up + ■ + ▲
Smash Uppercut – Forward, Forward + ▲
Dynamite Uppercut – Down (hold), Forward/Down + ▲
Flying Cross Chop – Forward, Forward + ■ + ▲

Down, Forward/Down + ▲
Dark Smash – Forward, Down, Forward/Down + ■
Black Shoulder Attack – Forward + ■ + ●

Unblockable Attack

Super Knuckle Bomb – Forward/Up + ■ + ▲, Down (hold)

WANG JINREY

Throws

Kirikomitaoshi – ● + ▲
Kubi Nage – ■ + ✕
German Suplex – ■ + ▲
Zangetsu – Forward/Down, Forward/Down (hold) + ● + ▲
Seotoshi (from behind) – ● + ▲ or ■ + ✕
Tatsumaki Nage – Forward/Down (hold) + ● + ■ + ✕

Special Moves

Ponken – Down, Forward/Down, Forward + ▲

Tsutenhou – ■, ■, ■
Zensoutai (whilst crouching) – ●
Zensoujujiha (whilst crouching) – ●, ■
Zensourentai (whilst crouching) – ●, ●
Soukuhou (whilst standing) – ●
Zansui (whilst standing) – ▲
Soushouha – Forward, Forward + ■ + ▲
Housui – Forward/Down + ▲
Shoutai – Forward/Down + ✕
Awasezuki – Forward/Down + ■ + ▲
Right Shouteiuchi – Forward + ▲
Jinkyaku Zensoutai – ●, Down + ●, ●
Junkyaku Zensoucha – ●, Down + ●, ■

Jinkyaku Zensousentai – ●, Down + ●, ●
Zesshou Tsutenhou – Back, Back (hold) + ■

Unblockable Attack

Seiranken – Back + ■ + ▲

KAZUYA MISHIMA

Throws

Taiotoshi – ● + ▲
Tsumujigeri – ■ + ✕
Super Pachiki – Forward, Forward + ■ + ▲
Seotoshi (from behind) – ● + ▲ or ■ + ✕
Ultimate Tackle – Down + ■ + ▲
Yamikumo (during Ultimate Tackle) – ▲, ■, ▲, ■, ▲

Special Moves

One-two Punches – ■, ▲

Rasenshujinkyaku – Forward/Up + ●, ●
Fujinken – Forward, Down, Forward/Down (hold) + ▲
Kuzankyaku – Forward, Forward, Forward + ✕
Right Kakatooshi – Forward + ●
Senkourekken – ■, ■, ▲
Hasaishu – ●, ✕
Raijinken – Forward, Down, Forward/Down (hold) + ■
Kikokurenken – ■, ▲, ▲
Double Uppercuts – Forward/Down + ■, ▲

Narakubarai – Forward, Down, Forward/Down + ●, ●
Left Kakatooshi – Forward, Forward + ✕
Rasengenmakyaku – Forward/Up + ●, ●, ●, ●
Kakatogiri – Forward/Down + ●, ●

Unblockable Attacks

Kijinmetsuretsu – Back + ■ + ●
Shin Kijinmetsuretsu – Back (hold) + ■ + ●

PROTOTYPE JACK

Throws

Punishment Drop – ● + ▲
Hell Press – ■ + ✕
Reverse Lift Slam (from behind) – ● + ▲ or ■ + ✕
Slapping Down – Back/Down + ✕ + ▲
Punishment Giga Ton – ● + ▲, Back/Down, Down, Forward/Down (hold) + ▲

Special Moves

Spring Hammer Punch (whilst lying) – Down (hold) + ■ + ▲
Machine Gun Knuckle – Back/Down + ■, ■, ■, Forward/Down + ▲

Hammer Combo – ■, ■, ■
Hammer knuckle – ■ + ▲
Double Uppercut (whilst standing up) – ■ + ▲
Double Hammer (whilst standing up) – ■ + ▲, ■ + ▲
Mega Ton Punch – Back, Back/Down, Down, Forward/Down (hold) + ▲
Power Scissors – Forward, Forward or Forward (hold) + ■ + ▲
Hip Press – Forward/Up + ✕ + ●
Wild Swing – Down (hold), Forward/Down + ■, ▲, ■, ■
Sit – Down (hold) + ✕ + ●
Exploder – Back, Back/Down, Down, Forward/Down + ■

P Jack's Blast – Down + ■, ▲
Hammer Rush High – Down (hold) + ■, ■, ■, ▲, Forward (hold) + ■
Hammer Rush Middle – Down (hold) + ■, ■, ■, ▲, Forward/Down (hold) + ■
Hammer Rush Low – Down (hold) + ■, ■, ■, ▲, Down (hold) + ■
Uppercut Rush – Forward/Down + ■, ▲, ■, ▲

Unblockable Attacks

Giga-Ton Punch – (Back, Back/Down, Down, Forward/Down, Forward) x ✕ + ■
Darkness Cutter – Forward + ●, ■
Dive Bomber – ✕ + ●

ROGER & ALEX

Throws

Kongo Otoshi – ● + ▲
Super Pachiki – ■ + ✕
Tombstone Piledriver – Back/Down, Forward + ■ + ▲
Jaguar Driver – Down, Forward/Down, Forward + ■
Giant Swing – Forward, Back, Back/Down, Down, Forward/Down, Forward + ■
Frankensteiner – Forward/Down + ✕ + ●
Seotoshi (from behind) – ● + ▲ or ■ + ✕

Special Moves

One-two Punches – ■, ▲

One-two Uppercut – ■, ▲, ■
Smash Uppercut – Forward, Forward + ▲
Dynamite Uppercut – Down (hold), Forward/Down + ▲
Drop Kick – ✕ + ●
Satellite Drop Kick – Forward, Forward, Forward + ✕ + ●
Jail Kick – Forward, Forward + ●
Knuckle – Forward/Up + ■ + ▲
Elbow Drop (at start of high jump) – ● + ▲
Flying Cross Chop – Forward, Forward + ■ + ▲
Double Knee Drop (at the start of a high jump) – ✕ + ●

Frankensteiner – Forward/Down + ✕ + ●
Reel Punch – Forward + ■
Rolling Tail Kick – Back/Down + ✕
Falling on Buttocks Kick – Back/Down + ●
Rolling Punch Combo – Forward, Forward (hold) + ■, ▲, ■, ▲, ■

Unblockable Attack

Rolling Punch – Back (hold) + ■

GANRYU

Throws

Taiotoshi – ● + ▲
Dakijizou – ■ + ✕
Izori – ● + ▲ + Forward (hold)
Sakasaotoshi (from behind) – ■ + ✕ or ● + ▲

Special Moves

Enmatsuppari – Forward (hold) + ■, ▲, ■, ▲, ■, ▲, ■, ▲,
Spring Hammer Punch (whilst lying) – Down (hold) + ■ + ▲
Shiko Quake – Down (hold) + ●
Ganryu's Combo – ■, ■, ■

Morote Furi – ■ + ▲
Mega Ton Tsuppari – Back, Back/Down, Down, Forward/Down (hold) + ▲
Saboari Scissors – Forward, Forward or Forward (hold) + ■ + ▲
Hip Press – Forward/Up + ✕ + ●
Tsukidashi – Down (hold), Forward/Down + ■, ▲, ■, ■
Kabuki Harite – Down + ▲, ▲, ▲
Kaminari Harite – Forward/Down + ✕ + ▲
Agitokudaki – Forward, Forward (hold) + ✕ + ▲
Sumo Rush High – Down (hold) + ■, ■, ■, ▲, Forward (hold) + ■
Sumo Rush Middle – Down (hold) + ■, ■, ■, ▲, Forward/Down (hold) + ■
Sumo Rush Low – Down (hold) + ■, ■, ■, ▲, Down (hold) + ■
Punch and Elbow – Forward (hold) + ▲, ■
Kachiage – Back, Back/Down, Down, Forward/Down (hold) + ■

Unblockable Attack

Gokuakukamashi – Back (hold) + ■ + ▲

DEVIL/ANGEL

Throws

Taiotoshi – ● + ▲
Tsumujigeri – ■ + ✕
Super Pachiki – Forward, Forward + ■ + ▲
Seotoshi (from behind) – ● + ▲ or ■ + ✕

Special Moves

One-two Punches – ■, ▲
Rasenshujinkyaku – Forward/Up + ●, ●
Fujinken - Forward, Down, Forward/Down + ▲
Kuzankyaku – Forward, Forward, Forward + ✕
Right Kakatootoshi – Forward + ●
Senkourekken – ■, ■, ▲
Hasaishu – ●, ✕
Raijinken – Forward, Down, Forward/Down + ■
Kikokurenken – ■, ▲, ▲

Double Uppercuts – Forward/Down + ■, ▲
Narakubarai – Forward, Down, Forward/Down + ●, ●
Left Kakatootoshi – Forward, Forward + ✕

Unblockable Attacks

Inferno – ■ + ▲
Devil Blaster – ✕ + ●

PLAY

"KICKS THE POMPOUS ARSE OF EVERYTHING ELSE!"
PLAY, MAY '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!

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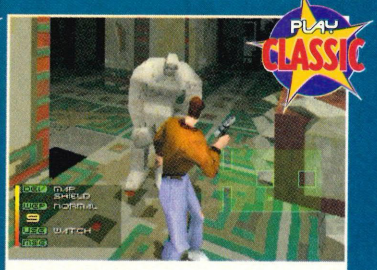
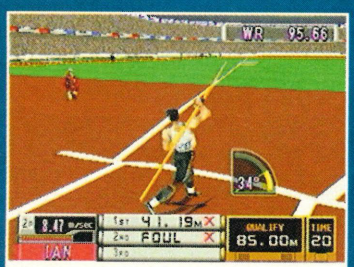
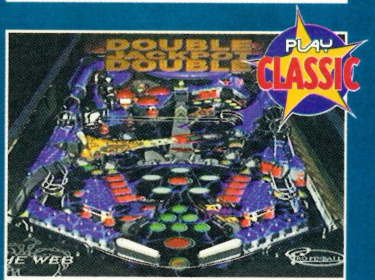
[ABOVE] *Resident Evil* – a gothic horror game that fully exploits the PlayStation's power. Awesome!



[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.

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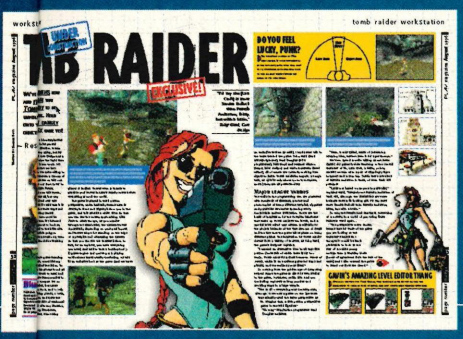

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SONY'S LEAD PRODUCT FOR THE YEAR HAS FINALLY ARRIVED. *CRASH BANDICOOT*, THE PLAYSTATION'S ANSWER TO SONIC AND MARIO CERTAINLY HAS A LOT TO LIVE UP TO. WANNABE WALLABY OR WOEFUL WOMBAT? WE CHECK IT OUT.

CRASH BAND

Written By Asam Ahmad

Kidnapped and bound, Crash's girl Tawna is being held hostage by the evil doctors N Brio and Neo Cortex. Using her as a guinea pig to test their latest inventions, the doctors plan to take over the world by brainwashing every living creature and recruiting them into their army of miscreants. Their sights are set high but it might just work. Except they haven't quite banked on one thing – Crash Bandicoot. Out to save the day is the rat-like marsupial from down-under in a 3-D platform romp through the world of the doctors' paradise.

PLAY INFORMATION

Publisher: Sony Computer Entertainment
Customer support: 0881 505 505*
Price: £44.99
Release date: 8 November '96

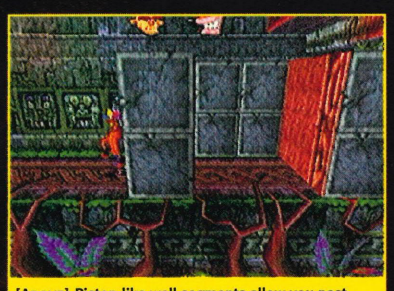
ROO THE DAY

As you'd expect from any platformer, *Crash Bandicoot* starts out relatively easily, with straightforward levels designed to help you attain a level of proficiency needed to get through the later ones. There are three basic types of level, with variations – in and out of the screen, left/right and up/down, and also the 'true' 3-D platform levels where you jump around predominantly left/right but also into or out of the screen. With 32 ever-harder levels spread over three islands, there is plenty to do, and lots to see. Initially, you may feel somewhat disappointed by the fact that you don't actually have the degree of freedom of movement that you might expect from a game claiming to be 3-D. Due to the nature of the game, your path is pretty much dictated by the direction of flow. However, as you progress through the game, and particularly through to the second and third islands, the limitations in movement become insignificant as the gameplay takes over. Indeed, had Naughty Dog designed the game engine to allow you any more freedom, the gameplay probably would have suffered through a lack of organised flow.

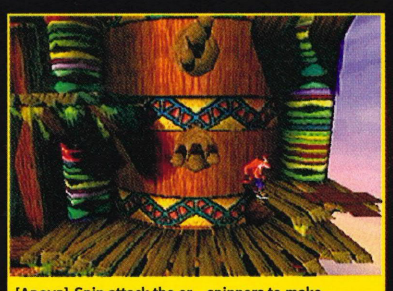
IF IT AIN'T BROKE...

Admittedly, *Crash Bandicoot* makes very few innovations as far as the various elements of gameplay are concerned. Obvious inspirations from games such as *Donkey Kong Country* and *Super Mario World* are littered throughout. In this respect the game feels somewhat unoriginal. For example, collecting three icons to go to a bonus level and Crash's spin and jump attacks have been unashamedly drawn from *DKC*, and bonus boxes to jump on repeatedly for extra

[ABOVE] Sometimes looking far ahead is a good idea to see where various crates or bonuses are positioned. As you get close they disappear out of view.



[ABOVE] Piston-like wall segments allow you past, but not back. Bonuses lie above.



[ABOVE] Spin attack the er... spinners to make temporary platforms.

WHO'S THE BOSS?

There are five sub-bosses in the game, plus of course the final boss, Dr Neo Cortex, who you meet in the final showdown. The bosses all require different tactics to defeat, using a combination of Crash's spin or jump attacks. Here's a quick run through.

ONE [Papu Papu]

The first boss you'll meet requires you to jump on his back three times whilst he is brandishing his pummel. He's very predictable and hence relatively easy to defeat.

TWO [Ripper Roo]

To defeat Ripper, you must activate falling crates of TNT by jumping on them and hopefully as they travel downstream they'll explode in Ripper's vicinity, causing damage. Three explosions required.

THREE [Koala Kong]

Koala Kong, true to his Kong heritage, throws things at you. Koala throws boulders which must be avoided. Every fourth boulder, you can spin attack the rock and it'll hurtle back taking a point of damage from Koala for a hit.

FOUR [Pinstripe Potoroo]

This one is very tricky, as Pinstripe is very fast on his feet. He bombards you with bullets, which can be avoided by hiding behind furniture. In breaks between rounds of fire, jump attack to reduce his energy.

FIVE [Dr Nitrus Brio]

Nitrus Brio lives in his chemistry lab, and attacks you with mutant blobs created by mixing heinous chemicals. They must be destroyed by jumping on them, but watch out for the hulksome Brio Monster...

Number [one]

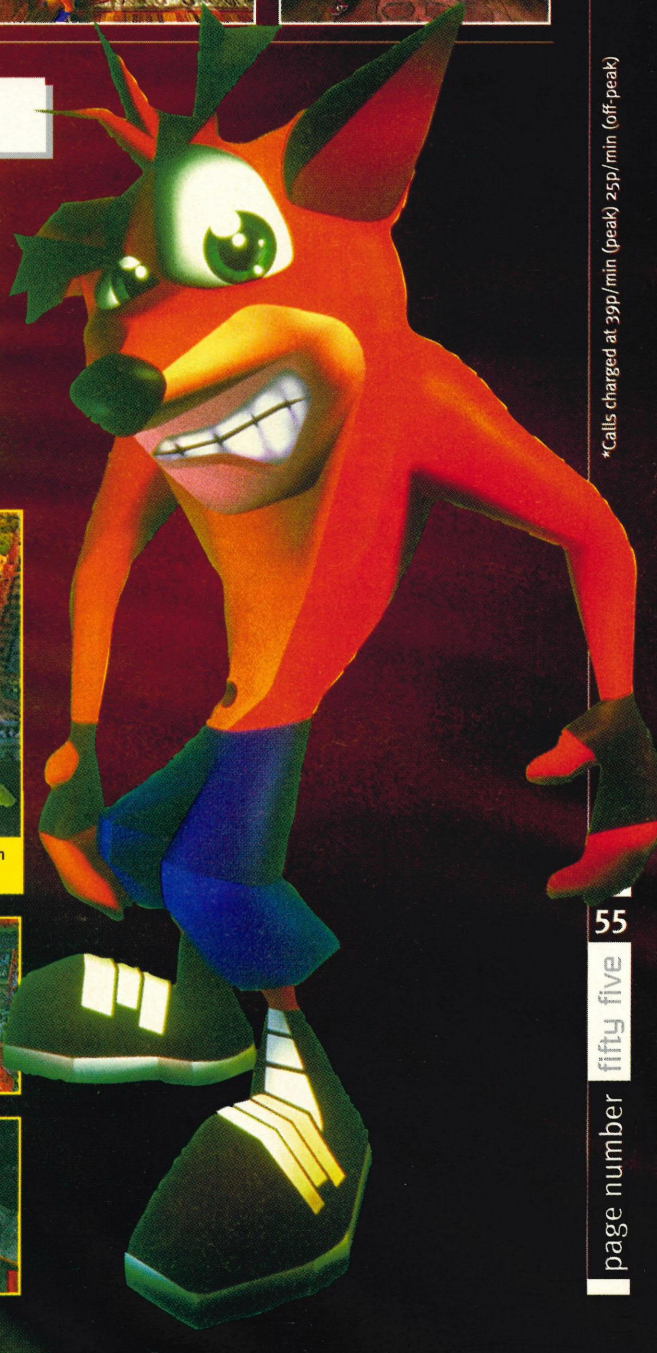
Number [two]

Number [three]

Number [four]

Number [five]

ICOOT



"Naughty Dog has produced a milestone game that other developers should take note of..."

[Above] This ghosted box needs to be activated somehow to be able to reach the bonuses above. But how?

apples are not unlike similar bonuses in the Mario games.

However, despite this very formulaic approach, *Crash Bandicoot* does present the gameplay in a totally new environment, with a whole new set of skills to master, and in this respect revitalises these tried-and-tested concepts handsomely. Although the game doesn't offer anything specifically new, it is very playable and there is sufficient variation in the structure of the game to leave you feeling content enough.

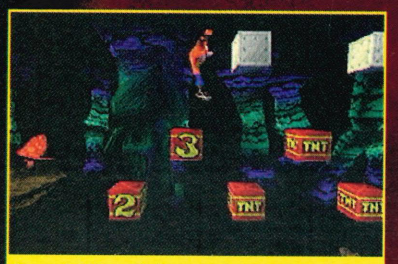
Perhaps the most innovative and striking thing about *Crash Bandicoot* is the visual *tour de force* that streams past you through every

*Calls charged at 39p/min (peak) 25p/min (off-peak)

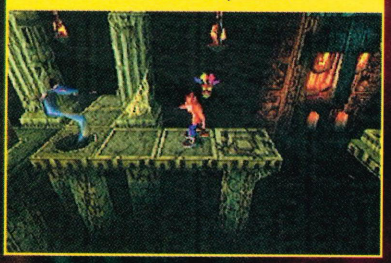
SAVE ME THE PAIN

There are very few problems with the way *Crash Bandicoot* plays, except for one major detraction which many players will undoubtedly find excruciating. In order to save your progress or to even get a password, you must access a special bonus area which incorporates a save point. To get to this bonus area you have to collect three icons, of Tawna for example. This in itself is easy enough if you can find the icons in the crates, but far too many levels are devoid of all icons, meaning that quite often you have to make your way through quite a few levels before even getting a hint of a save point.

To make things harder still, in order to actually save the game you must jump across to the end of the bonus area. On the first few bonus areas, this is relatively straightforward with only a few obstacles to negotiate. As you progress the bonus levels get incredibly hard, and if you don't make it across, you can't save the game. This aspect is perhaps the biggest frustration in the whole game – often you can find yourself having to go through up to three or so levels before getting to the bonus stage, only to find that you have to do it all again because the bonus section is just a little too tricky. A big minus point which drops the score for me from what would have been around 90%.

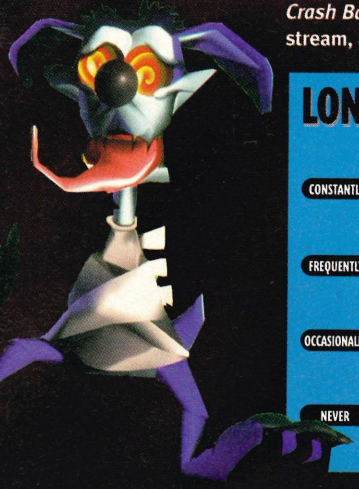


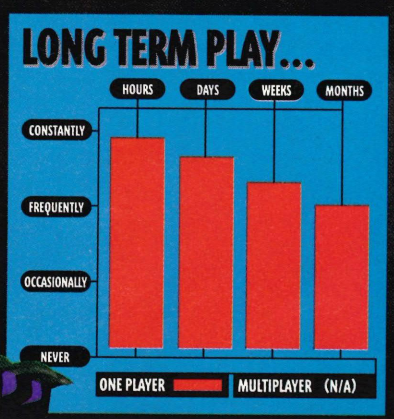
[Above] A Nitrus Brio bonus section. Very tricky.
[Below] Crash is mesmerised by a snake.



level. Technically brilliant, *Crash Bandicoot* immerses you into a vivid cartoony world where clipping problems are non-existent and over-stretched texture-maps are rarer than a full eclipse of the moon. Given the amount of data that is being streamed constantly from the CD, developer Naughty Dog has produced a milestone game that other developers should take note of. Even with full screen high-resolution graphics (512x256), level loading times are less than five seconds, and when you consider the amount of data that is constantly being shuffled around, it makes you wonder why other developers' efforts are so poor in comparison.

Of course to facilitate this immense data shuffling task, something had to go. *Crash Bandicoot* has no CD based audio to stream, as to do this in conjuction with graphics would be impossible. Instead, *Crash Bandicoot* uses the internal audio of the PlayStation. This doesn't mean that the sound is lacking in any department, as the PlayStation can generate superb audio from its own sound chips. In fact the music and sound effects are top-notch and very atmospheric, if a little sparse in places.





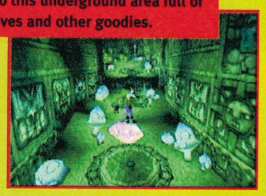
CRASH AND BURN?

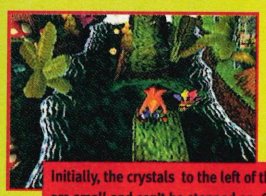
Overall, *Crash Bandicoot* is a very impressive game. Initially, it feels like a hybrid of all the other platformers out there, and to a degree it is. However, get to some of the later levels and you really start seeing some spectacular effects, with an immense amount of tasks to accomplish, enemies to avoid or kill, and bonuses to reap. The game has a good learning curve, and although some of the sections can be excruciatingly frustrating to get past at first, a little concentration will usually get you through leaving you feeling rewarded for your efforts. It'll take the average player several weeks to complete *Crash Bandicoot* fully, with all the bonus sections and hidden areas. The game can be completed partially without the bonuses or hidden areas, but then you'd be missing around a third of it – and believe me, those hidden areas are some of the best bits. *Crash Bandicoot* is a worthy addition to any collection, but the frustrating save feature (as explained elsewhere in this review) is the only thing that ruins it.

GEMS 'R' US

Crash has been designed to ensure even the most adept gamer will have to go through the game at length to complete it fully. Nearly every level has a hidden area which can only be accessed once a crystal has been located. But, the crystals that give you access for one level are often found later on in the game on other levels, meaning that you often have to re-do them in order to gain access. It is however worth it, as these crystals open the way for some serious bonuses.

Jump on this pink crystal at the end of this boulder level, and it takes you down to this underground area full of extra lives and other goodies.





Initially, the crystals to the left of the log are small and can't be stepped on. Get the correct crystals later on, and they turn into platforms to take you to a whole new area.

PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●●
Originality	●●●●●●●●●●

PLAYED 84%

Impressive but frustratingly flawed

ALTERNATIVELY:
Jumping Flash 2 (86%)
Pandemonium (Early '97)

"Shhh! He really thinks he's playing tennis...

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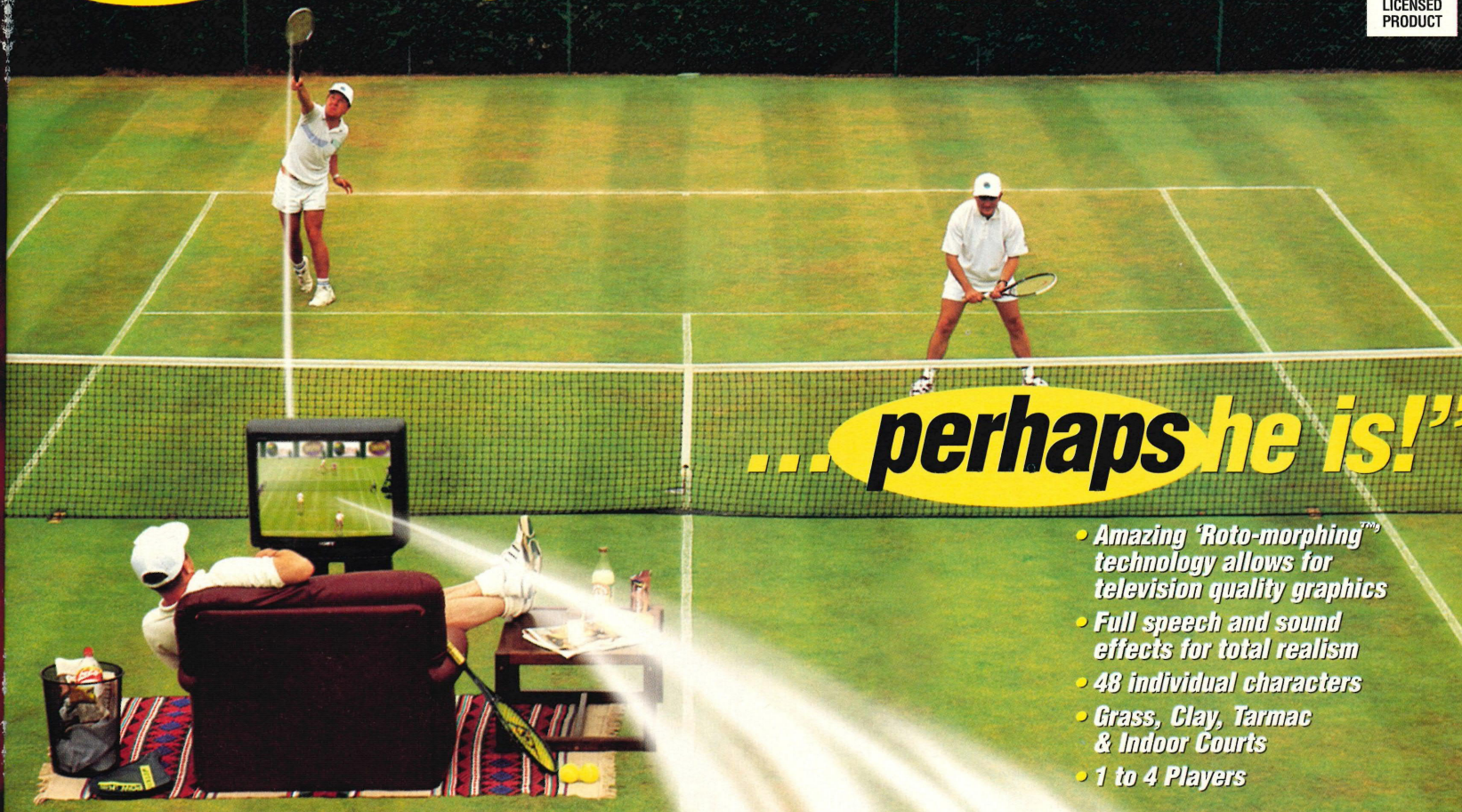
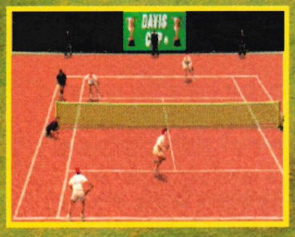
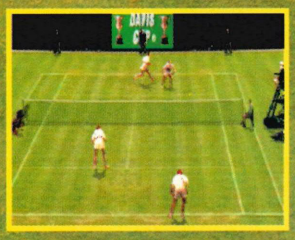


...perhaps he is!"

- Amazing 'Roto-morphing™' technology allows for television quality graphics
- Full speech and sound effects for total realism
- 48 individual characters
- Grass, Clay, Tarmac & Indoor Courts
- 1 to 4 Players





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TELSTA

VICTORY BO

THERE'S NO ROOM FOR CHRIS EUBANK IN JVC'S PRIZE FIGHTER. WE'RE TALKING REAL PUGILISTS HERE. HAVE-A-GO PHILOSPHERS CAN STICK TO DAYDREAMING. WANNA FIGHT A-BOUT IT?

Written By Asam Ahmed

It's a knockout!

Official! *Victory Boxing* on the PlayStation rocks. Only the second boxing game we've seen so far, but by far the most playable. The only previous game we've seen of this ilk was the detailed, but somewhat unfathomable, Japanese import *Boxer's Road*, reviewed way back in issue one. JVC's effort *Victory Boxing* takes the best elements of boxing management and fighting games, and throws them into the ring for a punch-up destined to steal plenty of waking hours from unwary pugilists.

You start with a boxer which you can customise to your heart's content. Choose his or her (yes, men *and* women fight on equal terms in *VB*, like real life, of course!) height, weight, haircut, head and shorts and you're away. Of course in the early stages of the game, like you as the player, your boxer is fairly inexperienced and starts off positioned last in the rankings.

PLAY INFORMATION

Publisher: JVC
Customer support: 0171 240 3121
Price: £44.99
Release date: November '96

ONE PLAYER | MUTIPLE PLAYERS

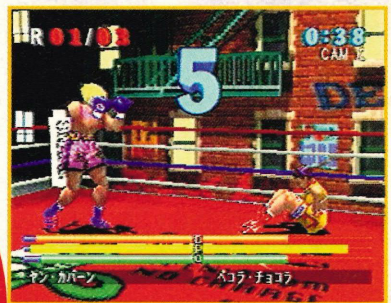
MEMORY CARD

[ABOVE] The replay function allows you to position your camera anywhere you want enabling you to see some really cool slow-motion action.

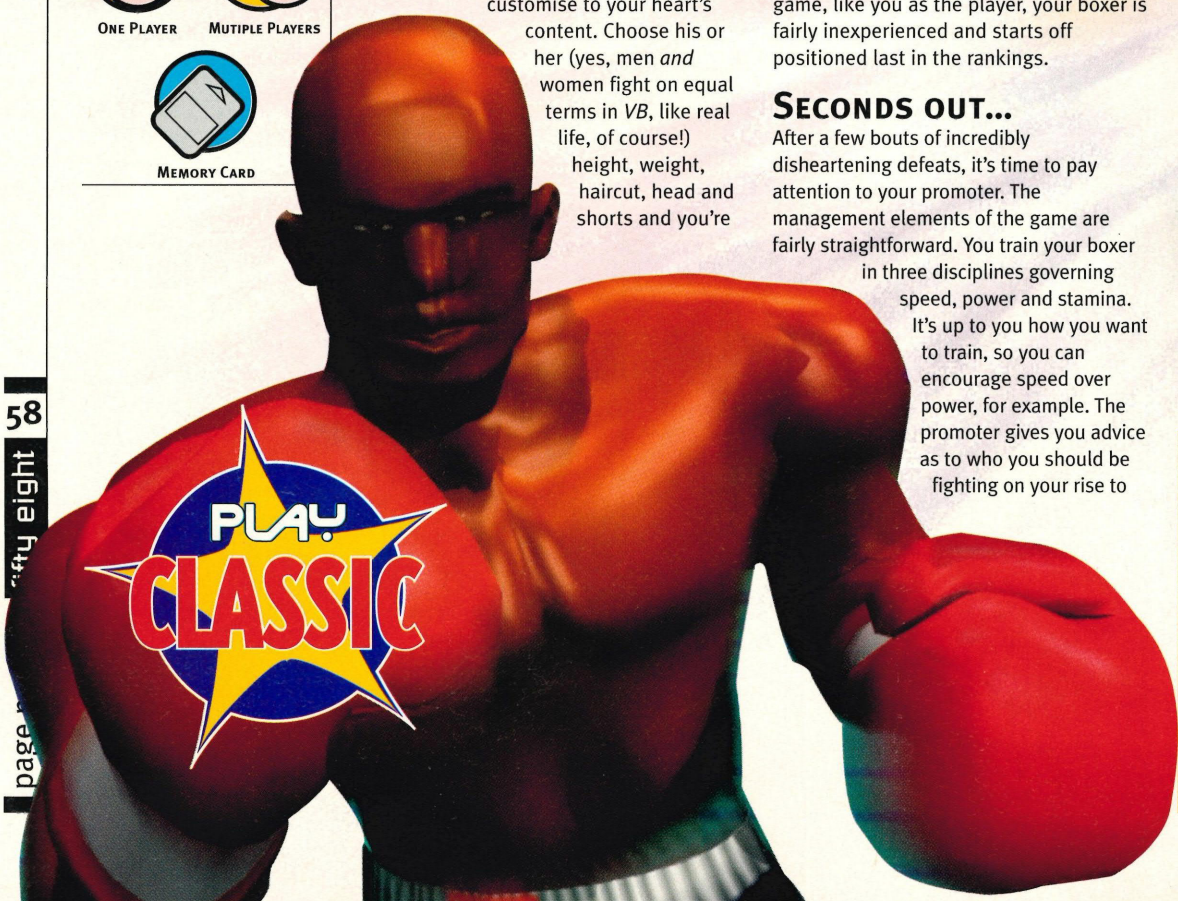
SECONDS OUT...

After a few bouts of incredibly disheartening defeats, it's time to pay attention to your promoter. The management elements of the game are fairly straightforward. You train your boxer in three disciplines governing speed, power and stamina. It's up to you how you want to train, so you can encourage speed over power, for example. The promoter gives you advice as to who you should be fighting on your rise to the top. You can heed or ignore this advice. Ignoring him to start with is probably a good idea whilst you're learning to fight. So, to the ring.

There are four standard moves, which can be modified for body shots to make a total of eight. There are even power punch special moves to master to add to the intensity. Once your fighter is up to speed, a string of powerful blows can be strung together for some awesome knockouts. The three powerbars at the bottom, help you in this respect; allowing you to see both yours and your opponent's state. Catch him when his power is low and damage high, and a KO will be on the cards. However, swipe around too madly



[ABOVE] Once you've managed a knock-down, you must back away to avoid being penalised. Points are deducted from your round score.



OXING

"Packs a punch more powerful than that Prince Naseem nutter..."

and your opponent will instinctively strike at a critical point sending you crashing to the canvas. Sharp tactics develop over time as you play, adding to the realism. You've gotta be cool, calm and calculated.

Guts 'n' all

Visually the game is also very impressive. The amount of detail on the individual fighters is incredibly high and they even show different facial expressions. Better still, during the match, depending on how much damage you sustain, your fighter displays evidence of facial bruising. This realistic battering puts the icing on an already fruity cake.

The fights take place in several different locations. From the sparring ring in the gym, to the outdoor 'street fight' rings and the stadium for the main event and the background detail is superb and adds an element of atmosphere to the game. As you progress through the ranks to the upper echelons of your weight division, even the crowd becomes more active with a fuller audience roaring at every connection for top rank fights.

All in all, *Victory Boxing* is a very rewarding game to play. Building up your fighter and training him through the various disciplines is curiously endearing, especially when you see your poor battered and bruised boxer weeping through defeat. *Victory Boxing* certainly takes a while to get into it, but when you do, it grabs you by the balls and packs a punch more powerful than that Prince Naseem nutter...

If you want a fighting game with a bit more personality than your average beat-'em-up, *Victory Boxing* comes highly recommended.

[Above] What a corking blow! He's out! The replay function is incredibly handy for gloating to yer mates, again and again and again...

The orange bar (D) indicates damage. When this drops to zero, it's knock-out time! Step back for a while and it'll recover slowly.
Yellow (P) indicates current power strength. The more you trash around, the lower it gets. Pause a while to let it creep up again.
Green (O) is Overall stamina. This never rises, it just drops. The amount of stamina left also affects the rate at which Damage and Power recover.

This indicates which round you're on out of a possible total of 12 excruciating bouts of boisterousness.

There are 12 camera angles to choose from, all varying perspectives around the arena.

The remaining time for the round. Sometimes the clock seems to count down just a little too slowly, especially when you want it all over!

PLAY

Looks	●●●●●●●●○
Sounds	●●●●●●●○○
Gameplay	●●●●●●●●○
Value	●●●●●●●●○
Brawling	●●●●●●●●○

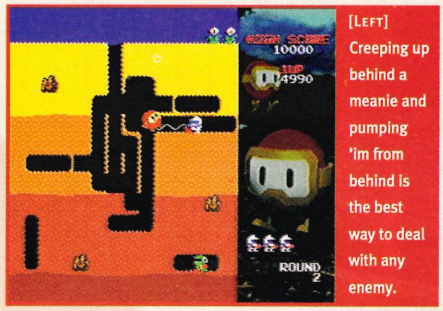
PLAYED 90%

Adrianne, I did it!

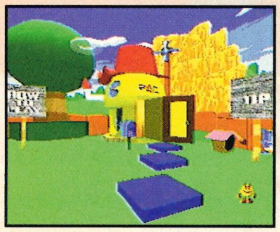
Alternatively:
Boxer's Road (82%)
Tekken 2 (95%)

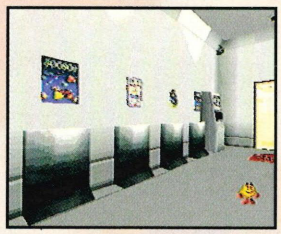
ADULTS £2.50, KIDS GO FREE

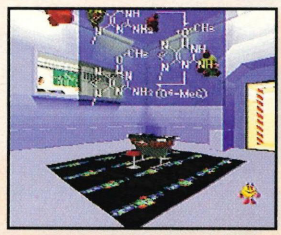
THE MUSEUM THEME IS SOMETHING THAT NAMCO HAS UTILISED TO ADD VALUE TO THE RELEASES IN THIS COLLECTION. THE IDEA IS A GOOD ONE, WITH A VIRTUAL TOUR OF A MUSEUM INCLUDED, AND SEVERAL EXHIBITION ROOMS RELATING TO THE GAMES IN EACH PACKAGE. THE FIRST TWO MUSEUMS WERE TOKEN EFFORTS – THEY WERE ADEQUATE BUT NOTHING SPECIAL. IN THIS LATEST MUSEUM RELEASE, NAMCO HAS UPDATED ITS VIRTUAL TOUR ENGINE AND ADDED A WHOLE LOT MORE INFORMATION RELATING TO EACH GAME. THERE'S TECHNICAL INFORMATION, TIPS ON HOW TO PLAY, HISTORICAL DATA AND SEVERAL 'ARTEFACTS', RELATING TO EACH TITLE. ALL THIS, PLUS SPECIAL GAME ROOMS WITH ACTUAL GAMING CABINETS, MAKES FOR THE MOST WELL-PRESENTED MUSEUM SO FAR.



[LEFT] Creeping up behind a meanie and pumping 'im from behind is the best way to deal with any enemy.







NAMCO MUSE

TAKING A TRIP DOWN MEMORY LANE FOR THE THIRD TIME IS NAMCO, WITH ITS CONTINUING MUSEUM SERIES. TIMELESS CLASSICS OR JUST USELESS RELICS?

Written By Asam Ahmad

Retro-gaming seems to be quite fashionable at the moment, with an array of old arcade classics having been released on the PlayStation over the last six months. Acclaim and Virgin have tapped into Bub and Bob, the bubble-blowing dragons, for a string of cute-yet-fiendishly-addictive games. GT Interactive has even done the honours with the notable *Williams Arcade's Greatest Hits*, and, of course, Namco are plodding on with its *Museum* series. In fact just released on the import scene is the third in a planned collection of five.

Namco Museum Vol 3 contains six memorable (and some not-so memorable) games from the Eighties most of which older readers may remember bunking off school and sneaking down their local café to play. Although the games are identically to the cabinet versions, they are of course conversions from the originals, slightly enhanced to take advantage of the PlayStation's extra power. For instance, lives and difficulty settings may be changed, somewhat like the DIP switches would allow in the cabinet versions, but also screen position and backdrops may be adjusted to tailor the games to individual tastes. In fact players may even set the games to 'arcade mode' where the display is rotated by 90°, giving a taller screen, but necessitating turning your television on its side.

SIX OF THE BEST?

The six games included in the package vary in appeal. *Galaxian* is your standard shoot-'em-up affair not too dissimilar to the average *Space Invaders* clone. It's challenging and probably one of the most playable due to its simplicity. *Pole Position II* is a good racing game with four tracks, and is surprisingly addictive, even by today's standards. When you consider how far racing games have come since then, it just goes to show you that *Pole Position* and its sequel were well ahead of their time. *Pole Position II* is probably the best game included in the collection. *Ms PacMan* is, of course, *PacMan* revisited. Eat pellets, go waca-waca and chomp on a few ghosties. One of the toughest versions in the *PacMan* series, *Ms PacMan* is sure to have players cornered for a while. *Dig Dug* many might remember for its curious but fun gameplay. Excavating tunnels, you must clear your dig site of all nasties by, get this, forcing them to explode by pumping them up with air! Quite sick really but immensely challenging and one of my personal favourites.

Then come the also-rans. Of the six, two of the games feel distinctly inferior to the rest. *Phozon*, is based in the chemistry lab. Players control a nucleus and must assemble a chemical structure by collecting particles that float across the screen, at the same time avoiding a strange bubbling vortex that kills on contact. Repetitive and somewhat uninspiring. Finally, *Tower of Druaga*,

"Readers might remember bunking off school and sneaking down their local café..."

[ABOVE] Get the key, fight off (or avoid) the bad guys, escape to the next level. That's all.

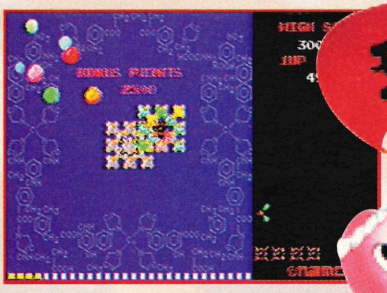
PLAY INFORMATION

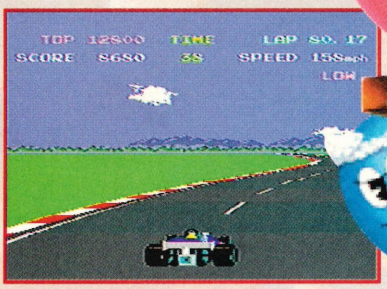
Publisher: Namco (import)
Customer support: The Video Game Centre on 01202 527314
Price: £69.99
Release date: Out Now

ONE PLAYER

MUTIPLE PLAYERS

MEMORY CARD



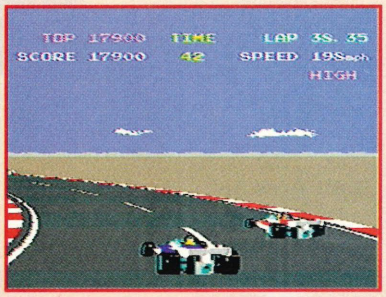


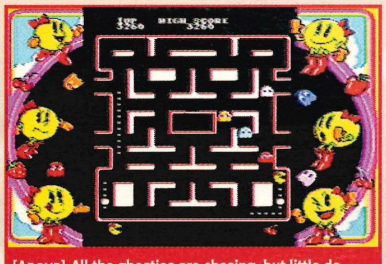
UM VOL.3

which can only be seen as an early precursor to the immense *Gauntlet*, is a maze-like exploration game. Find the key, avoid the baddies, escape through the exit. Although innovative thanks to a scrolling play area and its level complexity, the game doesn't have much appeal.

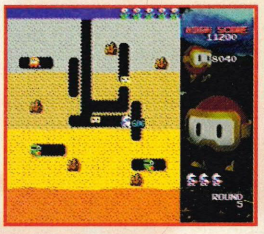
I REMEMBER THE DAYS...

As to be expected, the graphics are archaic and the sound is positively grating on all six games, but both these aspects will no doubt enamour nostalgic fans. On the whole, the collection is a definite improvement on the previous two in the series, with enhanced presentation (see boxout) and a decent set of games. Those who haven't played these titles in the arcades before might be confused by all the fuss, and probably won't be able to "get into" the games as readily as players who encountered these gems before in their local 'greasy caffs' of yesteryear.





[Above] All the ghosties are chasing, but little do they know what's in store for them. He, he.



PLAY

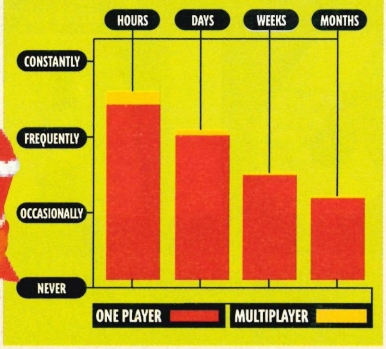
LOOKS	●●●●●●○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●○○○
COLLECTABILITY	●●●●●●●●○○

PLAYED 73%

Third time luckier

ALTERNATIVELY:
NAMCO MUSEUM VOL 2 (70%)
WILLIAMS ARCADE'S GREATEST HITS (85%)

LONG TERM PLAY...



SPLIT DECISION

HERE'S A BREAKDOWN OF ALL THE GAMES INCLUDED IN NAMCO MUSEUM VOL.3, WITH INDIVIDUAL RATINGS PLUS GOOD AND BAD POINTS.

DIG DUG
7
+ A BIT MAD
+ CHALLENGING
– REPETITIVE

GALAXIAN
7
+ GREAT ALIEN-BASHING
– NOT ENOUGH VARIETY
– NEEDS MORE WEAPONS

MS. PAC-MAN
7
+ VERY FAST
+ IT'S PACMAN
– A LITTLE TOO HARD

PHOZON
4
+ NOVEL
– WEIRD
– BORING

POLE POSITION II
8
+ FAST
+ CHALLENGING
– TOO SHORT

THE TOWER OF DRUAGA
5
TOWER OF DRUAGA 5
+ INNOVATIVE
– UNINSPIRING
– VERY REPETITIVE

STARWINDER

WITH THE ADVENT OF FASTER-THAN-LIGHT TECHNOLOGY, WILL THE UNIVERSE BECOME A SMALLER PLACE OR SIMPLY THE BIGGEST RACING COURSE EVER?

What happened?

All the right elements were there: decent visuals, high-speed racing and even a few wacky aliens thrown in for good measure. So why is *Starwinder* such a letdown? Well, for starters, after the whiplash antics of *Wipeout* and other sound-barrier breaking "hover-sled" style games, PlayStation owners have come to expect something special from their futuristic racers.

Mindscape's latest PSX release gives players the chance to compete in a galactic race against the cream of the galaxy's driving elite, with the objective being to obtain pieces of the fabled Starsphere. Each race takes place in deep space near one of 11 planetoids, with rail tracks providing ship power and also doubling as the courses themselves. Each quadrant contains up to four races, with players required to blast their way across the finishing line in at least the top three positions.

[Above] High speed collisions and explosions often propel spacecraft away from the track before control is regained.

PLAY INFORMATION

Publisher: Mindscape
Customer support: 01444 246333
Price: £39.99
Release date: November '96

ONE PLAYER MEMORY CARD

[Above] There's no faulting the quality of the background visuals, although distanced objects serve no actual purpose.

DRIVE THE MILKY WAY

Strategy elements have been included, with weapon power-ups to obtain, track obstacles to dodge and even staying on the course proves to be a pilot's worst nightmare. Yet, the finished product just doesn't seem to gel somehow. As players are capable of straying off tracks at inopportune moments, losing your bearings becomes a constant hassle. The overall game speed is reasonable enough yet relying on the rails to boost a spaceship's velocity has its pros and cons, with winning a race often determined by simply holding down on the joypad, thereby hugging the track and avoiding opponents, hazards, and excitement.

12 months ago *Starwinder* would have been a fairly impressive PlayStation title, but with the likes of *Wipeout 2097* and Sony's own *Rapid Racer* arriving imminently, Mindscape should have pulled out all the stops to make this a top quality product. As it stands, *Starwinder* is an adequate game that, unfortunately, lacks the real edge to make it a true racing contender.

PILOTS

Each course boasts its very own champion driver out to stop foolish humans attempting to secure first place. Prepare to face the nimble Tianna Stone, the mysterious Engon and Nuron IX, cybernetic demon driver Zack Kilmer and the reptilian G'thul Gl'hurg to name but a few. Only the best will have a chance against these raging racers.

"Race against the cream of the galaxy's driving elite!"

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
SPACEDUST	●●●●●●●●●●

PLAYED 77%

No space race ace

ALTERNATIVELY:
WIPEOUT (94%)
HI-OCTANE (80%)

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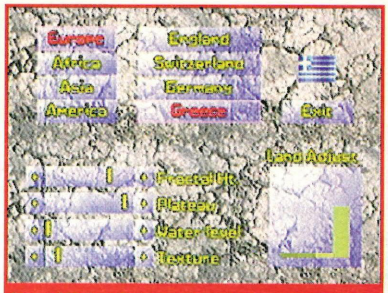
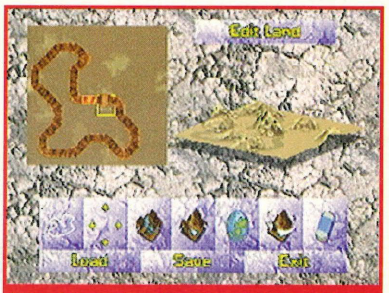
MASTER YOUR WORLD

One of the better aspects of the game is the terrain editor. This feature allows you to define a track within the limits of a section of land. As well as being able to plan a route, you can control the elevation of parts of the track, and adjust various factors such as the amount of flat land, rivers and even the detail (fractal level) of the landscape. You can save the courses to memory card and race on them with your mates in link-up mode or in a normal competition. The scope of the tracks you can create is quite varied and this feature in itself is enough to prolong the life of the game, although after a few course designs, the process becomes a little boring. Saying that though, the feature is a good one, and more games should implement features like this to add an element of customisability.



[Above] Various factors such as plateaus, rivers and fractal detail can be controlled as well as land altitude.



[Above] Once you've designed the track, it's time to do some landscaping. Here the mountains have just been put in.

INTERNATIO MO

All the THRILLS and spills of MOTOR-CROSS in a next generation OFF-ROAD RACER. To BIKE or not to BIKE, that is the QUESTION.

Written By Asam Ahmed

Dirty racing

on two wheels is the best way to describe *International Moto X*, a game with bikes racing around, well, dirt tracks. As the first game in a new genre, at least for the PlayStation, you would expect *IMX* to set the precedent for all others that might appear. Indeed you would expect any subsequent efforts to build on the previous, addressing problems inherent in the first. You would of course also expect the first of its kind to be something special...

IMX is played through a few different championship modes, mostly revolving around money races – the higher your placing, the more money you win. This cash is critical to maintain the upkeep of your bike as those dirt tracks can cause quite a bit of wear and tear. Upgrading your bike, through more powerful engines, more effective tyres and more sturdy suspension, is necessary within your specific racing class. To work your way up through each group, players must ensure they qualify in their current class to progress. With 30 tracks set around the world, there is plenty of variety in the courses, and although the traction changes slightly according to each surface, the racing model is pretty much identical.

[Above] Barging opponents is one of the best ways to ensure you stay ahead. beware though, this can sometimes backfire, leaving you trailing in their dust.

Hop on, race around on your bike, repeat until finished. No jumps, thrills, or stunts to get points for.

Computers are Thick

Although *IMX* doesn't have any really bad points, there are sections that could have done with extra work. For a start, the computer opponents' AI appears to be rather low – they simply race around predictably. Also, due to the nature of the game, it's possible to cut across sections of the map to take shorts cuts, which is quite handy, but the system it employs to keep track of your position occasionally gets it wrong, which is confusing and annoying.

On a better note, the graphics in the game are well defined, if a little blocky. They could have done with being a bit less grainy, but apart from that, the bikes and tracks are well drawn and there isn't too much apparent pop-up in the distance. These aspects of the game are quite adequate, although overall the presentation of the game's interface is a bit clunky. The audio department is also one of the better areas, with a decent selection of racy guitar and dance numbers, and growling engine noises have been adequately digitised for an element of true realism.

PLAY Information

Publisher: Warner Interactive Int
Customer support: 0171 391 4323
Price: £44.99
Release date: October '96

One Player | Mutiple Players | Link Cable | Memory Card

[Above] Finally, a few areas of water to make it tougher. Once finished you can save the track to the memory card.

NAL TO X

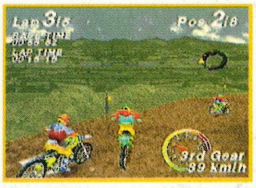
Off-track

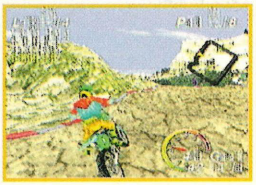
What developer Graftgold has produced is a decently playable 'simulation' of racing, off-road bike-styley. Although the game doesn't astound, it is playable, even if the long term appeal is somewhat limited. The addition of a terrain editor is a good feature, allowing you to create your own racing circuits, but the lack of variety in the different kinds of tracks you can produce is restrictive.

All in all, *International Moto X* feels like a game that could have done with a few idea injections. A point-based stunt mode would have been a cool addition. Otherwise, what has been included is fine, but ultimately quite monotonous. A fair attempt, and for a twist to the racing genre, it might appeal to some.

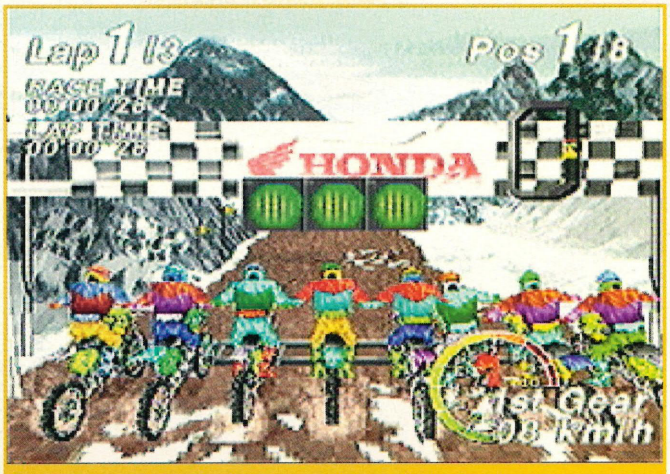
[Above] The 30 tracks are spread around the world. As well as varying surface conditions, the weather changes to further add to the mix.

[Above] Jump! The physical model in the game is very realistic, with huge jumps sending you crashing down quite authentically.





[Above] Veer too far off the track and you might find yourself knee-deep in water. Sometimes short cuts don't pay!



[Above] The start is a free-for-all. Getting a good place to begin with is imperative to be able to hold off the rest of the field.

"*International Moto X* feels like a game that could have done with a few idea injections..."

[Above] Different surfaces have different riding qualities, most noticeable when turning. Choosing the right line and speed can help keep traction.

PLAY

Looks	●●●●●●●●○○
Sounds	●●●●●●●●○○
Gameplay	●●●●●●●○○○
Value	●●●●●●○○○○
Originality	●●●●●○○○○○

PLAYED **77%**

Original, but lacking in longevity

Alternatively:
Road Rash (75%)
VMX Racing (Dec '96)

STEEL HARBINGER

A BUSTY BABE IN A BULGING BODICE. AN ALIEN FORCE BENT ON WORLD DOMINATION. ANOTHER PLAYSTATION RELEASE FROM MINDSCAPE. HUZZAH!

Written By Matt Yeo

Boy, those busy developer types sure have a wealth of product up their sleeves this month, with both *Steel Harbinger* and *Starwinder* getting the full PLAY treatment this issue. If you're a fan of isometric shoot-'em-ups, and have already cast your beady little eyes over the superb *Project Overkill* review on page 38, then *Steel Harbinger* should be right up your street.

Although nowhere near as polished a finished product as Konami's blaster, Mindscape's futuristic offering certainly gives players plenty of bang for their buck. Set in an apocalyptic warzone in the year, 2069, you take on the role of a half human, half cybernetic construct that may just be the last hope for humanity. You see, as is the apparent tradition this year, our planet has been overtaken by biomechanical aliens out to exterminate our race. Players must blast their way through a variety of 3-D levels, destroying opponents with powerful weaponry, rescuing humans and undertaking several vital missions.

MY ARMOUR!

Clever touches are evident throughout the whole game, with humorous *Robocop*-style mini commercials interrupting the explosive proceedings at inopportune moments, some impressive polygonised monsters, and over 30 minutes of cheesy FMV featuring the scantily clad *Steel Harbinger* herself. Unfortunately, these little gems fail to make up for the repetitive nature of the levels, as players find themselves performing the same tasks over and over again (ie locate an item, take it to a certain location, find the exit etc).

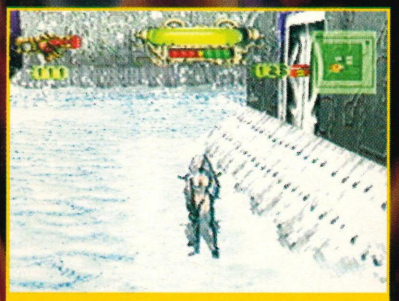
[ABOVE] Locate the teleporters in each level and prepare to travel digitally. Use these devices to visit the military base in the Arctic and even the Moon.

[ABOVE] Biomechanical monsters and demented dogs roam the cities in search of potential victims. Blast these buggers and collect their weapons.

"Plenty of bang for your buck!"

Steel Harbinger also suffers from a factor that often plagues many RPGs and that's the "regenerating enemy" syndrome. Okay, it' certainly fun for five minutes; blasting away at anything that moves on-screen, but the alien forces are seemingly never-ending. Once you've tackled one level, you've basically tackled them all.

Whilst *Steel Harbinger* isn't actually a poor game as such, it does lack the killer edge to have made it an essential PlayStation purchase. Mindscape should be commended for producing a wide range of games which explore every different genre, but a little more polish here and there would have made all the difference.



[ABOVE] Hey lads, it must be freezing in the Arctic and she's wearing a bikini. You know what I'm talking about? My Mom always told me it was rude to point...

[ABOVE] Las Vegas has been overrun by these pesky creatures and it's up to the Steel Harbinger to destroy them. Go, go Steel Harbinger. Destroy!

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
BREASTS	●●●●●●●●●●

PLAYED 80%

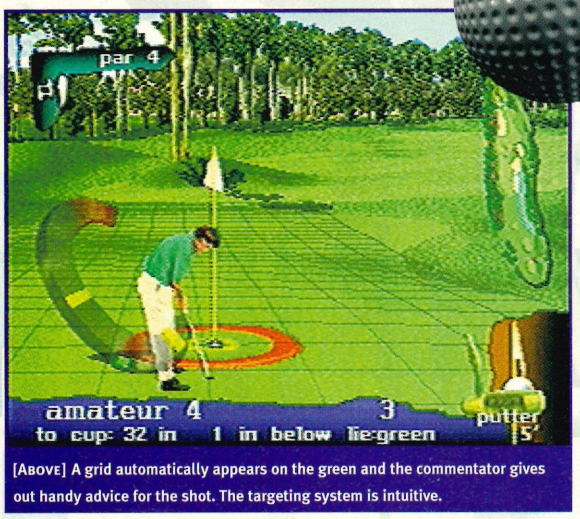
I'd buy that for a dollar!

ALTERNATIVELY:
PROJECT OVERKILL (89%)
LOADED (85%)

PLAY INFORMATION

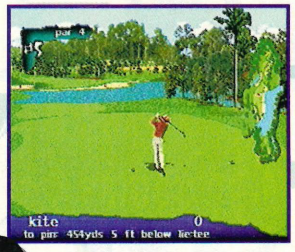
Publisher: Mindscape
Customer support: 01444 246333
Price: £39.99
Release date: October '96

ONE PLAYER | MEMORY CARD



[Above] A grid automatically appears on the green and the commentator gives out handy advice for the shot. The targeting system is intuitive.

[Above] The information at the bottom of the screen changes periodically, giving you updated information, such as target or hole distance.



PGA TOUR '97

This TIME last year, *PGA Tour '96* was the DEFINITIVE golf GAME for the PLAYSTATION. Since then MORE have ENTERED the FRAY. Time has MOVED ON. Has PGA?

"Digitised characters 'shwing!' like mad..."

Relaxing in the 19th hole, quaffing beer, my caddy is busy polishing balls. This is the life... Thankfully, if you can't hit the ball without hooking it left, smashing a cart driver in the head, with your club flying in the air and landing on your caddy, then a golf videogame is your next best bet. Roll on *PGA Tour '97*.

PGA Tour '96 was good. Without being overly spectacular, it presented players with a damn fine game of golf. *PGA Tour '97* follows suit with a decent, solid, playable game for up to four players. Unfortunately though, it follows suit a little too closely for comfort...

Par for the course

Apart from cosmetic changes to the interface, *PGA Tour '97* is practically identical to its predecessor. Smart FMV sequences show you fly-bys of the holes, digitised characters 'shwing!' like mad, and there are even a handful of famous faces in the pot to try your 'fore!' play with. Unfortunately, real faves like Bruce Forsyth or Jimmy Tarbuck fail to make an appearance. Shame on you EA!

The control system is straightforward and dependable, requiring only good timing to get your shots off. Visually, although EA has tweaked the game with more detailed textures and scenery, the overall display feels a little cluttered and grainy, making it hard to see the course ahead. It lacks a certain visual finesse. Apart from this criticism, there is little to fault the game. Two decent courses plus a skins game, commentary and a more intuitive control system, but nothing new over last year's effort.

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 549442
Price: £44.99
Release date: End October '96

ONE PLAYER | MUTIPLE PLAYERS | MEMORY CARD

PLAY!

LOOKS	●●●●●●●●○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●○○○
BOGEYS	●●●●●●●○○○

PLAYED 81%

No Brucey bonuses here!

ALTERNATIVELY:
ACTUA GOLF (88%)
PGA TOUR '96 (86%)

Written By Asam Ahmed

FINAL DO

THE BLOODIEST, GORIEST, SCARIEST, DEMON-INFESTED MUTHA OF ALL FIRST PERSON PERSPECTIVE GAMES RETURNS TO UNLEASH CHAOS ONCE MORE!

Written By Matt Yeo

Demonic possesion, eh?

It's a bitch, right? One minute you're full of the joys of spring, the next, you're suffering from appalling acne, speaking in tongues and craving human flesh. Worra bummer. Yes folks, welcome back to the wacky world of *Doom*, where players can rub shoulders with the likes of Lucifer himself before taking his pointy head off with a 12-bore shotgun. Ten months ago, the PlayStation played host to a superb conversion of id's classic first person shooter, with over 50 levels of devilish doings cobbled together from both PC versions of *Doom*. Whilst fans of this genre are slavering at the thought of such forthcoming titles as *Hexen* and *Quake*, publisher GT Interactive will attempt to satisfy your blood lust with yet more of the same in *Final Doom*.

[ABOVE] Some weapons such as the Super Shotgun are best used in close combat situations where multiple enemies can be taken out at once.

[ABOVE] It's possible to boost your energy to over 100% by collecting these strategically placed, life-enhancing bottles.

BETTER THE DEVIL YOU KNOW...

Okay, so it's not the most original of titles but the thought of "*Doom: The Last Game in the Series ever, honest!*" may have been a bit of a mouthful. As it stands, *Final Doom* utilises the same game engine as the original title but this time around contains 30 new levels: Master, TNT and Plutonia. Each stage increases in difficulty at a truly frightening rate and players are expected to become lean, mean, killing machines as quickly as possible or face death at the hands of a horde of Hades' finest. Obviously, expert *Doom* fanatics should be able to whip through most of these stages in record time but the uninitiated amongst you are in for a really rough ride. In fact many of you will undoubtedly be surprised to stumble across cacademons, revenants and even spider-bots wandering around even the earliest of levels, requiring swift use of weaponry or a speedy retreat.

The most obvious improvement bestowed upon *Final Doom* is that the game is now fully mouse compatible, allowing for swifter level progression. This addition also improves player response time so ducking behind walls,

PLAY INFORMATION

Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £29.99
Release date: October '96

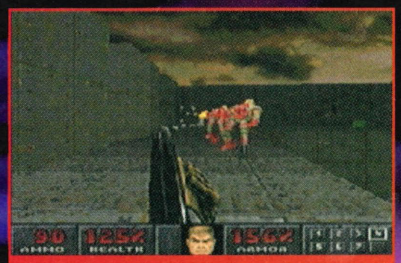
ONE PLAYER | MUTIPLE PLAYERS

MOUSE | LINK CABLE

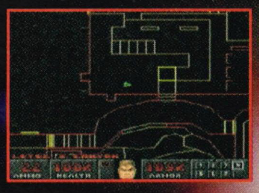
OOM

"Face death at the hands of a horde of Hades' finest!"

[Above] Watch your back! Cacodemons have a nasty habit of emerging from nowhere and unleashing powerful, energy-sapping attacks.



[Above] Die, die, die, demonic scum! Ahem. Yes, *Final Doom* sure gets the old adrenalin flowing and the sight of bullet-ridden enemies sure is satisfying.



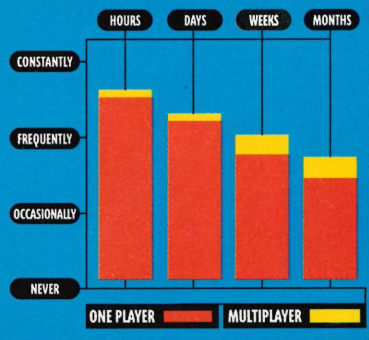
then nipping out to blast an unsuspecting enemy, becomes second nature.

Everything else about the game screams "Classic *Doom*" with the inclusion of two player Death Matches, fiendishly constructed levels, hidden doors, teleporters, lethal weaponry and a level of Satanic influence that would give Mary Whitehouse a coronary.

Hell's bells and buckets of blood!

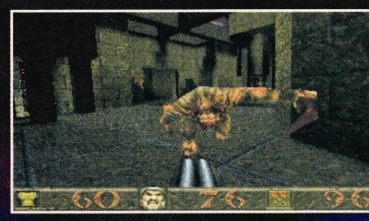
However (yep, there was bound to be a "however"), *Final Doom* just doesn't inspire the same kind of adrenalin-fuelled excitement as the original did. Nowadays, first person perspective games are becoming increasingly commonplace. The likes of *Alien Trilogy* and forthcoming titles such as *Disruptor* and *Tenka* have succeeded in pushing the limits of this genre even further. The result is that *Final Doom* appears dated and formularised. If it's a tough challenge you require, why not simply crank your old copy of *Doom* up to Ultra Violence level and prepare to be slaughtered? The funny thing is, this time last year, there's no doubting that this game would have easily scored 90%+. Unfortunately, the quality of PlayStation games is improving at such a phenomenal rate that short, badly texture-mapped shoot-'em-ups have to be special to receive the full Play five-star treatment.

LONG TERM PLAY...



FORGET DOOM, HERE'S QUAKE!

As everyone and his wife knows, id Software is busily converting its current first person perspective hellish blaster, Quake, to most next generation machines. The PlayStation version is scheduled to appear in early '97 and should definitely prove to be a massive hit. Players can expect even more bizarre creatures than those that have appeared in Doom, such over-the-top weaponry as Lightening and Nail Guns and the promise of even more two player Death Match mayhem!



TRIGGER HAPPY

[Shotgun]

There are two types of shotgun, although both weapons are best employed for close range attacks. The Super Shotgun can take out more than one enemy at a time but has a slow reload time.

[Chaingun]

Firing over 1000 rounds per second, the Chaingun cuts through even the toughest demons. Particularly useful when attacking large packs of creatures or picking off foes from a distance.

[Chainsaw]

Listen, you're not going to make any friends with this device so simply ram it down their ugly throats and watch the red stuff fly! Only really handy for picking off possessed marines or lesser enemies.

[Plasma Rifle]

Unleashes super-heated plasma which attaches to opponents before exploding. Unfortunately, this baby eats ammo like there's no tomorrow so keep bursts short and well-aimed.

[Rocket Launcher]

Definitely one of the best top-of-the-range weapons to acquire. The Rocket Launcher takes out most creatures with just a few shots but don't use it in enclosed spaces. You have been warned!

[BFG9000]

He, he. Guess what "BFG" stands for? Go on. It's something really naughty and probably rhymes with "clucking." Any road up, collect this beast and victory is virtually assured.

PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●●
Satanism	●●●●●●●●●●

PLAYED 82%

We want PlayStation Quake!

Alternatively:
Doom (93%)
Alien Trilogy (91%)

SAMURA SHODO

HEY KIDS, IT'S 2-D TIME! NEO GEO MASTERS, SNK, DISH UP MORE OF THE SAME LACKLUSTRE COMBAT FULL OF FEUDAL FIGHTING.

SWORD-SWALLOWERS

[KYOSHIRO SENRYO]

"IN HIS QUEST FOR THE ULTIMATE AESTHETIC KYOSHIRO PREPARES TO MEET HIS OUTER DEMONS!"

[HANZO HATTORI]

"THE TORTURED TRAVELLER OF THE DARKSIDE THIRSTS FOR REVENGE ON THE DEMON ZANKURO."

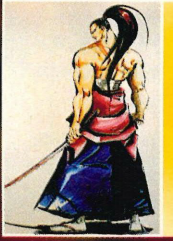
[UKYO TACHIBANA]

"MASTER, FRIENDS AND FANS, REST IN PEACE. I SHALL AVENGE YOU!!!"

[GALFORD]

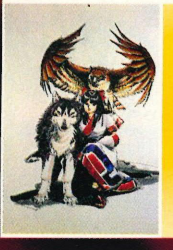
"THE AMERICAN NINJA OFF TO STRIKE A BLOW FOR JUSTICE ON ZANKURO'S NOGGIN!"

[GENJURO KIBAGAMI]



"WITH NO TIME FOR ZANKURO, KIBAGAMI'S FIERCE BLADE HUNGERS FOR HAOHMARU."

[NAKORURU]



"THE FAITHFUL DAUGHTER OF NATURE SEEKS TO SAVE ZANKURO'S SOUL."

Love 'em or loathe

'em, there's no denying that SNK was always snapping at the heels of 2-D fighting game developer, Capcom. It's easy to forget that just a few short years ago, the humble Super NES played host to a 16Mb version of *Street Fighter* whilst the memory-crunching monster, Neo Geo, and its over-priced cartridges, gave combat fans arcade perfect translations of such classic coin-ops as *Fatal Fury* and *King of Monsters*. Fast forward to the present day and SNK's second PlayStation outing, *Samurai Shodown III*.

"Delivers plenty of killer features..."

THE FIRST BLADE SHAVES CLOSE...

Sadly it looks like the very same mistakes that marred *King of Fighters '95* have also crept into the current incarnation of the once great *Samurai Shodown* series. With character animation dramatically reduced and some appalling between match loading times it's safe to say that SNK is still having major problems in producing quality 32bit PSX software. With Capcom managing to squeeze 19 characters into *Street Fighter Zero 2* and with loading times reduced to a mere eight seconds, there's no real reason why *Samurai Shodown III* shouldn't be able to hold its own against the world warriors.

As far as actual game improvements go, this third sword-slashing outing delivers plenty of killer features, the most notable being the ability to play as good or evil versions of your characters. Once players have chosen their fighters, they must then decide to follow the paths of either Chivalry or Treachery. Unlike other games featuring palette-swapped characters, playing *SSIII* with varying motives actually alters the final outcome of each round as well as providing players with completely different attacks.

Of course, unlike other beat-'em-ups, *SSIII* is a weapons-based combat game which means that players are required to use some actual skill when fighting instead of simply diving in, fists flailing wildly. Mastering blocking is vital to a character's survival, yet players are also able to run through some attacks and even dodge behind opponents giving them an opportunity to get in a few sneaky rear hits. However, players taking too much of a defensive stance stands a good chance of being disarmed thanks to the Rage Gauge. This meter, at the bottom of the screen, fills up as moves are performed, and once fully powered-up, allows characters to unleash Super Attacks that will drain a foe's energy, shatter their weapon, or simply slice them in half!

PLAY INFORMATION

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

ONE PLAYER

MUTIPLE PLAYERS

MEMORY CARD

WN III: BLADES OF BLOOD

[Above] Some characters, such as Nakoruru and Galford, are able to use their animal companions in combat. Doctor Doolittle, eat your heart out!

...THE SECOND SHAVES CLOSER STILL

As a fan of 2-D beat-'em-ups, it's sometimes tricky to be critical of a genre you enjoy. Yet once again, SNK has delivered a product that fails to inspire loyalty and long-term interest in even this avid fighting fanatic. What's more frustrating is the fact that the Neo Geo versions of both *Samurai Shodown II* and *III* were a breath of fresh air, introducing crucial gameplay elements and visually interesting characters. It almost seems that the PlayStation version of *SSIII* has been produced merely as an afterthought. My advice to SNK is to utilise the PlayStation's strengths and produce a cool 3-D *Samurai Shodown* title that would leave beat-'em-up fans drooling. Until then we're stuck with this tired old nonsense. Yawn...

[Above] By holding down ×+●+■, players are able to power-up their Rage Gauge allowing devastating attacks to be unleashed.

[Above] Although only appearing in Samurai Shodown II as a boss character, the evil Amakusa is now back as a playable character.

[Above] Nimble ice maiden, Rimnerel, launches a floating frosty attack against poor Shizumaru. It's a good job he's got his brolly handy.

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
SPEED	●●●●●●●●●●

PLAYED **62%**

More like Samurai Slowdown!

ALTERNATIVELY:
SREET FIGHTER ZERO (94%)
DARKSTALKERS (88%)

[RIMNEREL]

"THE ICE-COLD SNOW MAIDEN WHO FIGHTS FOR HER OLDER SISTER."

[GAIRA CAFFEIN]

"THE ROWDIEST MONK UNDER THE SUN IS BURNING WITH RAGE FOR ZANKURO."

[BASARA THE EXECUTIONER]

"THE FURY OF THE WOUNDED ROMANTIC LIVES AGAIN TO AVENGE HIS MURDERED LOVED ONE."

[SHIRO TOKISADA AMAKUSA]

"HEAVEN'S FALLEN ANGEL OF DESTRUCTION SEEKS TO SEIZE ZANKURO'S POWER."

[SHIUMARU HISAME]

"THE BOY IN SEARCH OF THE DEMON FROM HIS PAST."

[HAOHMARU]

"THE WANDERING SAMURAI IN SEARCH OF THE SLAYING SERPENT ZANKURO."

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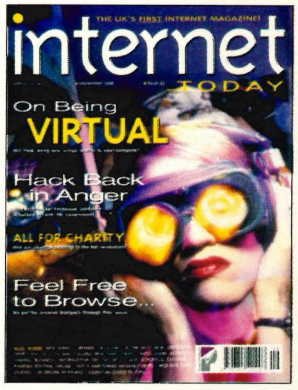

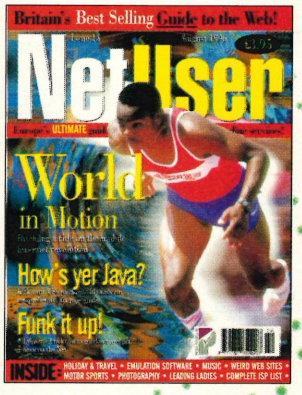

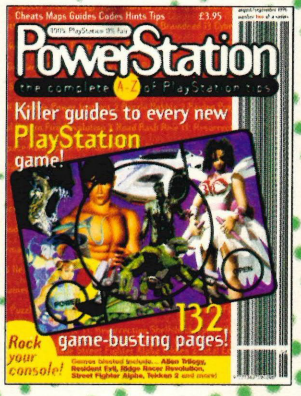

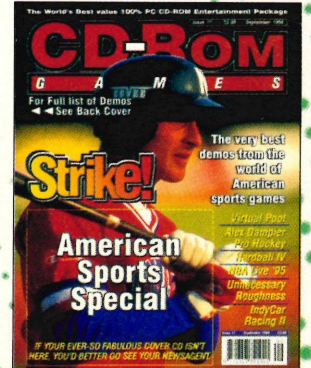

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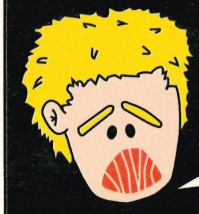

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STATION MASTER

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 PETERS ROAD, BOURNEMOUTH BH1 2JS OR EMAIL MAT YEO AT MYEO@PARAGON.CO.UK.*

RAGING SKIES

Extra Time

Whilst waiting for the game to load, press and hold the following: L1 + L2 + R1 + R2 + ✕ + ▲ + ● + ■ and Left on the joypad. Now begin any mission and you'll notice that the clock will now read 999 seconds instead of 357. This should give you more than enough time to complete even the toughest stages.

SAMURAI SHODOWN III

Play as Zankuro Minazuki

If 12 sword-swirling warriors isn't enough for you, here's a handy cheat that will enable you to access the dreaded "demon", Zankuro. On the characters selection screen, your cursor will appear over Haohmaru. Move Left onto Shizumaru and stay there for one second. Then move around the characters in the following order: Left, Left, Left, D, Right, Right, Up, Right, Down, Right, Right, Up, Left, Left then press and hold Start. When the timer reaches exactly three seconds, press ■ + ✕ + ●. It'll take some practice but from then on, this massive fighter will be your to battle with.

AGILE WARRIOR

Max Weapons (999)

Press pause to enter any of these codes. For full weapons, press the following: Left, ■ x 4, Up, ▲ x 3, Right, ●, Down, ✕, R1 x 4, L1 x 4, R2 x 4, L2 x 4.

Mission Complete

Instantly completes all mission objectives. Enter: Left, ■ x 4, Up, ▲ x 3, Right, ●, Down, ✕, ▲ x 3, Down, Down, Down.

Dirty Dancer

Enter: Left, ■ x 4, Up, ▲ x 3, Right, ●, Down, ✕, Down, ✕, Down, ✕, Down, Down, ✕, Down, ✕, Down, ✕. On the next mission briefing, you'll see a sexy dancer.

TOKYO HIGHWAY BATTLE (DRIFT KING)

More Money

Plug in controller two and after the opening demo, featuring the chequered flag, press and hold L1 + L2 + R1 + R2 + Start + Down on the joypad. Wait until the title flashes by and the letters finish flying past. You should now have pots of cash to play with.

Extra Cars/Colour Select

It's possible to obtain a further three cars by beating Drift King. Furthermore after finishing the race in first place, load the file that you've just used and race again with one of the stored cars. Defeat Drift King again to activate a colour select screen. When choosing a car for future races press R2 to change the vehicle's colour.

WORMS

Unlimited Sheep, banana bombs & minigun

Go to the Weapons Option screen and press ✕. Then press ✕ + ■ together eight times. Some of the weapons selection will change giving player access to unlimited sheep bombs, banana bombs and even the minigun.

HERMIE HOPPERHEAD

Debug Code

At the title screen, hold down ▲ + ■ + ✕ then begin a new game. This will give you a 100% completion score. When playing a game, press and hold Select then hit Start. Loads of power-up stars will fall onto the screen which enable Hermie's egg friends to grow and stock up on extra lives. Hold Select and press Start to then clear a stage.

KING OF FIGHTERS '95

Select Bosses

Surprisingly, there's no incredibly complicated cheat required to access this team of tough hombres. Simply beat the game on any setting with any character(s) and the Boss team of Saisyu Kusanagi, Rugal Bernstein and Geese Howard become available.

All Same Characters in Team Edit

To blast your way through *King of Fighters '95* with identical team members (ie three Mai's, three Ryo's etc), go to the character selection screen and hold Start. Then press Up + ●, Right + ■, Left + ✕, Down + ▲. Repeat this sequence four times and the dream team is yours to use as you will.

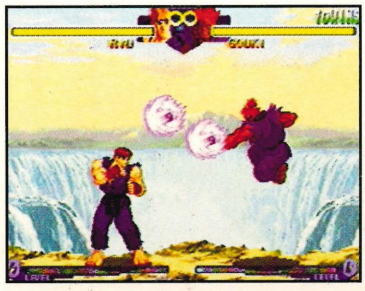
STREET FIGHTER ZERO 2

Fight Super Akuma

To tackle this incredibly tough fighter, you must defeat at least five of your opponents with Super Attacks. Progress through the game and then, just before your character is about to tackle their final boss, Super Akuma will appear to challenge you. Decked out in a fetching purple outfit, Super Akuma is virtually impossible to beat, even on Level one, and he can also chuck multiple air fireballs. Crikey!

Select Super Akuma

It is also possible to play as the *Street Fighter Alpha* version of Akuma (Shin Gouki). Go to the character selection screen then highlight Akuma. Press and release Select then press the D-Pad in the following order: Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. In other words you'll highlight Akuma, Adon, Chun Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Vega, Dan, Akuma. Once you've returned to Akuma, press and hold Select and then any button. Shin Gouki is super fast and can throw multiple air fireballs. You can even save this cheat to your memory card and choose this character again by simply holding down Select for five seconds before pressing any button.



PLAY Q&A

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

Dear Play,

Please, please, please help me! I've got to Level five (Pyramid Room) in *Fade to Black* and I'm utterely baffled. Could you please answer the following questions:

1- What s the object?
2- How do I collect it?
3- Can I still get valium on perscription?
I'm pulling my hair out here and I didn't have much of it to begin with.
Jeff 'Obi Wan Kenobi' Oliver, Manchester

After having a quick word with our resident *Fade to Black* expert, Asam, we can only conclude that the object you're referring to is the code panel which must be pressed in the correct sequence. The code can be obtained by collecting various gems from around Level 5. As for valium on prescription, our advice would be to stay well away from the stuff. Instead, try mixing Coca Cola and Pro-Plus (Only joking – no really I am).

Dear Play,

I own a PlayStation and my favourite game for it is *Loaded*. But I've got a problem, in issue five of your mag (shows you how up to date I am!) there was a cheat to get two hidden characters. Apparently the codes had to be entered at the main menu screen but they don't appear to work.
Am I doing something wrong or was there a printing error. Please tell me the correct cheat as you're my only hope.
Stephen Lamoureux, Middlesex

P.S. Keep up the good work on your excellent mag!

Firstly, thanks for writing in Stephen. Unfortunately, the character select cheat we printed waaay back in issue five won't work with the UK version of Loaded. Apparently it was kept in for the US game but us Brits have to suffer I'm afraid. However, here's a cool cheat to that you may not know. Go to the in-game options screen and hold down L1 and L2 for about ten seconds. Keep holding them and press the following key sequences. New menu options will appear for the various power-ups.

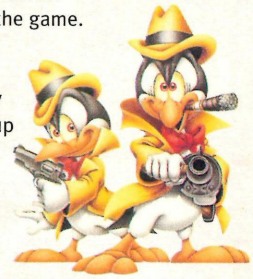
Health: Right, Right, Left, Down, Down, Up, ▲, ●
Ammo: Down, Right, ●, Left, Right, ●
Power: Right, Down, Right, ▲
Lives: Left, Down, Right, ▲, ■, ✕, ●
Smart: R1, R2, ✕, ▲, ■, ●, R1, R2, ●, ●, ■
Skip Level: ✕, R1, ▲, R1, ■, ●, R2, R2, ✕, ■, ▲, ✕
Level Select: Up, Right, Down, Left, ▲, ●, ✕, ■, ✕, ▲, ■, ●

CHARACTERS

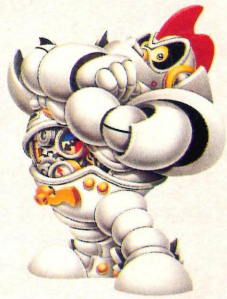
Selecting the correct character to race with can make all the difference between attaining a record-braking time and trailing in last place. This guide should give you some indication as to which racer will suit your particular driving style. Once all five are mastered there are an additional three characters to burn rubber with...

[Raptor & Raptor]
Driving a bizarre floating spaceship, the extraterrestrial Raptors are able to use the anti-gravity abilities of their vehicle to cut corners and shave precious seconds off lap times. In fact Raptor & Raptor actually travel faster backwards than forwards!

[Penguin Bros.]
With their lean, mean racing machine and high top speed, the Penguin Bros. are easily the fastest characters in the game. Players who master each track perfectly should build up to these guys but novices will find them difficult to handle.



[Bolbox]
Slow and cumbersome, the mechanical moron, Bolbox, has the best overall road-handling of any character. Unfortunately, his extra weight only serves to slow him down to mind-numbingly slow speeds. Best avoided



MOTOR TOON G

SOL

With Sony's very own WACKY RACER hitting the shelves THIS MONTH, Play brings you the FULL LOW-DOWN on how to BOMB PAST the FINISHING line in FIRST place.

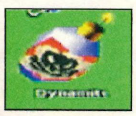
WEAPONS

By driving over the '$' signs scattered all over each track, players are able to purchase specialised weapons to aid their performance and slow down opponents. They include:

[32 Ton Weight]
Launched in front of your vehicle, slows down opponent.

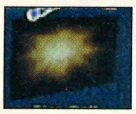
[Big, Bigger, Biggest!]
Increases your vehicles size but decreases your top speed.

[Crazy Mushroom]
Attaches to other vehicles, makes opponents dizzy.



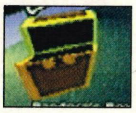
[Dynamite]
Drops behind your vehicle, rolls away then explodes.

[Fireball]
Powerful if it connects, the Fireball launches racers into the air.



[Jump]
Causes your machine to leap into the air. Handy for avoiding missiles.

[Missile]
Remote-controlled device which can be accurately guided to its target.



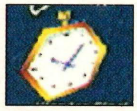
[Pandora's Box]
Initiates a weird, psychedelic effect in the sky which disorientates others.

[Power-Up]
Boosts your vehicles overall performance for the remainder of the race.

[Stealth Field]
Renders your machine invisible to other players. Sneaky but effective.

[Super Shield]
Indestructible 'sparkle' effect which also gives your vehicle a speed boost.

[Turbo]
Vital speed boost best saved for last minute finishing line dashes.



[Wonder Clock]
Freezes all the other cars on the track for a few precious seconds.

[Bomb]
Lays three spiked mines behind your vehicle which remain on the track.

**Additionally, there are two other weapons only available in the two player link-up mode. The 2nd Boost icon gives your opponent an added burst of speed whilst the Magic Hand steals their current selected weapon.

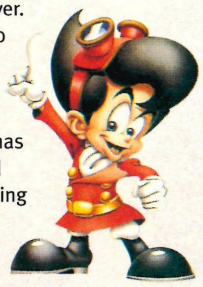
EXTRA GOODIES!

By completing the game in Easy, Normal, Hard, Professional and Expert modes, various 'Goodies' become available. These include bonus games as well as extra tracks and more.

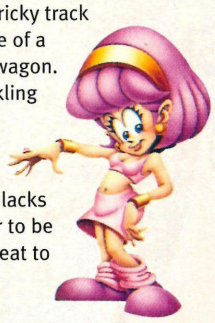
EXTRA CHARACTERS (4E43)

Enables players to choose three new wacky racers with which to test their driving skills. These are: the gorgeous motorbike harlot, Vanity, the steam-powered train driver, Billy the Touch and the oriental F1 owner, Ching Tong Shang.

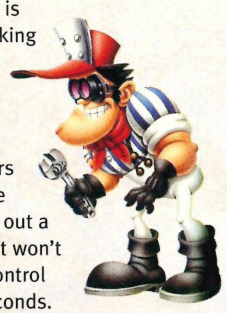
[Captain Rock]
A quick glance at SCEI team's own lap records reveals a fondness for this heroic driver. Although by no means the fastest racer in *MTGP 2*, Captain Rock has good all-round handling, braking and a decent top speed.



[Princess Jean]
Ideal for beginners, Princess Jean tackles each tricky track in her eye-sore of a pink passion wagon. Useful for tackling the tougher courses, the Princess unfortunately lacks enough power to be of any real threat to others.



[Billy the Tough]
Surprisingly speedy for his size, the chuffing Billy is capable of taking even the tightest corners at a reasonable velocity. Offers beginners the chance to try out a fast racer that won't spin out of control every few seconds.

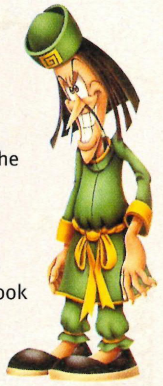


[Vanity]
Having only two wheels gives Vanity a distinct advantage over her opponents. Her smaller size and decent top speed enable thin track sections and tight bends to be negotiated with relative ease.

RAND PRIX 2

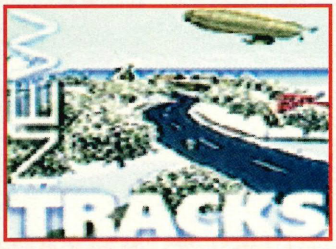
ED

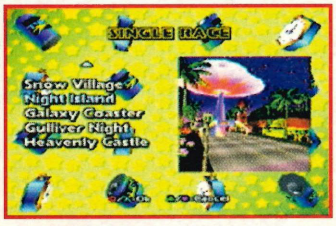
[Ching Tong Shang]
Only beaten by the Penguin Bros in the speed stakes, this oriental racer lacks the kind of overall road-handling that would have made him the supreme racer in the game. Still worth a look though.



ADDITIONAL TRACKS (4154)

Boosts the track selection from five to a whopping ten! The additional courses are: Snow Village, Night Island, Galaxy Coaster, Gulliver Night and Heavenly Castle. These are basically the first five tracks in reverse but with new scenery.





MOTOR TOON R (4631)

Easily the best 'Goodie', *Motor Toon R* allows players to race around a modified version of Toon Island II in either a realistic F1 or Stock Car. However, there are no opponents to race against or power-ups to collect.

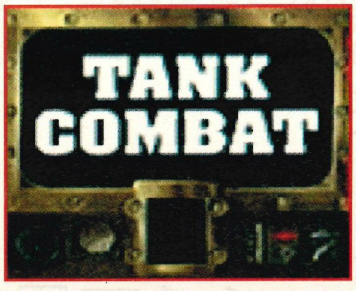
The codes in brackets must be entered using a debug mode to activate the hidden extras.

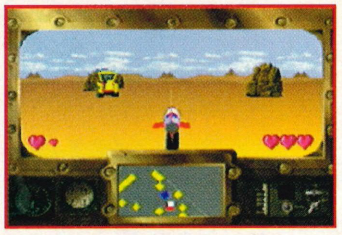
First of all go to the 'Goodies' screen. Press the necessary button combinations then press select to enter the digit. Once you have entered the appropriate code the four digit sequence and a hidden goodie will appear and can be saved! The key for entering the codes is as follows:

1 R1	**2** R2
3 R2 + R1	**4** L1
5 L1 + R1	**6** L1 + R2
7 L1 + R2 + R1	**8** L2
9 L2 + R1	**a** L2 + R2
b L2 + R2 + R1	**c** L2 + L1
d L2 + L1 + R1	**e** L2 + L1 + R2
f L2 + L1 + R2 + R1	

TANK COMBAT (5443)

A cute first person perspective shoot-em-up. Players move around a 3-D arenas trying to outwit and destroy their foes. The standard *MTGP* cars have all been given a cannon which fires homing missiles, mines and rockets. Bizarre.





SUBMARINE X (5358)

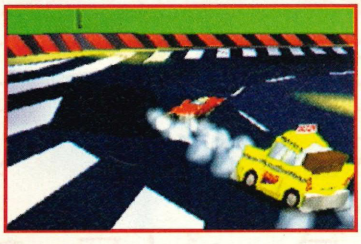
A 3-D version of the classic boardgame, Battleships. Players take turns positioning their fleet then bombing the hell out of their opponents. This option is also available in link-up mode.

HIDDEN EXTRAS

There are also a few additional secrets lurking within *Motor Toon Grand Prix 2*, some of which have been discovered, some of which remain mysterious.

[Advanced Options]
When selecting the Options from the Main Menu, hold down L1 + L2 + R1 + R2. This will now bring up an Advanced Options menu allowing players to tinker with in-game features such as switching off the Auto-Save and removing on-screen dials.

[SCEI Replays]
Hold down R1 when selecting any memory card accessing option to divert the game to the built-in SCEI Replays included on the CD. You can now watch or race against ghosts of the SCEI tea's best times.



FADE TO BL

SOLVED

THIS ONE JUST KEEPS ON GOING... IS ANYONE STILL THERE?

▼ LEVEL 10

LEVEL 10 OBJECTIVES

Find Sarah and get the key for the Reactor Room

LEVEL 10 HINTS

As you start in Liftroom One, kill the rebel – he's an imposter. Exit east to the Central Hall, gun drawn.

Blast the morph and head north to Dormitory A. Kill the executioners and head out the northeast door to Dormitory B ready to blast.

Kill the three morphs and get the access diamond from the rebel you save. Head south to Dormitory C, straight south to Storage.

Kill the morph and get the goodies from the locker in Load Room Two. Head north to the showers. Kill the three waiting morphs and exit north to Strorage Room Two.

Blast the morph holding Sarah immediately (she'll duck). Comfort Sarah, and get the key from her before she teleports away. Exit west to Dormitory A, and head south to Central Hall and then west to Liftroom One. Get your ammo ready – it's gonna get hot. Head around the perimeter corridors to the Northeast Corner and the elevator to Level 11. Take out any patrols on the way, but ensure you only use as few plasma bullets as possible.

▶ LEVEL 11

LEVEL 11 OBJECTIVES

Access the Reactor Room and activate detonator.

LEVEL 11 HINTS

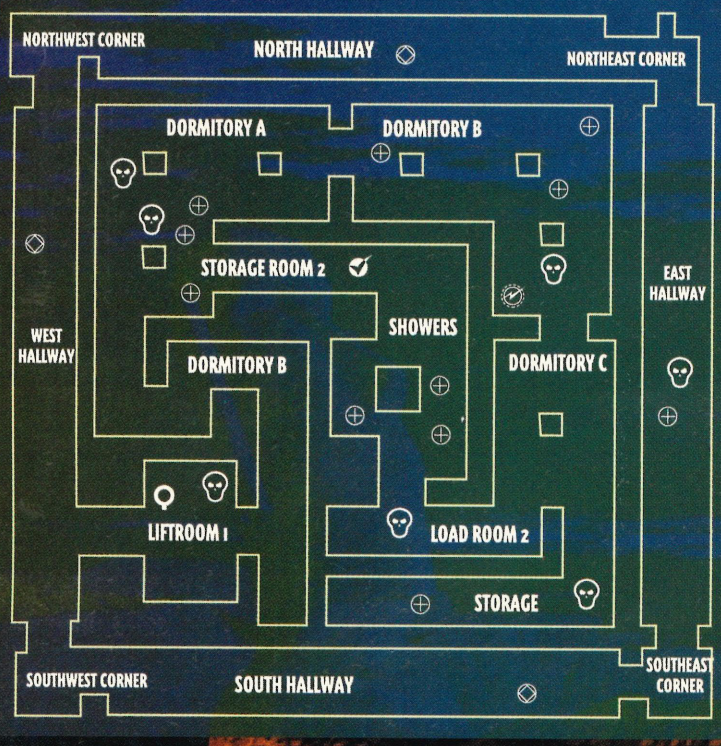
Head rapidly south to Main Hallway Four, and head south again past the mechanical rover to Main Hallway Three.

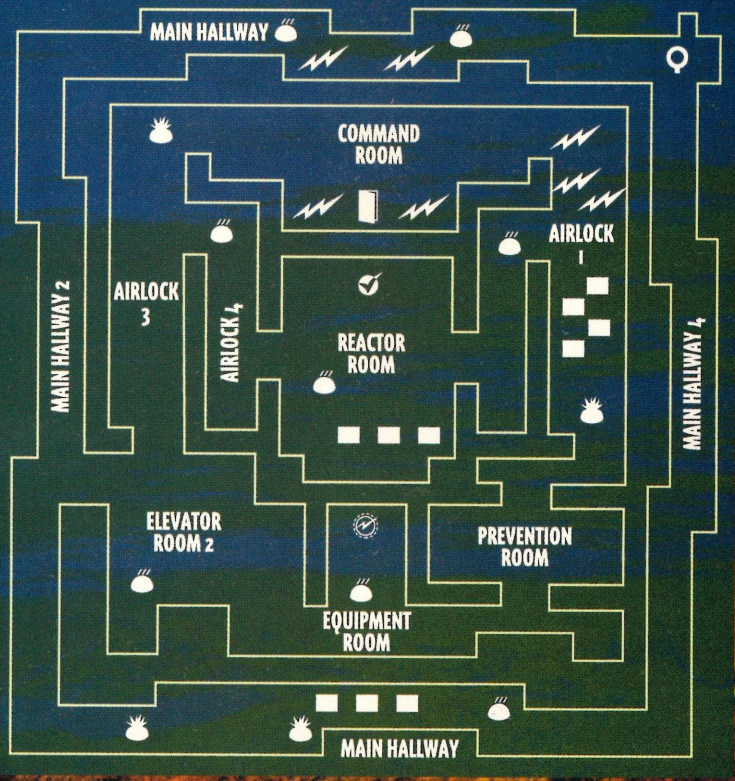
First take out the guard drone. Avoid the guided mines as you jump the floor arrows and exit west to Main Hallway Two.

Head north and then through the east door to Elevator Room Two. Eliminate the Master Drone then run through the east door to the Equipment Room. Eliminate the speed drone and recharge. Exit east to the Prevention Room. Head north towards Airlock One. You must head to the Command Room, avoiding the incinerator beams. As you get to the Command Room, save off. The Command Room requires perfect timing to navigate successfully. You need to get to the control panel on the left. To do this you need to get to the first empty square beyond the arrows at the entrance. To do this, watch the two middle arrows switch every few seconds. You must jump onto the first arrow when both are pointing forwards. Once you get to the open floor panel, getting to the control panel is esy. Activate it, go through the now open west door to Airlock Three by using the arrows to take you there.

Avoid the guided mine as you enter, jump over the arrows and avoid the incinerator beams. Stand by the east exit to Airlock Four, and cautiously take out the camera before entering. Enter the room and exit through the east door to the Reactor Room.

The destruction sequence has been initiated, so work fast. Take out the drone and then step on the three pads. Hurry back to the computer and press the spacebar to interrupt the sequence. If successful, the red lights will illuminate.





ICK PART 4

- Access Panel
- Barrel
- Barrel - Exploding
- Camera
- Drone - Smart
- Drone - Hover
- Electric Floor Panel
- Floor Panel
- Force Field
- Gun
- Kartrac
- Lockers (Level 10):
  - Objects Scanner, Heat Seeking Bullet Chip
- 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
- Tentacles
- Mechanical Rover
- Rebel

▶ LEVEL 12

Level 12 Objectives

Kill the Master Brain and escape before the plant explodes.

Level 12 Hints

Kill the Master Drone then head to the Paneled Room via the elevator. Navigate past the panels and beams, heading north. Save before entering the Predator Morph Room.

Be prepared to use your recharger – it's gonna get difficult here. There are three mines, morphs and a predator morph. You must kill the Predator Morph before he gets a chance to get close. Exit through the northeast passage to Elevator Room One. Run past the gun to the elvator to Elevator Room Two.

As soon as you arrive, load plasma and extinguish the patrol. Head south for the elevator to take you to Elevator Room Three.

Check the statue here – it's actually a locker containing a Drone Camera. Practice with the device if you want, it enable you to see ahead of yourself. To get to the blue enrgy beams, activate you field scanner to allow you to see the green tiles to avoid. Exit through the north elevator to Elvator Room One. Run and duck out of the west door through the Predator Morph Room to the southeast door to the Mine Room. Exit through the south door to Pillar Room Two, with plasma loaded

Take out the predator morphs with plasma, and the hover drone with standard ammo. Use the recharger beam and head out south to Pillar Room Three.

The first thing you have to do here is stand on the pressure pad which deactivates the force bars. Save. The force bars return a few seconds after stepping off the pad, so this bit must be timed precisely. Two leaps should put you in front of the exit, and your last leap should aim toward one of the south facing arrows which will push you into the corridor.

In Statue Room One, to clear the maze, head left along the left wall and into the centre and back round. As you make it around towards the end, a motion tile will try to force you into a yellow stun bar. Move to the right before it gets a chance and exit north to Statue Room Two.

Destroy all enemies and head north through Statue Room Three, killing all enemies in the process. Save off before entering the Regeneration room.

Use your field scanner to survey the area. Avoid the floor panels and power up, heading to the Teleportation Room. Weave through the incinerator beams, avoiding the wall gun as much as possible, and head to the Teleporter. Enter it and take a breather when you arrive to reload and prepare for battle. Head east to the Master Brain Room. Exterminate the four morphs and use the teleporter to the east, to the Elevator Room to witness the death of the Master Brain. Exit northwest to Hallway One.

You will see two Sarahs. If you want to escape with her, wait for the supermorph to charge. After the mines hit the supermorph, carefully pass it whilest it is stunned. Sarah will try to escape – follow her. You can't kill the supermorph, it must be out-run. Follow her south to the hangar. If she gets killed, just keep running south to the Hangar.

In the Hangar, run to the left hand side of the ship and step on the pad. If Sarah has been killed, you'll have to continue a little further to level 13. If she's still alive, congratulations – you have finished *Fade to Black*. Now try it on a harder level.

LEVEL 13

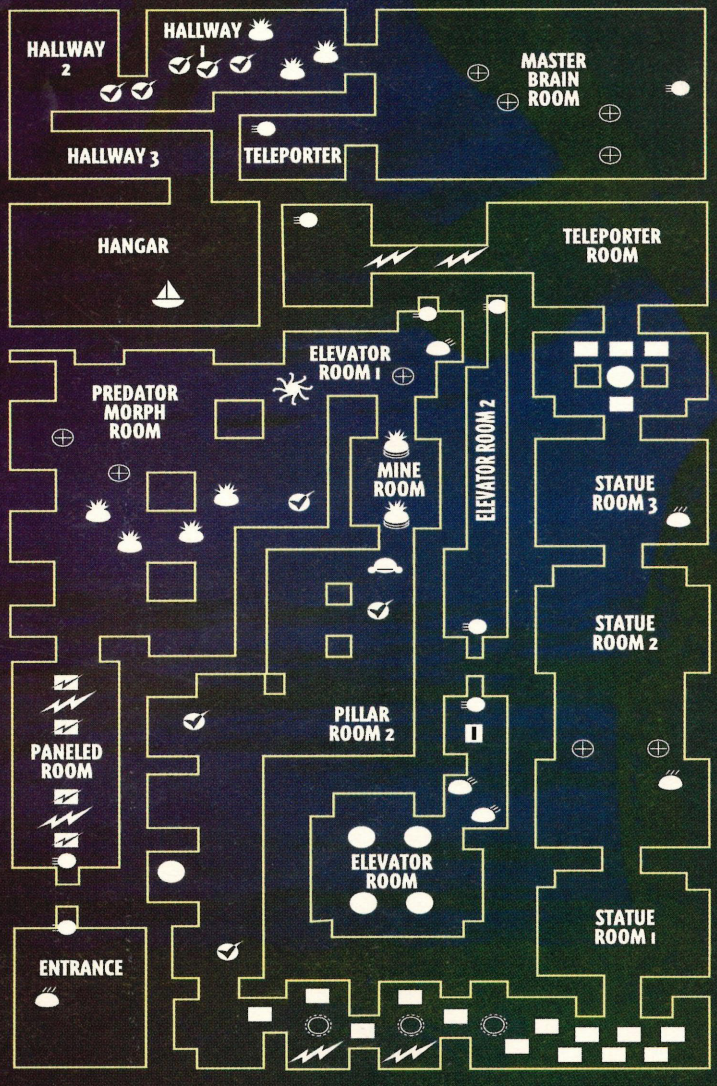
Level 13 Objectives

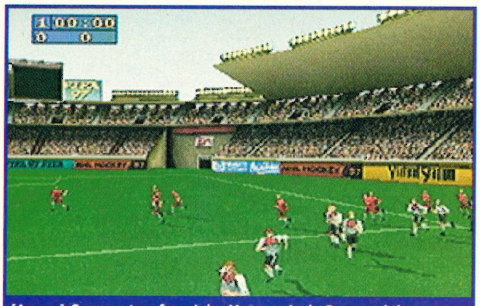
There is only one objective here – to run the gauntlet and make it to the end past all the fighters..

Level 13 Hints

Save after every difficult section to ensure you don't have to start all the way back at the start each time you die. Keep trying until you succeed!

Congratulations – you have finished *Fade to Black*. Now try it on a harder level.





[Above] Commentary from John Motson, Andy Gray, and the debonair Desmond Lynam. You could'nt you ask for more!

[Above] All the expected camera angles have been included, with, of course, the instant replay option.

PENALTY

Good ol' Des Lynam

has finally been immortalised in a video game. Well, at least his dulcet tones have, as he commentates alongside John Motson and Andy Gray in what has to be the biggest footie video game production to date. Yup, *FIFA '97* is on the horizon and, by all accounts, sounds like it might just save face for EA's FIFA series after the debacle that was *FIFA '96*.

The planned features come on a list longer than Jack the Ripper's rap sheet, with a whole host of interesting new 'state-of-the-art' enhancements over the previous incarnation. At the end of the day though, despite the undoubted heritage of the immensely successful series, Electronic Arts will have to make sure that the game plays as fluidly as the sport itself to ensure widespread appeal. From what we've seen so far, they have plenty of work to do...

PLAY INFORMATION

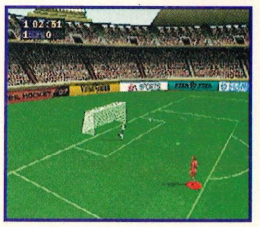
Name: FIFA '97
Publisher: EA Sports
% Complete: 70%
Release Date: November '96

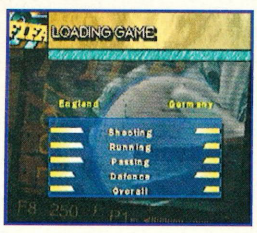
HANDBALL!

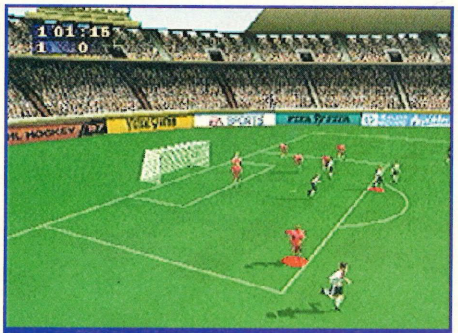
David Ginola features heavily in *FIFA '97*, albeit in the motion-capture department, with his artful plays pixelised to perfection using EA's acclaimed motion-capture technology. Using another technology dubbed MotionBlending, the characters in the game will also string together plays even more naturally than previous motion captured efforts.

More interestingly, a new dual-screen mode is planned for the PlayStation, allowing two machines to link-up to play a single game spread across two television screens. We've yet to see this in effect.

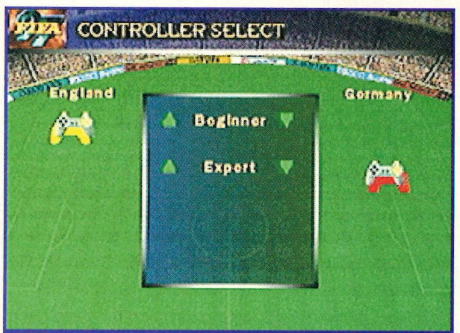
To top it all, there'll be several stadiums to play in, indoor and outdoor, with a new five-a-side option for some fast 'n' frantic footie action. The characters in the game have inherited traits from the real stars, such as aggression for Vinnie Jones or misplaced sights for Andy Cole, and the teams will also have tactics slanted to their particular styles – long-ball, passing etc... Hopefully we'll have a full review next issue folks.







[Above] Visual enhancements such as pixel-blending help to smooth-out jagged edges. Notice the accurate shadows on each player.



[Above] Players can actually set their own proficiency levels independently from others to help overcome handicaps.

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CRUSHING MONSTER TRUCKS

Sport? I don't think so.

However, the Yanks love it, and by all accounts, the atmosphere in the massive arenas is electric – Monster Truck rallys are here to stay! Set to follow hard on the heels of the eagerly awaited *Destruction Derby 2*, is this new game from the same team, Reflections. Like *Destruction Derby 2*, *Monster Trucks* will invlove plenty of carnage. With two modes planned, car-crushing and endurance racing, there should be plenty of fender-bending and gear-grinding action, but how much long term appeal the game has remains to be seen. Saying that, as with *Destruction Derby*, *Monster Trucks* should be a barrage of bashing fun for four wheel drive petrolheads...

PLAY INFORMATION

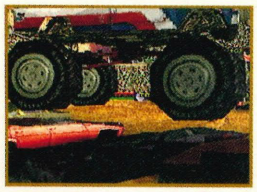
Name: Monster Trucks
Publisher: Psygnosis
% Complete: 65%
Release Date: January '97

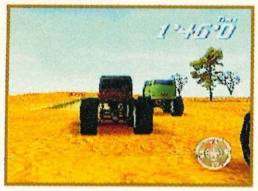
My my, that's a Big Foot

The car-crushing event involves challenging another monster truck (computer or via link-up) to squash as many cars as possible within a given time limit. Held in a massive virtual stadium, the atmosphere should be wild, with a roaring crowd to encourage further damage. Probably more lasting in appeal will be the endurace races though. Set over huge sections of terrain streamed off CD, the objective is simply to traverse the islands as fast as possible along any route you can find. Of course hazards such as jumps, hills, cliffs, rivers, bridges, trees and trenches will all slow down the unwary competitor. Of course the shortest route will also probably be the most hazardous, so a carefully calculated route will be important so that your truck doesn't sustain too much damage en route.

Visually impressive, and meticulously realistic, *Monster Trucks* sounds like it'll be a scream, but importantly, there'll need to be enough of a long-term challenge to make sure the title will capture punters' hard-earned dosh.

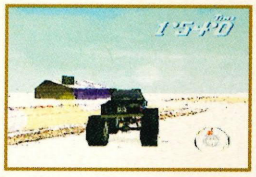
[Above] The car-crushing game involves plenty of action-filled, fender-bending. The detail on your truck and the progressively damaged cars is immense.

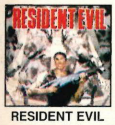




[Above] The endurance race features many landmarks, and even wildlife. Finding the fastest way often involves straying from the beaten track...

[Above] The endurance race feature several competitors. You must travel across the land passing waypoints indicated by the compass.





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MAGICAL SUIKODEN

Well, it's about time!

PlayStation owners have been literally crying out for a decent RPG for their system, heck, come to think of it they'd be glad to receive any RPG for their system. And now one software company has answered those pleas. Konami's forthcoming RPG extravaganza, *Suikoden* (or *Genso Suikoden* as it's known in Japan) has been in development for what seems like years but, at last, the wait is finally over.

Suikoden's storyline has a surprisingly familiar ring to it, with a young hero attempting to overthrow an evil empire and even confronting his father in battle as the game progresses. But there's just so much more to it that we'll provide more extensive coverage when we receive a review copy. Suffice to say, RPG fans will not be disappointed with the final product as Konami has crammed in over 30 hours of gameplay, bursting at the seams with wild, magical spells, an amazing amount of character depth and a level of gameplay that might almost put SquareSoft to shame.

[Above] The once powerful Emperor, Barabosa, has become old and corrupt. A rebellion is commencing that could see the downfall of the Red Moon Empire.

War Gods

Players begin their quest as a fairly tight unit of four characters but as more battles are fought, enemies defeated and new lands discovered, your party gains an island headquarters and you can begin recruiting a whole army. In fact, simple combat rounds, utilising just a handful of characters, are soon replaced with sprawling battles as huge armies engage in violent swordplay. Unlike other RPGs, where only a few characters are given identities and background histories, *Suikoden*'s player roster boasts over 108 separate personalities and that's just your army! If you're usually put off by the complex combat, spell and window-driven menu systems employed by most RPGs, you'll actually find *Suikoden* instantly accessible as its straightforward learning curve should appeal to even novice players.

I could babble on for hours about *Suikoden*'s superb visuals, jaw-dropping spells, solid battles, a quality of background music that belongs in a feature film and some truly tear-jerking moments (for instance, when your lover is cut down in her prime. Sniff) and many more features that will guarantee Konami has a massive hit on their hands, but we'll leave that till next month.

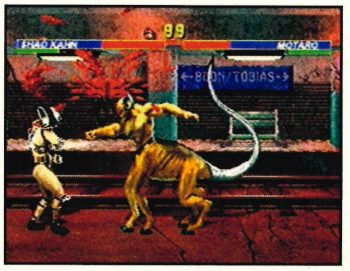
PLAY INFORMATION

Name: Genso Suikoden
Publisher: Konami
% Complete: 90%
Release Date: November '96

SPEAK AND SPELL

After being severely trounced by the monstrous Queen Ant, Ted, a three hundred year old magician in possession of the fabled "Soul Eater" gem, uses his powers to defeat this hideous creature. The Soul Eater is actually one of the legendary 27 lost gems of this world and the evil Red Moon Empire's devious witch, Windy, has been chasing after these jewels for centuries. Are you following any of this? Nope? Me. Neither, but it sounds great!

[Above] With a whopping 32 selectable characters, Mortal Kombat Trilogy is the last word in 2-D digitised beat-'em-ups. 'Course we reckon there are also a few hidden faces in there somewhere as well.



NEW KIDS ON THE BLOCK

PLAYERS SHOULD BE MORE THAN FAMILIAR WITH MOST OF THE CHARACTERS LURKING WITHIN *MORTAL KOMBAT TRILOGY* BUT THERE ARE ALSO A FAIR FEW NEW MUGS TO TRY OUT. THE OBVIOUS ADDITION OF THE BOSS CHARACTERS, GORO, KINTARO, MOTARO AND SHAO KAHN, MIGHT SOUND IMPRESSIVE AT FIRST BUT GT INTERACTIVE HAS SERIOUSLY TONED DOWN THEIR ATTACKS SO AS TO BALANCE THEM WITH EXISTING FIGHTERS. ALSO PLAYABLE FOR THE FIRST TIME IS THE MYSTERIOUS SHADOW OF A NINJA, NOOB SAIBOT, THE PURPLE-CLAD RAIN, A HUMAN VERSION OF SMOKE AND EVEN CLASSIC SUB ZERO. WORRA LORRA WARRIORS!

FATALITY!

MORTAL KOMBAT TRILOGY

The *Mortal Kombat* series has always been shrouded in controversy, whether it's concerned parents worrying about the overtly violent content, or gamers complaining about the unique digitised style of gameplay. As beat-'em-up fans anxiously await the Voodoo Graphics enhanced 3-D delights of *MK4*, GT Interactive is sure to start the controversy ball rolling again with the release of *Mortal Kombat Trilogy*.

PlayStation owners were as happy as Larry when they received a near perfect arcade conversion of Williams' bloody beat-'em-up last year but since then the Saturn version of *Ultimate Mortal Kombat 3* has appeared and superseded Sony's now less-than-adequate version. Devotees of the series can now look forward to a compilation of every *MK* title, complete with over 32 playable characters, every background setting, new Kombat Kodes galore and the promise of more secrets than ever before. In fact the characters selection screen alone is enough to impress any fighting game fan as both new and old faces are available for some one-on-one bloodletting. There's also the added bonus of enhanced play modes, such as team battles and four-on-four fights giving players the opportunity to take a team of digitised dudes to victory.

PLAY INFORMATION

Name: Mortal Kombat Trilogy
Publisher: GT Interactive
% Complete: 75%
Release Date: December '96

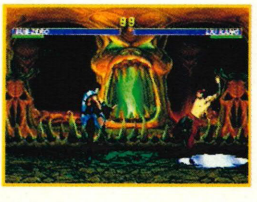
FATAL ATTRACTION

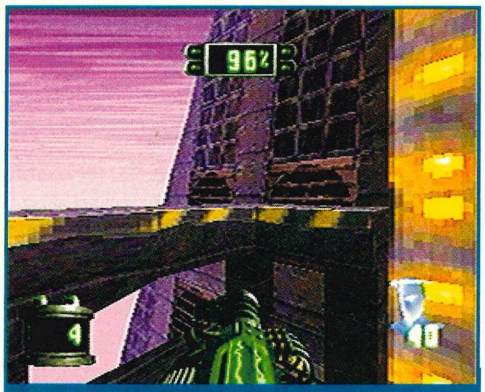
Another feature making its debut in *MK Trilogy* is the Aggressor meter located at the bottom of the screen. Similar to the Super meters in *Street Fighter*, this bar fills up as moves are pulled off. Once charged, players will be capable of unleashing double damage attacks as well as moving at nearly twice their usual speed.

Of course no *MK* title would be complete without plenty of haemoglobin (that's blood to you and me) and *Trilogy* certainly delivers by the bucket full. If flashy special moves weren't enough, each character is capable of finishing off their opponent with multiple Fatalities, Babalities (turns them into an infant), Friendships and Animalities (you transform into an animal). In fact, in total, the finished game should, theoretically, contain a staggering 192 ways to defeat your foes!

We'll bring you a full *Mortal Kombat Trilogy* review next issue as soon as we've hacked our way through a finished copy.

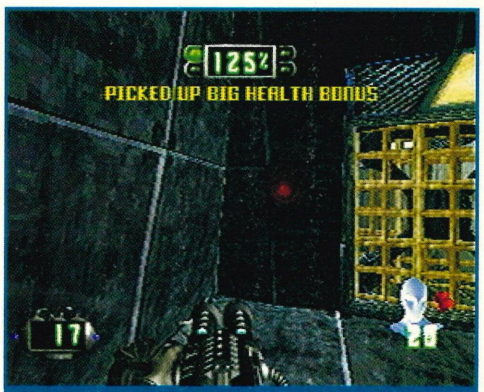
[Above] To add even more longevity to MK Trilogy, GT Interactive has added team battle and tournament modes.





[Above] A lift takes you up and down through various floors of this level. The background detail is understated, yet stunning.

[Above] Perhaps the most striking thing about *Disruptor* is the graphics. The levels are colourful, bright and distinctly individual.



[Above] Of course the obligatory door switches are in. Of course they don't necessarily open the doors you'd expect...

MENTAL DISRUPTOR

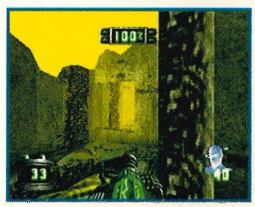
Psionic power.

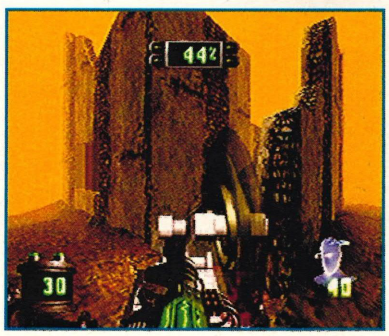
The weapon even Uri Geller can't seem to tame effectively. The power of the mind... *Disruptor*, as revealed last issue, is the new first person perspective shoot-'em-up from Interplay. Developed in the States by Universal Interactive Studios the game caused a bit of a stir when it was first seen at the E3 show. What sets this game apart is the weapons . Apart from your standard range of physically violent weapons, nine in total, *Disruptor* also features psionics – weapons based on mental disciplines – which must be harnessed to enable you to progress through the game. What can you do with these psionics? Just the usual: heal damage, attack enemies or drain energy. That sort of thing.

The plot thickens

The United Earth has managed to sustain a handful of habitable settlements in space. As a member of the elite lightstormer troops working for United Earth's defences it's your job to protect the dominion. Of course, where there's life, there's pond life, and battling enemies through 13 varied levels spread over 20 distinct environments is the order of the day. Throw in a few terrorists and half-humans for good measure, plus of course the mind-melting powers of psionics and you have an interesting concoction.

As is customary these days, the whole game has been developed on SGI workstations (massive computers which can create breath-taking rendered scenes) and an 'interactive' musical score shifts dramatics in real-time as the tension mounts and subsides. The preview version we've seen does indeed have a score that shifts mood as you play, but it still sounds like it needs a bit of work.





PLAY INFORMATION

Name: Disruptor
Publisher: Interplay Productions
% Complete: 65%
Release Date: Early '97

UP THE ARSENAL!

There will be at least nine weapons in the final version of the game, ranging from a standard automatic pistol to weapons such as the Anti-Matter Blaster, Phase Repeater and Lock-On Cannon. As ever, their powers vary considerably, from pathetic and weak to stupid and ridiculous. A rather neat touch in the game is how you can bash your enemies with your weapon when it runs out of ammo. Be warned though, like fist-fighting in *Doom*, it's not very effective. Here are the four weapons included in the game so far.

[Lock-on Cannon]

A very smart weapon indeed, which locks on to your target mercilessly before pounding it with a high explosive shell. Definitely worth hanging onto for use with the harder aliens in the game.

[18mm Automatic]

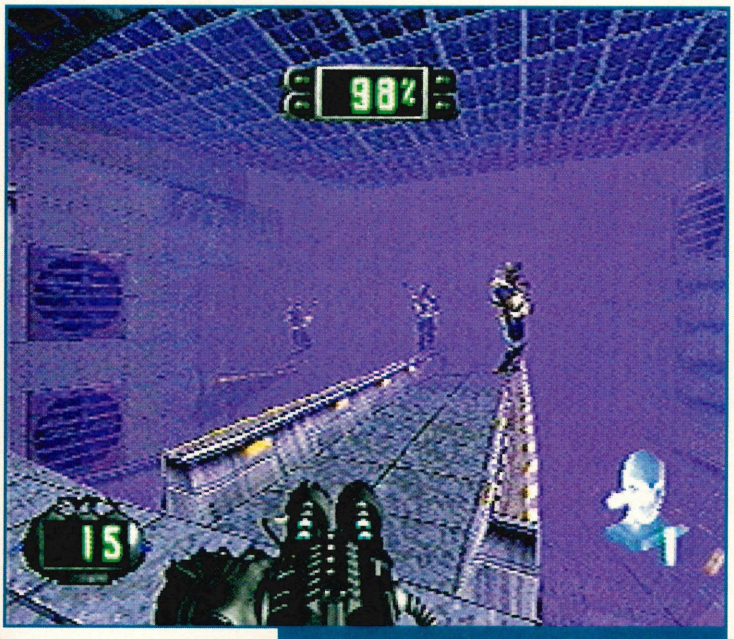
Your standard gun is effective for most of the enemies you'll encounter initally, but should be used as a last resort. Harder enemies take a hell of a long time to break down.

[Phase Rifle]

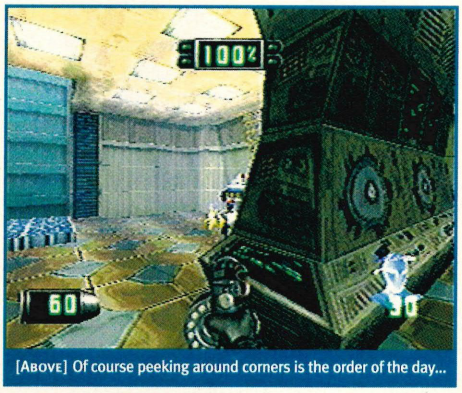
The phase repeater rifle is a nice powerful weapon that fires in bursts for a good bit of lethal destruction. Unfortunately, ammo for this gun is sparse, so conserving the weapon until it is essential is the wisest move.

[AM Blaster]

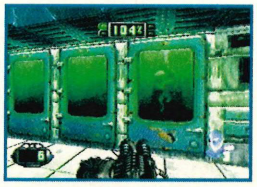
The Anti-Matter Blaster is a good weapon to hold onto, but ammo can easily run low. It fires a spread of bullets to ensure you can catch your target, although it isn't the most powerful weapon.

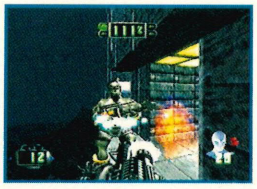


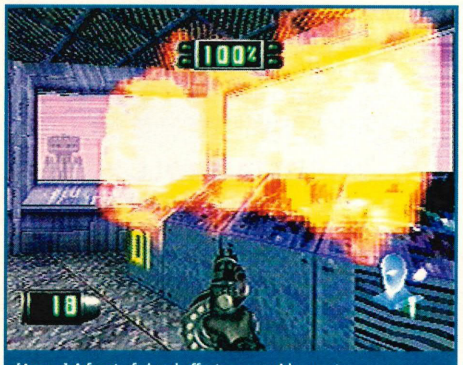
[Above] Having so many aliens attacking from many different levels makes *Disruptor* very claustrophobic, despite the levels being very expansive.
[Left] Spare AM Blaster ammo packs are available by raiding the carcasses of extinguished enemies.



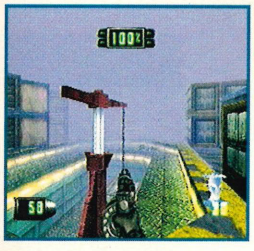
[Above] Of course peeking around corners is the order of the day...

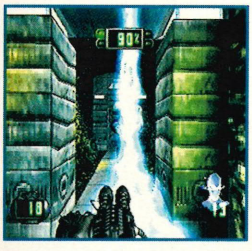






[Above] A feast of visual effects, as you'd expect.





Worlds apart

Rather than the fairly standard boxy corridors that *Doom* and similar games generally sport, *Disruptor* has the most defined complex worlds of all. This and the speed at which the graphics engine throws polygons around the screen make *Disruptor* the slickest first person game yet seen on the PlayStation. The level of detail is by far the highest of all of the *Doom*-style games on the PlayStation, and smart visual effects combine with hi-res texture-maps to generate an authentic and draamatic playing environment.

Although all the enemies haven't been included yet, there are to be over 20 different types in each environment, and to add to the atmosphere, cut scenes produced by the Universal Television Group will be interspersed throughout the game. All in all, *Disruptor* looks very promising. This is Universal's first game, at least for the PlayStation, and they seem to be on the right track for a hit. Let's just hope they get the gameplay right. Review soon.

HE'S GONE MENTAL!

In addition to your standard physical weapons, there are a range of psionic powers at your disposal to use to help complete your missions. Of course being a highly trained warrior versed in psionic power these tools should provide no problem, however directing them towards moving enemies can be a little tricky – they work best on stationary objects. You have a total amount of psionic energy and each of the weapons has its own amount of drain. Careful use must be made of the powers to ensure you have enough to complete the mission.

[Drain]

Will allow you to extract energy from sources designated in your mission. Sometimes this is vital to progress any further in the game.

[Heal]

Gives you the opportunity of sacrificing some of your psionic energy for actual health points. To be used as a last resort.

[Shock]

Shocking an opponent or even a power source can temporarily render it useless, allowing you to finish the attack using conventional means.

MEDIEVAL

IRON & BLOOD

Yikes! Another month, another 3-D beat-'em-up to preview. This time though it's Acclaim making its mark with the *Dungeons & Dragons* licenced fighting game, *Iron & Blood*. Based around a host of standard role-playing characters, such as an Elf, Orc, Knight etc, *Iron & Blood* thrusts players into a 3-D polygonised world of combat, magic and questing. Developer Take 2 has been given the tough challenge of converting the million-selling RPG world of TSR into an arcade style PlayStation beat-'em-up and the results, so far, are surprisingly impressive.

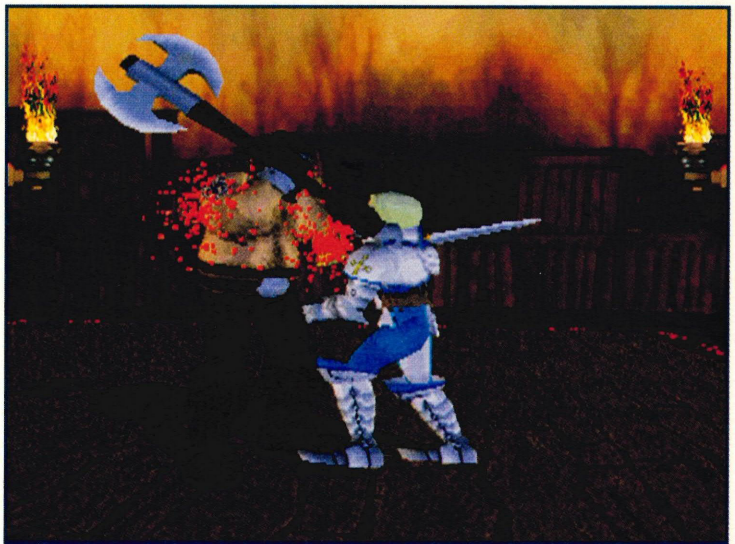
PLAY INFORMATION

Name: Iron & Blood
Publisher: Acclaim
% Complete: 80%
Release Date: October '96

At this month's ECTS, we played an 80% version of *Iron & Blood* which currently boasts 16 playable characters with the addition of four monstrous bosses. As well as the standard one and two player Vs modes, the game also contains a Campaign Mode where players select teams of warriors and pit forces against each other, similar in style to tournament modes featured in other beat-em-ups.

YA GOTTA TROLL WITH IT

Each fighter is comprised of a staggering 225,000 polygons, however, the action is nowhere near *Tekken 2*'s silky smooth 60fps visual excellence although this may change in the finished review copy. Players are able to select various weapons for each character to wield, and use both bladed attacks and magical assaults during combat rounds. To further add to the games unique RPG/beat-'em-up feel, players may also collect various magical items, such as potions and enchanted talismans, and use them to boost their fighter's attributes.



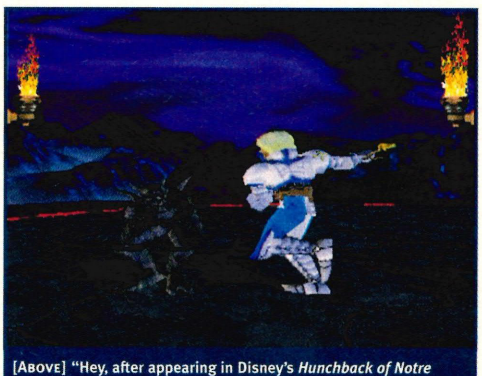
[Above] If you thought that *Mortal Kombat* had the monopoly on bloody beat-'em-ups, think again. *Iron & Blood* features plenty of gushing red stuff.

Acclaim is hoping that *Iron & Blood* will appeal not only to fighting game fans but also to those peculiar folks who spend their time moving one inch high metal miniatures around a tabletop in search of "the legendary sword of Oberon!" With a combination of glitch-free visuals, varied characters and solid gameplay, *Iron & Blood* should be hacking-and-slashing its way to the PlayStation in late October.

Ravenloft

TSR

[Above] Players may select such characters as a bearded Dwarf, Elfin archer, menacing Barbarian and even a snot-coloured Orc.



[Above] "Hey, after appearing in Disney's *Hunchback of Notre Damme*, things got a little tough alright?" This nasty Gargoyle is just one of the game's 16 playable characters.

[Above] "Orf wiv 'is 'ead!" The mysterious, masked Axeman takes a mighty swing at *Iron & Blood*'s token Knight character.

[Above] With a not-too shabby frame rate of 30fps, *Star Gladiator*'s texture-mapped, light-sourced characters are amazing to watch in action

[Above] Characters move around 3-D arenas. As in *Virtua Fighter*, Ring-Outs are commonplace. Watch out for the anti-gravity version of this move.

STELLAR STAR GLADIATOR

Unquestionably dominating the emerging world of 3-D beat-'em-ups is Sega and Namco. With both the *Virtua Fighter* and *Tekken* series' proving to be successful coin-munchers, the floodgates have obviously been opened to a glut of pale imitations such as *Toshinden* and *Zero Divide*. However, with newcomers Squaresoft unleashing the awesome *Tobal No.1,* and old masters, Capcom, stepping back into the fighting arena, PlayStation owners are in for the fights of their lives.

It's obvious, after the success of *Resident Evil*, that Capcom has finally managed to make the leap from colourful 2-D to realistic 3-D worlds with no loss in quality gameplay or competent programming. *Star Gladiator* made its Japanese coin-op debut a few months ago and was impressive enough to even steal some of the thunder from *Street Fighter Zero 2*. Even more amazing is the fact that Capcom has managed to produce virtually complete NTSC and PAL versions of the game in a matter of months. Obviously as the original arcade game utilises the same System 11 hardware found in the PlayStation itself there was never any doubting the resulting quality of the finished product.

Star Maker, Dream Breaker...

Star Gladiator is essentially a 3-D futuristic, arena-based beat-'em-up that offers players up to ten selectable characters with a boss bloke and a few secret fighters thrown in for good measure. Battles are strictly classic Capcom affairs with blocking, dragon punches and fireballs making up the majority of each fighters arsenal. Add to this, plenty of combos, finishing moves, ring-outs, smooth 30fps action, light-sourced and texture-mapped characters, motion-blurred weapon effects, the debut of lethal Plasma moves... blimey, the list is endless!

As you can tell, we're pretty impressed with *Star Gladiator* so far and are obviously overjoyed with the news that Virgin has deemed the UK worthy of a PAL release in November. We'll no doubt bring you a full review soon.

[Above] Pointy-headed Saturn unleashes his Cosmic Yo-Yos on hairy Gamof (who bears an uncanny resemblance to a wookie with two marshmallows on his head).

PLAY INFORMATION

Name: Star Gladiator
Publisher: Capcom
% Complete: 90%
Release Date: November '96

WHAT'S THE STORY...

KONAMI

WHAT · WHO · WHERE · WHY

IF EVER THERE WAS A SOFTWARE COMPANY WHICH COULD BE CONSIDERED A HOUSEHOLD NAME, IT IS KONAMI. ORIGINALLY AMUSEMENT MACHINE MAKERS, THIS JAPANESE COMPANY TOOK ADVANTAGE OF THE EMERGENCE OF THE COIN-OP BOOM OF THE LATE SEVENTIES/ EARLY EIGHTIES AND THEN MOVED INTO HOME CONSOLES IN A BIG WAY. ALONG WITH CAPCOM AND BANDAI, KONAMI BECAME ONE OF NINTENDO'S ORIGINAL 'GANG OF SIX' DEVELOPERS FOR THE NES AND REAPED THE BENEFIT OF THE MULTI-MILLION SELLING CONSOLE. GAMES LIKE *TRACK & FIELD*, *CONTRA* AND THE INCREDIBLY SUCCESSFUL *TEENAGE MUTANT NINJA TURTLES* LICENCE PROPELLED KONAMI TO ONE OF THE WORLD'S TOP GROSSING PUBLISHERS AND DESPITE A LEAN PATCH AT THE START OF THE NINETIES, IT IS NOW PREPARING TO TAKE THE PLAYSTATION AND N64 BY STORM. PLAY TALKS TO THE GUYS WHO MADE IT ALL HAPPEN...

FRANKLY SPEAKING...

PLAY: How did Konami start?
Masa Otani, MD (UK): Konami was formed on 21 March 1969 as an amusement manufacturer. It didn't get into coin-ops until 1978 though (with a cabinet called the *Black Game* and then *Astro Invader* in 1980). Home video games came with the MSX and Nintendo NES).

PLAY: What was your biggest obstacle and how did you overcome it?
Masa Otani, MD (UK): Learning English (laughs). Lots of practice and living in a country that doesn't understand Japanese.

PLAY: What is your personal favourite Konami game?
Masa Otani, MD (UK): I'd have to say it's *Lethal Enforcers* because I have a small part in it. This game was designed when I was working at Konami America and we used many of the staff to pose as the bad guys you shoot. It was great fun going to the studio and dressing up like villains. If you look closely you can spot me in the Chinatown stage – I'm the guy in the Chinese jacket who tries to stab you with the knife!

PLAY: Looking back, what are you particularly proud of Konami achieving in the early days and do you still get a kick out of launching a new game like *Project Overkill*?
Masa Otani, MD (UK): Every game launch is a challenge in itself, we spend many many months developing a game believing in its strength, yet it's still a risk in launching it and convincing the consumer that the product is worth their hard earned money. One of the best things about working for Konami is that the product quality is always so high. It is a very rare thing for us to release a game that isn't top class in one way or another. So, yes, I always get a kick out of new product launches.

PLAY: What do you think of the PlayStation scene at the moment and how do you think it will change when the N64 arrives?
Jon Sloan, Product Manager: The PSX scene is very vibrant right now. There seems to be new releases every week and a lot of focus, at retail, on PlayStation hardware and software. It's going to be a busy Christmas. With a £199 price point and a range of high quality titles available for every genre imaginable, you'd have to be insane not to buy one!

I think the arrivial of the N64 will have an effect on the overall games market. Let's face it, Nintendo are one of the strongest players in the industry. However, in my personal opinion they've miscalculated their European launch strategy on the whole and their UK one in particular. Why we have to wait a full six months after the US is beyond me.

PLAY: What's the most you've spent on taking journalists out to lunch?
Jon Sloan, Product Manager: Blimey, that's a hard one to answer. Basically I don't have a set budget for entertainment, as my boss trusts my judgement. You know there are other companies that believe that the best way to get a good review score is to get the journo drunk in the hope that it'll either give him a warm rosy feeling about the company, or, even better, that he'll still be pissed when he writes the review. Fortunately, I've never needed to do that with Konami as the strength of our products usually speak for themselves. So, £2,000 expense account lunches are not for us.

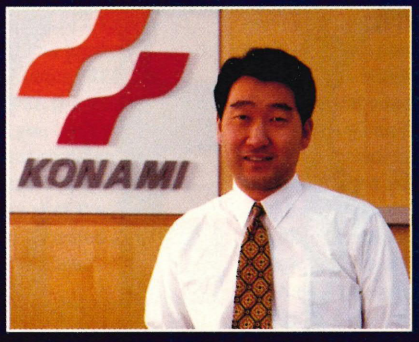
PLAY: Which of your forthcoming games are you most looking forward to showing off and why?
Jon Sloan, Product Manager: That's always a difficult question to answer as you're inevitably closest to the nearest release. So, right now I'd have to say *Project Overkill*. It's probably the most "Western" style game that Konami has produced in a long time.*Overkill* is a game focused on the American and European market. It has graphic depictions of interplanetary warfare and terrorism and the storeyline is "adult." It's the perfect game to promote to blood-hungry journalists!
I'm also looking forward to *Contra* which is one of Konami's longest established brands with a history stretching back to the ye olde NES days. With two player simultaneous action PlayStation owners will wet themselves (I know I did) when they see what we've done.

PLAY: How do you market a game successfully (what's the secret)?
Jon Sloan, Product Manager: The PlayStation owner profile shows us that the core market is 18-24 year olds. These people are generally very advertising literate and incredibly knowledgeable about video games and trends. It's no good patronising and trying to be clever. It's very obvious when a company is trying too hard to be hip. It just wouldn't work with Konami. We're very product orientated. Sometimes we even let the games

[KAGEMASA KOZUKI]

KAGEMASA KOZUKI, PRESIDENT: "In the 20 years of Konami's existance, our mission has been to provide fresh excitement to the world. This is what Konami is all about. Perhaps no sector of the information industry has expanded as far and as fast as the amusement industry..."

[MASA OTANI]



MASA OTANI, MD: "One of the best things about working for Konami is that the product quality is always so high. It is a very rare thing for us to release a game that isn't top class in one way or another. I always get a kick out of new product launches."

[JON SLOAN]

JON SLOAN, PRODUCT MANAGER: "*Project Overkill*. It's probably the most "Western" style game that Konami has produced in a long time. It has graphic depictions of interplanetary warfare and terrorism and the storeyline is adult."

speak for themselves (but it's a bit hard to understand binary (boom, boom – Ed).

PLAY: How is development at Konami structured?

Jon Sloan, Product Manager: Konami employs over 1,000 R&D personnel around the world. All consumer development is carried out by teams based in Japan and in Chicago. everyone works for a specific Konami Computer Entertainment company. Those in Chicago work for KCEC, whereas in Tokyo it's KCET. KCE Osaka make Nintendo games, whereas KCE Tokyo make PlayStation games. The only real exception to this division is KCE Chicago who develop across many different platforms. We have 40 games in development right now.

PLAY: Tell us something secret.

Jon Sloan, Product Manager: You're joking, right? Oh, okay then. James Farr, the UK Consumer Assistant was kidnapped by aliens and replaced with a clone. At least that's the best reason I can think of for his frequent memory lapses and lack of understanding of Earth customs – such as washing and using the toilet.

PLAY: Thank you.

BEST KNOWN FOR...

TRACK & FIELD/HYPERSPORTS

Think arcade games and these two classic sports games are never far from your mind. Featuring simple joystick waggling power meters and hugely addictive and varied events such as shooting, swimming and athletics, both games spawned a hundred immitations as well as many home conversions. In a word: Magic.

IN DEVELOPMENT

[CONTRA]
DUE: DECEMBER 1996

One of Konami's most famous series, *Contra* has appeared in the arcades, NES, Super NES and now the PlayStation. Basically it's a one or two player simultaneous shoot-'em-up with players fighting through ten levels of complete mayhem. Weapons are collected along the way and there are tons of mid-level bosses. Top.

[CASTLEVANIA]
DUE: EARLY '97

Another Konami favourite, *Castlevania* is a horizontally scrolling platform game steeped in Dracula legend and full of the undead. Promising.

[BROKEN HELIX]
DUE: LATE '96

As Jake Burton, explosives expert, you are sent into various dangerous places to destroy installations in this smart looking first person adventure game.

SOFTOGRAPHY

KONAMI COIN-OP HI-LIGHTS THROUGHOUT THE YEARS.

1978 – Block Game
1981 – Frogger
1981 – Super Cobra
1981 – Locomotion
1982 – Tutankahm
1982 – Time Pilot
1983 – Gyruss
1983 – Track & Field
1984 – Hyper Sports
1984 – Mikie
1984 – Road Fighter
1985 – Yie Ar Kung Fu
1985 – Shao-lins Road
1985 – Ping Pong
1985 – Green Beret
1985 – Gradius
1986 – Jail Break
1986 – Salamander
1986 – Gryzor
1987 – Combat School
1990 – Aliens
1991 – The Simpsons
1991 – Sunset Riders
1992 – X-Men
1992 – Lethal Enforcers
1995 – Midnight Run
1996 – Crypt Killer
1996 – Road Rage

WHAT NEXT?

Bringing top quality RPGs to the PlayStation (*Suikoden*, *VandalHearts*), conversions of hit coin-ops *Road Rage*, *Lethal Enforcers* and *Crypt Killer*, and marketing the Enfrocer Light Gun.

ARENA

VIEWS · QUESTIONS · CRITICISMS · IDEAS

FORMULA 1 SHOULD BE OUT BY THE TIME YOU READ THIS, AS IS RESIDENT EVIL AND POSSIBLY EVEN TEKKEN 2 IF SONY HAS GOT ITS ACT TOGETHER – WHAT DO YOU THINK OF THESE GAMES? HAVE THEY DISAPPOINTED YOU, OR PERHAPS PROVED THAT THE PLAYSTATION IS INDEED THE PREMIER GAMING PLATFORM? I WANT TO KNOW. ALSO, DEMO DISKS, WHAT DO YOU THINK OF THE ONES CURRENTLY AVAILABLE AND WHAT COULD SONY DO TO IMPROVE THE SITUATION? SEND YOUR LETTERS TO: *ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS. OR E-MAIL US AT PLAY@PARAGON.CO.UK.*

DEAR PLAY,

I adore your magazine, it's great, but I think it could do with the following:

1. Try to be competitive with other magazines and consoles. The only time I've seen you display aggressiveness in your magazine was when you compared the PSX to the N64 a couple of issues back. I boast to my friends about the PSX when they have their sad Saturns and manky Mega Drives.
2. There are too many adverts in the mag and not enough Workstations.
3. You could put in a section about a game company that tells you a bit about them as well as including contact addresses for comments and ideas and play testing. This would be very helpful.

Richard Webster, Leicester

More competitive! Wipe the rapid froth from your lips, Richard and taste the coffee(?). If you mean, why don't we slag off all other consoles in order to make the PlayStation look good then you're even madder than I thought. What's the point? Okay, so it's fun to rib the other console publishers, but you should never take it seriously and you should always know where to stop. Which is better, Sony or Sega? The answer's obvious, so why waste time writing letters about it? Sony's obviously miles better than smelly old Sega and Nintendo because it's an anagram of "Noys." So there.
2. Without adverts there wouldn't be any Workstations. Think about it.
3. A fantastic idea, but unfortunately I've already thought of it and it's to be found on page 90. The company profile aims to tell you more about the many UK games publishers, as well as trying to get some secrets out of them. Your idea about contact numbers for games ideas or queries is a good one and I'll probably include it next issue.

DEAR PLAY,

First of all congratulations on a totally cool mag. Now I have just a few questions to put forward:

1. Will EA be releasing *The Need for Speed Special Edition* which has two new tracks for the PlayStation, as I loved the first game?
2. Will *Time Crisis* get a PlayStation release and if so, will it feature the recoil as in the arcades?
3. Is *Horned Owl* any good?
4. Will the *Terminator* game be the original *Future Shock* game or the sequel, *Skynet*?

Andy McKee, Belfast

1. We haven't had a definite answer from EA, but would you really want to pay £40 for a measly two tracks? Better to wait for the full sequel?
2. *Time Crisis* will be coming to PlayStation courtesy of Namco and there is indeed talk of them developing a rival light gun to Konami's Enforcer, which features a recoil action. Something to do with pressurised canisters apparently.
3. We rated the Japanese version in issue five at 73%. *Gun Law*, the UK version is waiting for release, sometime towards the end of the year.
4. They haven't decided yet, but *Skynet* would be better because that's multi-player.

DEAR PLAY,

Congrats on the mag – it's ace. I have a couple of questions that are clogging up my brain.

1. Any chance of a *Warcraft, Warcraft II* or anything else like that on PSX?
2. What are your top ten PSX games?
3. Is the multi-tap or mouse worth the money?
4. Who are your favourite publishers?

Gary Curran, Eire

1. You're in luck, Gary, EA has just signed up the rights to publish versions of *Warcraft 2* and *Diablo* by Blizzard Software. There should be perfect versions of both games on PSX by mid next year.
2. Top ten games at the moment are:
1. Street Fighter Zero 2
2. Formula 1
3. Resident Evil
4. Die Hard Trilogy
5. Tobal No.1
6. Bubble Bobble
7. Tekken 2
8. Olympic Soccer
9. Bust-a-Move II
10. Int Track & Field

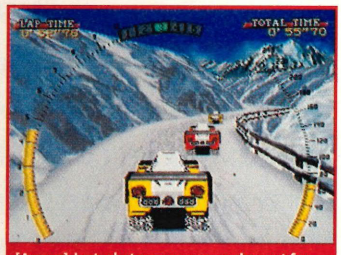
[ABOVE] Gary Curran wanted to know what our top ten PSX games were. *Street Fighter Zero 2* is obviously one of them.

3. The multi-tap is worth the money if you have three friends who can play against you. There are plenty of multi-player games and there number is growing all the time. The mouse only has a very limited number of uses. Wait until *Command & Conquer* comes out.
4. We have no favourite publishers because to name one would alienate the others. And we fall out and make up with them regularly.

Dear Play,

Wow! What a great issue! I'm talking about issue 11 of course – the cool cover and the incredible wealth of information that you put across with all your reviews. I've had my PlayStation now for eight months and I love it. I've got about 12 games, my favourite being *The Need for Speed*. I also own an Amiga 1200 (which I still use for *Sensible Soccer*) and a Spectrum Plus (which I don't use). I have read your magazine since issue three (sorry I missed the first two) and it goes from strength to strength. Your reviews are colourful, informative and superbly entertaining. The format of the magazine is tried and tested which works marvellously. I love the way you surreptitiously slip in film and song quotes as sub headings and titles. And as for your Japanese news section – Japs Eye indeed (fnar, fnar!).
Actually I do have a couple of (minor) complaints. Firstly, you use far too many pictures in some of your reviews. For example, in issue 11, pages 55-56, there is hardly any text in the review of *Supersonic Racers*. Not that I am complaining too much (yes you are – Ed), pictures help to sell the games, but sometimes they can put people off because they never look as good as the moving game. Fill up the space with more information about the games, that's what we want. Secondly, why print a complete solution to *Resident Evil* when at least 90% of your readers can't get their hands on it yet? I am going to buy it as soon as I can and I would like to complete it on my own without having the temptation to cheat. How about leaving it a bit longer next time. Sorry to be a moaning git, but you said you wanted constructive criticism. I hope you continue to be the best PSX mag for a long time.
Mark Prior, Chatteris.

How were we supposed to know that *Resident Evil* would be delayed so often for so long? We printed the guide to tie in with when we thought the game would be out, but unfortunately it slipped after the magazine went to the printers. Anyway, we gave you a FREE tips book last issue with the whole solution in it, so you can't complain. Thank you for your comments about the issue and incidentally, you are the first person to spot that our Japanese section is named after a John Thomas. Well done.



[Above] Just what games are coming out for the PlayStation asks Ryan McInerney?

Dear Play,

I am writing concerning a letter recently published in your magazine about the quality (or lack of it) of PSX football games. I felt that Matthew Phillips made a valid point concerning your high praise of certain games, ie *Striker*, *Actua Soccer* and the horrendous *adidas Power Soccer*. He's right, they are f*cking shite! But your response was nothing more than childish. How can you relate buying cars to video games? Wise up, not many people can afford the likes of gold cards that would allow you to order a car and have it delivered to your door (you can do this for games remember). Not everyone has the time, or town in fact, to visit a shop to test games (my only day off is a Sunday) and the reason people read mags like yours is to see what games are like and if you rate it 90%+, obviously people will think they're great.

Secondly, why write such a daft statement as "but there are great games out there, just look at *F1*." How? It's not out yet. Let's just hope this is as good as everyone claims because it is one of the last ones I will try. I am really disappointed with my PSX so far and hopefully *F1* isn't the last straw.
L Hunter, Belfast
PS Lose the kiddies sweets idea.

You sound as if I slagged Mr Phillips off in issue ten, Mr Hunter, but this was not the case. Fair enough if you live so far away from a game shop that you cannot test them before purchase then you do have to rely utterly on games mags like Play. But you have to remember that each reviewer has his own opinion and it may not correspond with yours. I actually now think that *Olympic Soccer* is just about the best football game on the PlayStation, but you'll probably disagree with that too. *F1* is a good game, but nothing is perfect. I think I identified some valid points in the review in issue eleven, so please tell me if you agree/disagree. And that goes for all of you. Letters on *F1* – are you happy with it?

Dear Play,

Please could you answer these questions:
1. *Dark Forces* delayed due to the PC and N64 demands. *Exhumed* and *Tunnel B1* delayed because of Sega – can we expect more of this?
2. Will Psygnosis be releasing any other games on other formats (F1 for example) as this could be very damaging to the PlayStation?
3. Can we expect to see Sega offering rights to their games, because *Virtua Fighter* is being released on PC?
4. Could you please tell me any information on future racing games, as I'm getting a bit bored with *Wipeout*, *Destruction Derby* and *RRR*.
Ryan McInerney, Blackburn

1. More than likely I'm afraid...
2. I've heard some talk of *F1* on Windows 95 PC, but that won't affect the PlayStation. On the other hand, if a major publisher buys out Psygnosis, then we may well seen *Wipeout*, *DD* and *F1* on all formats.
3. Not a chance. PCs don't conflict with Sega's core market, the PlayStation would.
4. On the cards is: *DD2*, *Wipeout 2097*, *Porsche Challenge*, *Penny Racers*, *Motor Toon GP2*, *Grand Theft Auto*, *Ridge Racer 3*, *Micro Machines V3*, *Supersonic Racers*, *Le Mans*, *Andretti Racing '97*, *Burning Road*, *Road Rage*, *Oddball Engines*, *Starwinder*, *Tunnel B1*, *Formula 1*, *Carmageddon Wrecking Crew* and *Street Racer*. Phew!

Dear Play,

I am just writing a letter to say thank you for a truly excellent magazine. I have enjoyed only two issues but I still find it the best of the lot. Every single part of your mag is brilliantly laid out and every article is informative and funny at the same time. For example, every review is set out perfectly, showing the reader different parts of the game with informative captions and everything anyone would ever need to know. The challenge bar is an excellent idea. Each preview informs the reader when the game is coming out and if it is going to be good or not. Your magazine is more devoted to previews than any other, even showing that the games we haven't seen for ages are still around. The new layout is just great, please don't change it again. You deserve the title of the best next generation magazine and deserve to take the PlayStation into the year 2000. Keep it up lads!
Alistair Gray, Harlow

Could you please write to Steve McKevitt at Gremlin Interactive and assure him that this is a genuine letter because he doesn't believe me. The address to write to is: Gremlin Interactive Ltd, 2-4 Carver street, Sheffield, S1 4FS. **And thanks for your unashamed praise, Alistair, we must be doing something right.**

[Above] Is this the best steering wheel for the PlayStation asks M Salo. We think so.

Dear Play,

Please could you answer some of my questions?
1. My friend has told me that a steering wheel does not work on *The Need for Speed*. Is this true?
2. Is the Mad Katz steering wheel the best wheel on the market?
3. When is *Indycar* due on PlayStation?
4. Is it true that shareware tittles will be on PlayStation soon?
M Salo, somewhere

1. He is incorrect. The steering wheel works using the NeGcon setting.
2. Yup.
3. Not until mid-late next year.
4. Not in the slightest, where did you get this ridiculous notion from?

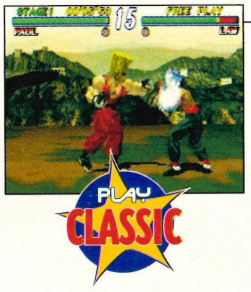
We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.

PLAYback

BUYERS GUIDE · BUYERS GUIDE

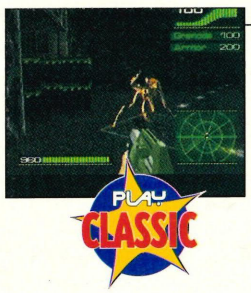
PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH 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 AND IF IT'S NOT HERE, IT'S WORTHLESS!

BEAT-'EM-UPS



	GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1.	Tekken 2	Namco	Sony	May '96	95%
2.	Street Fighter Zero 2 (import)	Capcom	Capcom	Oct '96	94%
3.	Tobal No.1 (import)	SquareSoft	Sony	Oct '96	94%
4.	Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
5.	Tekken	Namco	Sony	Nov '95	95%
6.	Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
7.	MK3	Williams	Sony	Nov '95	93%
8.	Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%
9.	Criticom	Vic Tokai	VIE	Feb '96	87%
10.	Primal Rage	Probe	Warner Interactive	Feb '96	85%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS

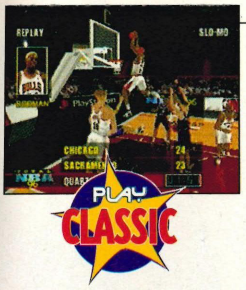


1.	Alien Trilogy	Probe	Acclaim	Easter '96	91%
2.	Doom	id Softwave	GT Interactive	Jan '96	93%
3.	Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
4.	Tunnel B1	Neon	Ocean	Aug '96	87%
5.	Descent	Interplay	Interplay	Apr '96	85%
6.	PO'ed	Studio3Do	Warner Interactive	May '96	87%
7.	Shellshock	Core Design	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

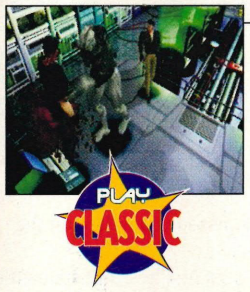
1.	Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
2.	Project Overkill	KCEC	Konami	Nov '96	89%
3.	Gunship	MicroProse	MicroProse	Jun '96	90%
4.	Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
5.	Starfighter 3000	Krisalis	Telstar	Jun '96	85%
6.	Return Fire	Silent Software	Warner Interactive	May '96	84%
7.	Thunderhawk 2: Firestorm	Core Design	Core Design	Jan '96	85%
8.	Williams Arcade Greatest Hits	Williams	GT Interactive	Jun '96	84%
9.	Shock Wave Assault	EA	EA	Jan '96	87%
10.	Top Gun	Spectrum Holobyte	MicroProse	Jul '96	76%

Sports Sims



Game	Developer	Publisher	Review Date	Review Score
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. Int Track & Field	Konami Japan	Konami	Jul '96	85%
5. Victory Boxing	JVC	JVC	Nov '96	90%
6. Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
7. Olympic Games	Silicon Dreams	US Gold	Jul '96	89%
8. Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
9. Striker '96	Rage Software	Warner Interactive	Nov '95	89%
10. Big Hurt Baseball	Iguana Ent	Acclaim	Jul '96	81%

Strategy/Adventure Games

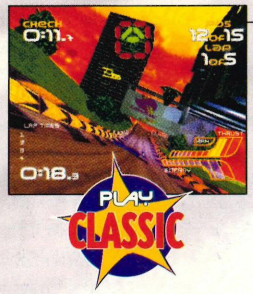


1. Resident Evil	**Capcom**	**VIE**	**Jun '96**	**95%**
2. Fade to Black	Delphine	EA	Jul '96	90%
3. Space Hulk	Key Games	EA	Aug '96	84%
4. X:Com	MicroProse	MicroProse	Apr '96	82%
5. Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
6. Wing Commander 3	Origin	EA	Apr '96	82%
7. Alone In The Dark	Infopgrames	Infogrames	Feb '96	77%
8. Discworld	Perfect 10	Psygnosis	Nov '95	74%
9. Defcon 5	Millennium Interactive	Psygnosis	Jan '96	88%
10. Sim City 2000	Maxis	Maxis	Oct '96	75%

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%
4. Namco Museum Vol 3	Namco	Sony	Nov '96	73%
5. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%

Racing Games



1. Wipeout 2097	**Psygnosis**	**Psygnosis**	**Nov '96**	**93%**
2. Formula 1	Psygnosis	Psygnosis	Sep '96	94%
3. The Need for Speed	EA	EA	Apr '96	
4. Ridge Racer Revolution	Namco	Sony	May '96	90%
5. Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
6. Burning Road	Toka	Funsoft	Oct '96	90%
7. Wipeout	Psygnosis	Psygnosis	Nov '95	94%
8. Ridge Racer	Namco	Sony	Nov '95	93%
9. Motor Toon GP2	Sony (Jap)	Sony	Aug '96	79%
10. Andretti Racing '97	EA	EA	Sep '96	74%

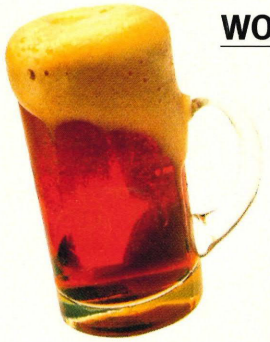
Platformers

1. Crash Bandicoot	**Naughty Dog**	**Sony**	**Nov '96**	**84%**
2. Jumping Flash 2	Sony	import	Jun '96	86%
3. Rayman	Ubisoft	UbiSoft	Nov '95	87%
4. Jumping Flash	Sony	Sony	Nov '95	87%
5. Earthworm Jim2	Shiny Entertainment	VIE	Oct '96	69%
6. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
7. Gex	Crystal Dynamics	BMG Interactive	Apr '96	76%
8. Herme Hopperhead	Sony	Import	Dec '95	53%
9. Cheesy	Ocean	Ocean	July '96	50%

ON A WARWICK PUB CRAW

WITH CH

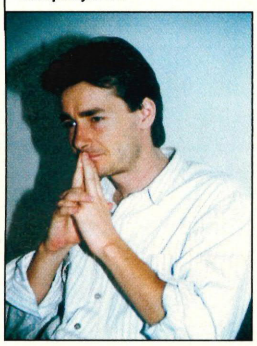
THEY DEVELOPED ONE OF THE BEST GAMES FOR THE ILL-FATED ATARI JAGUAR (MAY GOD HAVE MERCY ON ITS SOUL) AND NOW THEY'RE BEAVERING AWAY ON TWO NEW PLAYSTATION GAMES. PLAY TALKS TO ATTENTION TO DETAIL'S CHRIS GIBBS. DON'T MAKE HIM ANGRY, YOU WOULDN'T LIKE HIM WHEN HE'S ANGRY...



ATD

PLAY INFORMATION

Name: Chris Gibbs
Job title: Managing Director
Company: ATD



PLAY: What exactly do you do at ATD?
CG: The other three directors and I plan and manage the strategy of the company. On a day-to-day basis I have been the project manager for *Blast Chamber*.

Play: What were your initial aims in setting up ATD in 1988?
CG: To create totally original entertainment software, be in control of and enjoy what we did.

Play: You were one of the first developers to write a game for the Atari Jaguar (*Cybermorph*), did this bring you welcome attention or are you embarrassed by the whole episode?
CG: I am certainly not embarrassed by being involved with the Jaguar. *Cybermorph* was a high profile game that gave us good magazine coverage and raised awareness of ATD in the industry. What was unfortunate was developing two titles for the Jaguar CD. *Battle Morph* and *Blue Lightning* represented 18 months of development time that would best have been spent on the PlayStation or PC.

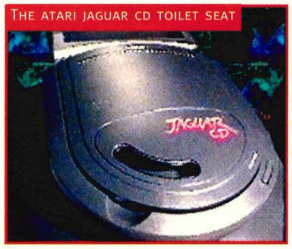
Play: What makes a good game?
CG: Games which have intuitive, exciting, user-friendly control methods make the player FEEL perfectly in control. Whether controlling a ship, a plane, a character or car, the controls make the player like or hate the game. Take *Wipeout*. It split gamers between those who liked the controls and those who hated them. What is the biggest change to *Wipeout 2*? – The controls! Addictiveness and enjoyment are both achieved through player rewards. Whether by graphical effects or gameplay change, the player needs to be rewarded for things they do correctly and penalised when things go wrong. The balance of this is essential to making the player feel "One more go and I'll get to the next level!" It's also essential to make the player feel "Wow! – All that work was really worth it" as this promotes a feeling of "What will happen when I do the next thing?" *Mario 64* is packed full of staged rewards and incentives.

One last comment on this: Games where human vs. human rather than human vs. computer are always likely to be better games. All ATDs games will offer multi-player options.

Play: Have any games really impressed you of late on the PlayStation and why?
CG: I think there are some very high quality products on the PSX: *Tekken, Wipeout, Destruction Derby*, and *FI* for example. There are some original titles coming too: *Pandemonium* and *Crash Bandicoot* are both outstanding with a fresh approach to 3-D gaming. However I have to say that *Mario 64* is the first game in a long time to totally impress me. The programming is the most accomplished I have ever seen in a game – its as if an animator was inside the head of the programmer: Mario does everything you'd expect him to in every situation, from climbing poles to being squashed – from swimming to clinging on to ledges. I wish we could see that kind of awesome programming in a PSX title.

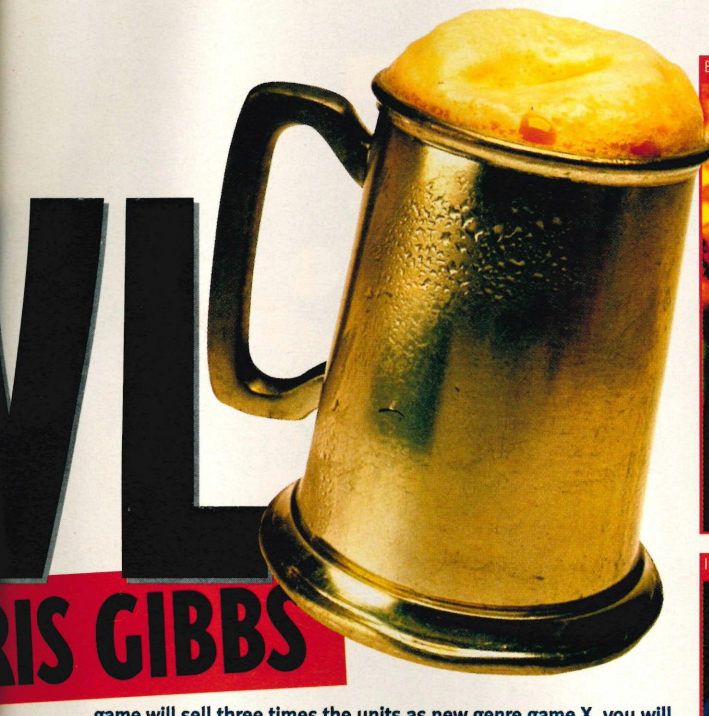
Play: What do you really think of the way the PlayStation is going? Is it the ideal platform for your games and if not, what could Sony be doing better?
CG: PSX is an excellent platform with well-supported libraries, well promoted hardware and a good public profile. I really think it is here to stay for several years. After our experiences working for Atari and developing with the Jaguar hardware, the PlayStation has come as a welcome change. The only problems with the PSX are that the first products were near its limits – second generation product are not that much better which may be below some gamers expectations. Oh, the other thing SONY could do better is to make their development kits cheaper!

Play: Why do so many games simply seem to be variants on a successful formula, is it hardware limitation, lack of imagination or something else?
CG: Successful formulas are successful because the market is prepared to pay money for them. They are nothing to do with hardware limitations or a lack of imagination from developers. Whilst a marketing department continues to say that a fighting



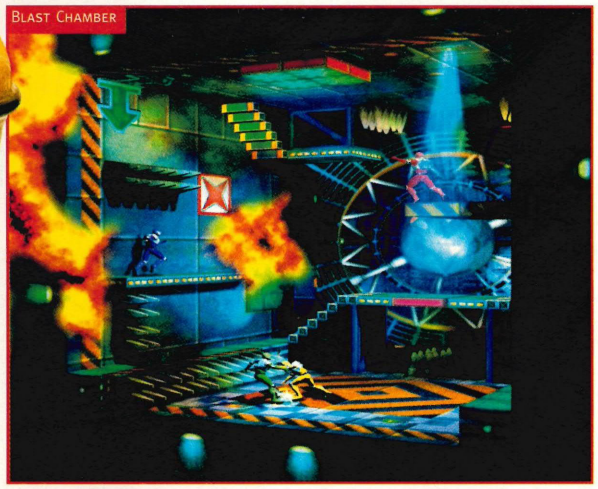
THE ATARI JAGUAR CD TOILET SEAT

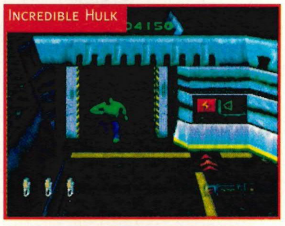
BATTLE MORPH

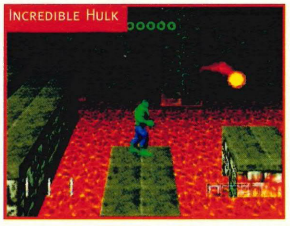


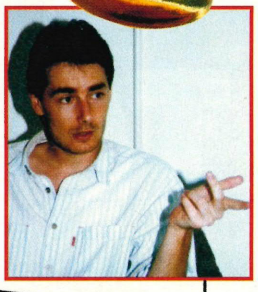
VL

RIS GIBBS









game will sell three times the units as new genre game X, you will continue to see fighting games.

Play: You are currently working on *Incredible Hulk* for Eidos Interactive – tell us about it and why it is different from other PSX platform games?

CG: *The Incredible Hulk* is an action adventure which combines three genres into one: combat game, platform game and arcade adventure. You play the latest Hulk from Marvel – the one that is intelligent as well as incredibly strong and does not revert back to boring Dr Banner every time he gets tired! You get to explore 13 worlds, facing over 20 adversaries each with different abilities, weapons and special effects. Fred Gil, project manager says there are loads of hidden secrets, surprises and scenery to smash. The game follows five Marvel storylines, notably the 30th Anniversary story of Maestro – Hulk's most dangerous enemy.

Play: Are there any new gaming genres left, or are we destined to re-hash the same ones over and over again?

CG: Of course there are new gaming genres left. That's the undying attraction of creating computer games. I hope *Blast Chamber* spawns a series of games set in rotating environments – we've just touched the surface on what can be down with ceilings that become floors!

Play: So what was the thinking behind *Blast Chamber*?

CG: Well, the notion of a 3D rotatable room was the brainchild of Andy Dude Howe, an ex-programmer at ATD. Inspired by the drawings of MC Escher, he envisaged a space full of stairs, gantries and platforms that could be rotated through 360° providing a totally new play environment. The concept of bombs on the players' backs and a multi-player brawl over a bomb-stopping crystal was borne out of creative discussions with the whole team.

Play: How did you get involved with Activision?

CG: We got involved with Activision because of a chance comment to Fred (our technical director) on their stand at ECTS. He told me they were looking for product and during a visit to L.A. I popped into their offices with a demo of the concept. Scott Lahman, their acquisitions guy, loved what he saw and a deal was done within weeks.

Play: What next for ATD on PlayStation?

CG: We have a wonderful title codenamed *BarnaBee* set in a disused house that is infested by many weird insects. You see the world from a bee's eye-view – flying up around table legs, into drawers and hiding behind TV sets! This is coming on PSX and PC for March '97. We are also prototyping two totally radical concepts – both for multi-players, both for PSX and both too secret to disclose details of right now.

Play: What is your all-time favourite game on any platform and what is your fondest memory of it?

CG: I have to say that *Mario 64* has become my all-time favourite game. As an ex-programmer and as a cartoonist I am totally impressed by the quality and depth of this game – the completely intuitive controls, the variety of gameplay, the sense of wonder, fun and sheer enjoyment in exploring a world of constant surprises and endless rewards.

Having said that, my fondest memory of video gaming was putting my last ten pence into a *Defender* machine, hearing that incredible chest-vibrating growl, and battling mutants for a furious ten minutes until after one baiter too many, the landscape dissolved and I died under a cloud of swarmers – well I was only 13 !

Play: What was working with LucasArts on *Indiana Jones and the Fate of Atlantis* like and do you think there will be further collaborations?

CG: We worked with Lucas Arts on two projects: *NightShift* (PC, ST, Amiga) and then *Indiana Jones*, back in 1990/91. They were a great company to work for, primarily because when we visited them we got to see George Lucas' HQ, Skywalker Ranch, and behind-the-scenes at Industrial Light and Magic. I remember being ushered quickly past a room full of monitors, hidden behind tinted glass windows. I peeked through and saw strange globular shapes made out of water. Little did I know they were creations for *The Abyss*...

PLAYED OUT...

NEXT MONTH IN PLAY

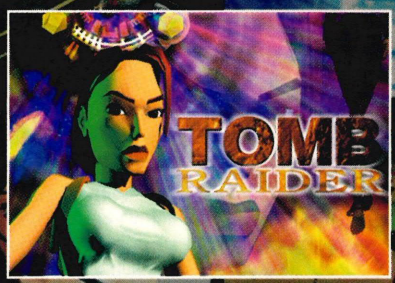
SYNDICATE WARS

Long time coming, but next month we'll return to Bullfrog and give you a full report on the ultra violent sequel to *Syndicate*, including never before seen material and interviews with the programmers. Now that the PC version is finished, it's full steam ahead on PlayStation!

PLAY ISSUE 14, ON SALE 7 NOV, DON'T MISS IT!

TOMB RAIDER

We gave you the exclusive first look and now the full review next issue. Is this the best PlayStation game yet? We decide...



PLUS!

Destruction Derby 2, Barnabee, X2, Suikoden, Star Trek, NBA '97, Soviet Strike, Star Gladiators, Depth, Soul Edge, Jonah Lomu's Rugby, Porsche Challenge, Robotron X, NASCAR Racing, Incredible Hulk, Black Dawn, Command & Conquer, Trash It, Rock 'n' Roll Racing 2, Kart Duel, Reloaded, Grand Theft Auto, Iron & Blood, Blast Chamber, QAD, Excalibur, Indepedence Day, X-Men Vs Street Fighter, Dark Forces, Treasures of the Deep, Disruptor, Street Fighter 3-D, Street Racer, Resident Evil 2, Viper, Beyond the Beyond and much more...

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Paul at GT for dealing with us at last, Jon at Konami for *Overkill* and realising we're all part Japanese anyway, James at Mindscape for sticking with us for *NC* as a reward for all our previous hard work, Guy at Sony, Nick at JVC, Alison at Interplay for the disruptions, James at VIE for staying cool, Nick Grange, Tina Hicks, Nathan Wilson and Howard Glover for the ECTS parties and all PR people far and wide for their support this month.

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I AM THE DEVIL SON KAZUYA

DEVIL SON DEVIL SON DEVIL SON

HEIHACHI WILL RETURN

REVENGE

THE FATHER WILL BE AVENGED

SOON MY MASTERPIECE WILL BE COMPLETE

Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
PAIN WILL BRING ME CLOSER TO FATHER

鉄拳

Beware Kazuya

THE SUPERHUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT – THE QUEST MUST CONTINUE. THE FIGHT GOES ON THE FIGHT GOES ON

FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN. FEEL NO PAIN.

TEKKEN II

TEKKEN II HAS SHOWN THE WAY

TEKKEN II HAS SHOWN THE WAY

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