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zine December 1996

Syndicate Wars

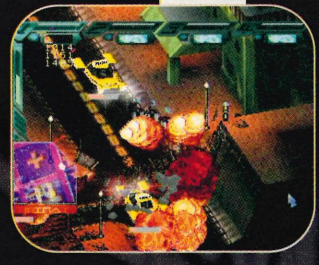
exclusive!



You can't get much bigger than *Syndicate Wars* from Bullfrog and this issue we've managed to secure an iron-clad exclusive look just before it goes public. Was it worth the wait? 38







5 WAYS TO CONTACT PLAY!

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

THE REGULARS...

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[Wall Of Game]

49 A selection of ultra-useful cheats and tactics for you to pull out of the mag and stick on the wall until wretched. This month a huge players' guide to JVC's *Victory Boxing*.

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76 The very best solutions every month. Maps, cheats, tips and your gaming queries answered.

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

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

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

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96 With a huge feature and cover on *Syndicate Wars* this month, who better to corner than Bullfrog's always-ready-to-chat Peter Molyneux. What other secrets does Bullfrog have up its sleeve for PlayStation owners?

inside

PLAY
issue fourteen
UK's Fastest Growing PLAYSTATION Magazine!



RELOADED

82 Gremlin's killer sequel and the only game to feature a homicidal cross-dresser with a bikini line to rival Brian Blessed!

DESCENT II

12 Interplay's secret is out! PLAY exclusively reveals that yes, *Descent II* not only exists, but it is coming out very soon.





DESTRUCTION DERBY 2

44 A full review of this nutter driving experience. Is it better than the original, or just more excessive?



TOMB RAIDER

38 It just might be the best PlayStation game we've ever played (but don't tell Core or their heads will swell too much!) and here's the definitive review!

WIN! 17 A 25" widescreen TV with Sony worth £900!

WIN! 32 A Pro Logic mini hi-fi system with Psygnosis worth £650!

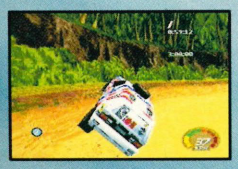
WIN! 30 Ten Logic 3 Predator light guns and five flight sticks worth £650!



WORKSTATIONS

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

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WIRED UP

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

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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 many reviews per issue.

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I COULD HAVE filled this issue of PLAY twice over, such is the number of hot new PlayStation games thirsting for your wallet cash this Christmas. Many games had to be cut down, shifted into other sections or simply left on the shelf until next month because the PlayStation gaming scene has gone nuts all of a sudden. With *Formula One* and *Wipeout 2097* selling hundreds of thousands of copies at a terrific rate of knots the desire to own a PlayStation is never more intense than now, especially with many high street shops offering interest free credit. You've got to hand it to Sony, it sure knows how to market a new piece of technology.

Personally, *Tomb Raider* has been taking up all my spare time this month, and it is the most fiendish game I have ever encountered. If you like a challenge, it is one of the finest games money can buy. Check out my definitive review on page 38.

As always PLAY is the only magazine you'll ever need if you own Sony's little grey box. As well as the most decisive reviews written in our own personal opinion style, we have two whopping first looks at the nearly-complete *Syndicate Wars*, Merit Studios' promising *Total Drivin'*, and EXCLUSIVE news of *Descent II* coming to PlayStation – sooner than you think. I hope you enjoy this issue as the team has put an incredible amount of work into giving you the complete PlayStation picture. Thanks to you our sales figures are looking healthier than ever and more and more of you are realising that subscribing to the magazine carries many benefits. Now take a deep breath and prepare for an information overload!

Damian Butt
Editor

PLAYSTAT wire

news • snippets • rumours • h

SONY GET

CHIP CONVERSIONS OUTLAWED, IMPORTERS THREATENED WITH LEGAL ACTION!



IMPORTERS worldwide were shocked this month to find Sony was finally taking legal action against them for selling converter chips and for doing the conversions for PlayStation owners. Right out of the blue Sony issued warnings to all UK importers known to be performing the conversion process and not only are they forbidden to sell or advertise the services, but magazines such as PLAY are also banned from carrying their advertisements.

The chip conversion process is relatively simple to perform; requiring nothing more than a soldering iron and one of the chips from the Far East. The chip bypasses Sony's country protection code and allows the PlayStation to accept US and Japanese games without the usual lock-out encountered on all UK machines. Of course this invalidates the warranty, but surely that's the price you pay if you want to play imported software?

PLAY first heard about the legal action a month ago as many worried import shops began to call and asked us if it was legal for Sony to try and scare them off. At the time it did seem to be nothing more than the same kind of wind that Nintendo tried on the Super NES, but now it seems Sony are intent on stamping out the import threat in every territory. Similar stories have reached the PLAY news pod from America; with many PlayStation newsgroups full to bursting with the general public, angry at Sony's stance.

We at PLAY do not condone disk copying or pirating, but playing import software is not a criminal offence. Once the machine has been bought, what right does the manufacturer have to say how it is then used? You don't get Zanussi slapping a court injunction on you just because you overfill one of their washing machines, so why is Sony trying to tell us how to use our PlayStations? Look at it from this perspective. You buy a Peugeot 205 GTI, but you don't think it's fast enough. Fortunately, there are many garages who will fit new engine management chips enabling it to rev higher and go faster. The chip invalidates the warranty, but you don't care because you've got a better car out of it. Now, even though the chip will shorten the life of the car by taking it beyond its normal tolerances, you don't see Peugeot taking you or the garage to court for copyright infringement do you?

Let us not forget that the vast majority of PlayStation owners are quite content with their official machines anyway – it's just a tiny minority of hardened gamers who want to dabble in import titles. And what about Sony's claim that all titles will be given a simultaneous world-wide release in the near future – surely the problem of import software and early pirating will be eliminated if that happens.



INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



DAMIAN BUTT
A hardened cynic, our leader loves any games involving cars but will not tolerate Crash Bandicoot. Pledge your support for the "Crush Crash Under a Lead Weight" party now! E-mail **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
The choclate chip will soon be leaving us to take up his position as official fan club president of the 2-D beat-'em-ups society. We wish him well (do we 'eck as like!). Next month Matt's position will be taken by The Masked Reviewer!

TOUGH!

PlayStation

We at PLAY agree that piracy must be stopped at all costs but the small independent import shops are not the problem, it is the organised CD burning plants run by software criminals on a large scale that need to be targeted. Sony's approach to the counterfeiting problem is like a blind bull in a china shop – it should concentrate on the real problem and perhaps co-operate with the importers and ELSPA to stamp out the problem for the sake of its own business and third party developers.

Yes chips enable PlayStations to run pirated gold disks, but if people can't get converted PlayStations from specialised shops then they will go underground and that will make the pirates even more difficult to track down and catch. The answer is to attack the pirates directly and to provide more disk security measures such as Psygnosis' clever memory card anti-theft device, which means you cannot play the gold disk without a code card. Not surprisingly, pirates could never afford to give away a memory card with each gold disk and so piracy of these games would be extremely difficult. Is Sony right to take this moral stand? Letters please.

CHRISTMAS TURN ON!

SPICE GIRLS SWITCH ON LONDON LIGHTS FOR SONY

YOU'VE GOT to admit, the PR for Sony are switched on dudes, and to celebrate what is bound to be the PlayStation's biggest ever Christmas, they've enlisted the help of pop vixens The Spice Girls to switch on the Oxford Street lights in London. The traditional ceremony was thought to be cancelled this year due to a lack of funds, but Sony stepped in with £75,000 and the hugely popular girl group (mine's the one with the dark hair who doesn't sing much – so hands off!) at the last minute. Unfortunately, by the time you read this, the Spice Girls will be long gone as it took place on the 7 November, but you can still revel in their aftermath all through the Xmas period. This is just the start of Sony's mega marketing campaign for the silly season which is propelled by a budget of over £40 million. There are now over 200 PlayStation games according to Sony. Compare that with the puny Nintendo 64 which is only expected to have around six for its launch in the middle of next year. Congratulations! If you're reading this, then you've not only chosen the best games console in the world, but the best magazine as well. Not bad!



[ABOVE] **Emm's in the place, she likes it in her face, apparently. Sony employs the Spice Girls to bring a little light this Xmas.**

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 BMG is planning to publish a pool, snooker and billiards game for the PlayStation in the middle of next year. As you may remember, Interplay was planning to release *Virtual Pool* some months ago but this has now been put on indefinite hold. Surely there is a market out there for the ultimate 3-D pool game? OR what about a virtual pub, with darts, drinking yards of ale, Telly Addicts quiz machine – the lot!

We've heard that Spectrum Holobyte (the US arm of MicroProse) is currently developing a PlayStation game based on the film *Starship Troopers* currently being directed by Paul Verhoeven. The film is all about a futuristic war, and the game has you fighting through the ranks to eventually command the entire Earth force. Expect something more concrete in mid 1997.

The whisper on the underground grapevine is that VIE has just scrapped development of a game based on the John Carpenter film, *Escape from LA.* The reason, we understand, is the poor box-office performance of the film. Get Snake Pliskin on the PlayStation we say!

And finally, we've just heard that Electronic Arts will be releasing *The Need for Speed II* and *688 Attack Sub* on the PlayStation right at the start of next year. *NFSII* is set to reach Alpha stage in November and we'll have a full report on it next issue, along with a review of the eagerly anticipated *FIFA '97*. Cor.

THE GREAT F1 RANT!

JUDGING by the deluge of letters and e-mails streaming into the PLAY offices, it would seem that many people are unhappy with Psygnosis' *Formula 1* game. There are two types of letter. One says that the game lacks many simulation aspects but is on the whole very good. The other states (using as many exclamation marks as possible!!!) that the game is bugged and does not work with a Negcon or steering wheel. What do you think? Here's a selection of comments (names withheld)...

"Why is it that us lot can find these bugs within a day of the game's release and paid playtesters can't? Maybe these companies would benefit from some of our testing...?"

"There is a lack of information given, unless you have Murray on to tell you things. Take pit-stop planning for example. You set your fuel load to 50%, a one stop strategy. When do you stop? How many laps do you do? This would be OK if it told you, but I haven't found that information yet. The problem is you set the race as a percentage of true distance, not an absolute number of laps."

"There's no such excuse for the memory card management and the missing option to save without returning to the main menu..."

"To save a season, you always have to return to the main menu. This means, as all who have played the game will know, some longer loading times (why the hell does the menu takes so long?). It's completely unnecessary, why not just add a save-option to the between-races screen?"



[ABOVE] *Formula 1* – a great game, but marred slightly for real F1 enthusiasts.



[ABOVE] The cars behave exactly the same whether you've got full fuel or not...

OOPS! WHAT THEY MISSED OUT IN F1...



WHEN *FORMULA ONE 2* comes out, this is what Psygnosis should make sure they include if they don't want an angry hoard of F1 enthusiasts battering down their door.

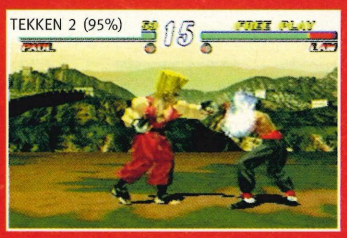
1. A chequered flag.
2. Coloured flags for different situations, eg accidents.
3. Retirements by other cars.
4. A pit-stop strategy planner, and a lap counter all the time.
5. More substantial crash damage.
6. In-depth car set-up options (for real petrolheads).
7. A true cockpit mode (shows your hands on the wheel).
8. Fuel guage and other instruments.
9. During the championship if you decide to skip the practice then you should not lose that option for the rest of the game.
10. More variable weather conditions, eg, sudden showers so that you must go in and change the tyres or risk losing traction.

TIPS OF THE ICEBERG!

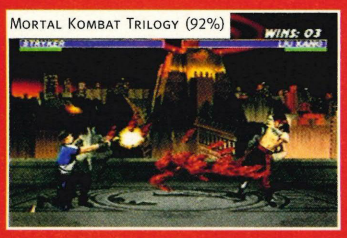
XMAS-TASTIC! Stuck for a gift for that PlayStation obsessed person in your life? Tired of late nights because you just can't complete the last level of *Attack of the Blurgs* (fictious title)? You need PLAYSTATION SECRETS, STRATEGIES & SOLUTIONS, a brand new glossy book aimed firmly at console-heads. Written by games experts, it features huge solutions and cheats for all of the top PSX games including *Alien Trilogy*, *Resident Evil*, *Die Hard Trilogy*, *Crash Bandicoot* and the mighty *Tekken 2!* There are also over 500 cheats including level selects, hidden stages, passwords, undocumented moves and secret bosses. In all there are over 200 colour pages of unadulterated gaming power – yours for only £14.95 – a true gaming bible and one that you can't afford to miss. PLAYSTATION SECRETS, STRATEGIES & SOLUTIONS is available from all good computer bookshops or you can order direct by sending a cheque or postal order made payable to Paragon Publishing Ltd to the following address: *Book Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA.* Alternatively fax your request on (01202) 299955 or ring the order in on (01202) 200202. Don't delay, get one today and have a happy PlayStation Christmas!

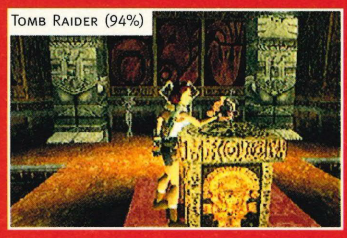


PLAY RECOMMENDS...

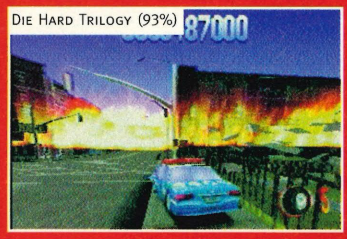












CHARTS

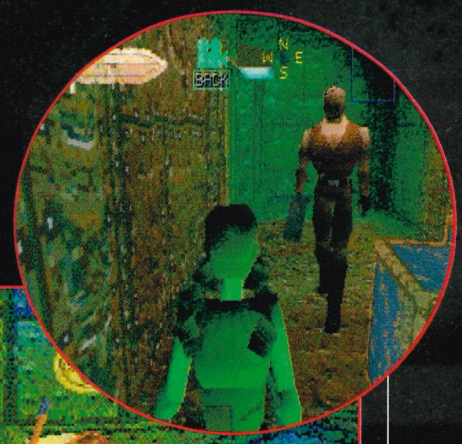
In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	TEKKEN 2	NAMCO	SONY	95%
2.	FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
3.	FINAL DOOM	WILLIAMS	GT INTERACTIVE	82%
4.	RESIDENT EVIL	CAPCOM	VIE	95%
5.	PGA TOUR '97	EA SPORTS	EA	81%
6.	ANDRETTI RACING '97	EA SPORTS	EA	74%
7.	MADDEN '97	EA SPORTS	EA	81%
8.	BUST-A-MOVE 2	ACCLAIM	TAITO	88%
9.	FIFA SOCCER '96	EA	EA	78%
10.	WILLIAMS' ARCADE	WILLIAMS	GT INTERACTIVE	84%



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EXCALIBUR 2555AD

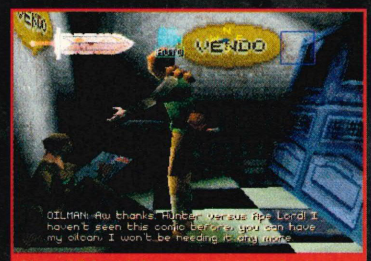


We brought you the first news on Telstar Electronic Studios' next big game, *Excalibur* in issue ten, but the game has come on in leaps and bounds since then and it's now had "2555AD" tagged on the end, which we think is a mistake. As you can see the game is a 3-D adventure set in the future and as well as character interaction, you will also have to contend with hand-to-hand combat and swordfighting. The plot is some uneccesary gubbins about the legendary sword Excalibur being stolen by raiders from, yep you've guessed it, the year 2555AD, and we're told the game contains over 600 locations, lip-synched characters and spell casting. There will be a full Workstation on *Excalibur* next issue and we think it looks very promising indeed in a sort of *Legend of Zelda* on PlayStation sort of way.





[Above] ***Excalibur*** **features many different views including this *Fade to Black*-style third person.**



[Above] **Telstar is keen to stress the adventure elements of the game. Long term play y'see.**









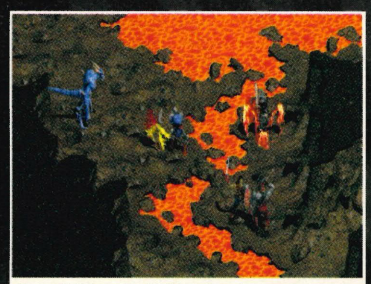
STORMY TIMES FOR EA

SOFTWARE GIANT SIGNS EXCLUSIVE DEAL WITH BLIZZARD ENTERTAINMENT

An Exclusive deal was signed by Blizzard Entertainment and Electronic Arts this month, giving the world renowned software publisher the rights to publish and distribute Blizzard's immensely successful *Warcraft* series on the next generation consoles.

PlayStation owners can look forward to conversions of Blizzard's *Warcraft II* and *Diablo*, both are role playing strategy games set in the *Warcraft* boardgame universe. *Warcraft II* on PC has sold over one million copies since its launch in December 1995 and *Diablo* uses a much enhanced game engine with updated graphics perfectly suited to the next gen consoles. In *Warcraft II*, you are charged with maintaining a thriving medieval economy in the kingdom of Azeroth, and *Diablo* switches tack completely and pits you against Satanic forces of hell itself! Both games offer substantially more challenge than anything currently available on PlayStation.





[Above] **Blizzard's *Diablo* takes the proven *Warcraft* game engine and adds smart graphics.**

[Above] ***Warcraft II*** **was a revolution on PC because it could be played on so many levels.**

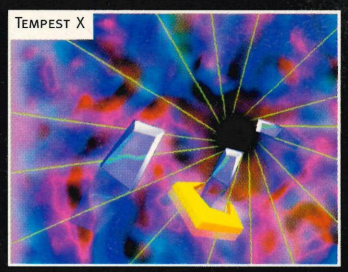
[Above] ***Starcraft*** **takes *Warcraft* into space. Will this game make it onto PSX courtesy of EA?**

TEMPEST X-CELLENT!



SOME MIGHT SAY that *Tempest 2000* was the only reason to buy an Atari Jaguar – and they'd be right. But now that the world's first 64-bit console has gone the way of the dodo it's fortunate that Interplay has resurrected the classic game and converted it for the PlayStation. *Tempest X* offers the PSX owner jazzy backgrounds during play, 60fps gameplay, texture mapped webs (the originals were just wireframe), and there are a whole host of new and unpredictable enemies including a Sharpshooter droid and a temporary helper who clears the screen of enemies. *Tempest X* also boasts beefed up weaponry and the option to power-up your guns up to five times! And finally, *Tempest X* is taken to the extreme with a brand new co-operative two player mode. Full review soon, but it looks to be the most playable action game yet.





PSX GETS FOOTY MANAGEMENT GAME

RIGHT OUT of the blue comes news that Anco has taken the brave step of releasing a football managment game on the PlayStation. Based on their successful PC games, *Player Manager* is a strictly-for-fans-only sim which includes 64 teams in the UK and hundreds of in-depth management decisions. Incredibly, the game came straight in for review. See how it fared on page 72.

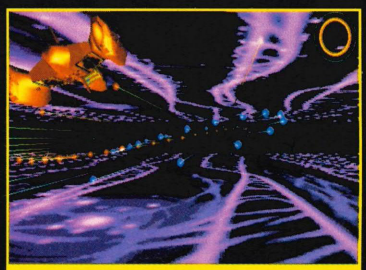


PREPARE FOR DARKLIGHT...

RAGE has been dabbling in the machine again because the Liverpool based developer has come up with *Darklight* for Electronic Arts to publish in January. Essentially *Darklight* is a space shoot-'em-up featuring quite the smoothest scrolling and vivid colours yet seen on the PlayStation. But rather than just blasting aimlessly, there is a hidden agenda... You have been selected to join a newly discovered alien race and learn their customs and language as well as secretly trying to find out their military strategies and plans. *Darklight* has been in development for 18 months and hopes are high for something which gives you the plot development of *Wing Commander,* but at about twice the speed. Also, don't forget that *Wing Commander IV* is coming to the PlayStation in January.



[ABOVE] **Is it a bird? Is it a plane? No it's a bloody great space station! *Darklight* from EA.**



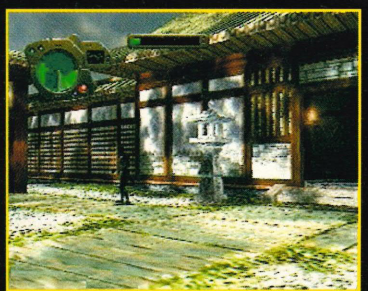
[ABOVE] **We haven't had playable code yet but it looks fab. Simultaneous PC and PSX release.**

... AND PERFECT WEAPON

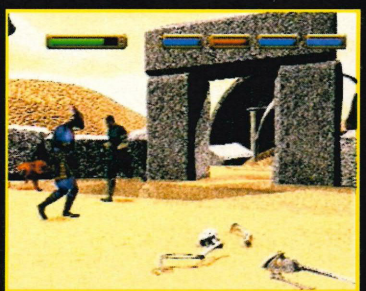
USA correspondant Cat Bucannon first brought you the news of American Softworks' new game, *Perfect Weapon*, but it's only now that we've heard that EA will be publishing it in the UK. Looking like an illegitimate son of *Resident Evil* and *Time Commando*, the game puts you in the shoes of Blake, a fighter lost in an alien world. Pretty soon you discover that some bloke called Morgone has hatched a plan to develop a huge super weapon and for no reason other than you've got nothing else on, you must stop it from being fired. *Perfect Weapon* is a game with nice backdrops (fixed camera angles by the look of it) and the enemies have been coded with "Behavioural AI", which means that two can attack you at once. Expect to see it in the shops in early '97.







[ABOVE] ***Perfect Weapon*** **is not just a fighting game – oh no, there are puzzle elements too.**



[ABOVE] **It all looks very *Time Commando*, what with fixed cameras and little man running about.**

USA ENTERTAINMENT

ENTERTAINMENT USA



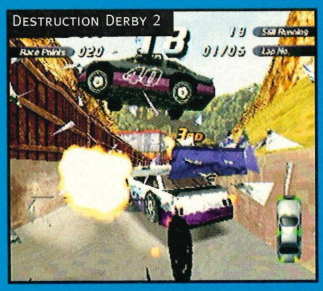
CAT BUCANNON brings you all the news on what's hot in the land of *Friends* and other crappy sitcoms featuring people with perfect teeth.

More news this month on Black Ops' latest PlayStation game, Treasures of the Deep. Recently unveiled to the US press, this underwater game is all about eco-preservation and puts you in command of a sub sent on various dangerous aquatic missions. The range of your tasks is awesome, and you can be capping wells, netting turtles, checking on whales, and even salvaging gold from lost sea wrecks. As well as natural hazards and undersea beasts, you will also encounter enemy subs trying to steal the booty. We're looking at a release over here in the next couple of months.



Basketball fans will be pleased to hear that Konami has almost completed NBA In the Zone 2, the sequel to the moderately impressive sports game which came out earlier this year. Notable improvements include the fact that each of the player's faces is texture-mapped onto their bodies, and they even display the same personality traits and moves. Zone 2 is also considerably faster than the first game. One final thing to mention for all you basketball fans out there is that you can make up your own players and then play as them – an intersting twist. Zone 2 is almost complete and should be out for Christmas.





And finally, **Psygnosis** has taken to advertising big time in US cinemas this month. The UK based company has started a campaign in over 2,000 cinemas to promote *Formula 1*, *Wipeout XL* (2097 – Ed) and *Destruction Derby 2*. The advertising will be shown during screenings of *Star Trek: First Contact*, *Mars Attacks!*, *Substance of Fire* and *Devil's Own*. This is just the beginning of **Psygnosis'** 'big push' in the USA and in particular the company want to make *Formula 1* as powerful a name over here as in Europe. We of course are big on Indycar. See you next month.



[ABOVE] **Cat Bucannon – is American.**



32-BIT PITFALL 3D

ACTIVISION started its PlayStation push with MechWarrior 2, but now they've added *Pitfall 3D* to their post-Christmas line-up. *Pitfall* is of course a conversion of the classic Atari 2600 platform game which featured primitive graphics, but startlingly good gameplay for the time. The game has suffered numerous updates since, on Super NES, PC and Jaguar, but this is the first time that the character finds himself in a completely 3-D environment. The screenshots show both isometric and side-on levels and hopes are high for a stunning PSX version. Release date: Jan/Feb '97.







[ABOVE] ***Pitfall 3D*** **– now with textures, polygon monsters and three dimensions. Cor blimey!**







THOSE RELEASE DATES IN FULL

All these games should be out on the shelves during this issue.

NOVEMBER/DECEMBER

Bubble Bobble 2 (Virgin)
Burning Road (Funsoft)
Command & Conquer (Virgin)
Destruction Derby 2 (Psygnosis)
Die Hard Trilogy (EA/Fox)
FIFA '97 (EA)
Firo & Klawd (BMGie)
Hardcore 4x4 (Gremlin)
Hexen (GTI)
Incredible Hulk (Eidos)
Mortal Kombat Trilogy (GTI)
NBA Live '97 (EA)
Lomax (Psygnosis)
MegaMan X (Virgin)
NHL Hockey '97 (EA)
Penny Racers (Sony)
Player Manager (Virgin/Anco)
ReLoaded (Gremlin)
Robotron X (GTI)
Soviet Strike (EA)
Star Gladiator (Virgin)
Street Racer (UbiSoft)
Tomb Raider (Eidos/Core)
Tunnel B1 (Ocean)
Warhammer:SOTHR (Mindscape)
X-Com: TFTD (MicroProse)
X2 (Ocean/Team 17)

AND THE SLIPPERS...

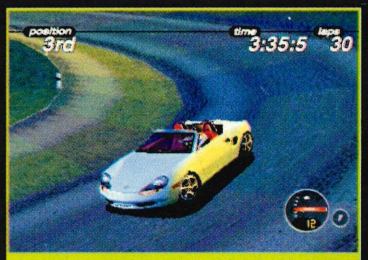
GAME (PUBLISHER)	WAS	NOW
Die Hard Trilogy	October	November 22nd
Tunnel B1	October	November 22nd

PORSCHE CHALLENGE –THE VERY LATEST!



AT LAST we've seen Sony's *Porsche Challenge* moving and it does look promising (despite being very early). These are the first shots of the Boxster showing the polygon driver, and the level of detail is such that you can even make out the dials and stereo inside the car. The whole kaboodle is naturally light sourced and the spinning alloy wheels are particularly impressive. *Porsche Challenge* features five tracks (including Porsche's own test circuit at Stuttgart) and there are seven drivers, each with their own driving style. One of the most interesting aspects of the game though is the two player split screen mode which does not sacrifice smoothness or speed and definitely increases the long term play prospects. Expect a release in early in 1997 and a review soon.





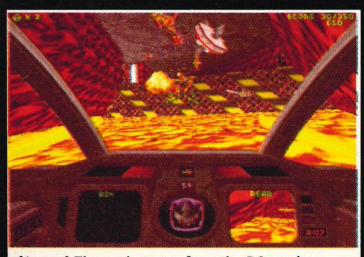
[ABOVE] **You can just see the driver in this shot. Other details include the car stereo and dials.**



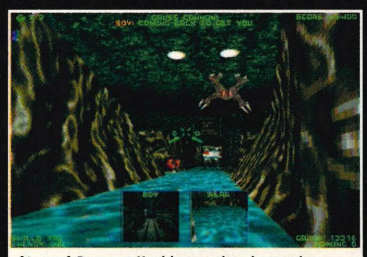
DESCENT II ON PSX!

A SHOCKED INTERPLAY answered the phone this month after we'd scooped the fact that *Decent II*, the sequel to the highly successful 3-D shoot-'em-up, was coming to PlayStation soon, very soon in fact.
Our US correspondant, Cat Bucannon, brought us the news of the game having been given exclusive access to Interplay's development team in America. *Descent II* is 90% complete at the moment and having admited that the game was indeed coming out, Interplay UK gave us some more juicy details. Apparently the game will be full screen this time (the letterbox format of the original prompted many complaints) and PAL optimised. *Descent II* will feature over 30 counter-strike missions and a series of specialised levels for the multi-player mode which promises to be the best thing two people can do with their clothes on. Alison Grant of Interplay said of the sequel, "It has been designed specifically for the PlayStation and will maximise the benefits of the controller." Which should be good news after the tricky control method of the original. *Descent II* will be released officially in Jan or Febuary 1997 and you read it first in PLAY!

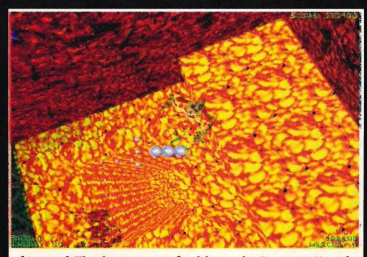




[ABOVE] **These shots are from the PC version. *Descent II* on PlayStation will look far better.**



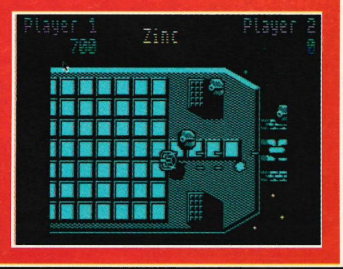
[ABOVE] ***Descent II* adds a cool roving probe droid which you can follow to vital objects.**



[ABOVE] **The bosses are far bigger in *Descent II* and to cope you have a huge arsenal of weapons.**

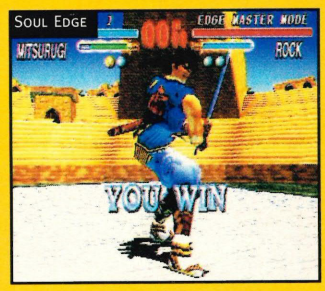
MOST WANTED

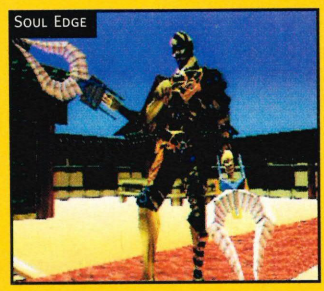
Nothing thrilled the senses like *Uridium* when it first came out on the Commdore 64. Written by Andy Braybrook for Hewson Consultants, it was the Eighties equivalent of *Wipeout 2097*, with a small but agile ship rocketing across huge dreadnaughts flying in space. Think of the Death Star trench scene from *Star Wars* and you've got *Uridium*. Obstacles had to be avoided and fleets of enemy fighters zapped as you one by one downed the motherships. A PSX version now!



JAPS EYE

The silence has finally been broken. Namco has announced the official release date for Soul Edge in Japan and immediately after the news, every games shop in the country was besiged by advance orders and in many cases money. This is without a doubt the most anticipated game since *Tekken 2* and the date given by Namco for its debut is 20 December. The US should receive the game a month or so later, and then Europe at either the same time or slightly afterwards. The PlayStation version, based on the System 11 arcade board, features many new enhancements including a brand new intro (and if it's as impressive as *Tekken 2* then we're really in for a treat!), new selectable costumes (remember that they were designed by the Japanese Soul Edge fans as part of a competition with Namco), the option to play either version one or two of the coin-op. And finally, Soul Edge will also have what the makers are calling the Edge Master Mode, which basically means a quest mode, very much like *Tobal No.1*, where you can win new weapons as you progress.





Taito has just revealed its latest game, Psychic Force, which looks to be a beat-'em-up, very similar to *Street Fighter II*, only with the player taking control of super heroes fighting in the air. This opens many new avenues of combat, including plunging attacks and being able to carry your opponent to new areas of the level. Psychic Force is out now in Japan and if you're lucky you can pick up an import copy.



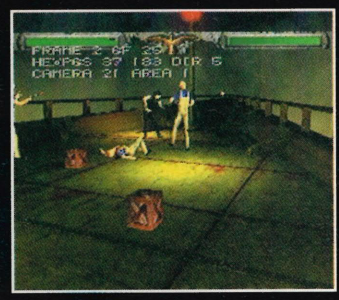


Castlevania X will now be called Dracula X: Symphony of the Night in Japan and what's more it's been delayed until Spring '97, which is bad news for all you vampire hunters out there. You play Alucard (Dracula backwards, predictably), the son of the blood-sucker, and new weapons include a variety of swords, but strangely, no whip (all previous *Castlevania* games have featured whips). Hopefully the developers will make it more next gen.

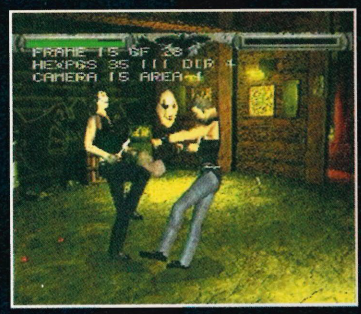


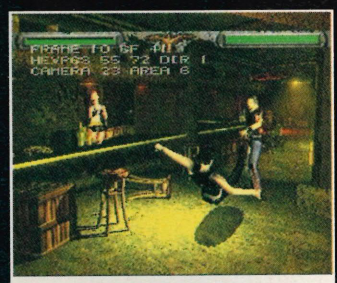
ACCLAIM STILL CROWING ON...

MORE MOVIE to game nonsense, this time with Acclaim aquiring the licence to *The Crow*, which was the dark revenge thriller starring the late Brandon Lee, son of legendary Bruce. Film fans will remember that Lee actually died before the film was completed and the last scenes had to be recreated using shots of Lee from earlier in the film. Acclaim's game features nothing like the same innovation, being a moribund fighting affair which uses ever-changing camera angles to dramatic effect. From the preview version we've played, *The Crow: City of Angeles* (based on the sequel) is practically a modern day conversion of *Renegade* (coin-op. Spectrum, C64) with a hint of *Pit-Fighter* on the Mega Drive. Developers Gray Matter will have to go some to get it into shape for its UK release in the new year.









[ABOVE] *The Crow* – looks very much like the ancient game, *Renegade*.

ATD CUTS LOADING TIMES TO JUST ONE SECOND!

ATTENTION to Detail, the development company responsible for *Incredible Hulk* and *Blast Chamber* on PlayStation, has just announced its discovery of a brand new data compression system capable of reducing loading times by up to 75%! ATD has christened it GT, and reports say it can shift 2.2.Mb per second on PlayStation, which for the technically minded means the equivalent of the entire RAM for a game in just one second. Imagine it, no longer will you have to suffer agonising loading times like the ones for *Kart Duel* (reviewed this issue). The first game to use GT will be *Incredible Hulk* by Eidos (due for review next month) so we'll be able to tell you first hand whether it works.



[ABOVE] *Incredible Hulk* will be the first game to feature the new GT compression system.

C&C *WILL* HIT PSX FOR XMAS! (PROMISE VIRGIN)

VIRGIN and Westwood Studios are pulling out all the stops to get *Command & Conquer* on PlayStation out in time for the silly season. This follows the news that the Saturn version of the game has not been licenced to Sega and therefore the PSX version faces none of the delay that games such as *Tomb Raider* and *Exhumed* have had to endure. This is certainly great news because, as we have strenuously reported in PLAY before, *Command & Conquer* is a FANTASTIC game. We will have a full review as soon possible.



[ABOVE] ***Command & Conquer*** **looks every bit as good as the PC game.**

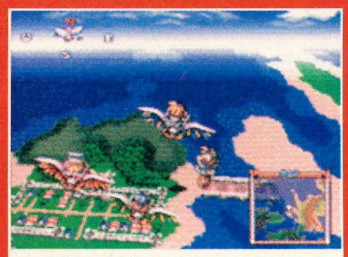


[ABOVE] **And Virgin say that we should see the PSX version before Christmas. Maybe.**

IT IS YOUR DESTINY

THE TEAM that the brought graphically-intense fantasy RPG, *Tales of Phantasia* to the Super NES is hard at work on its sequel, *Tales of Destiny*, for the PlayStation. Namco is hoping to turn *Tales* into a series, much like *Final Fantasy*, with a new world and storyline in each subsequent chapter. In this episode, our hero is adventurous youngster Stan Elron. At the beginning of the quest, he sets out to make a name for himself by questing after some ancient magical "lens." But when Stan runs into a talking sword named Dimross, his fate changes greatly, and he ends up searching for a legendary flying city.

Although the character design this time is by Mutsumi Inomata (*Weathering Continent, Surging Aura*) instead of *Tales 1's* designer Kosuke Fujishima, the look and feel of *Tales of Destiny* is very similar to that of *Phantasia's*. The overhead map is highly derivative of the original's, but with some polygon mountains and towers thrown in for effect. Also, due to the "Global Sphere System," *Destiny's* world really is, as far as the computer is concerned, an actual spherical planet. The side-scrolling battles remain basically unchanged, but much could change before this title's 1997 release.



[ABOVE] ***Tales of Phantasia*** **features a huge gaming area, but will it be released officially?**



[ABOVE] **Pretty standard combat rounds then. You each take it in turns, just like *Final Fantasy VII*.**

F1 DOES 1/2 MILLION!

REPORTS have now been confirmed that *Formula 1* by Psygnosis has sold over 500,000 copies in Europe since its launch last month, making it one of the fastest selling racing games on PlayStation so far.



BATTY!

***BATMAN** Forever* failed to turn up from Acclaim this month – a bit of a pity really as we'd planned to do a big feature on it. If you have raced through the pages of this issue of PLAY hoping to see some mention of the Caped Crusader then we're very sorry, but we'll have a full report next issue.



DELAYED...

SAD NEWS for eager PlayStation owners waiting for Squaresoft's RPG extravaganza, *Final Fantasy VII*. The game has been delayed until January 1997 in Japan due to production problems . We had hoped to see a final version this December, but the news was announced mid-way through this month. Also delayed is Codemasters' *Micro Machines V3*, which has slipped from Christmas to spring of next year. Evidently, the developers needed more time to perfect it for PlayStation and this means it will come out simultaneously with the PC CD-ROM and Saturn versions.



[ABOVE] ***Final Fantasy VII*** **– now delayed until the beginning of 1997.**

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BRING YOUR DAUGHTER...

MELT is a new action/adventure game from newcomers Virtual Studios. Your nemesis in the game is none other than Iron Maiden's mascot, Eddie, who you must destroy by collecting 11 lifeforce pods and then confronting the grinning maniac in hyperspace. Most of the game is played in first person perspective and it also features a soundtrack by the heavy metal band to coincide with their 20th anniversary. *Melt* will be rocking onto a PlayStation in January.





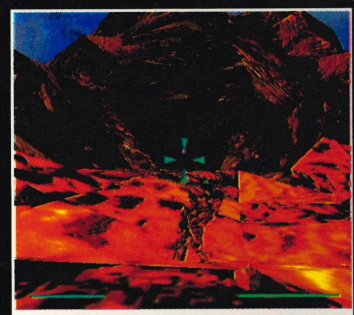
[LEFT] **Iron Maiden's mascot, Eddie, is the nemesis in *Melt*.** [ABOVE] **A guardian approaches.**



[ABOVE] **And just how do you get around the 15 worlds? Big clomping robots of course.**



[ABOVE] ***Melt* features over 50 realtime 3-D characters such as this ice queen.**



[ABOVE] **I don't know what this is. Hope it's not a dead horse...**

MOST WANTED

Quazatron on the Spectrum. You controlled a robot who could 'grapple' with other more powerful droids and if you won, their parts were stripped off and bolted onto your own chassis. The game was played from an isometric perspective and the gameplay worked because you had the exploration mode and the entirely different grapple sub-game to master. Gradually you could make your way to the lower levels but only if you were powerful enough.



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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.



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

Back ISSUES

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*!



ISSUE [13]
Massive review of *Project Overkill*, first look at *Nightmare Creatures!*



Win a WIDESCREEN TV Worth £900!

Get Wide, boy with Sony's latest wideboy

CRASH BANDICOOT is without a doubt one of the most impressive games to have appeared on the PlayStation. Combining solid, reliable gameplay and visual excellence in a technically impressive glorious 3-D world, *Crash* is definitely one wideboy to be reckoned with. To celebrate the launch of Mr Bandicoot, PLAY has teamed up with Sony Computer Entertainment to give away another wideboy. Yup a glorious 24" NICAM stereo W-I-D-E-S-C-R-E-E-N TV is yours for the taking, if you can answer the easy-peasy question below.





FIRST PRIZE

The first correct entry out of the bag will win this beautifully designed 24" widescreen TV which will allow you to watch conventional and widescreen broadcasts using intelligent zoom modes and has all the latest features including NICAM digital stereo, a SuperTrinitron screen and, er, a remote control. This plus a copy of Sony's flagship platformer *Crash Bandicoot*, what more could you ask for.

RUNNERS UP

The next four entries out of the proverbial bag will each get their mitts on a copy of Sony's mad marsupial, *Crash Bandicoot*. Rip it up, wideboy!

Crash Bandicoot is what kind of animal?

A MAMMAL B MARSUPIAL C MAMMOTH

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

I wanna get W-I-D-E, boy **Play Magazine**
Paragon House. St Peter's Road, Bournemouth, Dorset. BH1 2JS

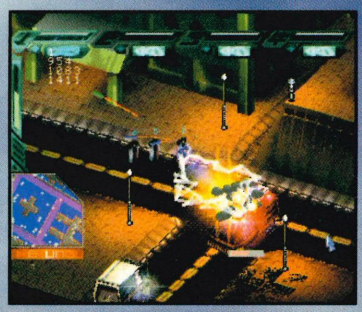
Please note: The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Sony CEE may not enter. Multiple entries will ALL be disqualified. The closing date for the competition is Friday 6 December 1996. All winners will be notified in writing. 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 Eagerly anticipated since, can you believe this – issue one of PLAY! *Syndicate Wars* is finally here and in an exclusive Workstation we reveal every aspect of this epic blend of strategy and violence. Command four tooled up nutters on hundreds of missions throughout the world and try to blow the crap out of everything in the process. They don't come much bigger than Bullfrog's *Syndicate Wars* (and we've got it first!).



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. PSX steering wheel or the Negcon joypad come under steering/analogue.



One player
eg Project Overkill



Multiple Players
eg Tekken 2



Steering/Analogue
eg Negcon



Multi-Tap compatible



Mouse compatible
eg Sim City 2000



Uses a Memory Card
(for save games)



Split Screen
eg Bust-A-Move 2



Link Cable compatible
eg Formula 1



Light gun compatible
eg Die Hard Trilogy

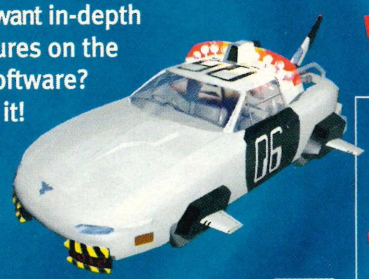
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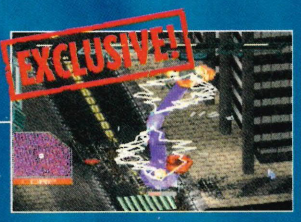
REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS



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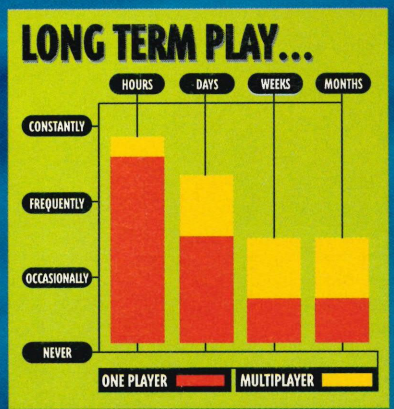
SYNDICATE WARS 20
TOTAL DRIVIN' 28





CHALLENGE BOX

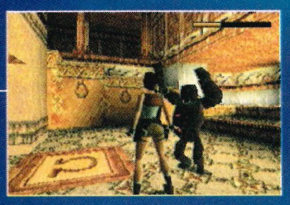
This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective, we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

STREET RACER 36
TOMB RAIDER (PLAY CLASSIC) 38
DESTRUCTION DERBY 2 44
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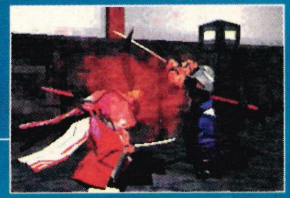


WIRED UP

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

RELOADED 82
PANDEMONIUM 84
SMASH COURT TENNIS 86
TERROR FROM THE DEEP 88
BUSHIDO BLADE 90
FLOATING RUNNER 91





Written By Asam Ahmad

POLITICS ARE NO MORE. RELIGION IS A REBELIOUS ENTERPRISE. SOUND LIKE UTOPIA? YOU'D BE RIGHT, IN A MANNER OF SPEAKING. IT'S *SYNDICATE WARS*. PLAY GETS READY FOR BATTLE WITH AN EXCLUSIVE INTERVIEW WITH THE PROJECT'S LEADER.

Syndic



[ABOVE] Despite the small size of all the elements on the screen, the *Syndicate Wars* world is amazingly detailed. This is gonna be one hell of a game.



[ABOVE] This is the arming screen where vital statistics are shown about your agent, and decisions can be made regarding armour and the like.



[ABOVE] It's not always the best idea to try to complete missions with pure brawn. A little tact can avoid drawing attention to your team and help you survive.

UNDER CONSTRUCTION



"It's important that dexterity and quick twitch reactions are combined with planning, forethought and a strategic approach..."
Mike Diskett, Bullfrog

[LEFT] The car at the bottom of the screen has just driven over some powerful mines. The agents must now run to avoid retaliation.

exclusive!

ate Wars

Imagine this. The future. The world is a grim place. An Orwellian prophecy permeates through the lives of every inhabitant. Nobody is their own person. Everyone has a computer chip implanted into the back of their heads. This chip is the last word in mind control. It force-feeds the populace an illusion of normality in which the daylight sky is perpetually summer blue and the streets of gleaming sandstone are lined with luscious green saplings. The chilling cold of reality is kept completely at bay. By now, traditional forms of political government have died and the world is run entirely by large corporations.

In the struggle for power and domination, these global corporations engage in war against each other, regularly. This isn't an ordinary war though. With technology in the advanced state it is, no longer are foot soldiers the pawns in the battle for supremacy. This war is fought by special agents. As the tides of the struggle ebb and flow, the corporations unite to form syndicates. It's all about domination, and one of the standard tools of the trade is the Persuadertron. This device gives the user control of the population by taking over the implanted chip to give orders to anyone...

This dark picture was of course the world of *Syndicate*. One of the most original and inspired games ever. Bullfrog's classically dark vision of the future captured the lives of millions through many stolen waking hours. A hundred years on, things haven't changed much and the wars still rage. In the original *Syndicate*, your goal was to take EuroCorp from fledgling corporation to undisputed rulers of the world. In *Syndicate Wars*, the sequel, this is assumed to have happened. This is where it begins again...

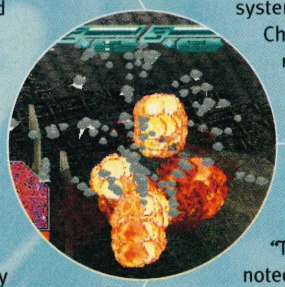
World of the Wars

It has to be said that *Syndicate* was one of the most immersive games ever created and many a sleepless night was had by hordes of addicted have-a-go-agents. Those Bullfrog characters really seem to have a knack for highly original, inspiring games like this, *Populous* and *Magic Carpet* being other examples. On that note, *Syndicate Wars* could arguably be the most eagerly awaited and desired game this decade.

So, on with the plot. During the last hundred years, EuroCorp had established a worldwide network of artificially intelligent computers to help it pipe more and more illusory information about the world to everyone in it. This New Calendar Internet was called 'Utopia'.

There are two ways to play *Syndicate Wars*. On the side of the Syndicate, or as part of a new faction, the Church of the new Epoch. Things have just started to go wrong for EuroCorp, because the Church of the New Epoch has released a sophisticated virus, called Harbinger into Utopia. This brings down the command and control system. The effects of the virus are such that where there was only one Syndicate to begin with, there are suddenly several.

In the first mission, if you're playing on the *Syndicate* side, you are an executive who controls four agents operating from a London base. You, as the *Syndicate* player, have to restore the command and control system. If you play the part of the Church, your first mission is to release the virus to start the deconstruction of the Syndicate empire.



Take the Mike, Mike

"The original *Syndicate* was noted for its dark, atmospheric cities, its violent weaponry and its realistic city environment. *Syndicate* was a completely original game and, even today, there are very few games even remotely like it," comments project leader Mike Diskett.

"The fundamental concept behind *Syndicate* was to put a team of well armed, cybernetically

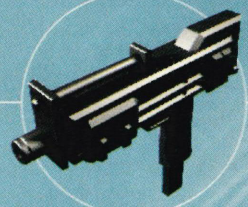
BLUEPRINT

Publisher: Electronic Arts
Developer: Bullfrog Productions
% Complete: 80%
Expected Release Date: January '97
Origin: UK
No of Players: 1–8

[LEFT] *Syndicate Wars* on th PC has just been released, but the PSX version has taken longer. Why? Dynamic light-sourcing, enhanced texture-mapping and thousands of colours on-screen are some of the improvements...

Gunning for you

To aid tactical play a variety of new weapons have been created. Many of the weapons from *Syndicate* still remain but now we're talking new models with slightly different specs. Here's a selection of just some of the awesome weapons that will be at your disposal.



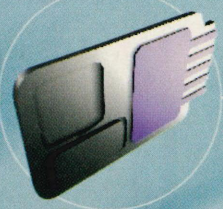
Uzi

Your good ol' automatic. Trusty, but not overly powerful. It's rapid and can save your hide in tricky situations.



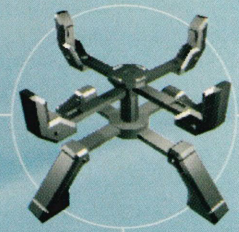
Minigun

Like the Uzi, but more powerful, this heavy duty machine gun can wipe out annoying agents with ease.



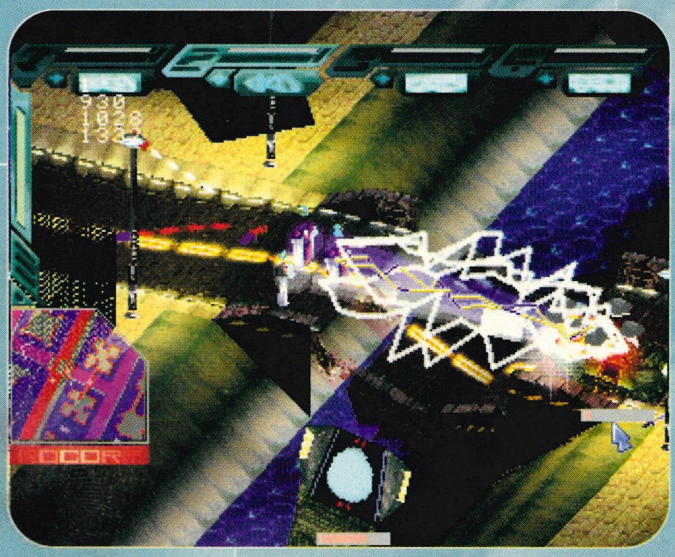
Clone Shield

A very handy device which will allow you to hide your true identity from scanning devices and other agents in the game.



Cerberus IFF

An automated gun turret which kills your enemies for you and can be set up just about anywhere.



[Above] The electricity based weapons are some of the more spectacular, with blinding pyrotechnic visual effects.

altered agents into futuristic city environments, and give players missions to complete with those agents. *Syndicate Wars* has taken the original game and brought it right up to date."

"The cities are now true 3-D environments, fully lit with dynamic lights. Buildings can be reduced to cratered desolation. The weapons have been spectacularly upgraded. The vehicles are now 3-D objects that smoothly follow city traffic systems. There are trains, vacuum shuttle systems, flying vehicles and even rocket launching tanks. The cities are populated by realistically intelligent civilians with their own objectives – who react appropriately to cyborg agents armed with laser rifles," continues Diskett.

"The missions in *Syndicate Wars* are all very open," he adds. "*Syndicate Wars* is classed as an action strategy game, so it's important that dexterity and quick twitch reactions are combined with planning, forethought and a strategic approach. How you equip your agents and how they go about completing their objectives are entirely up to you."

This open architecture was one of the most appealing aspects of the original *Syndicate*. Playing the game, you really felt as if you had total freedom in your actions. This was actually daunting at times – if you made a wrong decision at any point and things started going all wrong, it really felt as if it was all your fault.

"Some people complained about the levels of violence in *Syndicate*, the killing of innocent civilians in particular, but none of the missions in *Syndicate* required that you kill civilians. It's purely down to individual taste. If you enjoy burning a city's worth of innocent by-standers with a flame-thrower, then be our guest (just don't complain afterwards about the violence)!"

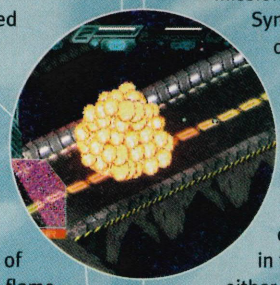
Of course trial and error isn't always an option when, critically, you're in the midst of a raging war campaign.

"Generally there is an easy way to complete a mission. It might not be immediately obvious. It may involve taking a shortcut down a previously unnoticed dark alleyway or it might involve causing a diversion – the sudden explosion of one sacrificial agent perhaps – while the remaining three carry out the mission. As you play through the missions you will learn what sort of approach works best in different situations." Mike Diskett is obviously proud of the game.



On a mission from God?

As mentioned earlier, in *Syndicate Wars*, you have the choice of playing either EuroCorp Syndicate agents or Church of the New Epoch zealots. The two sides have a complementary set of missions: for example, if a Syndicate mission involves destroying a zealot temple, then the zealot mission would be to defend the temple from the Syndicate agents. The two sides also have different weapons expertise and so research different weapons. Inherent in this construction, playing on either side will require the use of different mission tactics, and overall attack strategies. We're looking at two games in one here folks, and that can't be bad value for money!



"There's a phenomenal variety of missions. They aren't even all set on the Earth. Different city layouts have a





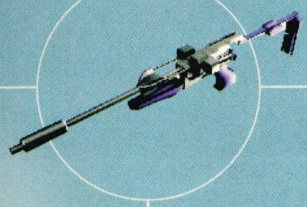


SOFTOGRAPHY

Bullfrog's babies:
In the past
Populous (1989)
Powermonger (1991)
Populous II (1992)
Syndicate (1993)

for PlayStation
Theme Park (1995)
Hi Octane (1995)
Magic Carpet

and coming...
Syndicate Wars (1997)
Populous III (1997)



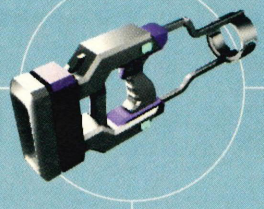
Long Range Rifle

A HIGHLY ADVANCED WEAPON THAT WILL TAKE OUT UNARMOURED TARGETS IN ONE SHOT. MORE THAN FOUR SHOTS AND WE'RE TALKING CHARCOAL.



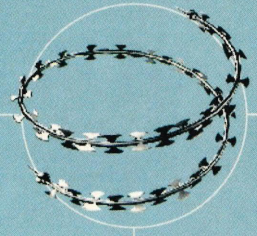
Knockout Gas

RELEASES A NERVE AGENT WHICH TEMPORARILY INCAPACITATES ANYONE WHO COMES INTO CONTACT.



Displacertron

BEAMS PEOPLE INTO THE FUTURE, BUYING YOUR AGENTS BREATHING TIME. CAN BE HANDY FOR TIGHT SPOTS.



Razor Wire

STRING THESE NEAR INVISIBLE WIRES ACROSS DARK ALLEYS FOR A BLOODY AMBUSH. SAY NO MORE.



Persuadertron

ALLOWS YOU TO TAKE CONTROL OF A VICTIM'S MIND, WITH VARYING EFFECT THOUGH. HELPFUL FOR USING PEOPLE AS PAWNS.





[LEFT] Three agents are in the personnel carrier hovering above the cab-like road car.



significant impact on the best strategy for a given situation. Then there are the individual objectives which make can make up a mission: assassination, persuasion, destruction, defence, escort, robbery, distraction, diversion, hiding, escape." Explains Diskett.

"Some missions involve special operatives, so you have to use the weapons they possess, instead of being able to choose your own. Many others involve visits to several cities. You might have a choice of missions open to you but only if you complete a certain objective in one can you successfully carry out another. This all added up to one big headache for us; the sheer number of levels to be designed and the degree of detail each mission required meant a lot of hard work for a lot of people."

Death in numbers

The game has taken nearly two years to develop. Through this time, an immense amount of work has been put into, judging by the PC version, one of the best videogames and sequels ever. But despite this, the team haven't got bored of the project. Being so close to the game, you'd expect them to be sick of the whole thing by now. No way Hosé! They're proud of it. Very proud.

"The team started out as just myself and Mike Man," relates Diskett.

"We steadily expanded the team throughout the life of the project. In the early days it was a very daunting prospect. There was so much to do that we barely dared look

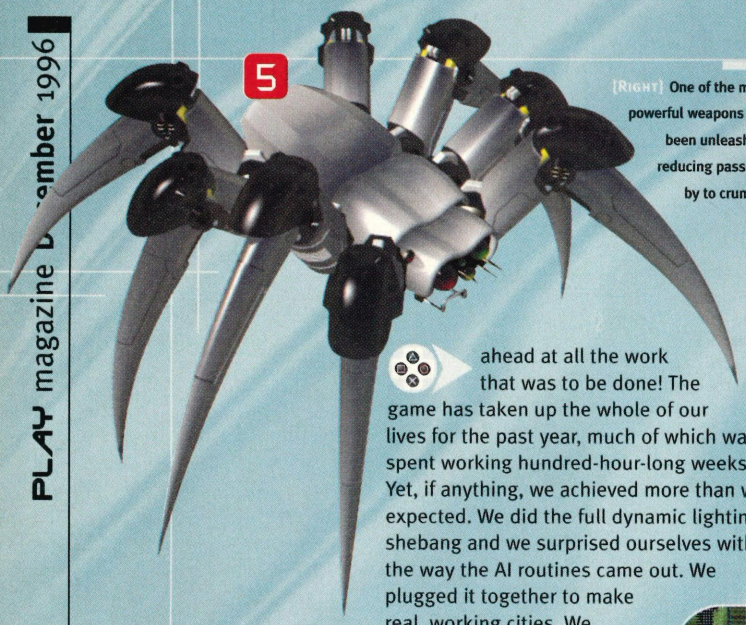


[LEFT TO RIGHT]
Ian Shaw (Support Programmer), Sean Masterson (Level Designer), Russell Shaw (Sound and Music) Mike Diskett (Lead Programmer) Peter Molyneux (Producer) Mike Man (Lead Artist)

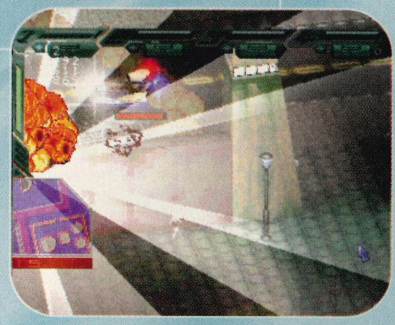


Syndicate Wars Hall of Shame

MIKE DISKETT PROJECT LEADER & LEAD PROGRAMMER
STEVE METCALF (CONSOLE PROGRAMMING)
JOHN KERSHAW (CONSOLE ARTWORK)
MARK ADAMI SUPPORT PROGRAMMER (EXPLOSIONS EXPERT)
BEN DEANE SUPPORT PROGRAMMER (EQUIPMENT SCREENS A SPECIALTY)
MIKE MAN LEAD ARTIST (BUILDINGS, TEXTURES & SPRITES)
MARTIN CAROLL SUPPORT ARTIST (CUT SCENES & SPRITES)
CHRIS HILL SUPPORT ARTIST (INTRO)
MATHEW WEE SUPPORT ARTIST (EQUIPMENT SCREEN ART)
SEAN MASTERSON, JAMES LEACH, NEIL COOK (SCRIPT)
BARRY MEADE, KEN MALCOLM, VINCE FARQUHARSON, PETER BLOW, SHIN KANAOYA, STEVEN JARRET (LEVEL & MAP DESIGN)
TRISTAN PARAMOR (LEAD TESTER)



[Right] One of the more powerful weapons has been unleashed, reducing passers-by to crumbs!



ahead at all the work that was to be done! The game has taken up the whole of our lives for the past year, much of which was spent working hundred-hour-long weeks. Yet, if anything, we achieved more than we expected. We did the full dynamic lighting shebang and we surprised ourselves with the way the AI routines came out. We plugged it together to make real, working cities. We developed over 60 meticulously balanced levels. We got our incredible special effects. It really is a game were are all proud to have worked on. The PC version is finished, the PlayStation version is basically complete, but it's being delayed to give us time to take advantage of the unique hardware."

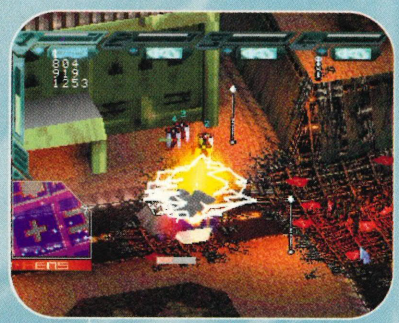
"If you enjoy burning a city's worth of innocent by-standers with a flame-thrower, then be our guest!"
Mike Diskett, Bullfrog

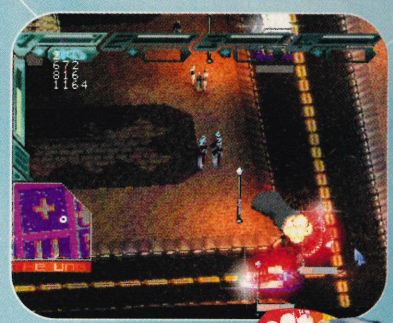
Just as an example of how rich the storyline is, how tense the drama is, and how immersive the action is, Mike related some of his choice moments.

"My favorite parts of the game are when you're completely absorbed into the world. Your agents are being tracked through the city, tired and low on weapon energy. Your cyborgs are still hurting from that last firefight. You're healing but you're healing slowly. The enemy is catching you up. You make it round a corner just before the agents chasing you get line of sight. Carnage greets your eyes...You search the dead bodies of the punks you killed earlier – quick as you can – to find something useful. You run away again, being careful to make sure there's a building between you and them. When there is, you arm the high explosive you found and stand well back. The bad guys have split up to attack from both side of the building at once. You let the first ones round the corner hit you with a few laser bolts but, as soon as they appear, you shoot the mine with a minigun (don't wait for the timer). BOOM! Off goes a large explosion, down goes a large skyscraper, wrapping itself around your ex-enemies in the process! Some of them are vaporised instantly. The ones furthest from the blast are set alight by the heat. They run around on fire. It's time to relax. It's time to gloat. It's time to use a burning, screaming cyborg for target practice..." If that hasn't whetted your appetite, then you're obviously a member of the Mary Whitehouse fan club!













Go ahead punk, mech my day

(Five reasons to be cheerful!)

[One] There are numerous characters in the game, ranging from special agents to world-beating scientists and mercenary-style Syndicate operatives with special abilities. Either on their side or against 'em, you'll appreciate their ferocious power.



[Two] There are many ways to carry out each missions though even 'simple' eradication missions must be carefully planned, as the computer's AI will react swiftly to any gunplay within the cities. Taking out five cops is easy, but what if that leads to 50 piling out of HQ in retailiation? Be careful of chain reactions! Thrilling, eh?

[Three] There are dozens of weapons in the game, with each side having access to different technology. The Church, owing to the size of their brains, has the edge for much of the game, but the Syndicate is forever collecting, researching, copying and using the Church's discarded weapons. Of course, they're building their own kit as well, capable of handling the type of combat in *Syndicate Wars*. This includes unmanned area defence drones which auto -fire at any hostile in range, as well as virtually nuke-proof vehicles and rapid airborne APCs.

[Four] Researching new weapons and agent modifications is integral to the survival of your team. All this takes money, so whichever side you're playing, you'll probably need to stray outside the law. City bank vaults can be raided for more cash for example. Beware, though – these places are heavily guarded, booby-trapped and, occasionally, almost empty. Pull off a big bank job and you could acquire huge wealth unless someone else has beaten you to it...

[Five] Over a dozen different types of vehicle are in the game. You can steal and control taxis, punk bikes, armoured trucks, personnel carriers, cars and even huge twin-rocket-firing siege tanks. The Church has its own auto-guided spider defence droids which are agile, well-armed and utterly relentless. There are even boss-baddies in the form of assault-suit exo-skeletons. These are hideous!

"Broken Sword sets an impressive standard for would be suitors" Official PlayStation 9/10

DADE COUNTY POLICE DEPARTMENT

DADE COUNTY POLICE DEPARTMENT

YEARLY ASSESSMENT / FITNESS FOR DUT

OFFICER NAME FIRST..John..LAST..O'Rourke..

RANK...Detective ~~xxxxxxx~~..**TERM OF DUTY**...12 years..

WEIGHT...195 Kilos..**HEIGHT**...6'1"..**AGE**...36..

DATE OF LAST ASSESSMENT...10/3/95..**TODAY'S DATE**...10/6/96..

PHYSICAL EXAMINATION

Officer's physical fitness has deteriorated since last year. Failed to complete 7 mile run. Heartbeat over 160bpm. Officer appears physically exhausted and is suffering from insomnia - nightmares about "terrorists dressed as clowns trying to bomb his home" are keeping him awake.

PERFORMANCE ON DUTY

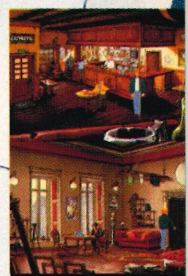
According to colleagues, Officer O'Rourke has become excessively paranoid. He believes madmen are out to "gun him down" on every street corner. This has led in turn to said officer making a total of 15 (fifteen) arrests on the Metropolitan Circus Clown 'Bozo' (Luigi Donatelli) in the past month. Sr. Donatelli has since filed an official complaint with the precinct and court action is pending.

RECOMMENDATION

1. Officer should be suspended from duty until further notice.
2. PlayStation video game 'Broken Sword', a detective mystery,should be removed from precinct forthwith to avoid affecting other officers.

ASSESSOR'S SIGNATURE.....



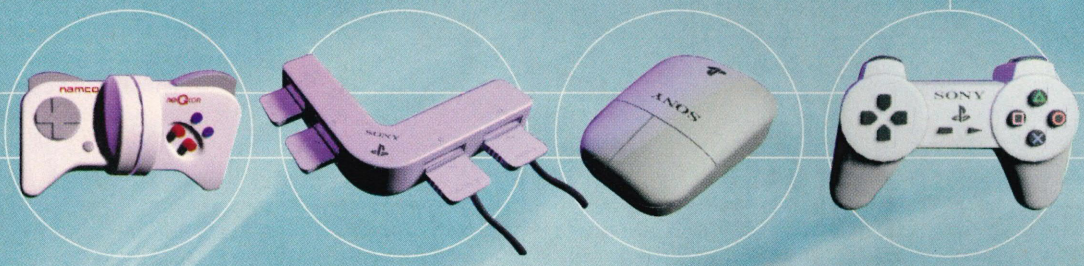


SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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I'm a control freak!

THE DEVELOPMENT TEAM BEHIND *SYNDICATE WARS* HAS ENSURED THAT ONE OF THE MOST IMPORTANT ASPECTS OF THE GAME IS TUNED TO PERFECTION – THE CONTROLS. THE GAME HAS BEEN DESIGNED TO TAKE ADVANTAGE OF SEVERAL PLAYSTATION PERIPHERALS, INCLUDING A NEGCON AND A MOUSE IN ADDITION TO THE STANDARD CONTROL PAD. WITH A MULTI-TAP, YOU CAN GET UP TO FOUR PLAYERS ON ONE PLAYSTATION ACTING AS EACH OF YOUR FOUR AGENTS, ALLOWING FOR SOME REAL TEAMWORK. OF COURSE, GET TWO LINKED PLAYSTATIONS UP AND RUNNING AND IT'S TIME FOR THE SYNDICATE VS ZEALOT DEATH MATCH!





[RIGHT] Check out the amazing transparency effects. At all times the action is visible. The view is also able to be rotated to aid visibility.













War on the home front

It all sounds rather fantastic doesn't it? There's more though. Over the next two months, the PLAY offices are going to be restless with anticipation, for there is one more feature that is going to make this game the proverbial dog's reproductive organs. Eight-player link-up. Of course, most PlayStation owners won't have the facility to link-up their consoles with mates', but worry not, up to four players can play on one machine. Nevertheless, for those with access to two TVs and two PlayStations... well let's just say there are going to be plenty of sex-starved lonely girlfriends come January-time. The link-up cable is used to allow death matches. There are 15(!) special death match scenarios. By using a multi-tap you can have four people on one machine, so with a link-up and two multi-taps you can have eight people at once playing *Syndicate Wars*. There's nothing like the feeling of catching your friends off-guard with a satellite rain attack – the equivalent of 20 nuclear grenades exploding simultaneously! *Syndicate Wars* is going to be big. What is shaping up to be an absolute must buy, is approaching fast. With over 30 cities, numerous missions, plenty of mechanoid monstrosities and evangelist emancipators to get stuck into, it's going to be a long hard slog to get through this one. With the Bullfrog seal on the package, there are high expectations. Without a doubt, from what we've seen it will have been well worth the wait. Roll on January, and let the wars begin.

"BOOM! Off goes a large explosion, down goes a large skyscraper, wrapping itself around your ex-enemies in the process!"
Mike Diskett, Bullfrog



[ABOVE] Agent No. 1 is now an ex-Agent. As you progress, the AI of the computer gets progressively devious and can prove quite a handful.



[ABOVE] The map depicts the locations of the cities in the *Syndicate Wars* world. Useful information about technologies and other aspects is displayed.



umping Flash 2
s a remarkable game
on all counts."
PlayStation Plus

THOSE MAGNIFICENT MEN AND NO FLYING MACHINES...



Hi Mom!!! Latest wild and crazy technogliders, Harry "Call me pancake" Zittert and brother Zak scale the Metropolitan Life Assurance building for an attempt on the Manhattan Central Park record. No holding hands, fellas.



Whoops! Lucky I avoided that banana skin! Yours truly, "THE BIRD" Bauer checks out the chasm on 18th Street, for a hop, skip and giant jump.



Spiros and co-pilot Howie complete an emergency landing on the roof garden of Martino's niteklub and eaterie, downtown Queens. YOU *&@!!?? GUYS KILL ME. (or something like that, according to the irate janitor).



Are they, like, ANTS down there or are my reconditioned B52 goggles DECEIVING ME? (Bob "The Bomb" Anderson about to drop his awesome load yet again over an unsuspecting public on 5th and 16th.)

Flight without wings. Scientists still baffled.

Ok, ok, so you classed yourself among the emus, penguins and other unfortunate inhabitants of this planet and didn't, like, give it a second thought...UNTIL NOW.

Listen, they keep on telling yo
those jerks that are EARTHBOU
that it "cain't, just cain't be d
Like what do they **!&@?*
As new members constantly
us: "I never knew it was
for anyone with nerves
a will like IRON ar
CONCRETE...here co
schedule and meetu
quarter's jumps ov
8.11.96. Early ca
1568, 6th Stree
24.12.96. Xma
Coffee Hous
Manhattan

The Roof Jumping Club of New York

Dear Mr Spirat,

Thank you for your application to join the club. We are delighted to accept you as a member and enclose a membership card and details of your first jump.

Once you've experienced the rush of leaping across a 30ft wide gap between two buildings 200ft above the ground, we're sure you'll want to do it all over again.

Unfortunately we are still required by state law to remind you that roof jumping is illegal and so all club activities must be carried out in complete secrecy. Dates of jumps may change depending on police presence in the area.

Yours

Al B

Alvin "Birdie" Bauer
Club President

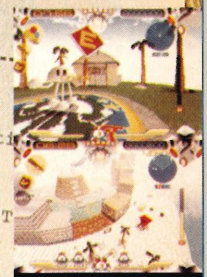
Please fill in and return to the club

For Club informati

How did you first become interested in roof jumping?

A. I was inspired by the mechanical Robbit in Jumping Flash 2, the PlayStation video game

B. Other



T

SONY

PlayStation

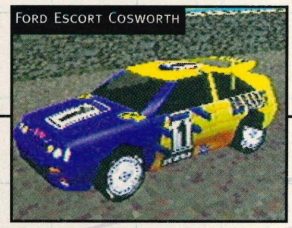
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

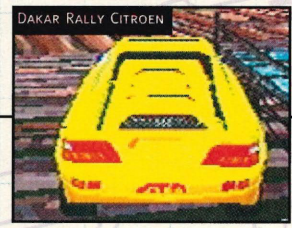
THE NEED

Total Drivin' features 24 cars in various team colours – from Lamborghinis to Land Rovers. Here's a brief look.









TOTAL DRIV

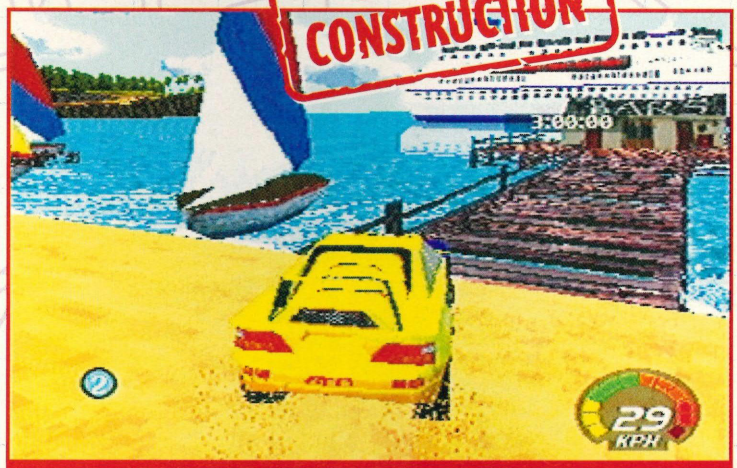
UNDER CONSTRUCTION

3...2...1...GO! It's a new RACE game, it's for the PLAYSTATION and it's LOOKIN' not 'arf bad. PLAY takes an EXCLUSIVE sneak PEEK at a PROMISING new title from MERIT STUDIOS.

Written By Asam Ahmad

It's the thrill of the chase that makes racing games so superbly addictive – the adrenaline rush that keeps you transfixed in a desperate battle for that elusive first place. With plenty of racing games around at the moment, PlayStation gamers are generally spoilt for choice, but as yet, there hasn't been one that satisfies every desire. Perhaps until now...

This month, PLAY was proud enough to get an exclusive look at a new game from Merit Studios, their first for the PlayStation, which could be the answer to every race-fans' dreams. Entitled *Total Drivin'*, it's a mix of some of the best racers to date, combining elements from the *Ridge Racer* series, *The Need for Speed*, *Sega Rally* and *Daytona USA*. Interested? Read on...



[Above] Lesh go 'n' shee if zhe barsh open zhen. Hic. Screw this racing lark! Maybe we can make it to the liner if I we go fast enough.

Blueprint

Publisher: Sony Computer Entertainment Europe
Developer: Merit Studios
% Complete: 60%
Expected Release Date: Jan/Feb '97
Origin: UK
No of Players: 1–4

THE TRACKS OF MY GEARS

Six wildly different tracks will be available, all with different terrain and scenery. Some of them, such as Moscow, will even based on real locations and have geographically and architecturally correct constructions to boot. The early version we saw only had three tracks all of which still needed work, but several things impressed us nevertheless. Each track is created as a full 3-D world, meaning that you can drive just about anywhere and you aren't restricted to a given path. This opens up possibilities for taking short-cuts. Although the graphics lacked a certain visual finesse, the speed was nevertheless top notch, with only a few areas of slowdown. Of course these are the kind of things that will be worked on as the game progresses. With varying terrain each with unique traction within each course, *Total Drivin'* feels very much like an enhanced *Sega Rally*, and yes, the developers are planning a split screen head-to-head mode as well as the almost customary link-up.

"A mix of some of the best racers available to date..."

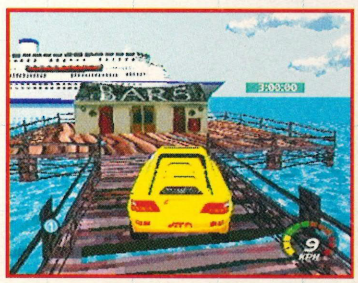
FREE-D ENGINES

The cars in *Total Drivin'* are based on real vehicles. The six tracks are categorised into three areas relating to the terrain of the course, with two in each class. From Dakar to the Rally and Sports classes, each will have its own set of eight vehicles available to race with. With 24 cars in total, including a

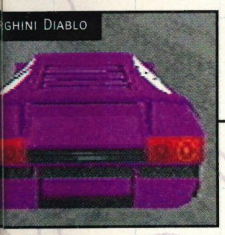
MERIT STUDIOS

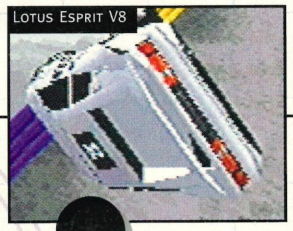


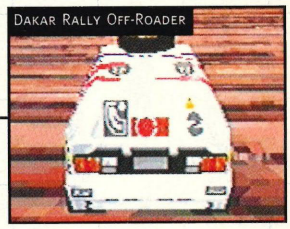




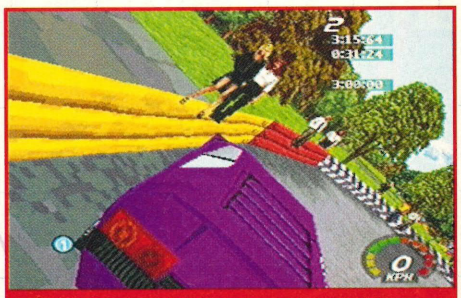




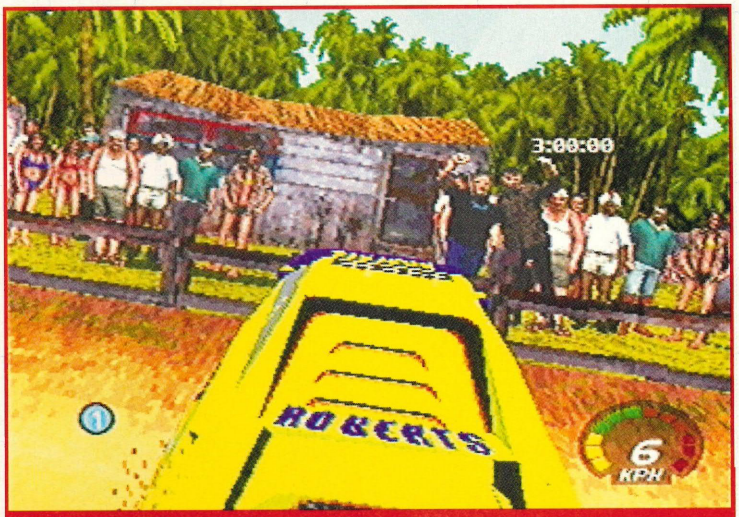




IN'



[ABOVE] What a beautiful thing. The car ain't bad either.

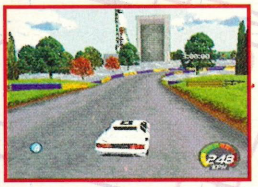


[ABOVE] Unfortunately, you can't drive into the people so there's no blood in the game. Surely this can't be realistic!?











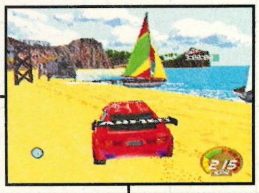


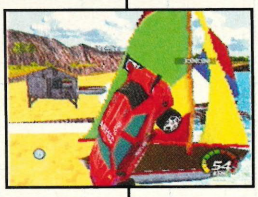
Porsche, a Lamborghini, and a Lotus, as well as real off-road and rally vehicles, there'll be plenty of options to suit individual tastes in speed, handling and traction. The version we played had plenty of cars already coded in, and first impressions of the driving model are very encouraging – they're realistic, responsive, fast, and better still, can be rolled if you take bends a little too quickly...

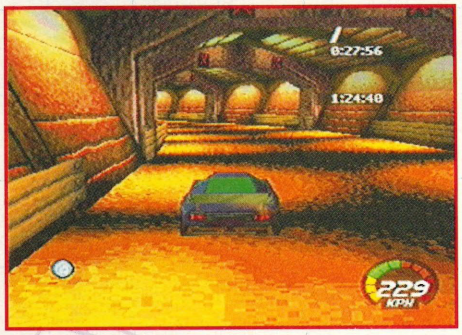
Another factor that'll also affect your driving will be the weather. Varying conditions are planned and even a night mode with dynamic light sourcing to ensure the effect is as realistic as possible. All this is made possible by an impressive 3-D engine which allows such freedom. But what is more remarkable is the lack of polygon pop-up in the distance. Even at this early stage, no matter which way round you race, where you travel, and how fast, very rarely do you see buildings and objects suddenly popping-up in the distance. Combine this and the ability to place your camera just about anywhere (this may not make the final version) and the impressive nature of the game engine starts to shine.

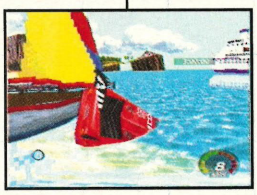
WATER WAY TO GO...

ONE OF THE MOST INTERESTING ASPECTS OF *TOTAL DRIVIN'* IS THE FREEDOM YOU HAVE WHEN DRIVING ABOUT THROUGH THE 3-D WORLD-BASED TRACKS. IF YOU GO FAST ENOUGH, YOU CAN MOUNT RIDGES, TAKE SHORT-CUTS AND EVEN DRIVE INTO THE WATER. HERE'S AN EXAMPLE OF SOME VERY POOR DRIVING...









FULL SERVICE HISTORY

Much work still needs to be done before *Total Drivin'* is completed. Visual tweaks, the rest of the cars and the tracks need to be put into place and all the arcadey elements are yet to be finalised. Arcadey? Yup, rather than just having a standard rally-esque racer, there'll be certain obstacles such as collapsing bridges, jumps and even an erupting volcano to avoid in your race for pole position.

It all sounds rather impressive, and it pulled a crowd in the PLAY offices when the men from Merit gave us a demo. One to keep an eye out for early next year, we'll keep you up to date with the progress on this cool looking racer.

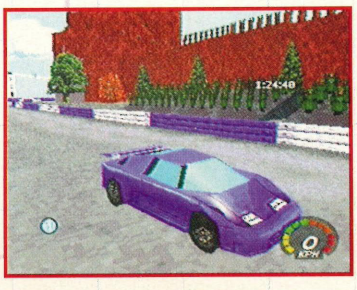
SOFTOGRAPHY

SONY:
Bud Tucker in Double Trouble (PC)
Alex Dampier Hockey(PC)
Coming soon for PlayStation
Oddball Engines
Sato City









POWER UP with Play

JUST AS THE government has finally decided to do something about those pesky handguns, we're breakin' all the rules and givin away ten! But there's more. As well as the fantastic Predator lightgun, we're givin' away five beautifully moulded flight-sticks and a handful of control pads for runners-up, all courtesy of Logic3. That's nearly £700 worth of gear for your PlayStation. Five lucky winners are going to get a gun and a flight stick, five will get a gun and five will get a control pad.





5 FIRST PRIZES

Each of the first five correct entries out of the bag will get their mitts on a Logic3 Flight Stick AND a Logic3 Predator lightgun.

5 SECOND PRIZES

For the next five correct entries out of the bag, we've got a lovely Predator lightgun to give away each.



5 RUNNERS UP

And finally, the next three entries out of the bag will get themselves a Control Station control pad.

To Win! and be in with a chance of getting hold of a prize, just answer this straightforward multiple choice question.

Which 92% rated smash hit PLAY Classic game is compatible with the Predator lightgun?

A Alien Trilogy B Die Hard Trilogy C MK Trilogy

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

Shoot to thrill with Play

Play Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Logic 3

Please note: The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Logic3 may not enter. Multiple entries will ALL be disqualified. The closing date for the competition is Friday 6 December 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.

Face the ultimate challenge.
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WOOLWORTHS

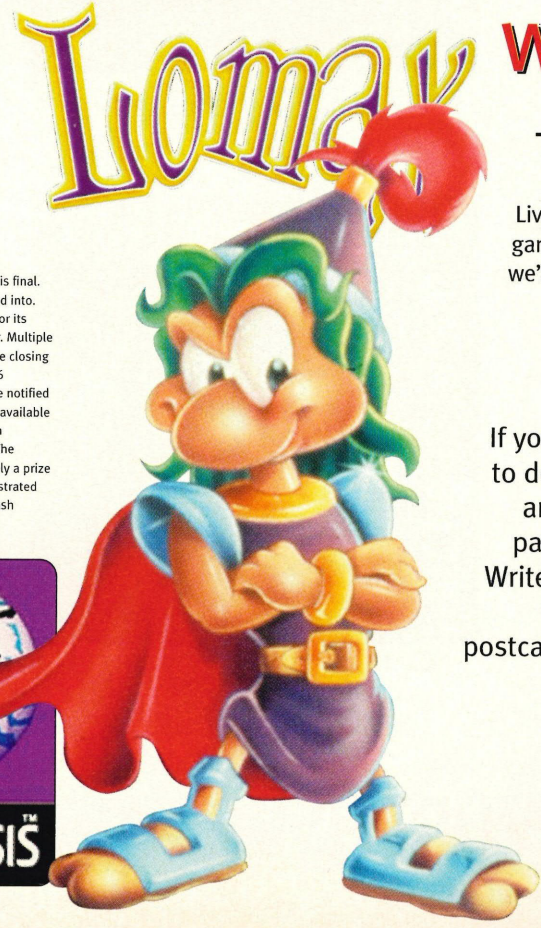
All items subject to availability

First Prize

This £650 state-of-the-art Sony Dolby Pro-Logic mini hi-fi system is full of advanced features to give you the most fantastic surround sound. You can put your TV through it, listen to the beautiful sound of the PlayStation, or even get the wireless on for a bit of Pete Tong. All this and a sweet little sub-woofer for a those lovely earth-shattering low-notes – that's six speakers in total folks! Radical.



WIN A state-of-the-art HI-FI SYSTEM worth £650!



THOSE PSYGNOSIS CHAPPIES are a nice lot, aren't they? One of the most technically advanced developers for the PlayStation, the Liverpool likely lads have consistently published some of the most advanced games yet. Anyway, to celebrate the launch of one of their latest title, *Lomax*, we're giving away a superb Dolby Pro-Logic hi-fi plus sub-woofer worth £650!

To Win!

If you want to get yer mitts on this lovely little baby, you'll have to do a little work. Check out the Lomax review on pages 66-67 and count the number of little Lemmings floating around the page (not that big bugger in the middle – Ed). Simple as that. Write your answer using a marker pen (making it fairly large, so those of us with poor eyesight can read it) on the back of a postcard or a stuck-down envelope, together with your name and address and send it to:

Lemmings don't lose with Play
Play Magazine, Paragon House,
St Peter's Rd, Bournemouth. BH1 2JS

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PSYGNOSIS™

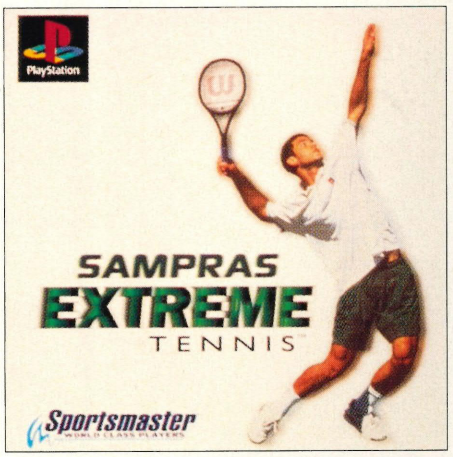
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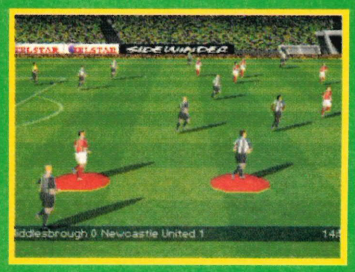


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WOOLWORTHS

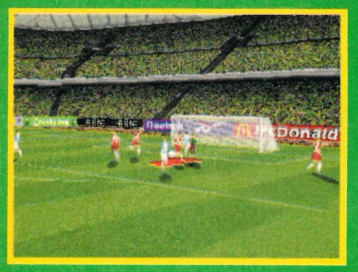
All items subject to availability

Some soccer games just look beautiful...













PC CD-ROM & PLAYSTATION

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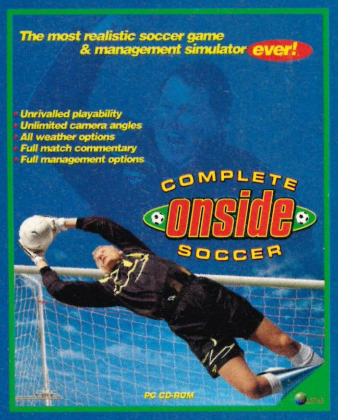
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TELSTAR Electronic Studios



[Above] There are different view modes in the game, each changing the elevation of the camera by small amounts.



[Above] This pseudo first person mode sees you ghosted on-screen with a low level camera. Notice the 2-D nature of the sprites.

STREET RA

Take a CAR. Add a TURBO BOOST. CUSTOMISE with special WEAPONS and you have an ALL-SINGIN', ALL DANCIN' MEGA machine. Here's EIGHT I PREPARED earlier...

Written By Asam Ahmad

If bitch-slapping an opponent whilst dumping a stick of dynamite on them during a powersliding overtaking manoeuvre is your cup o' cha, then *Street Racer* is going to provide you with plenty of wacky racing action. An all-singing, all-dancing 32-bit version of the Super NES classic, *Street Racer* on the PlayStation is a real gamer's game.

It's your standard racing affair, with twists. Lots of 'em. You can choose from eight cars to start with, all with varying handling abilities. Of course winning races is your main objective, but there is much more to the *Street Racer* than initially meets the eye. Take a selection of left and right hand slaps, two special weapons and a turbo button, and what you have is an all-out manic racer with no holds barred. The kind that inspires that evil "I'll get you" attitude, that's bound to destroy friendships.

A RIGHT FIGHT

The fighting aspect is an important part of the game. As you race around, it is possible to slap your opponents off the track and simultaneously planting a timed bomb on them. If they don't get rid of the bomb by dumping it on someone else in time it's boom baby; losing them valuable seconds. But there's more. You also have special attacks which can be administered from the side or the front, all unique to each car. These invaluable tools can be used for best effect by helping you barge your way to the front of a packed field, but be warned – expect retaliation!

Up to eight players can race at once, using two multi-taps, for a fast 'n' frenzied rubber burnin' battle. The speed of the game even in this mode is remarkable, and there is no slow-down at all, meaning that it retains playability no matter how many are on at once, although it does get very difficult to see where you're going due to the small size of the screen. More importantly though, *Street Racer* still works very well as a single player game. The AI of the computer cars has been meticulously programmed, and it shows. Every time you race, the computer analyses your performance and adjusts the behavioural pattern of the other cars accordingly. You can start off by learning the tracks and keeping the attacks to a minumum, and the computer will do the same. Start brawling and you'll get it back in yer face. Watch out for grudges too – the computer remembers!

RACE IN YER FACE

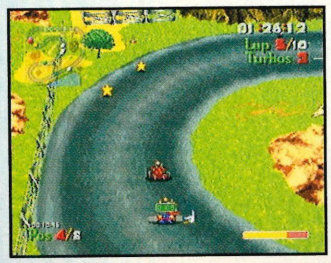
Street Racer boasts over 20 tracks split into four championship cups to provide a lasting challenge. Although the game is cartoony in nature and has an obvious younger appeal, this colourful appearance belies a precise and sharp driving model. As your skills progress, you can start to experiment with different cars until you find a favourite. Raph for example is the fastest, but also the hardest to control, and definitely one for the masters.

A lot of thought has been put into *Street Racer* and it shows. Although many might find the fighting aspect a little tricky to get into, especially with the number of buttons you need to master, *Street Racer* would feel a little dry without it. As I said before, it's a real gamer's game in the

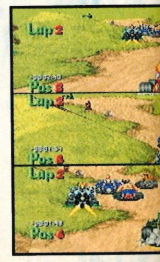
PLAY INFORMATION

Publisher: UbiSoft
Customer support: 0181 944 9000
Price: £44.99
Release date: End November '96



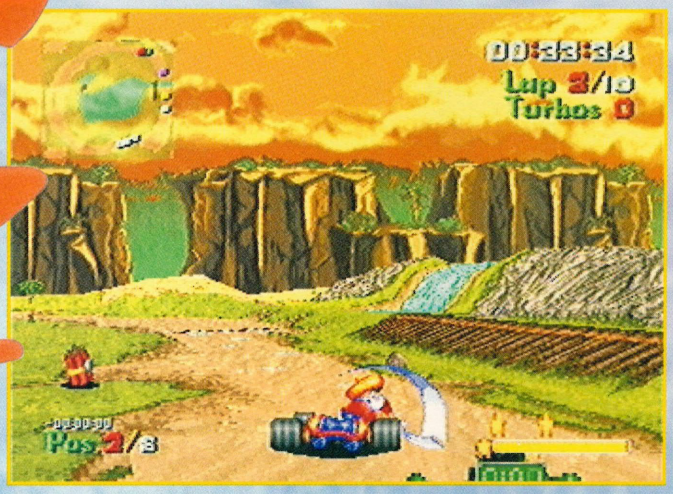






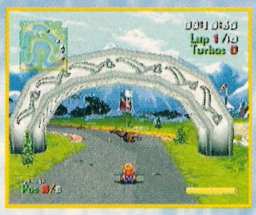


CER





[Above] All the cars have different special weapons. Raph's side weapon is an incredibly loud hooter that knock opponents sideways!





[Below] Winning a race doesn't necessarily earn you top points. Fighting, collecting stars, lapping others and fast times all award extras.





[Below] As your energy depletes, your car starts to lose its edge. Collecting little medi-kits is essential to make sure you stay at peak performance.





"A fast 'n' frenzied rubber burnin' battle!"

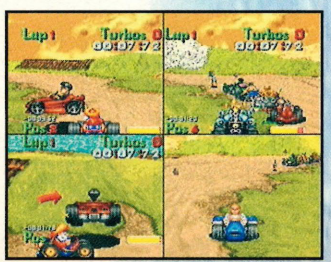
respect that it has so many features and finely tuned gameplay that hardened games addicts would relish. There's even a micro mode in it, a la *Supersonic Racers* or *Micro Machines V3*, and a Rumble mode where all eight cars are dropped into a ring and have to fight it out to the death.

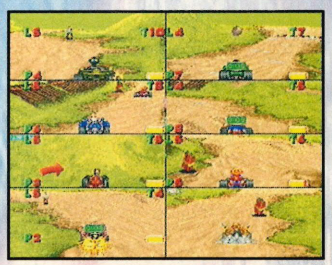
All in all *Street Racer* is a very playable multi-player racer that will last. The eight player is quite obviously just a gimmick though, because you cannot see enough of the track to stand a chance due to the compressed letterbox format. *Street Racer* is not as accessible as most games of this ilk and may not appeal to many next-gen heads, but has a good deal of gameplay that will satisfy over the long term.

A LA MODE

There are several different screen modes, with varying levels of actual playability. When you have three or four players, the game can be played in a wide mode or a box mode. The wide mode is comprised of horizontal strips whereas the box mode divides up the screen more squarely. All the modes up to four players are easy enough to deal with, but when you try five or more players, you get the eight-way letterbox effect which is very difficult to drive in as you can't see the track ahead. The micro mode is fun, but the small sprites can be difficult to distinguish from each other.









PLAY

Looks	9
Sounds	9
Gameplay	9
Value	8
Lifespan	9

PLAYED **84%**

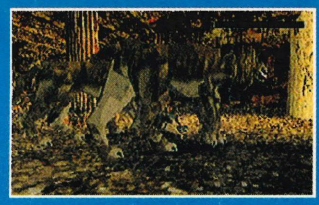
A right royal rumble

Alternatively:
Supersonic Racers (91%)
Micro Machines (Dec/Jan)

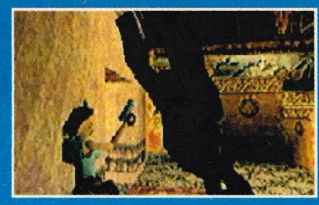
Written By Damian Butt

SNAKES, WHY DID IT HAVE TO BE SNAKES?

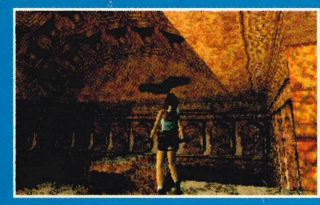
No decrepit old tomb would be complete without a random assortment of starving beasts who have spent their whole lives living up to the point where they rend you limb from limb. *Raiders of the Lost Ark* had snakes, *Temple of Doom* had creepy crawlies, and *The Last Crusade* was full of rats, but Indy never had to deal with the likes of these...



[Lion] The quick and the dead. They're quick and you die, frequently. Lions take ten hits and if they corner you they can take 50% energy in one bite!



[Gorilla] Nimble and able to climb most platforms, gorillas frequently appear on levels with big drops as they like to push you off.



[Bats] Annoying little buggers these. First of all you hear a little squeak and then a flutter of wings before they descend. One shot needed.

She's BRAVE, pert, SPUNKY and knows how to HANDLE AN UZI – she's LARA CROFT and this is THE BEST GAME of the YEAR!

Remember those Saturday morning cliff-hanger shows used to break up moments of tedium on *TISWAS* or *Swap Shop*? The ones made in America in the Fifties in black and white so that you couldn't see the horrendous back projection, and where the hero would fall prey to the villain at the end of each episode and face a certain messy death which he would miraculously escape from next week. Well *Tomb Raider* from Core Design is a whole series of those, except when death rears its head you invariably *do* get completely mashed, pierced or burnt; only to return via the memory card.



[Above] Trapped in the Lost World level, Lara is suddenly chased by a thundering Tyrannosaurus Rex. Trust me, the first time you clap eyes on it, you crap y'self.

PLAY INFORMATION

Publisher: Core/ Eidos Interactive
Customer support: 01332 297797
Price: £44.99
Release date: November '96



One Player



Memory Card

Lara laughs

Tomb Raider's essential gameplay was summed up instantly by a portly Irish fellow I know. "It's *Prince of Persia* in 3-D," he said and that's more or less spot on. You take control of feisty bint explorer Lara Croft, a rich kid rebel who has chosen to spend her life waist deep in filth or hanging by her fingernails above poisonous spikes, instead of being pampered in a sedate English home by Jeeves the butler. The sole survivor of a plane crash in the Andes, Lara's perception of excitement radically changed, and instead of courting Hugh Grant-like floppy-haired dunces, she took to searching for ancient treasures and fighting evil Nazi archaeologists for ancient relics (sound familiar?). In fact if Lara was not merely a computer generated babe, and Indiana Jones not just a fictional film character, they probably would have both jumped each other's bones on sight.

For her first game (come on, there will be others who are Core trying to kid?) Lara has been hired to find the many pieces of a mystical device called the Scion, which has been hidden in various locations around the world and will give its keeper ultimate power. But time is ticking away because other 'interested parties' are already on route to the known resting place of the first fragment in South America.

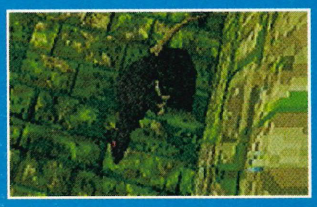
Croft original

The first thing that strikes you when booting up *Tomb Raider* is that it looks unlike anything that has gone before. The sumptuous level of texture mapped detail

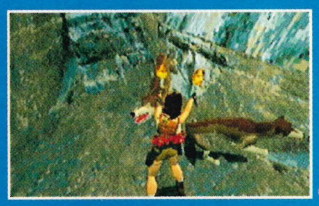
TOMB RA



[Crocodiles] Found in water or on dry land, these beasts are agile and take big chunks out of you if cornered. Five hits.



[Giant Rats] Level six and after is where you'll start to encounter these huge rats and they attack on land or water. A few shots will kill them.



[Wolves] Only found on the first few levels, these nippy little buggers take a few hits, but there are usually three or four of them at once so watch it.

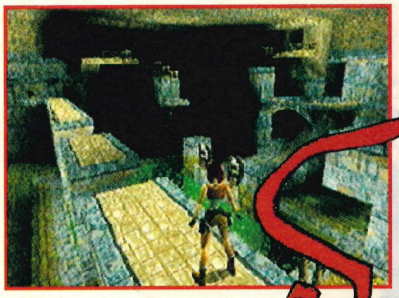


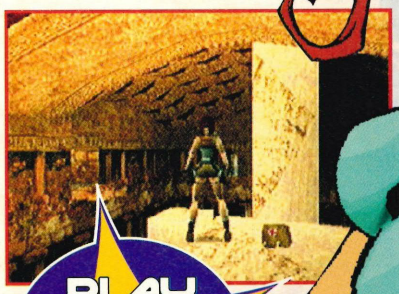
[Bear] So far we've only encountered one bear on level two but he takes loads of energy and is best avoided. Looks great though.

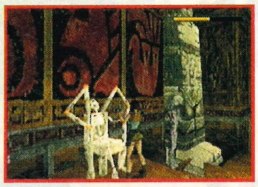
"The developers convey instantly the scale and majesty of the lost worlds you encounter..."

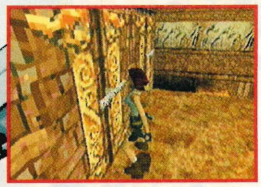


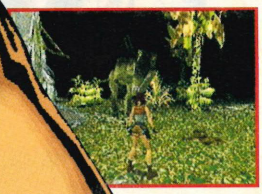
[Above] A lever unexpectedly opens a cage of raptors! One maybe, but two – no chance!











PLAY CLASSIC

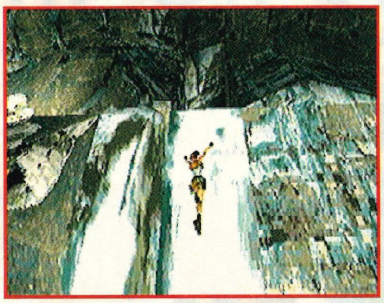
throughout the entire game is dazzling, and through the use of a highly advanced 3-D engine, the developers convey instantly the scale and majesty of the lost worlds you encounter. One minute you can be scrabbling along a thin corridor made of granite pieces and then it widens out into a huge antechamber, or even more impressive is the vast coliseum which is several football pitches in diameter. Like

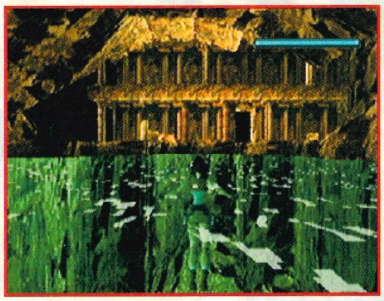


IDER



[Above] *Tomb Raider* is frequently inter-cut with scenes like this one. It gives the game a filmic quality and adds continuity with each level.



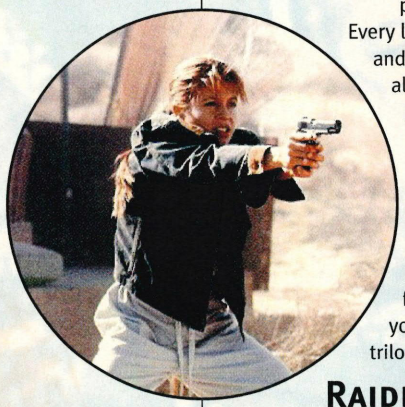


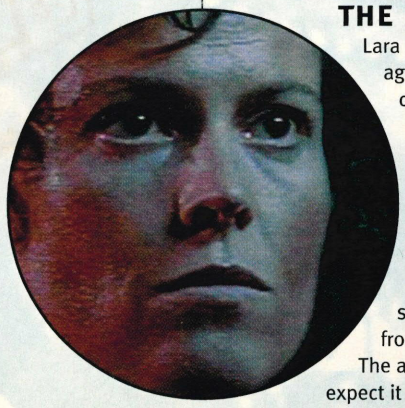




LARA YOU'RE A STAR!

HEY, A FEMALE INDIANA JONES CHARACTER, SOUNDS LIKE A COOL IDEA FOR A FILM, BUT WHO WOULD PLAY THAT FEISTY LEAD CHARACTER? WHAT ABOUT SIGOURNEY WEAVER, SHE CERTAINLY HAS EXPERIENCE OF GORILLAS, FOUGHT ALIENS IN THREE FILMS, LOOKS GOOD IN PANTS, AND SHE HAS THAT PROUD PROFILE THAT LARA SPORTS IN THE GAME. OR PERHAPS LINDA HAMILTON, THE DUSKY TEMPTRESS FROM BOTH *TERMINATOR* FILMS. NO STRANGER TO DOGS, ENDO-SKELETONS AND FLYING METAL AND FOR *T2* SHE EVEN GOT ALARMINGLY MUSCULAR AND WORE THE SAME COOL BLACK SHADES THAT LARA HAS IN THE FMV CUT SCENES. WHAT DO YOU THINK? ACTRESSES ON A POSTCARD TO THE EDITOR PLEASE...







Magic Carpet, Core has used an engine which fades away in the distance to restrict the detail and keep the animation speed high. This works to the game's advantage however because it enforces the game's exploration elements. Every shadow hides a secret room or power-up, and you are quickly taught to search every nook and cranny.

For our exclusive Workstation on the game in issue ten, we saw just how much enthusiasm the developers had for the subject; with walls covered in sketches and photos of ancient civilisations and it's incredible the amount of detail that has appeared in the final game. Levels range from the initial icy caves, to a huge temple maze, a four tasks of Hercules sub-game, and even a lost world complete with a huge polygon T-Rex and raptors! Every level is completely different and offers would-be explorers an almost unlimited challenge, with hundreds of mini-puzzles and tests of hand-to-eye co-ordination. Pulling levers that open distant doors is kids' stuff in *Tomb Raider*, and there are memory puzzles, death-defying leaps of faith, fire jumping – more action than you'll ever find in the whole trilogy of *Indiana Jones* movies!

RAIDERS OF THE LOST ART

Lara herself is also one of the most agile and capable videogame characters ever created, with a huge repertoire of moves (see boxout) to cope with every situation, be it crawling along a ledge using only your fingernails, leaping chasms, or just whipping out your two pistols and blasting some lions whilst leaping away from their claws – Lara does it all. The animation is so smooth you'd expect it to be motion-captured – but it's not. Round of applause please for Toby Gard...

Apart from the obvious temples and ruined ziggurats covered in Inca and Mayan symbols, many areas have collapsed or become unstable and this makes for an exciting and completely unpredictable environment. Walls disintegrate without warning, boulders are triggered from above, and that innocuous switch might not just open the door in front of you, try looking behind at



"Where else are you able to stare at a pair of pert breasts and arse for four hours without being labelled a pervert?"



[Above] What a senseless waste of a good fur coat. Lara enters the lion's den and finds both occupants well and truly at home.



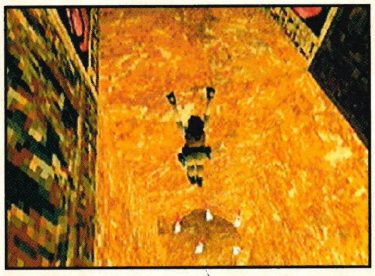
[Above] Rule number one, always check the water before you dive in, otherwise Craig the Croc and his pals will have you for dinner.

RIDDLE ME THIS...

Tomb Raider is not just yer average linear maze game. Each level is packed with fiendish puzzles, deadly traps and savage beasts. Many puzzles involve lever-pulling, jumping accurately and finding the right keys, but there are many which are just unfair. Here's a selection of some of the choice moments...

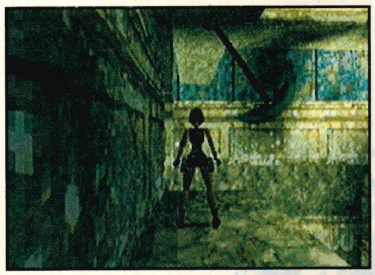
[EEEEEEK!]

No sooner have you figured out that there are two blocks that can be moved at right angles to each other, but the floor falls away to reveal poisonous spikes.



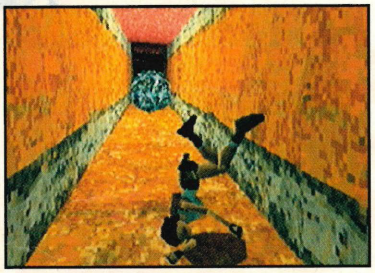
[HUUUUKKKK!]

All was quiet as you pulled the final lever, but wait, now there's a huge scythe blocking your last leap across the chasm. Time it right or it's kebab time!



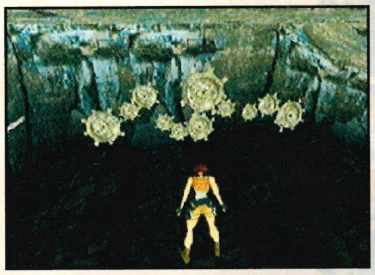
[ARRGHHHHH!]

You thought it was so easy grabbing the fabled Scion, but as you do the roof begins to collapse and then you are chased by a rampaging boulder. Sound familiar?



[AIIIIEEEEEE!]

You've found two of the cogs needed to operate the machine, so the third must be on the other side of this collapse rope bridge, but surely it's much too far





[Above] Almost every level has underwater scenes and it is important to first check for enemies, and second, remember to come up for air.

SOUND BITES!!!!

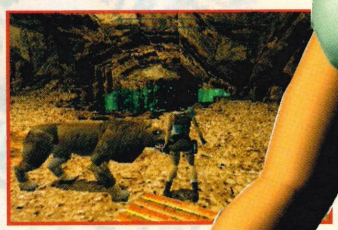
The music in *Tomb Raider* is very subtle. For an hour you might have complete silence save for a few sparse sound FX, but then as you enter a huge coliseum or chamber, some suitably grand tunes start up and help to enhance the atmosphere of the awesome locations. In many places the music mimics that of *Raiders of the Lost Ark* (when will those comparisons end?), with thundering great brass sections and staccatos to rival anything by John Williams. *TR* sounds as good as it looks.

that previously locked baboon cage – arrrrghhhh! In *Tomb Raider*, you never know what or who is around the next corner and having died in a number of gruesome ways (hear that bone shatter when you fall from a great height) you adopt a steady pace and never take anything at face value.

Unfortunately, with such multi-layered and fiendish levels you might easily be caught out were it not for the clever Lara's-eye-view mode invoked when you hold down the L1 button. This means you can use the D-pad to scan all around your surroundings and get a good idea of where to go, rather than having to wait for the game's cumbersome fixed camera angles to show the way. *Alone in the Dark* and *Resident Evil* suffered the same problem in that the camera often points in completely the wrong direction, and it is therefore highly useful to have something dynamic that you can control for a change. Well done Core, it worked with *Mario 64* and it's a vital addition to *Tomb Raider.*

POINTY POINTY, ANOINTY, ANOINTY

What really impressed me about *Tomb Raider* is the complete package. Core could have been lazy and knocked out a pretty standard maze game, where one lever opens a door and the gameplay was linear, but instead it has

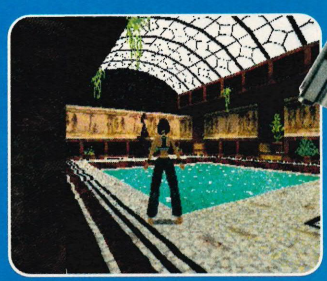






SLOW TRAIN TO DAWN

What a great idea. To get you used to the demanding physical aspect of the game, the developers have included an English Stately home to practice all your moves in. There's jumping, grabbing, balancing and swimming all catered for. And check out the level of detail on the walls. Yet another pat on the back for the *TR* guys.

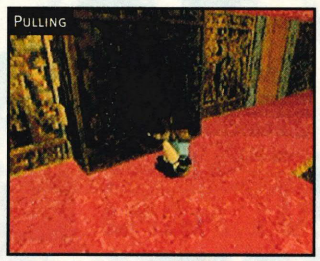


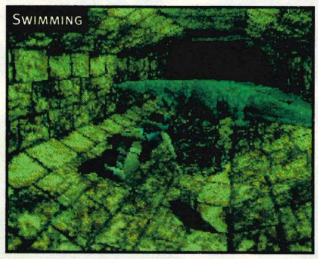
DUDE LOOKS LIKE A LADY

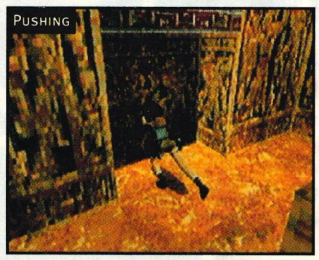
LARA IS A NIMBLE BINT AND THERE'S NOTHING SHE CAN'T DO. HERE'S A SELECTION OF HER MOVES, ALL OF WHICH CAN BE PRACTISED IN HER STATELY HOME BACK IN ENGLAND. YOU NEED TO MASTER EVERY ONE BECAUSE THEY ALL COME IN VERY HANDY THROUGHOUT *TOMB RAIDER'S* 15 LEVELS (TRUST ME).

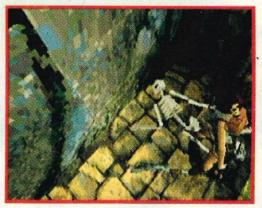














taken the bull by the horns and produced something which can truly be called revolutionary. You have 15 levels, increasing in size from massive to completely insane, a stately home training centre to practice your moves and relax with a nice cup of tea. And rather than give you the option to save willy nilly and reduce the overall challenge, you must find save crystals strategically positioned so that you must earn the security they bring. *Tomb Raider* rarely puts a foot wrong, and when it does (such as the mindless camera work sometimes) you forgive it instantly because there are so many clever touches and tricks up its sleeve (besides, where else are you able to stare at a pair of pert breasts and arse for four hours without being labelled a pervert?).

But be warned, this game is horribly difficult early on and it will take even the most capable gamesplayer an age to complete. There will be moments when you want to sling the TV and PlayStation out of the window, or just throw down the pad in disgust, but perseverance is the key. You've just got to dust yourself down, and get back on the saddle. If you have no patience then avoid *Tomb Raider* because it will f*ck you up for life. I know, I'm finishing this review from a padded cell because I couldn't get past the fire leaping room on level seven. Take away the crayons matron, I think I need to go bye-byes now...





"*Tomb Raider* rarely puts a foot wrong..."



PLAY

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

PLAYED **94%**

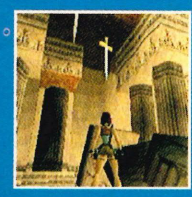
A true work of genius!

ALTERNATIVELY:
CRASH BANDICOOT (84%)
RESIDENT EVIL (95%)

FOUR TASKS OF THE GODS

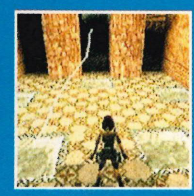
HOW'S THIS FOR A BUGGER OF A CHAMBER? NOT ONLY MUST YOU NEGOTIATE THE INCREDIBLY TREACHEROUS SERIES OF PLATFORMS (CERTAIN DEATH FROM A FALL IF YOU DON'T), BUT YOU MUST ALSO FIND FOUR SWITCHES WHICH OPEN FOUR DOORS, EACH OF WHICH IS THEMED AND CONTAINS A TASK OF HERCULES (OR SOMETHING). HERE'S A BRIEF RUN-DOWN, BUT NO SOLUTION JUST YET BECAUSE WE'RE SADISTIC B*STARDS!

[DAMOCLES]



AS YOU WOULD EXPECT, SWORDS FEATURE HEAVILY IN THIS ROOM AND THERE THEY ARE HANGING FROM THE CEILING. GRAB THE KEY AND EXPECT TO BE SKEWERED, UNLESS YOU CAN FIND A WAY THROUGH.

[THOR]



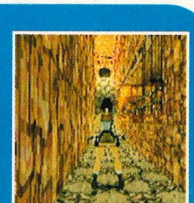
IF YOU DON'T GET FRIED BY THE ELECTRICAL BOLTS IN THE ANTECHAMBER, HOW THE HELL ARE YOU GOING TO GET THAT HAMMER DOWN WITHOUT CRUSHING YOU? AND THAT PLATFORM SEEMS A BIT TOO FAR AWAY TO REACH.

[NEPTUNE]

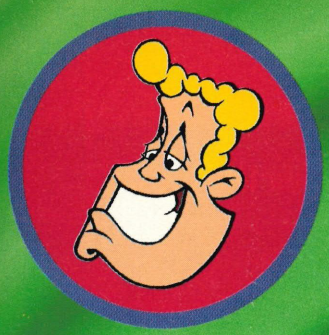


A BARE ROOM EXCEPT FOR AN EXCEPTIONALLY DEEP WELL FULL OF WATER AND A LOCKED GRATE AT THE BOTTOM WITH THE KEY BEHIND IT. HOW THE DEVIL ARE YOU SUPPOSED TO GET THAT OPEN AND STILL HAVE ENOUGH BREATH TO GET BACK OUT?

[ATLAS]



FIRST A PEEVED GORILLA AND THEN PAST A SLAMMING GATE TO FIND A BONE-CRUSHING BOULDER PERCHED ON A RIDGE TO YOUR RIGHT. MAKE ONE WRONG MOVE AND IT WILL ROLL DOWN AND SQUASH YOU. HOW CAN YOU ESCAPE?









"Bloody marvellous!..."

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







PlayStation Magazine STARPLAYER

PLAY CLASSIC



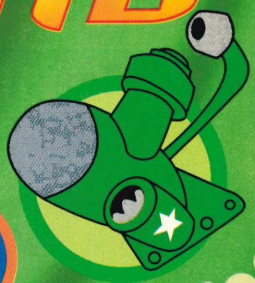
"...it's so refreshing to finally see games on the PlayStation that have lasting playability..."



SUPERSONIC RACERS™

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







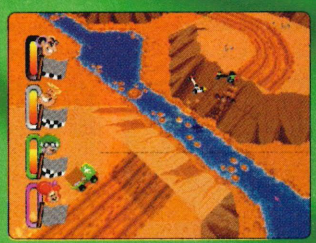
"...pure, unadulterated gameplay."

91% Play +



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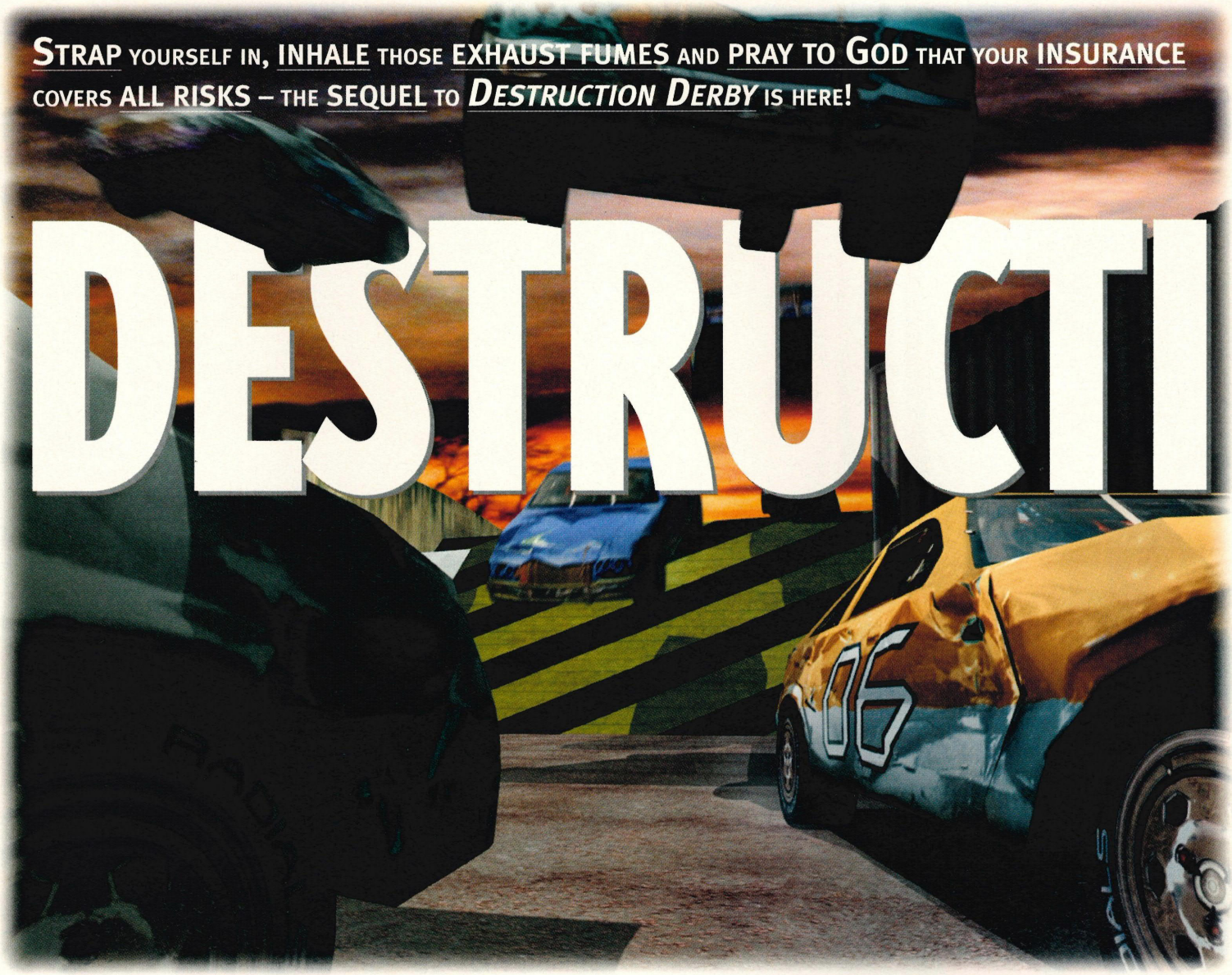
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Written By Andy McDermott

STRAP YOURSELF IN, INHALE THOSE EXHAUST FUMES AND PRAY TO GOD THAT YOUR INSURANCE COVERS ALL RISKS – THE SEQUEL TO *DESTRUCTION DERBY* IS HERE!

DESTRUCTI



Crash! Crunch!

Aaargh! Remember that? *Destruction Derby* was one of the first wave of PlayStation games and it went straight for the ten year old in all of us who whacked his Matchbox cars with a hammer in order to simulate a gruesome ten-car pile-up. In other words, everyone who now sits back and mutters "Christ, I wish I hadn't whacked my Matchbox cars with a hammer in order to simulate a gruesome ten-car pileup. They'd be worth a fortune now. Bollocks!"

Just as spring follows winter and paparazzi follow fat-arsed ginger princesses, sequel follows success, and *Destruction Derby*, for all its faults, was a success. Taxing their marketing department to the limit, Psygnosis has called its follow-up *Destruction Derby 2*, which in the modern style of sequels is essentially the same, only more so. The objective of the game is identical – drive a car around very fast until something breaks – but is now presented with more panaché.

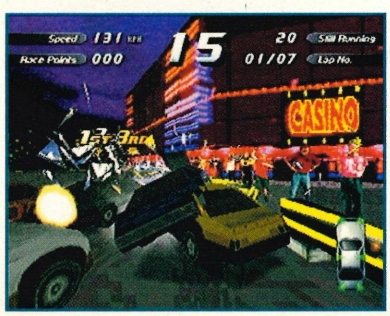
Go, go!

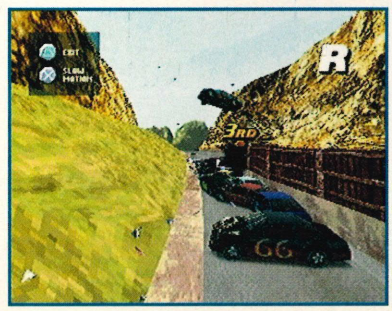
There are essentially two modes of play in *Destruction Derby 2*. Stock Car Racing is yer basic Damon Hill-style dash round a circuit, where winning is everything... but let's face it, if that was all you wanted you'd have bought *Formula 1* instead. Wrecking Racing is the meat of the game, where points are doled out not on the basis of where you finish, but on how much work you've generated for Kwik-Fit. The more damage you cause to the 19 other cars on the track, the higher you rate.

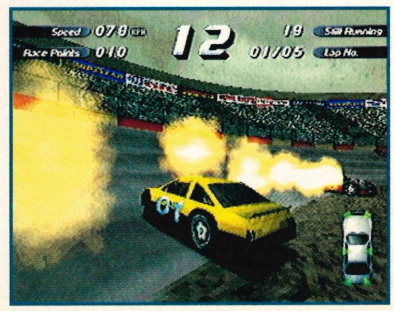
PLAY INFORMATION

Publisher: Psygnosis
Phone: 0151 2823000
Price: £44.99
Release date: 18 November '96











ON DERBY 2

There are seven tracks, ranging from the soporific Pine Hills to the thoroughly demented Ultimate Destruction Speedway, as well as four 'bowls', which are essentially gladiatorial arenas for brum-brums. In these, you just keep driving and ramming into people until your car looks like the unlucky mafia boss's ride in *Goldfinger*. The tracks are longer than in the original, and as a result are more biased towards actual racing than car-type combat – there are very few places where you can engineer a really good T-bone collision, an odd choice by the programmers given the game's motor-barney USP.

Steer, steer!

However, the tracks do look a lot better than in the original – the Vegas-like Liberty City is a particular stand-out – and the kinetics of the cars have been massively improved as well. Having obviously taken a good long look at *The Need For Speed*, Psygnosis has now arranged for the crashing cars to flip, spin and generally hurtle through the air like playing cards shuffled by the limbularly-challenged bad guy from *The Fugitive*. A 20-car pile-up is a thing of beauty to watch, and if you're actually using the in-car view when it happens... let's just say you might need some air-sickness pills.

"The screeching cacophany of axe abuse is about as welcome as chilli sauce on the todger!"

Brake, brake!

On the downside, how is it that *Wipeout 2097* gets The Chemical Brothers and Orbital, while *Destruction Derby 2* is saddled with sub-*MTV Rocks!* plank-spanking that could most charitably be described as utter shite? Presumably it's got something to do with the fact that *Wipeout* (and its 'choonz') was better received than the original *Destruction Derby* pretty much everywhere except the homeland of Beavis and Butt-head, so Psygnosis are biasing *DD2*'s presentation towards its target market. Whatever. It still doesn't alter the fact that the screeching cacophany of axe abuse is about as welcome as chilli sauce on the todger. Off!



[Above] This bottleneck can cause no end of trouble. Of course, no respectable driver would ever think of deliberately blocking it... but who's respectable these days?



[Above] Take the road hump on the Chalk Canyon course a little too fast, and this is the view you'll get.

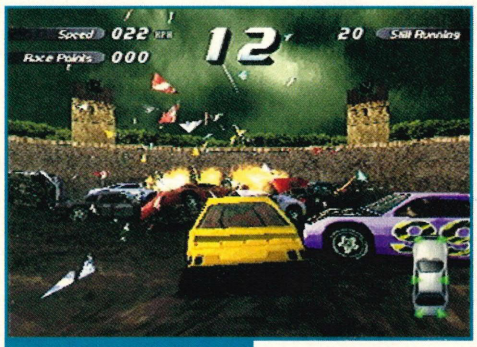


[Above] The Ultimate Destruction Speedway lives up to its name – five cars are out by only the third corner!

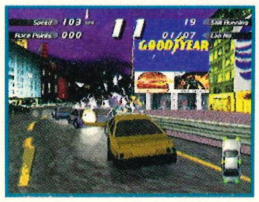




[Above] Do well in the arenas, and this is your reward – mangled motors and a Christmas card from the Turtle Wax people.

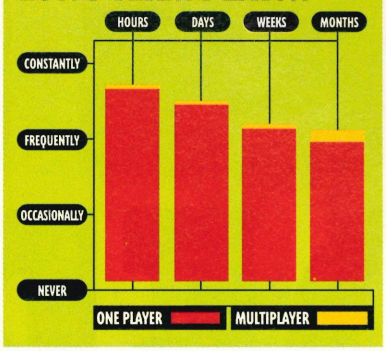


[Above] The Pit arena has a large crater at the centre – once you're in, it's hard to get out...





LONG TERM PLAY...



[Above] The toughest arena is the Death Bowl – you can pitch unlucky drivers right off the edge of a cliff!



"A 20-car pile-up is a thing of beauty to watch..."

DENT, DENT!

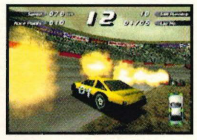
Another nuisance is the scoring system in Wrecking Racing. It sounds simple enough to get points (based on how much you spin your rivals), but because the track design makes it very hard to let you justify those *Animal House* screams of "Ramming speed!", a massive crash involving every car in the race might still only net you ten points. Things are just as suspect in normal racing – one tiny tap from behind and you go wide on a corner, then voom! – 17 cars shoot past in a bunch. There's also no rear view mirror, which could have given you prior warning for a good ol' mashing.

In essence, *Destruction Derby 2* does what its predecessor did, only better, but it still suffers from the same faults. You can wind up completely out of control for long periods through no fault of your own, leading to joypad-mauling frustration and annoyed neighbours, and the action is pretty simplistic after a while.

Developers Reflections has also taken the bizarre step of making the other cars much faster and better at taking corners than you, thereby making it nigh on impossible to catch them up quickly. It would have been far better if there was some form of "booster" function as in *F1*. After all, *DD2* is a contact sport, and nobody cares about the actual racing. *DD2* is an ideal game for relieving short bursts of road rage, but for a longer-term challenge, *Formula 1* takes the flag.

LUCKY NUMBER SEVEN

[Pine Hills]
An American-style banked oval. Skoda Favorit.



[Chalk Canyon]
Rocky route with a nice bottleneck. Citroen 2CV..



[SCA Motorplex]
Uneventful speedway with tight turns. Renault Espace.



[Caprio County Raceway]
Tree-lined skidpan. Golf GTi (Mark 1).



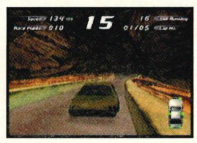
[Black Sail Valley]
Gloomy criss-crossing chase circuit. Mini Cooper.



[Liberty City]
Partly unfinished neon glitterscape. Shelby Mustang.



[Ultimate Destruction Speedway.]
Mental 'n' mountainous crash 'n' burner. McLaren F1.



PLAY

Looks	●●●●●●●●○
Sounds	●●●●●●○○○
Gameplay	●●●●●●●○○
Value	●●●●●●●○○
A-car-obatics	●●●●●●●●○

PLAYED 82%

Get ready for a road rage!

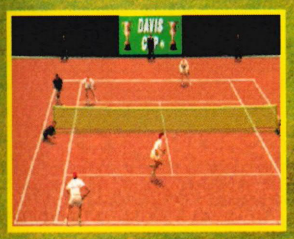
Alternatively:
Destruction Derby (81%)
Twisted Metal (78%)

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

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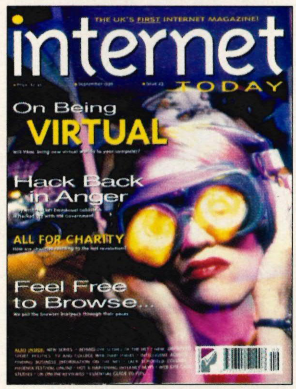
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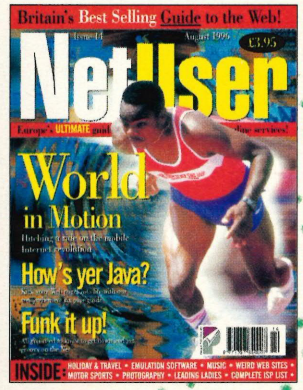
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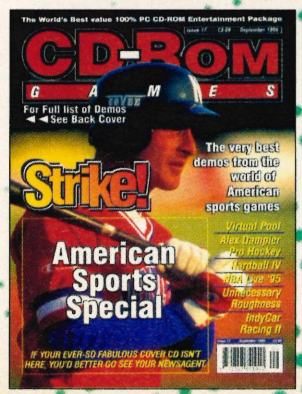
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WALL OF GAME

A break from the standard beat-'em-up genre, *Victory Boxing '97* takes pride of place on the top of the podium for this month's PLAY Wall of Game. All the moves, handy playing advice and much, much more is beautifully presented in a sweet little package with bows and frills on for all you lovely PlayStation pugilists. If this doesn't ensure a place at the top of the table of the King of Boxers Championship, then er, Bob won't quite be your long lost uncle.



VICTORY BOXING

PLAY PLAYED 90%

Adrianne, I did it!

PLAY INFORMATION

Publisher: JVC
Customer Support: 0171 240 3121
Price: £44.99
Release Date: Out now

VICTORY BOXING surprised us last month, with its finely tuned playability and inspired strategy. It's not just your average beat-'em-up, it's far more involved and as such requires a well developed playing style to get the most out of it.

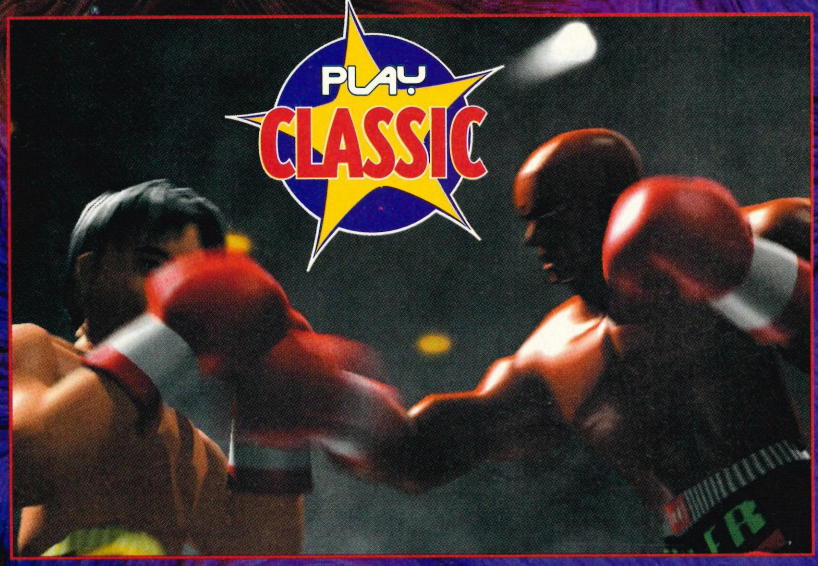
Of course the main aspects of the game are in the fighting sections, so we have all the moves for you for all fighting styles, plus a load of information on how to make sure your boxer doesn't end up flat on his face after the third round (Frank Bruno anyone?).

Follow the handy advice in our exclusive Wall of Game feature, and you'll be soaring up the rankings faster than a ferret up yer trouser leg. Can't say fairer than that now, can we?









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

WALL OF GAME NUMBER 14

VICTORY BOXING

YOUR PRIZE FIGHTER

[Setting up your boxer's parameters]

The first step on the road to winning the King of Boxers Championship is setting up your boxer. The three gauges, Speed, Power and Stamina are connected – when one is set high, the others go proportionally lower. There is a starting total which cannot be exceeded.

- Speed controls the pace of your boxer's punch and also the rate of your boxer's footwork.
- Power reflects the amount of destructive strength of the boxer's punch.
- Stamina represents how soon the boxer can recover from damage after being punched by an opponent.

By setting the parameters, you can make your boxer a fast mover, a hard puncher, an indestructible opponent or an all-round fighter. As your boxer starts off fairly slowly, in order to get the speed of your boxer you may want to start off by slanting his or her abilities in favour of speed and then gradually build up the other attributes as

DURING THE FIGHT

Apart from watching your opponent, it is highly important to keep an eye on the gauges at the bottom of the screen. This isn't a *Tekken*-type game, and as such requires a much more balanced playing style. You can't just try to hit your opponent all the time, you have to time your shots precisely and block accurately otherwise you'll be on the floor before you can say...

[D] Damage (Current damage)

Damage gauge shows the current damage to the boxer. When it diminishes to nothing, the boxer is floored. Try to pay attention to this gauge at all times and retreat if your boxer needs to recover from any damage. The gauge slowly rises with time as you back away, but is related to your stamina. As your stamina wears low, your damage will also start to stay low.

[P] Power (Power of the punch)

Power gauge shows the destructive power of the punch. This gauge will become low when you have exhausted your boxer by throwing too many punches. You cannot deliver effective punches to the opponent when this gauge is low because of the lack of power. Therefore you need to wait until your power is restored by not throwing punches and keeping away from your opponents punches. Timing is essential to make sure you make the most of your power and don't punch air.

[O] Overall (Overall condition)

Overall gauge shows the general condition of the boxer and it is used to recover from damage and restore power. If this gauge is high, you can recover quickly and fully. On the other hand, if the gauge gets low, the boxer cannot recover from damage or restore his/her power. If you're floored at such a time, it often turns into KO, so be careful! Stamina doesn't increase either, so once it gets too low it'll be too late...

FIGHTING IN STYLE

[Defence]

For defence, you can either guard or weave away from the opponents blows.

R1	Upper guard. To guard from a head and face blow.
R1 + Down	Lower guard. To guard from a body blow such as to the stomach and side.
R2 + Direction	Sway. By moving the upper body, dodge the opponent's blow.

SPECIAL MOVES

[Peek-a-boo style]

This is the fighting style for beginners. This defensive fighting position covers the face with both hands and it is typically used by heavy boxers.

Ranking	Style	Right Handed	Left Handed
Standard	Peek-a-boo Combo	×,▲,■+×,L2+▲	●,■,▲+●,L2+■
Standard	Froggy Rocket	↑,▲+●	↑,■+×
Rank 30	Pendulum Upper	↓,▲+●	↓,■+×
Rank 25	Full Metal Jacket	↑,↑,▲	↑,↑,■
Rank 20	Magnum Impact	L2+▲,■+×	L2+▲,▲+●

the boxer to offensive rather than defensive (see *FIGHTING IN STYLE* and *GENERAL ADVICE*). The further you progress in the world championship the better a you can make your boxer in other areas.

[Training]

Before each match, you will be able to train you boxer up in each of the three disciplines. As when setting up your boxer for the first time, training will improve your boxer's abilities in speed, power or stamina. It is important that you have a well rounded boxer the further you travel up the ranks, but for the first ten or so fights, where your opponents aren't likely to be particularly brilliant either, it is a good idea to work on speed and power. Stamina can be controlled in a fight by, quite literally, not thrashing your fists around and trying not to get hit. Small differences in stamina will not affect your match as much as difference in power or speed, so work on these and then slowly build on your stamina.

[Offence]

You can use three different blows; straight, hook and upper. Both arms are available for head or body shots (hold L2 down for body shots).

Right arm	Straight	▲	**Left arm**	Straight	■
	Hook	●		Hook	×
	Uppercut	▲ + ●		Uppercut	■ + ×

[Advanced Techniques]

Dash-ducking R2 + Forward dash (Directional button tapped twice). Going forward while ducking.

Dodge & Counter By pushing punch buttons while weaving, you can strike whilst dodging the opponent's blow.

[Combination Punch]

You can deliver a continuous barrage of blows more effective by using combinations such as these.

1-2-3 Combo ■, ▲, ×

Reverse Combo ▲, ■, ●

[Standard Moves]

Up	Approach opponent	■	Left straight face punch
Down	Move away	▲	Right straight face punch
Left	Step left	×	Left hook face punch
Right	Step right	●	Right hook face punch

Rank 10	Serow Upper	↑,↑,■+×	↑,↑,▲+●

[Detriot Style]

This one is for the advanced players. This offensive fighting style positions the left arms low and is used by light weight boxers.

Ranking	Style	Right Handed	Left Handed
Standard	Detroit Combo	■+×,▲+●,×,●	▲+●,■+×,●,×
Standard	Slash Axe	↓,●	↓,×
Rank 30	Wipe-out Jab	↓,■	↓,▲
Rank 25	Deadly Arrow	↓,▲	↓,■
Rank 20	Jolt Hook	←+●	→+×
Rank 15	Blind Shot	←,←,▲	→,→,■
Rank 10	Tiger Swing	L2+↑,×	L2+↑,●

[Open Style]

This well-balanced fighting style is the default style for a balanced fighter

Ranking	Style	Right Handed	Left Handed
Standard	Open Combo	L2+▲+●,L2+■+×,●,×	L2+■+×,L2+▲+●,×,●
Standard	Smash	→,●	←,×
Rank 30	Stealth Knuckle	↑,●	↑,×
Rank 25	Lynx Scatch	↓,▲	↓,■
Rank 20	Wind Crusher	L2+↑,▲	L2+↑,■
Rank 15	Grind Burst	←,←,●	→,→,×
Rank 10	Cork Screw	→,▲	←,■

GENERAL ADVICE

• When building your characters bear in mind that the weight and height of your chosen player will determine his initial stamina, power and strength. The choice of height and weight will also determine the type of fighting style of your boxer, each with unique special moves. This is important as your choice will determine the boxer's style all the way through the game. Choosing heavy boxers will give you the 'Peek-a-boo' style, selecting a lighter, faster boxer will give you the 'Detroit' style and an all-round boxer will give you the intermediate 'Open' style.

• Use all the available rounds and make a quick judgement about your opponents strong and weak points. Some players will use all their available stamina in a relatively short amount of time, some will pace themselves across all the rounds. Fire a few punches at various parts of their body and watch when and how much their defence levels drops. Some opponents will have strong and weak points on their body. A quick succession of blows to your opponent's weak points can provide an easy knock out.

• Remember which is your stronger hand and use it. Your hook will generally be you most powerful shot.

• Learn the special moves. Your trainer, 'Snake', will show a move and then let you test it on himself in a one round match, so use this to master the set moves. Don't worry if you don't beat him, this round is merely an opportunity to test your new move. These moves will become vital as you move up the ranks.

• Remember the 'gym' is where you can improve your performance. After each successful match you are given the chance to add to your power, stamina and speed levels. To begin, concentrate on increasing your speed or power, this will mean that your punch will be more effective. Then increase your stamina, this will improve the time it takes to recover from each blow you receive. Try to not build a boxer with one outstanding attribute. This may produce a boxer with say a 'super punch' to start with but you will find that your boxer will peek at a certain level in the rankings and will defeated because it lacks the other attributes.

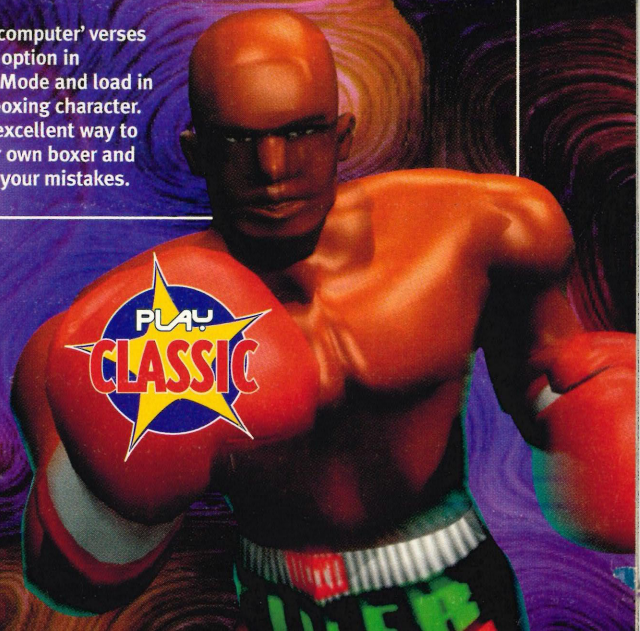
• The promoters word is not gospel. He only recommends fights that he thinks are suitable to your current status. You can reject his recommendations and choose your own opponent, providing this opponent agrees. This will work well if you want to move slowly up the ranks, building your status bars up slowly.

• Use sparing sessions when they are offered. These provide a chance to fight five boxers with different types of fighting styles and if you are successful, a chance to visit the gym.
Another way to improve your status is to challenge boxers who are lower down in the ranks than yourself. This will mean that you can visit the gym again.

• Choose boxers who are moving down the ranks for easier wins. Read the newspaper at the end of the match. This will show latest the developments.

• Read the opponents details carefully before you accept the challenge. See how many wins, looses and draws he has, as well as the fighting style he uses.

• Use the 'computer' verses 'computer' option in Exhibition Mode and load in your own boxing character. This is an excellent way to watch your own boxer and learn from your mistakes.



PLAY



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

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





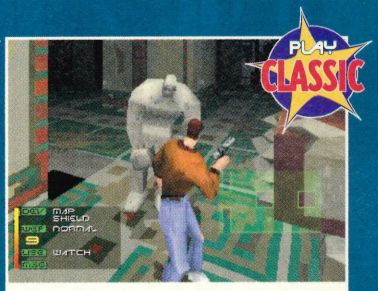
PLAY reviews are the best in the world. Every aspect of the game is laid bare and we try to give you the most honest opinion. Long term challenge, value for money – all things to consider when you whop out yer wonga. We also review more games per month than anyone else. Fact!

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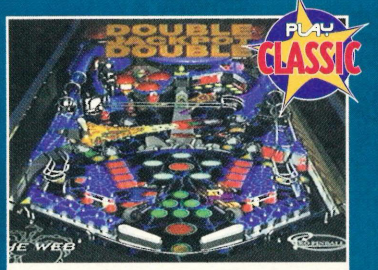
[ABOVE] *Resident Evil* – a gothic horror game that fully exploits the PlayStation's power. Awesome!



[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!

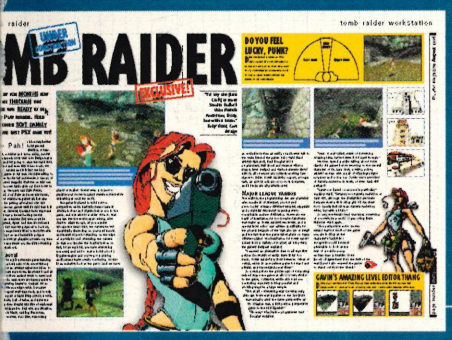


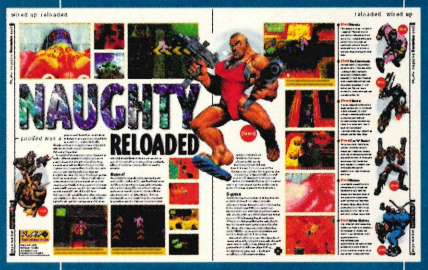
[ABOVE] *Pro Pinball* – By far the best pinball game on the PlayStation by a long way.



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Written By Asam Ahmad

SOV

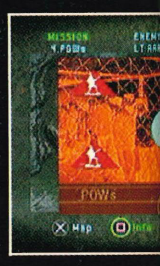
"Doesn't feel enough of a step forward from the good ol' 16-bit days..."

STRIKE THE .NET

PERHAPS THE MOST SIGNIFICANT ENHANCEMENT TO THE GAME IS THE MULTI-MEDIA STRIKE.NET INTELLIGENCE SYSTEM. IT'S ALL QUITE IN-YER-FACE, BUT IT DOES HELP TO IMMERSE YOU INTO THE STORYLINE, WITH CONTINUAL PROGRESSIVE UPDATES ALERTING YOU TO THE LATEST DEVELOPMENTS. YOU MUST RESPOND QUICKLY TO NEW OBJECTIVES, TO PREVENT ALLIED OPERATIVES GETTING CAPTURED BY THE ENEMY, OR WORSE, KILLED IN ACTION. THE STRIKE.NET SYSTEM ALSO DOUBLES AS AN INVALUABLE CLUEBOOK AND INFORMATION RESOURCE. DETAILED NOTES ABOUT VEHICLES, WEAPONS SYSTEMS AND MISSION OVERVIEWS WITH STRATEGY TIPS ARE ALL NEATLY FILED WITHIN THE DATABASE AND CAN BE ACCESSED AT ANY TIME.







SURELY IT'S NOT SPORTING TO STILL BE IN THE GAME AFTER THREE STRIKES? EA IS, AND IT'S NOT ABOUT TO STEP ASIDE WHILST THERE'S A WAR GOING ON...

ET STRIKE

War is like roulette, no doubt about it. Your missions may have calculated impact on a crisis, but at the end of the day, nobody knows how it's all gonna turn out. Take women for example. In the battle of the sexes, a man is never in control, no matter how well planned his strategical manoeuvres may be. Particularly on a first date! Anyway, *Soviet Strike* is just such a beast – unpredictable, but nevertheless curiously enticing...





The fourth game in EA's *Strike* series takes us into a time where the new world order is far too peaceful for some, and in particular a dodgy ex-KGB general known as the Shadowman. Following the collapse of the Soviet Union, this nutter-cum-genius (aren't they all?) has organised a clean-up of military arms in the region. Rather nice of him really, until of course his true intentions become clear – world domination. Everyone thinks it's brown trousers time. Enter Strike. An intelligence force with one directive: to stop war before it starts.

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 549542
Price: £44.99
Release date: November '96


ONE PLAYER


MEMORY CARD

HOME THEATRE

Soviet Strike takes place over five main theatres of war, with several individual missions to accomplish within each scenario. From Crimea to the Black Sea and Transylvania to the final showdown in Moscow, there are over 40 individual tasks to accomplish. Of course, despite being heavily based around a war (or preventing it), not all of your missions involve destruction, but... on the whole they do. All carried out in your super Apache 'copter, your tasks will involve reconnaissance, air-strikes, hostage capture, friendly rescue, covert infiltration and sabotage. All the missions are well planned, and have enough variety to keep you stimulated.



[ABOVE] A tactical overview illustrates the mission strategy. Sticking to the plan is probably best, but you can stray off track occasionally. [RIGHT] Taking out bridges can slow down enemy moves quite drastically.

Beefed up in 32-bit glory, *Soviet Strike* certainly makes a lot of use of fancy audio and video, especially whilst in the thick of the action. Live field reports, sometimes with video, come in from time to time from various agents dotted around the warzone. These messages, commonly vital, add a sense of urgency and humour to the game, as your colleagues cry for rescue to the sound of machine gun fire in the background. Even as you shoot men on the ground, they groan convincingly, and Americanisms complete the wry, dry humour of the situation abound with classic lines such as "He died for his country, and he'll be buried by his country."











IT AIN'T 'ARF HOT MUM

There are bucket-loads of enemies in *Soviet Strike*, varying from scouts to drones and powerful missile launchers. Here's a brief run-through of just some of the tools at Shadowman's disposal.



[One] ZSU

Often referred to as Zeuses, these heavily armoured tanks can prove tricky to deal with, especially in numbers.



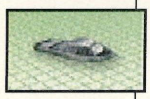
[Two] TRUCK

Trucks often carry ammunition, fuel or special weapons. Destroying them can lead to much needed supplies.



[Three] T-55

The T-55 is a more of nuisance than anything else. They have average armour and don't cause much damage.



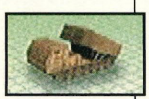
[Four] SPEEDBOAT

Quick and deadly, these patrolling boats can carry a range of weapons, some powerful. Destroy them swiftly.



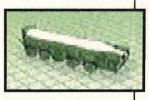
[Five] SNOW SLED

Agile and fast, but not a major threat, these sleds can be found scouting around snowy areas.



[Six] SKAR

These rocket launchers pack quite a powerful punch. Deadly in numbers, they are best dealt with from a distance.

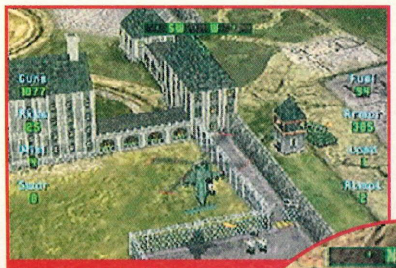


[Seven] SCUD

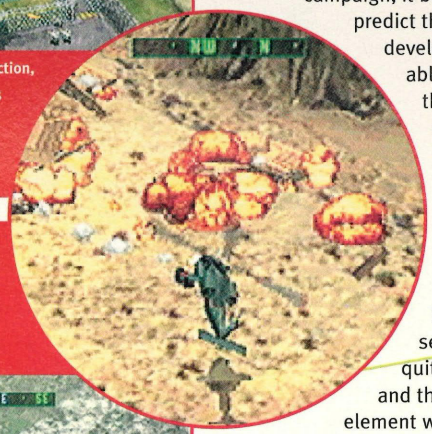
Although these aren't likely to attack your chopper directly, they can cause long range mass destruction.



[Above] Your co-pilot often gives ground support by commandeering a truck, for example. He also gets caught a little too often, necessitating rescues...



[Above] As well as destruction, Soviet Strike also involves preservation – of friendly buildings, vehicles and POWs as shown.



[Above] Three attempts (lives) are allowed for each campaign, but more can be collected if found strewn around the



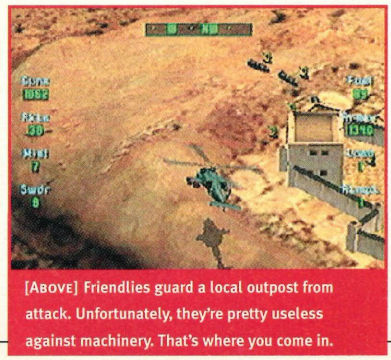
IT AIN'T ALIVE

Soviet Strike also boasts a 'live battlefield'. This means that as you progress, depending on your actions, certain events are triggered at various times. However, as it will probably take you many attempts to complete each campaign, it becomes easy to predict these developments. Being able to anticipate these 'unexpected' events enables you to manoeuvre into a tactically sound position when they occur, reducing their impact. In this sense the 'live' isn't quite as it could be, and the surprise element wears thin after a few goes.

A niggly aspect of the game, given your apparent 'freedom' is how if you stray too far from your given objectives, you'll fail the entire campaign. So much for a 'live' storyline – you'll find the missions fairly rigid, although you can decide to do things in your own order in some cases, but generally, there is little scope for deviating too far from the plot and doing things your own way.



[Above] Collecting weapons, fuel, armour, prisoners, friendlies and you co-pilot will all be integral parts of many missions.



[Above] Friendlies guard a local outpost from attack. Unfortunately, they're pretty useless against machinery. That's where you come in.



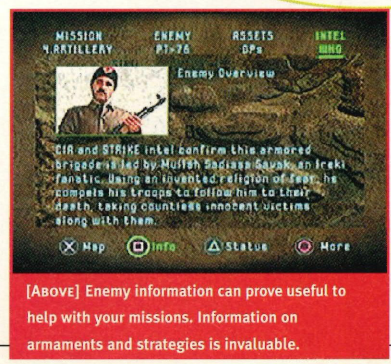


[Above] "This is no place to sunbathe. You are in the middle of a warzone. Please leave," said the chopper. The topless beauty stuck up two fingers.



Graphically, the photo-realistic backgrounds are very well done (although they do suffer from slow-down whilst scrolling), and the buildings and vehicles in the game are similarly well defined, with plenty of them sprawled about. Explosions and the like could have been improved with light-sourcing and progressive damage on your targets and it would have also been nice to see more rubble around once you've destroyed a few things.

Ultimately, despite its advanced, action-filled pacy presentation, the game just doesn't feel enough of a step forward from the good ol' 16-bit days. Of course EA has taken advantage of much of the extra power available in the PlayStation, but has used it for improving the presentation rather than the game itself. Fundamentally, the gameplay hasn't really changed much from former *Strikes*

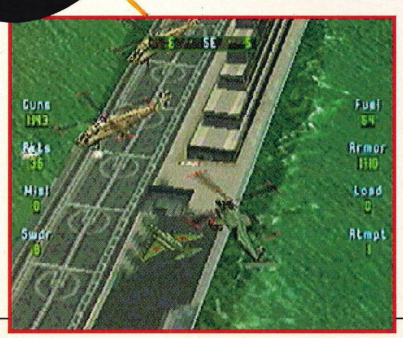


[Above] Enemy information can prove useful to help with your missions. Information on armaments and strategies is invaluable.



in the series except in difficulty. Although not entirely a bad thing – the *Strike* series has received widespread acclaim in the past – it certainly feels as if more attention could have been paid to improving the actual game mechanics rather than just adding a fancy multi-media presentation. *Soviet Strike* is a good, solid, playable war game, but nothing overly special.





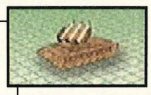
PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	8
VALUE	8
REALISM	9

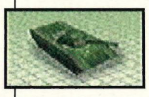
PLAYED 83%

A tried and tested formula

ALTERNATIVELY:
GUNSHIP (90%)
STRIKEPOINT (54%)



[EIGHT] SA-6 SAM
THESE ANTI-AIRCRAFT SAM DEVICES ARE DEADLY AND ACCURATE, ALTHOUGH TAKE TIME TO RELOAD AND FIRE.



[NINE] PT-76
THESE TANKS ARE AMPHIBIOUS AND ALTHOUGH THEY HAVE WEAK ARMOUR AND POOR FIREPOWER, THEY POSE A THREAT IN NUMBERS.



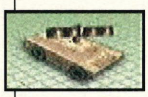
[TEN] LT AAA
THESE LIGHT ANTI-AIRCRAFT ARTILLERY DEVICES FIRE RAPIDLY ALTHOUGH NOT TOO ACCURATELY. THEY ARE OFTEN CAMOUFLAGED.



[ELEVEN] HVY AAA
ARMOURED, MORE POWERFUL VERSIONS OF THE LT AAA, THESE HEAVY ARTILLERY DEVICES CAN RIP YOUR CHOPPER TO SHREADS.



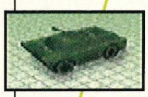
[TWELVE] HIND
THE OPPOSITE NUMBER'S CHOPPERS, HINDS ARE FAST, AGILE AND POWERFUL. THEY ARE ARMED WITH SMART MISSILES.



[THIRTEEN] GASKIN
THE LIGHTLY ARMOURED SAMS DON'T POSE TOO MUCH OF A THREAT BUT ARE MOBILE. THEY TAKE A LONG TIME TO RELOAD.



[FOURTEEN] BTR-70
THESE VEHICLES CAN CARRY A HORDE OF TROOPS AND CAN TARGET HELICOPTERS THROUGH A MODIFIED TURRET. LOW ARMOUR.



[FIFTEEN] BROM-2
A FAST AND AGILE VEHICLE, THE BROM IS USED MAINLY FOR RECONNAISSANCE. IT HAS WEAK ARMOUR AND IS VULNERABLE.



[SIXTEEN] BMP
THIS TROOP TRANSPORTER IS FAIRLY NIPPY, BUT HAS POOR ARMOUR AND IS PRONE TO BURN. IT CAN CROSS RIVERS FOR POSITION.

BROKEN SW

EVER FANCY BEING YOUR OWN HERCULE POIROT, IN YOUR VERY OWN AGATHA CHRISTIE-STYLE ADVENTURE? POINT 'N' CLICK, HERE AND NOW, COURTESY OF THE BROKEN SWORD.

Written By Asam Ahmad

Hold yer horses!

Is somebody clowning around? A point 'n' click adventure on the PlayStation? Surely it'll never work? Let's give it a whirl. Set in modern day France, *Broken Sword* follows the adventures of George Stobbart who has unwittingly become embroiled in a murder investigation. George, a tourist from California, was witness to a bomb blast in a café which claimed the life a mysterious briefcase-armed gentleman by the name of Plantard. The suspect? A clown seen running from the area with said briefcase. Of course the local gendarme are far too busy sniffing cheese, supping wine and playing with crystal balls to really delve deep into the crime, so it's up to George.



[Above] The scene of the crime. Here George gets a grilling from the local gendarme about his favourite taste in wine. I think.

To raise a point

Broken Sword is a traditional point 'n' click adventure controlled by a standard pad or a mouse. A mouse for a game like this makes things a lot easier and the game more accessible than with a pad, so be warned. As you move your cursor around the screen, 'hot spots' or areas of interest are highlighted to save all that squinting at the screen trying to find a vital item. In *Broken Sword*, the hunting is more-or-less done for you and the game is therefore incredibly simple to get into.

The game starts out fairly easily, with obvious cues in conversations you have with other characters directing you towards clues about the bombing. These conversation elements have been cleverly implemented using the interface. When you engage in banter, topics represented by icons pop up at the bottom of the screen allowing you to direct your conversation. As new information is revealed, topics automatically get added to the bar to allow further lines of enquiry. It's engrossing stuff and obtaining information is a process of give and take – just like real life.

Loaded Conversations

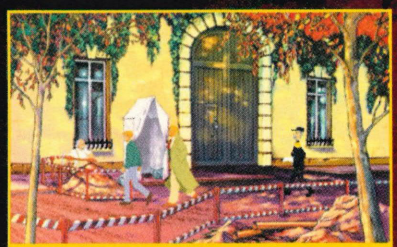
Despite an inherent ease in the playability through the cursor based interface, *Broken Sword's* plot has to be arguably one of the best of any videogame adventure. The initial ease at which things flow, belies an intricate storyline full of clues and avenues to explore. Building up a bigger picture is imperative to solving the crime, and working your way through the many puzzles often leaves you grinning with satisfaction.

So it's a well designed game with an involving storyline, but does it work on the PlayStation? Surprisingly, yes. Although your arcade-games-turbo-nutter-b*stard would undoubtedly prefer a racing game or shoot-'em-up, the more discerning mature gamesplayer will find *Broken Sword* an immersive crime thriller. Graphically, the cartoony feel is perfect, especially given the wry sense of humour in the game – voiced conversations are often full of double meanings. Annoyingly though, as all the voice samples are streamed sequentially, pauses in conversation whilst loading become a pain, and it has to be said that the loading times

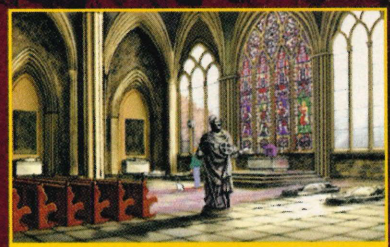
PLAY Information

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

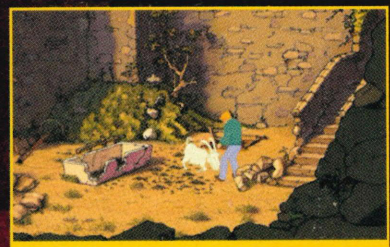




[Above] Captured whilst investigating the streets surrounding the café, George is frog-marched to the scene of the crime for a bit of interrogation.



[Above] The 80+ locations are all beautifully rendered, and the character animation is superb. To walk, just click and he'll do it.

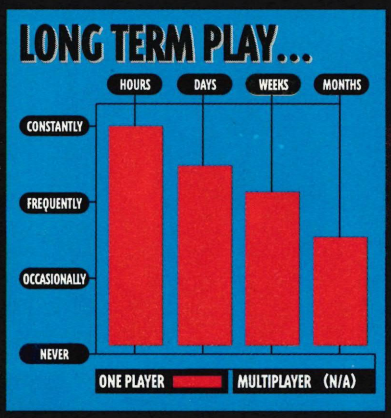


[Above] That small goat is trying to tell George something. Perhaps. Most of the time, the solutions to the puzzles are fairly logical.

WORD

THE SHADOW OF THE TEMPLARS

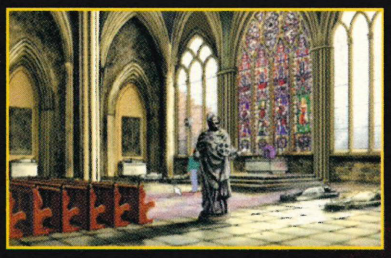
LONG TERM PLAY...



"*Broken Sword's* plot has to be the best of any videogame..."



[Above] Telephone conversations play an important role in information gathering. Of course George has a romantic interests too...





between scenes do become irritating. This, the worst aspect of *Broken Sword*, drops the final mark for me.

GRONDA GRONDA

Saying that though, *Broken Sword* is neatly tied up with plenty of FMV cut-scenes and the sound is atmospheric and well arranged. The intelligent, realistic, construction of this game means that it will certainly tax the old grey matter, often leaving you dumbfounded. With a little, well perhaps a lot of thought, you'll manage to struggle through the barrage of clues and red-herrings, but in the end, the rewarding feeling you get from progressing further and further will have you so engrossed it'll take weeks before you'll get it out of your system. A thoroughly playable adventure game that sets a new precident on PlayStation.

THE ADVENTURE GAME

The PlayStation hasn't exactly had its fair share of adventures, but thankfully most of those that have appeared have been very respectable. With next generation technology, adventures have moved forward from the clunky, text-entry based games of yesteryear to more interactive forms. Here's a quick tour of some of the high and lowlights of PlayStation adventure cames.

FIRST CAME...

Discworld (74%)

Despite the tie-in to Terry Pratchet and his amusing warped sense of humour, Discworld ended up as a mediocre point 'n' click adventure game, very frustrating to play.



Alone in the Dark (77%)

This game didn't really feel polished. Slow loading times, questionable animation and poor controls detracted from an otherwise well designed adventure.



THEN THERE WAS...

Fade to Black 90%

Technically marvellous, Delphine's sci-fi adventure sequel shoot to the top of the charts and has remained in the top ten since. A very worthy purchase.



Resident Evil 95%

Fantastically scary and graphically lush, Resident Evil went straight in at number one and has stayed in the top five PlayStation games since release.



THE FUTURE?

Discworld 2 (Jan/Feb '97)

With a more intuitive interface hopefully, Discworld sees the continuing adventures of Rincewind through a similarly outlandish Terry Pratchet world.



Down in the Dumps (Mar '97)

All about a crash-landed miniature UFO, DITD sees you in control of a small cutesy alien on his search for the rest of his family. Weird!





PLAY

Looks	●●●●●●●●●○
Sounds	●●●●●●●●●○
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●○
Intricacy	●●●●●●●●●○

PLAYED **84%**

For those who have a clue.

ALTERNATIVELY:
Discworld 2 (Jan '97)
Down in the Dumps (Mar '97)

KRIKEY! KAN IT BE TRUE? A KOMPILATION OF THE KRUELLEST, KARATE-KICKING KOMBATANTS TO EVER GRACE A KONSOLE? YES INDEED, YOU KRAZY KIDS. GT INTERACTIVE'S KILLER KOLLECTION FINALLY ARRIVES...



"The Komplete Kombat Kollection!"

MORTAL KOMBAT TRILOGY

Written By Matt 'Chocolate Chip' Cheo

Has it really been over four years since those nice blokes at Williams, Mr Boon and Mr Tobias, let loose a digitised fighting game that would, over time, become a phenomenon unto itself? I'm afraid it is and the good news is that the *Mortal Kombat* series just got bigger, better and bloodier!

With the current trend for compilation games (*Namco Museum*, *Williams' Classics*) and titles combining three distinct sections (*Alien Trilogy*, *Die Hard Trilogy*) it should probably come as no surprise to see GT Interactive's latest release gracing these pages. If you're a fan of the series then *Mortal Kombat Trilogy* should be a dream come true. Finally, after all the hoo-hah over exclusive six month release windows and the fact that both PlayStation *MK3* and Saturn *UMK3* seemed to be rushed, incomplete products, it's safe to say that *MK Trilogy* should be the last word in 2-D digitised beat-'em-ups before the series goes 3-D with *MK4*.

PLAY INFORMATION

Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £49.99
Release date: Out now

ONE PLAYER | MUTIPLE PLAYERS

KILLER KUTS

So, what exactly do you get for your well spent cash (or should that be "kash"?). Well, for starters, *MK Trilogy* boasts an incredible 32 playable characters gathered from the entire *MK* series. This includes hidden fighters, bosses and a few new faces exclusive to this release. Also included are virtually all the background settings ever seen, although some of the original *MK* backdrops have been left out as they were pretty poor. Single player kombat is still the gore-filled spectacle it always was, but this time there are now four Destiny paths to follow, with the Ultimate Master route obviously being as hard as hell. Before taking on the final two bosses, the half-man monster, Montaro, and the pompous Shao Kahn, players have to survive the resurrected Endurance Round. This section appeared in the original *Mortal Kombat* game and still requires players to fight two opponents with your poor character only receiving one energy bar with which to survive the entire round. This tag team style of fighting has been fully embraced in *MK Trilogy* with the Two-on-Two option allowing players to select their favourite dynamic duo and slug it out until only one team is left standing. In a similar vein, the Tournament mode sets up eight player fights to satisfy larger audiences clammering to 'ave a go.

KU KLUX KLAN

Of course buckets of blood and gallons of gore remain, as they've undoubtedly become the trademark of any *Mortal Kombat* release. Fatalities are back in again, as are Babalities, Friendships and Animalities, but the arrival of the Aggressor feature is a welcome addition. As a battle rages on, each character's Aggressor Meter begins to fill up. When the time comes to "Finish" your opponent, even novice players will be able to perform a Fatality by simply hammering the ■ and ▲ buttons as quickly as possible. That's right. No more staring down at a list of complicated moves that require the dexterity of some multi-limbed lifeform. Simply tap a few buttons and punch your foe to death. Brilliant stuff.

One comment that someone in the office always makes when a new version of Capcom's infamous beat-'em-up arrives is "Well it's classic *Street Fighter* isn't it?" You're familiar with most of the characters and their moves and

FINISHINGS KOOL

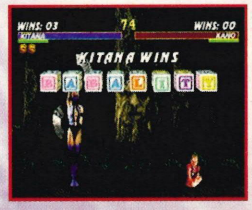
(FATALITY)

DEFEAT YOUR FOE IN TWO STRAIGHT KOMBAT ROUNDS AND YOU MAY UNLEASH YOUR COUP-DE-GRACÉ. EACH FIGHTER HAS TWO LETHAL FATALITIES BOTH OF WHICH REQUIRE SOME BUTTON-BASHING TO PULL OFF. THE RESULTS ARE GRAPHICALLY REWARDING AND, BY OUR RECKONING, THERE SHOULD BE AT LEAST 64 OF THE BUGGERS TO FIND.



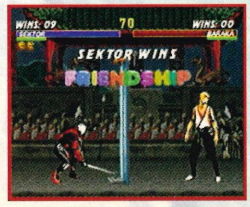
(BABALITY)

CONCERNED PARENTS NEED WORRY NO LONGER AS *MK TRILOGY* ALSO CONTAINS A FEW VIOLENCE-FREE FINISHING MOVES JUST TO KEEP THE MARY WHITEHOUSE LEGIONS OUT THERE HAPPY. REFRAIN FROM USING ANY PUNCH BUTTONS IN THE WINNING ROUND AND PLAYERS MAY TRANSFORM THEIR OPPONENTS INTO LITTLE BRATS!



(FRIENDSHIP)

ONCE AGAIN, KEEP YOUR FOLKS CONTENT BY PULLING OFF A FRIENDSHIP MOVE WHENEVER THEY'RE IN THE ROOM. PERFORMED IN THE SAME MANNER AS A BABALITY, PLAYERS INSTEAD REWARD THEIR FOES WITH A TONGUE-IN-CHEEK PRESENT OR COMICAL DISPLAY. TCH! THOSE CRAZY *MK* GUYS, EH?





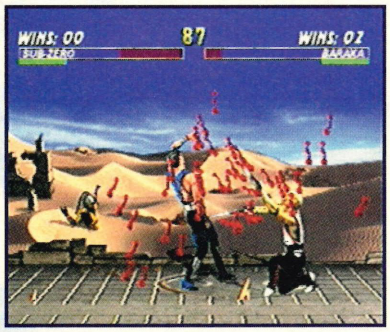
[Above] "Give us a kiss, darlin'!" The ladies of *Mortal Kombat* are not to be messed with. These are tough, kung-fu fighting whores capable of giving you saps a good kickin'!

PLAY CLASSIC

MORTAL KOMBAT TRILOGY

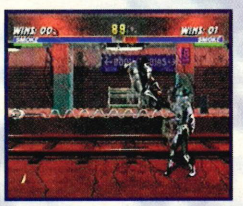












[ANIMALITY]

Only a rumour in *MKII*, Animalities finally emerged in *MK3* and they're still present in *Trilogy*. It's unclear whether certain characters will be able to morph into biting beast, though arcade players report that Williams failed to include Animalities for the coin-op versions. A great finishing move.



[PIT FATALITY]

MK Trilogy contains at least a dozen Pit stages enabling players to knock their opponents through the floor and send them to a gruesome death. For instance, a powerful uppercut in Shao Kahn's throne room launches fighters into Scorpion's Hell stage which is bubbling with lava!



[AGGRESSOR FATALITY]

The latest addition to Kombat lore arrives in the form of the Aggressor Meter. This bar builds up as attacks are unleashed. Once full, each character leaves a red motion blur behind them and, by hammering away at both punch buttons, is capable of literally punching their foes to death!



FAMILIAR FACES

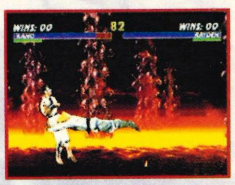
As this is the ultimate *Mortal Kombat* kollection, GT Interactive has dusted off every fighter who has ever appeared in the series. You can now select such old faves as Johnny Cage, Baraka, Rayden, Reptile, Scorpion (yay!) and such tasty birds as Jade, Mileena and Kitana. As if that wasn't enough, players can finally choose all four bosses. With the likes of Goro, Kintaro, Montaro and Shao Kahn at your disposal you just know that kombat is going to be bloody brilliant! We've even discovered a nifty little cheat already. When choosing either Rayden, Jax, Kung Lao or Kano, hold down Select and you can now choose to play them in their original *MK* or *MKII* outfits. Even their original moves and fatalities work!













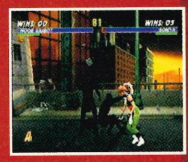

[Above] Blood, bloody, bloodiest! Whether the stuff in your veins is red, green or black, *Mortal Kombat Trilogy* delivers by the bucketful.



[Above] Kano gives Sheeva the evil eye thanks to his built in optical laser. Each character has two Fatalities to discover.

PALETTE-SWAPPED PALS

(NOOB SAIBOT)

Noob Saibot emerges from the darkest region of reality – a region known as the Nether-Realm. He belongs to a group called The Brothers of the Shadow and worships an evil and mysterious fallen elder god. His mission is to spy on the events taking place in the battle between the realms and report back to his enigmatic leaders.

(RAIN)




Born in Kitana's former world of Edenia, Rain was smuggled away from the realm as a small child shortly after Shao Kahn's take over. Thousands of years later he resurfaced, his allegiance belonging to Kahn he chose to betray his homeland rather than suffer at the hands of Kahn's extermination squads.

(ERMAC)




An enigma to all who come into contact with him, Ermac's past remains shrouded in mystery. It's believed that he exists as a life force brought together by the souls of extinguished Outworld warriors. Shao Kahn has managed to take possession of these souls and use them to fight on the side of tyranny.

you'll even try out new fighters given time. The same factors have, and always will, apply to the *Mortal Kombat* series. Players may be daunted by the mug-filled *MK Trilogy* selection screen at first, but stick with the game and you'll soon become comfortable with a handful of fighters, and moves will become second nature. In fact, as most characters have some of the same moves (Uppercuts, Roundhouse Kicks, Leg Sweeps etc) the learning curve is even smoother than most beat-'em-ups.



[Above] With a whopping 32 selectable fighters, *Mortal Kombat Trilogy* must surely feature the largest cast of characters to ever appear in a beat-'em-up.

KING KONG

As a slice of video game history the *Mortal Kombat* series has undoubtedly made its mark. The fact that players can now own and scrap their way through the most complete version of the game ever released is surely a cause for celebration. Yeah, so it's 2-D. So what? This is a solid, satisfying and even humorous beat-'em-up that deserves a place in any PlayStation owner's collection. Packed with more characters than even *King of Fighters '95*, more haemoglobin than an episode of *E.R.* and more secret stuff than the contents of our Review Editor's cupboard, *Mortal Kombat Trilogy* truly packs a powerful punch.



TITANIC TEAM-UPS

To add further longevity to an already packed title, *Mortal Kombat Trilogy* includes a few brand new modes of play. First up is Two-on-Two Kombat where fighters choose two characters then take each other on in tag-team style battles. When one fighter is beaten, the second leaps into the arena to pick up the challenge.

There's also a Tournament Mode enabling up to eight kombatants to slug it out until only one character is left standing. The sheer amount of fighters on offer guarantees both modes will offer hours of satisfying slaughter.





PLAY

Looks	●●●●●●●●○○
Sounds	●●●●●●●○○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●●○
Korpses	●●●●●●●●●●

PLAYED **92%**

The Komplete Kombat Kollection!

ALTERNATIVELY:
Street Fighter Zero 2 (95%)
Mortal Kombat 3 (93%)

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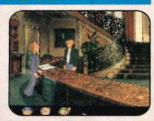
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BLACK DAWN DUE NOV


JUMPING FLASH 2 DUE NOV


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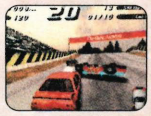

BROKEN SWORD DUE NOV


OVERKILL DUE NOVEMBER


GENSO SUIKODEN DUE NOV


SOVIET STRIKE DUE NOV

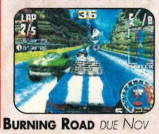

ACTUA GOLF DUE ?????


DESTRUCTION DERBY 2 DUE NOV


VICTORY BOXING DUE DEC


S/FIGHTER ALPHA 2 DUE NOV


EXHUMED DUE NOV


BURNING ROAD DUE NOV


STREET RACER DUE NOV

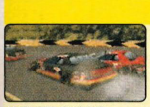

TOMB RAIDER DUE NOV

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EXCALIBUR	27TH NOVEMBER
EXHUMED	21ST NOVEMBER
FIRO & CLAWD	NOVEMBER
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PO'ED	MID NOVEMBER
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PROJECT OVERKILL	END NOVEMBER
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RE-LOADED	MID NOVEMBER
SOVIET STRIKE	EARLY NOVEMBER
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STREET RACER	NOVEMBER
SYNDICATE WARS	EARLY NOVEMBER
TILT	22ND NOVEMBER
TOMB RAIDER	28TH NOVEMBER
TRANSPORT TYCOON	DECEMBER
TRASH-IT	1ST DECEMBER
VICTORY BOXING	6TH DECEMBER
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PL2(12)

DISRUPTO

SURE TO CAUSE DISRUPTION IN THE *DOOM* CAMP, INTERPLAY'S NEW RIVAL MIXES GUNS WITH MIND-POWER FOR A TOTALLY MENTAL SHOOT-'EM-UP.





EYE PSI

AS HE PROGRESSES THROUGH THE MISSIONS, THE CLEAN-CUT COMMANDO HERO IS GIVEN MORE PSIONIC SKILLS – APPARENTLY BY STARING RIGHT INTO THE CAMERA.

ONE [SHOCK]
SENDS A WAVE OF ENERGY FORWARDS, KILLING MANY OF THE ENEMIES INSTANTLY. IT ONLY WORKS AT CLOSE RANGE, THOUGH.

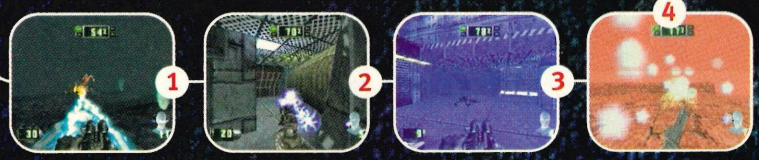
TWO [DRAIN]
THIS SENDS BALLS OF PSIONIC ENERGY INTO THE ENEMY, DRAINING ITS LIFE. HANDILY, YOU CAN THEN RETRIEVE THE SPENT ENERGY.

THREE [HEAL]
LETS YOU RESTORE LOST ENERGY WITHOUT HAVING TO SEARCH FOR MEDI-KITS. IT USES UP A LOT OF PSIONIC ENERGY, HOWEVER.

FOUR [BLAST]
ONE OF THE MOST SPECTACULAR ATTACKS, THIS CAUSES AN EXPLOSION OF PLASMA BALLS, KILLING ANY NEARBY ENEMIES.

FIVE [SHIELD]
BEST USED WHEN AMBUSHED BY SEVERAL FOES AT ONCE, THIS PROTECTS YOU FROM DAMAGE FOR SEVERAL SECONDS.

SIX [TERABLAST]
THIS POWERFUL ATTACK SENDS OUT AN ORANGE PLASMA BALL WHICH CAN PENETRATE WALLS TO KILL BADDIES BEHIND.



WRITTEN BY PHIL KING

Uri Geller's got nothing on these lot. The elite lightstormer troops of the future can use their psionic powers to zap foes through walls and unleash massive explosions. Beats bending spoons for a living, eh? Mind you, they still can't get Reading FC promoted.

Football and cutlery are the last thing on their minds, however, as United Earth comes under constant threat from an array of renegades, mutants and terrorists. The story is set by FMV interludes between missions – no surprise, as the game was created by Universal Interactive Studios. The acting's not hammy, though, and the plot gradually unfolds with a few twists.

SUPERCHARGED ENGINE

The defence of global democracy takes the form of 13 missions, all in first-person 3-D. But before you scream "*Doom* variant!"... erm, you're probably right. There's nothing wrong with that, though, with a 3-D engine this good. Not content with being faster than a whippet and smoother than a pint of Caffreys, there's an impressive amount of detail in the texture-mapped scenery and animated enemies too. I can already see high-end PC owners weeping into their keyboards. The mission settings are very varied, even including outdoor sections which use a sneaky mist effect to eliminate any graphical clipping problems. Perhaps the engine's only flaw is that you can't look up or down – a shame when you glimpse enemies on a lower level.

The first five 'training' missions can be practised freely, introducing a range of weapons and psionic abilities. Including various zapping attacks and a heal function, the latter are limited by your supply of psionic power. Weaponry comprises of the usual pistol, rifle, spray gun, big blaster and a nifty lock-on cannon. A nice touch is the realistic delay when you switch between weapons – although sometimes annoying in the heat of battle.

THE TOUGH GET GOING

The first couple of stages are small and easy-peasy, with some Mr Thickie droids and giant flies to swat. Fortunately things soon get much tougher as you explore large multi-level zones, linked by lifts. Typical of the genre, switches need to be

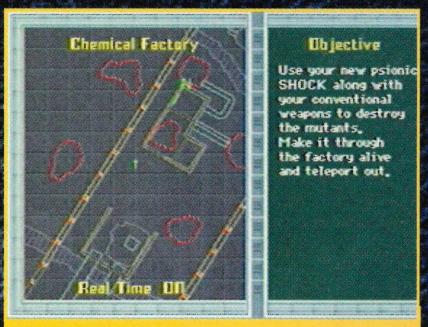




PLAY INFORMATION

Publisher: Interplay
Customer support: 01628 423666
Price: £44.99
Release date: Early December '96

ONE PLAYER MEMORY CARD



[Above] The scrolling mission map can be examined with play paused or explored in realtime. In the latter case, be prepared for ambushes: you can't see baddies on the map.



[Above] This special mission takes place against the clock. You have to find and shut down each valve within the tight time limit, or the whole reactor will blow.

FIRE AWAY

Weapons come in a bit handy, considering this is a shoot-'em-up an' all. More are collected along the way.

[13mm Automatic]
The standard pistol you start with, this fires rapidly but several shots are required for most baddies.



[Plasma Rifle]
It only fires a fairly slow stream of shots, so accuracy is needed, but they're pretty powerful.



[Anti-Matter Blaster]
Although it fires very slowly, the resulting blasts are very powerful, damaging foes in the area.



[Plasma Repeater]
This strange-looking array of three tubes sprays plasma shots. Great against multiple enemies.



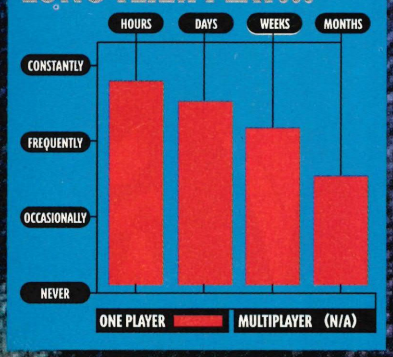
[Anti-Matter Cyclone]
When fired, this emits an automatic stream of anti-matter shots. Make sure it's aimed correctly first.



[Lock-On Cannon]
Its gunsight appears at the side of the screen: when it glows red, you're locked onto an enemy.



LONG TERM PLAY...





[Above] This nightmarish level takes place inside the hero's own mind. He shouldn't eat so much cheese.

"Zap foes through walls and unleash massive explosions..."

flicked to open certain sliding doors, although there are no keys to collect. There are also pools and platforms to jump, though this aspect doesn't come into play much.

It's mainly no-nonsense blasting: strategy is limited to ammo/energy conservation. Enemy soldiers swarm around later levels, grouping together to ambush you in some enjoyably hectic shoot-outs. Intelligence isn't their forté – too often they just stride straight towards you – but they will chase you down tunnels to sneak up behind you. Sound FX play an important part here, with footsteps and groans warning of imminent danger, while shifting orchestral music heightens the suspense.

A highly polished and playable blast, *Disruptor*'s potential predictability is allayed by extensive graphical variety and special stages including those with few or no weapons (just psionics) and a reactor level where you race, panic-stricken, against the clock to shut off each valve and prevent meltdown. Great fun, if not quite mind-blowing.

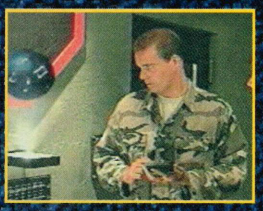


[Above] Despite firing at point-blank, you'll still need several pistol shots to eliminate this geezer.



[Above] These wolfy types spit fireballs at you. You don't need silver bullets to kill 'em, though.









PLAY

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

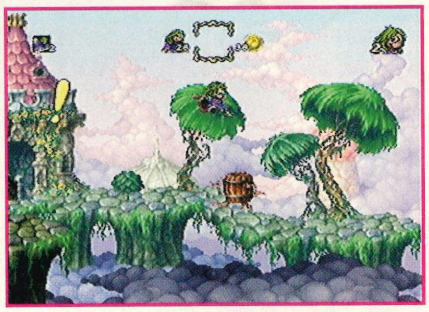
PLAYED 87%

A disruptive influence in the class

ALTERNATIVELY:
Alien Trilogy (91%)
Final Doom (82%)

LOMAX REPRESENTS THE HITHERTO NEGLECTED CONSERVATIVE, RETRO-MINDED SIDE OF PSYGNOSIS. CUTE AS A VERY SHINY BUTTON INDEED, WE ENQUIRE WHETHER LOMAX WILL BLISTER YOUR THUMBS OR SIMPLY ROT YOUR TEETH...”

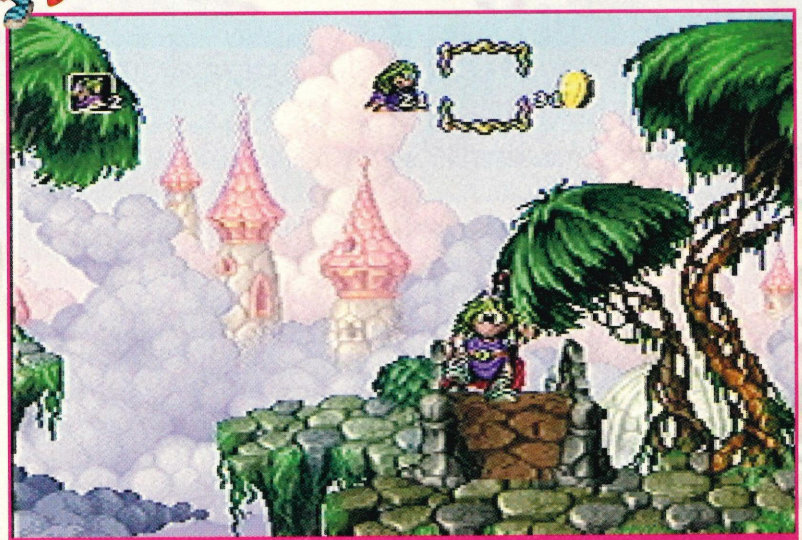




LOMAX

Written By Stewart Wynne

The most obvious inspiration for *Lomax* isn't a lemming but a hedgehog, Sega's spiky blue-haired mascot set a template for 16-bit platform capers which *Lomax* more than nods towards. Rather than the precision bottom-bouncing of a tiny Italian plumber, we have a large, lavishly animated lemming with a cape-swirling jump-attack entirely familiar to anyone who's owned a Mega Drive. Just as in *Sonic*, the feel-good factor dictates no deaths – each enemy magically transforming into a liberated civilian who happily parachutes off screen. However, the first few levels bring on a sense of déja vu which is more relaxing than exciting. The clutter of multiple layers of parallax scrolling, swirling insects and intricately detailed sprites are more interesting aesthetically than for their conventional gameplay. Moreover, despite a 'run' button, *Lomax* has little of *Sonic*'s speed and none of that immediate, arcade impact.



[ABOVE] Lomax returns from a trip into the far side scenery.

MILLER TIME

Where *Lomax* carves out some measure of originality is in hats. Nope, not the stylish fedoras of *Millers Crossing* or *Mulholland Falls*, but geeky plumed cones which confer a variety of different skills. The first hat *Lomax* encounters can simply be thrown away, killing the nearest enemy just like a boomerang. The hat's translucent contrail is one of the game's most obviously 32-bit flourishes, with subsequent hats offering the ability to magically place platforms in the air, grab onto other platforms, fly and so on. Neat ideas, although the boomerang's stand-offish nature tends to further blunt the arcade action and the platform building feels contrived.

The game steps away from *Sonic* in another direction – into the screen, to be precise, with bridges and other such devices allowing the green-tressed rodent a route into the scenery. It's a trick previously offered by games such as Sega's *Bug*, but of course it's *Crash Bandicoot* which is the most dramatic exponent of this semi-3-D trickery. *Lomax's* 3-D zooms are mildly entertaining, but you rather wonder if coder, Kloibhofer, regrets the programming time when it makes inevitable comparisons between what's basically a souped-up, 16-bit game and the new generation of gouraud-shaded, lightsourced polygonised 3-D platformers.

SNES IS BEST

Lomax's best selling point is as a 'classic' platformer, a category in which only *Gex* and Mega Drive port *Mickey Mouse* compete on PlayStation. As such it looks very pretty, sounds good (with

PLAY INFORMATION

Publisher: Psygnosis
Customer Support: 0151 2823000
Price: £44.99
Release Date: 22 November '96

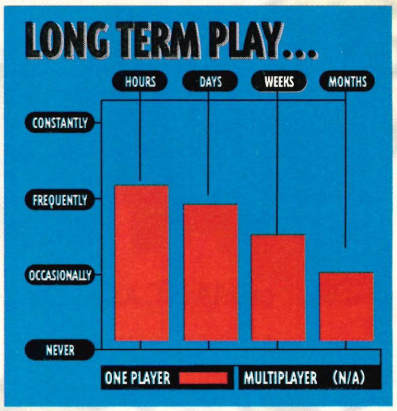
ONE PLAYER



[Left] Lomax ponders which cap (special ability) will enable him to cross this gap.



[Right] *Ghost 'N' Goblins* provides obvious inspiration for this level, if only the gameplay was as tight and addictive.



WHO'S IDEA WAS THIS?

While the scenario is a sad cliché – LemmingLand has fallen under the 'evil spell of Evil Ed' and only one, mildly brave knight called Lomax can save it – the story behind the storyline is far from average. European developers Interactive Design has already produced two platformers, *Lionheart* on the Amiga and *Flink* for Mega Drive. Neither did that brilliantly sales-wise, a fact which they codeshop blamed on the lack of a big licensed name like, well, Lemmings. When Interactive Design pitched the idea of a Lemmings platformer, Psygnosis were already deep in discussion with a US TV company over a Lemmings cartoon. A game of the series seemed a neat idea and the project was promptly greenlighted, continuing even when the TV show expired in development hell.

While a suicidal rodent might not seem the best star for a platformer, the Lemmings name has certainly raised interest in the game. However, the most remarkable aspect of the project is that it's been created by just two people: Erwin Kloibhofer (Austrian programmer) and Henk Nieborg (Dutch graphic artist). The lavishly detailed backdrops, nifty 3-D zoom trickery and psychedelic special effects are an impressive tribute to what small teams can achieve in the 32-bit era.

"The first few levels bring on a sense of déja vu which is more relaxing than exciting..."







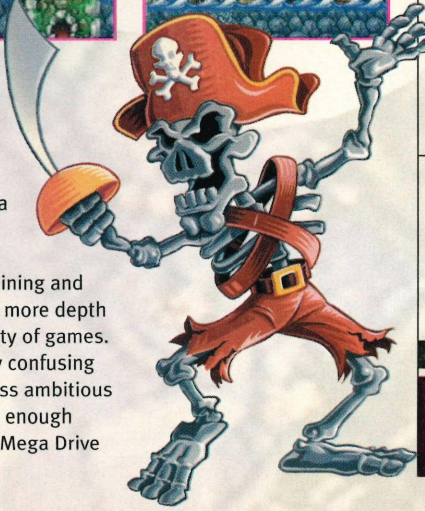


[Above] Amazingly, these gorgeous graphics are the work of one (mad) Dutch artist. Doesn't he ever stop working?









unobtrusive background music and atmospheric effects) and plays... well, all right.

With *Sonic*, a very simple control system was made engrossing through speed, graphics and a huge team of designers elaborating ever more complex puzzles. *Lomax* jettisons speed in favour of a variety of power-ups which are fun, but fiddly. There are never that many characters on screen, early deaths mostly coming through inertia sliding *Lomax* off a platform or misjudging the contactable area of the 3-D-styled platforms. Personally, I felt déja vu slipping into daydreaming of earlier, harder-edged 16-bit games, but others may feel the quirky interface has its own charm. Certainly, the artistry of levels such as the Graveyard, Wild West and a stunning Ghost Ship provides a lavish visual reward for the persistent.

Overall, *Lomax* is an entertaining and playable game which adds yet more depth to the PlayStation's huge variety of games. If you find *Crash*'s occasionally confusing 3-D makes you nostalgic for less ambitious games, *Lomax* is a serviceable enough alternative to dusting off your Mega Drive or Super NES.

PLAY

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

PLAYED 70%

Slick but dated

Alternatively:
Crash Bandicoot (84%)
Jumping Flash (86%)

WARHAMMER:

SHADOW OF THE HORNED RAT

IN A TIME OF MAGIC AND BLOODSHED, THE HUMAN EMPIRE IS UNDER THREAT FROM ALL SIDES. ORCS, TROLLS AND DRAGONS HUNGER FOR HUMAN FLESH, BUT THE WORST ENEMY IS WITHIN...



Written By Stewart Wynne

Although the PlayStation has proved itself capable of some superb PC conversions, thus far one genre has entirely escaped console fans: the arcade-strategy game. Combining *Robotron* with *Panzer General* might seem a recipe for disaster, but the phenomenal success of *Command & Conquer* has proved otherwise and inspired numerous clones.

The most obvious difference between the two is *Warhammer's* medieval scenario, licenced from Games Workshop's hugely successful board game. An 80+ page instruction manual refers to all manner of weapons, spells and creatures, each painstakingly described so as to deepen both atmosphere and tactical understanding. There are some 51 missions in all, each with an individual objective, but all falling within an overarching quest, pitting your mercenary armies against the Skavens, rat-like humanoids who worship a huge demon known as the Horned Rat. You begin with just two divisions, but with each successful mission you earn gold with which to hire more men, material and units. There are all manner of creatures to recruit, and fight, including orcs, elves, wolves and dragons.

PLAY INFORMATION

Publisher: Mindscape
Customer Support: 01444 246333
Price: £44.99
Release Date: Out now

ONE PLAYER | MEMORY CARD







YOU DIRTY RAT

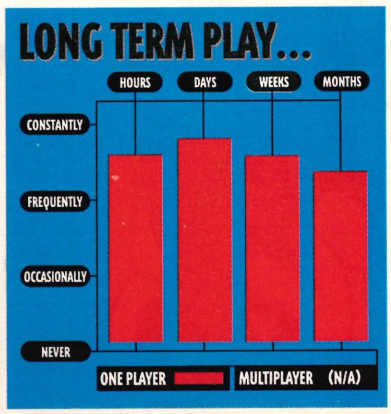
The game is essentially split into two halves, one taking place in the caravan of your paymaster, Dietrich, where you can inspect your troops, research enemies and choose your next mission. After being briefed, you can decide how many forces to commit – a delicate balancing act between saving on operating costs and preventing unnecessary losses on the battlefield.

When you begin a mission, the game loads in a smallish, but nicely detailed 3-D landscape. The battlefield interface sensibly makes use of the four main firebuttons, in place of the PC's mouse-based system, but it's still not an easy game to pick up. Moreover, even when you do understand everything, performing ambitious battlefield manoeuvres is demanding work.

When battle is joined, your control over a unit is limited, retreating is often suicidal and not always possible, while tapping a so-called 'hero button' is a rather sad bit of innovation from the developers. There's no doubt this is a tough game and even when you do complete a mission, you'll frequently find yourself playing it again to preserve more men for use later.

In-game graphics further the sense of atmosphere, being finely detailed and animated, with impressive panning and zooming available using the shift buttons. There's also some nice magical effects. If it's hardly the most spectacular PlayStation game yet, it does at least look like it's exploiting the system's capabilities.

On PC, *Warcraft II* and *C&C* remain kings of this particular genre, however *Warhammer* has been a well-received runner-up. It's a tough game, but fans of the board game will undoubtedly adore it and the rich, very dark atmosphere will earn many new fans among hardcore videogame addicts.





[Above] The variety of opponents provide a big incentive for returning to the game. Here some giants are about to flatten your costly divisions!

PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●●●○
VALUE	●●●●●●●●●○
GOBLINS	●●●●●●●●●●

PLAYED 82%

Initially tough, but very rewarding.

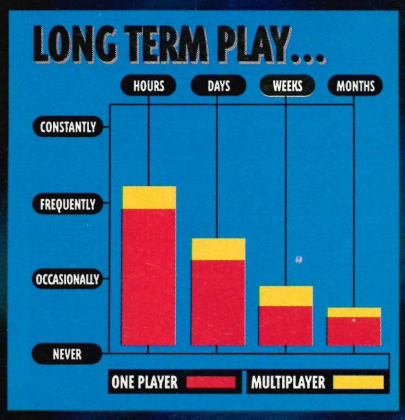
ALTERNATIVELY:
X-COM: ENEMY UNKNOWN (82%)
COMMAND & CONQUER (OUT XMAS)



[Above] The in-cockpit view isn't very informative and feels extremely claustrophobic. You can hardly see the ground.



[Above] Some missions involve rescuing various characters like this scientist, whilst dodging enemy fire.



STRIKEPOINT

ANOTHER HELICOPTER SHOOT-'EM-UP? MIND THOSE BLADES DEARY, AND NEVER JUMP OUT WHILST UPSIDE DOWN!

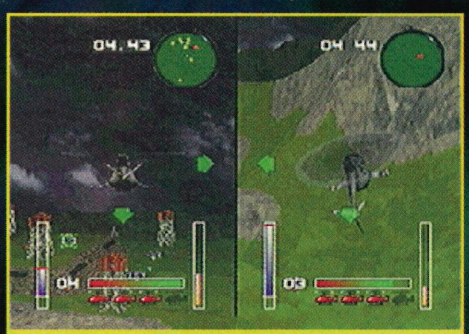
Anybody remember the *Dukes of Hazard* game? What about *Airwolf?* Nope? Well, these mediocre hits appeared last decade during the explosion of affordable home computing. Ten years later and the folks responsible, Elite, are still around, slinging out the odd title for the PlayStation. *Strikepoint* is their latest, self-published effort, and except for the break into 3-D, the gameplay is stuck way back in the Eighties. Played as an arcade blast-fest, this helicopter shoot-'em-up is a timed mission-based affair, with several objectives to complete on each outing. Blowing up enemy craft, rescuing people, destroying buildings, y'know, that sort of thing. Players have a choice of three helicopters, each with advantages and disadvantages in speed and armour, and of course varying arsenals.



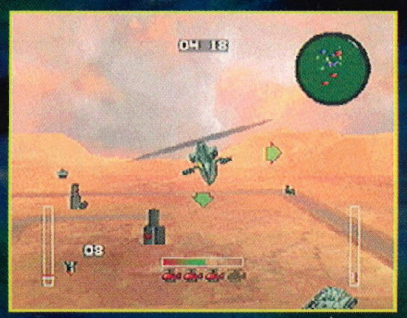
EJECT MR SANTINI

The main problem with *Strikepoint*, apart form the lack of depth in gameplay, is that the flight model is so bad it feels like you're stuck in an airborne shoe-box! The game area is set in a vast flyzone, but there's no map to indicate where you are. On-screen arrows point you to your next objectives along with a radar full of coloured dots, but often it all gets a bit chaotic and you can't see the enemies for the bad guys(!). The 3-D graphics engine is probably one of the better aspects – you do get a fairly realistic illusion of speed whilst flying around hugging the landscape, but unfortunately it is a bit jerky, and especially slow in the two-player mode. Ah, yes. The two-player mode uses a vertical split-screen. You can play co-operatively or competitively, but due to the lack of speed, slow-down and an even more claustrophobic screen display, this mode is practically unplayable.

All in all, *Strikepoint* doesn't quite hit the mark in any department. Nice FMV leads you into a poor game with a very limited lifespan.



[Above] Two-player battle mode. Right. How do I find the other player dammit?! Slow and jerky, it's practically unplayable.



"Feels like you're stuck in an airborne shoe-box!"

PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●○○○○○
VALUE	●●●○○○○○○○
BORGNINES	●●○○○○○○○○

PLAYED **54%**

Ultimately very substandard

ALTERNATIVELY:
SOVIET STRIKE (84%)
GUNSHIP (90%)

PLAY INFORMATION

Publisher: Elite Systems
Customer support: 01922 55852
Price: £44.99
Release date: End November '96

ONE PLAYER · MUTIPLE PLAYERS · SPLIT SCREEN · MEMORY CARD

Written By Asam Ahmed

Ayrton Senna KART DU

NO-ONE COMPETED IN F1 QUITE LIKE THE LATE GREAT AYRTON SENNA, A FACT WHICH MIGHT MAKE A KARTING SIM SEEM AN UNDULY MODEST TRIBUTE...

Written By Stewart Wynne

The key engine

for a videogame like this is, of course, its graphics system. After the mind-boggling veracity of *Formula One*'s hilly, twisting tracks, *Kart Duel*'s flat, diminutive pancake tracks seem very small beer. The karts themselves are more impressive, the open air nature of the vehicles requiring plenty of polygons within which sits a nicely animated driver. Threading your way through a field of 12 karts, with three or four often tightly clustered together, makes for an exciting ride in first person perspective. Further excitement is provided by the way your viewpoint tilts as tight corners push the cart onto two wheels!

Close-up encounters with other cars show-off the graphics, but the collision detection is a little uncertain and you seem to be able to bounce past them. The exterior perspective limits this, or at least clarifies the degree of contact, and as in *F1*, using competitor cars as emergency brakes on tight corners is an effective tactic. Unlike *F1*, there's no option to turn on the realistic car damage which makes the tactic of distinctly short-term efficacy.



[Above] Win or lose, finishing the race triggers a playback of your last lap minus competing karts. Still, it's useful to examine your racing line. Practice on Time Trials and you also get a 2-D circuit map with a dotted line for your best lap.

PLAY INFORMATION

Publisher: Marubeni
Customer Support: 0171 826 8629
Price: £49.99
Release Date: December '96

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

Orse and kart

Rainy weather provides a real challenge of your driving abilities, but doesn't exactly push the PlayStation's graphics chip, with a flat grey sky and a few elongated sprites representing rain. Also disappointing is the soundtrack, consisting of the usual crap synthpop so beloved of Japanese developers. Buried under the bip-bop tunes are some excruciating sound FX; the tyres screech painfully, while the engine seems more realistic – but a souped-up lawnmower doesn't quite have the cachet of a full throated F1 scream. Then there's the Japlish scripted commentary, although expressions like 'Watch Your Behind!' and 'That Fellow!' do provide some comic relief.

The actual handling of the karts is as light and sensitive as you might expect. Over-steering is ridiculously easy and, unlike car collisions, hitting the barriers imposes a significant penalty. Slide into a barrier after a misjudged corner and your driver has to get out and perform a push-start! You really do need to brake for almost every corner, something which is underlined with icons which appear before every turn. If that seems rather 16-bit, the way your cart angles around for powerslides reminds you this is a PlayStation game. The taut, nervy feel of the karts is impressive and bouncing over grass chicanes into the lead is good fun. To get the most out of the game, I suspect an analog steering wheel would be ideal – if it could stand up to such demanding action!

He falls apart!

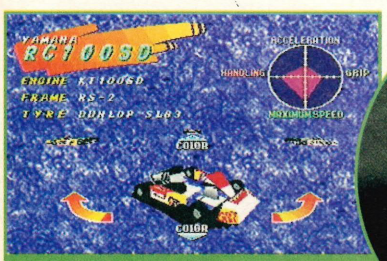
Aggressive driving is a prerequisite of a straightforward, arcade-style game structure: come first, lad, or you're out on your ear. Even Frank Williams isn't quite this strict. A top three placing might have made for a more championship feel, but at least it gives a clear objective. The main problem with *Kart Duel* is instantly obvious though. Real car nuts will be drawn in by the Senna name and the nervy, distinctly un-F1 handling, but be disappointed by the lack of options for long-term depth. Arcade fans will like the



EL



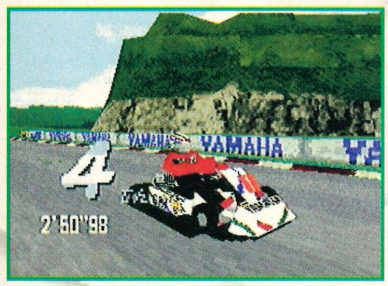
[Above] Push-starting your kart is a costly and embarrassing, penalty for going a little wide on those tight corners.



[Above] You have four karts to choose from for each race. On Time Trials, you also get to choose between the three different engine-types which become available as you progress through the classes.









simplistic game structure and immediate challenge, but given the plethora of PlayStation race games, they are unlikely to give it a try with such a mediocre 3-D engine puttering across the TV screen.

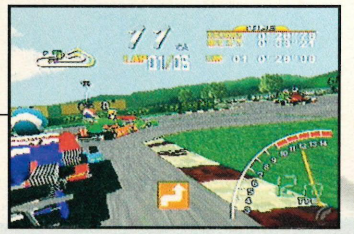
Japanese gamers, enjoying considerably lower prices and higher living standards might find this a pleasant enough diversion, but in the West conditions are tougher and not even Senna will be able to push this into a points-scoring position.

VIEWPOINT

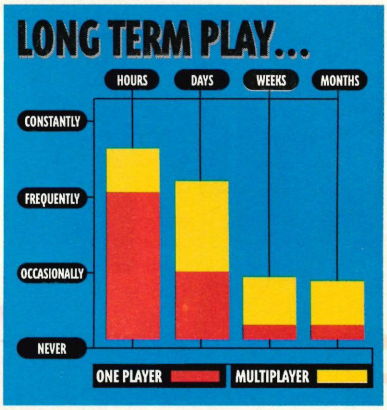
Kart Duel offers three perspectives: first person, immediately behind and slightly raised above. The latter is unsurprisingly the easiest way to play and, as with *F1*, there's no rear-view mirror but squeezing R1 brings up a reverse-view perspective. Given the twitchy handling, demanding corners and speed, this is rarely used.

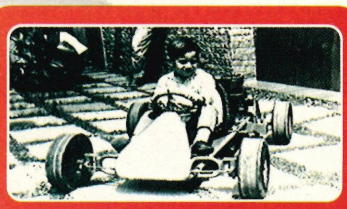






LONG TERM PLAY...





AYRTON SENNA

Although *Kart Duel's* datafile ironically only covers Senna's Formula 1 career, the Brazilian was the 1977 Pan-American Kart Champion, and in 1979/80 the runner-up in the Kart World Championship. From there he went on to Formula Ford in 1981, before arriving in F1 with Toleman-Hart in 1984, making his debut at Rio de Janeiro. His first victory didn't come until 1985, at the Portuguese Grand Prix in a Lotus-Renault, but his controlled aggression instantly made him a name to watch. The Williams team got off to an uncharacteristically bad start in 1994 and by the time of the fourth race at Imola, Senna was pushing hard for his first Williams victory. Senna led the field when his car left the track at the Tamburello curve and smashed into a wall. A helicopter took him to hospital, but he never recovered consciousness. His loss was felt not only by F1, where his 41 wins make him the second most successful driver in history, but by the whole of Brazil where he received a burial appropriate to a national hero.

PLAY

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

PLAYED 71%

Short of a few CC.

Alternatively:
Formula One (93%)
Wipeout 2097 (93%)

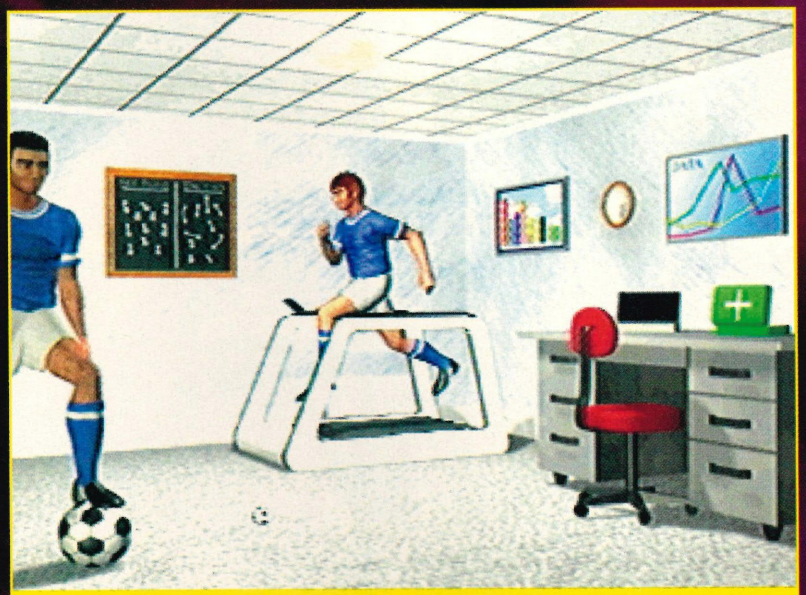
PLAYER MA

ANCO HAS AT LAST BROKEN THE DEADLOCK AND PRODUCED A FOOTBALL MANAGEMENT GAME FOR THE PSX, BUT IS IT GOLDEN GOALS OR RELEGATION?

Written By Steve Hill

Whilst PC snobs are constantly inundated with an array of high quality football management games, their popularity has remained largely unexploited on the PlayStation. This hasn't deterred Anco though, and it is attempting to buck the trend with the release of *Player Manager*, as detailed a representation of the genre as anyone could realistically hope for.

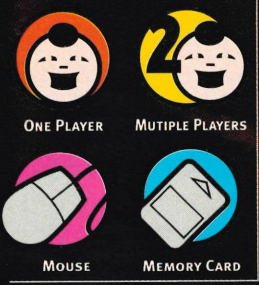
The first point to note is that the game should definitely be played with a mouse; the standard controller proving far too unresponsive, with the cursor taking an irritating second or so to pick up pace. For a game with as many options as *Player Manager*, this is a valid gripe, and it starts to annoy long before anything resembling a game of football becomes apparent. Having selected from the oddly graded difficulty levels of Very Easy, Easy and Normal, the rookie manager is faced with choosing a team from the various leagues of either England, Germany, France, Italy, Spain, Norway or Sweden, with the game, logically enough, playable in any of the languages of the aforementioned countries.



[Above] Fitness plays a big part in the modern game, and these badly animated employees are here to help.

PLAY INFORMATION

Publisher: VIE/ Anco
Customer support: 0171 368 2255
Price: £49.99
Release date: Out now



En-ger-land!

Any normal right-thinking person will naturally opt for an English side, and it is here that the genuine football supporter will begin to feel aggrieved, faced with only 64 teams, with no room for such bastions of the beautiful game as 'The Mighty' Chester. Furthermore, initial selection is limited to the lower three divisions, although careerists can offer their services to a Premiership club at a later date, having naturally proven themselves at grass roots level. The squads are fairly up-to-date, with recent transfers accommodated, although there are a few glaring errors, notably Wimbledon finding themselves prematurely relegated, and Dave Beasant inheriting the managership of Crystal Palace.

The chosen club is represented by a series of rooms, each playing host to a particular function. Visits must be made to the board room, the press office, the manager's office and so forth, invariably followed by a bewildering array of statistics, not to mention more menus than a Berni Inn. Once the copious amounts of pontificating with coaches, scouts, physios, financial advisors, and even travel agents, has been endured, there is actually some football to be had, with three different ways of 'watching' a match.

Onion Bag

The first option employs the old school method of a rapidly ticking clock accompanied by text flashes of important events such as goals, injuries and sendings, and is essentially a glorified version of *Football Director* on the

POINTS OF VIEW

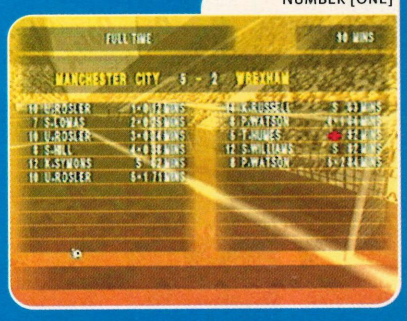
There are three ways of watching a game, neither proving particularly satisfactory.

1. Traditional text only affair.
2. Risible animation with text commentary.
3. Supposedly interactive tactical shenanigans.

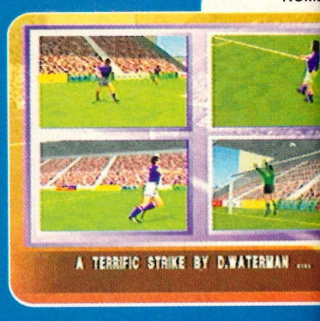
Introduction



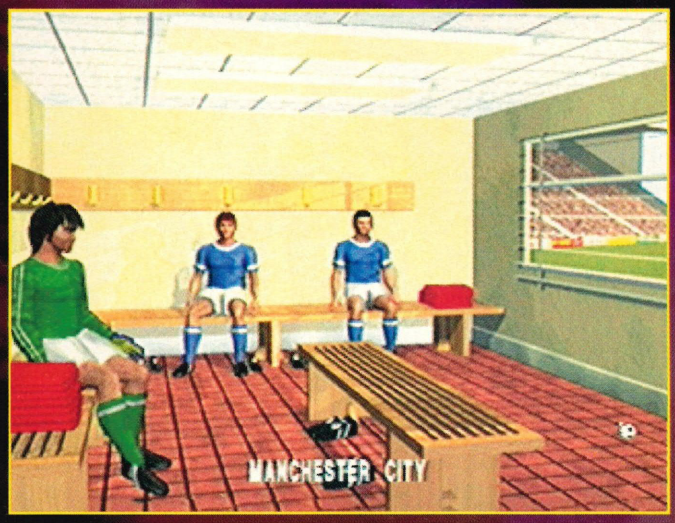
Number [One]

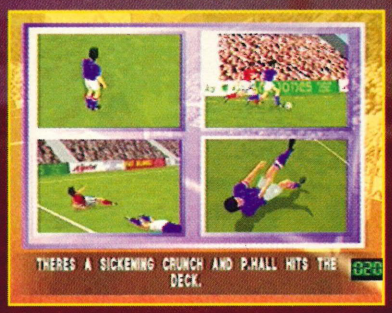


Numb



NAGER



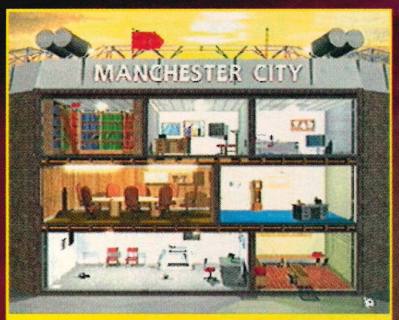




[Above] One of the more bizarre options is the ability to select a destination for the squad to take a well-earned holiday.

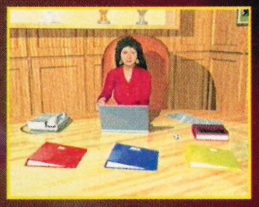


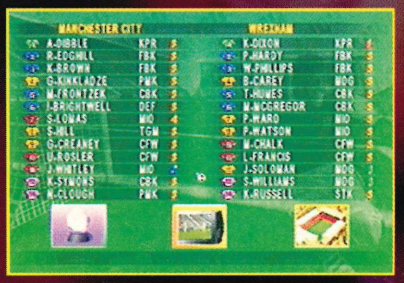




[Above] Clicking on the various rooms reveals, er, more things to click on.



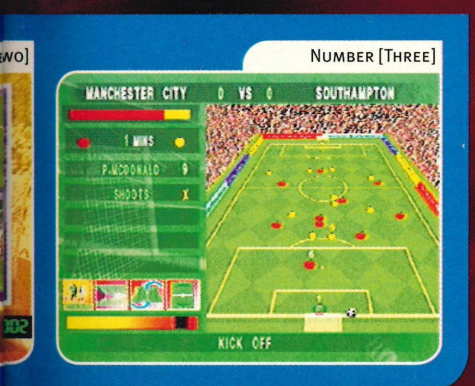






"A bewildering array of statistics and more menus than a Berni Inn!"

Player Manager does feature a few quirky asides – such as board meetings where the player is forced to explain himself via multiple choice responses – but what is undeniably a comprehensive simulation is sadly let down by a combination of ITV aesthetics, irksome presentation and a deluge of largely inconclusive, not to say tedious, statistics. It is clearly aimed at those who wish to be totally immersed in virtually every aspect of running a football club, but enthusiasts seeking a more accessible, and ultimately more enjoyable, management game would do well to cast an eye over Telstar's largely under-rated *Onside*. Either that, or dig the Spectrum out of the loft.





PLAY

Looks	●●●●●●●●●
Sounds	●●○○○○○○○
Gameplay	●●●●●●●○○
Value	●●●●●○○○○
Sheepskin jackets	●●●●●●●●●

PLAYED **74%**

Needs more on-the-pitch decisions.

ALTERNATIVELY:
ONSIDE SOCCER (76%)
OLYMPIC SOCCER (84%)

Order it now!

SIMPLY TH

PlayStation

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Beyond the Beyond
Bogey Dead 6
Braindead 13
Bust-a-Move 2
Bubble Bobble
College Slam
Crash Bandicoot
Crime Crackers
Criticom
Cyberia
Cybersled
CyberSpeed
Defcon 5
Descent
Die Hard Trilogy
Discworld
Doom
Dragonball Z
ESPN Extreme Games
F1 Racing
Fade to Black
FIFA Soccer '96
Firestorm
Gex
Goal Storm
Gunners Heaven
Hermie Hopperhead
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Hyper Formation Soccer
Impact Racing
In the Hunt
International Track & Field
J-League Winning Eleven
Johnny Bazookatone
Jumping Flash
Jumping Flash 2
Kileak the Blood
Krazy Ivan
Loaded
Lone Soldier
Madden '97
Magic Carpet
Mobile Suit Gundam
Mortal Kombat III
Motor June GP
Motor Tune GP2
Namco Musem 1
NBA Jam: TE
NBA Shoot Out
Need For Speed
New Japan Pro Wrestling
NFL Gameday
NHL Faceoff
Night Striker
Off World Interceptor
Olympic Games
Parodius
Philosoma
PO'ed
Pop 'n' Twin Bee
Power Instinct 2
Primal Rage
Project Overkill
Puzzle Bobble 2
Raiden Project
Rayman
Resident Evil
Return Fire
Ridge Racer
Ridge Racer Revolution
Rise 2: Resurrection
Road Rash
Shanghai Triple Threat
Shellshock
Shockwave Assault
Sidewinder
Space Griffon VF-9
Space Hulk
Street Fighter Alpha
Street Fighter Alpha 2
Street Fighter: The Movie
Striker '96
Syndicate Wars
Tekken
Tekken 2
Theme Park
Time Commando
Tobal No 1
Tokimeki Memorial
Total Eclipse
Total NBA '96
Triple Play '97
Twisted Metal
V-Tennis
Viewpoint
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Worms
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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 BH12JS.

BURNING ROAD

Mirror Mode

At the beginning of any race, turn your car around (180°) and race in the opposite direction. The other cars will eventually catch up with you but this will give three new Mirror Mode tracks to race on. These new courses are actually more of a challenge when tackled in this mode.



TOBAL NO. 1

Alternate Colors, Moving Camera

Here are two great *Tobal No.1* codes we've managed to discover:

To access a character's alternate colour scheme, hold Up when selecting a fighter.

For a "moving camera" angle during fights, hold down L2 and R2 when choosing a character.

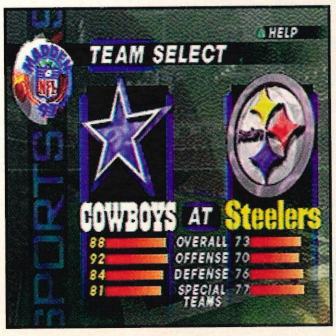




MADDEN 97

Extra Teams

Go to exhibition and hold down R2 + L2 for a random select. Repeat this sequence a few times and you'll see six teams scroll past that you can't select. Perform this a few more times and eventually you'll end up on one of the secret teams. These hidden squads are Turricon, All '50s and '60s, All '80s, NFC, AFC, All-time Madden, and the EA Sports team. If you pick an old team like the '68 Colts, '71 and '72 Dolphins, or '68 Chiefs, you'll have a better chance of landing on one of the secret teams.



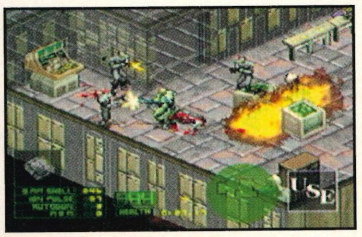
PROJECT OVERKILL

Max Health

Anytime during the game press start and highlight the review mission then hold down the ■ button and press ●, ×, ▲, then release ■ and then hold down ● and press ■, ×, ▲. Now you should see your health up to maximum of 200 and it should say "cheater!" on top of the screen. You can use this whenever you run low on health by just doing this trick again.

Extra Mission

On the hive level (on the mid-north part of the map) with all the big insect monsters, after you kill the queen, don't go into the red exit you initially find. Walk behind it, avoiding the middle part that warps you out. Instead, activate the head sculpture on the wall (the one with one red eye). It will open another area with another exit. Take this exit and you can access the Ruins level on the map.





SKELETON WARRIORS

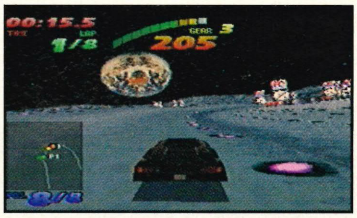
Invincibility, Super Sword, Infinite Heartstones

Stuck on Playmates' awful licensed platform game? Shame on you! If you need a helping hand, give these cheats a whirl. During any game, press Pause an then enter the following codes:
Invincibility: Down, ●, ■, ■, Up, ×.
Super Sword: ●, Left, Down, ▲, Right, ●, Up, ▲.
Infinite Heartstones: Left, Up, ×, ■, Up, Down, ■.



THE NEED FOR SPEED







Lunar Springs
Enter the Tournament mode and enter this password: SPKSHC. Now go to another mode and choose Rusty Springs on the track select screen. Press and hold ▲, L1 and R1 and then select Lunar Springs using X. Behold, you will be able to race on the moon's surface complete with the Earth in the sky.

Machine gun cars
Select the head-to-head mode and during the car select screen press and hold L1, ●, ■, and up-left on the D-pad until it finishes loading. Instead of a horn you will have a machine gun which can be used to shoot other cars including, most usefully, the police.

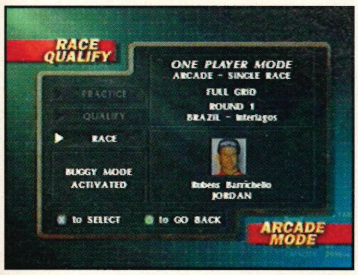
FORMULA ONE

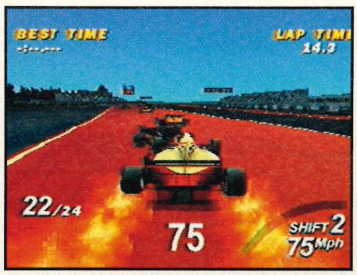
Bonus Track
Even though the game is bugged to bits, there are actually a few secret play modes secreted within Psygnosis' classic racing game. The first one gives you access to the secret 18th track which is in the shape of a Formula One car! On the Race/Practice/Qualify screen (where all these cheats should be entered), hold Select and press Left, ●, ●, ▲, ▲, ●, Up and Right.

Buggy Mode
This cheat turns all the cars into massive wheeled buggies! On the same screen as before, hold Select and press Right, Up, ▲, Left, Up, ■, ▲.

Lava Mode
You can race on any track using this cheat. The difference though is that each course is volcanic and flames will fly up from your wheels! On the usual screen, hold Select and then press ■, ●, Up, Right, Right, ●, ●.

Bike Mode
Okay, this isn't a motorbike as such, it's basically two car tyres placed together to simulate the real thing. Anyway, as before, hold Select and press Down, Up, ●, ▲, Right, Up, ■, ▲.









PLAY

Q&A

COME ON THEN YOU LOT! GIVE US YOUR TOUGHEST TIPS QUESTIONS, YOUR HARDEST HELP ADVICE AND YOUR PUMPED-UP PROBLEMS. WE CAN TAKE THE LOT AND DISH OUT THE KIND OF AWESOME ADVICE THAT'S GUARANTEED TO LEAVE YOU QUIVERING IN YOUR BOOTS.
SEND ALL QUESTIONS, QUIPS AND QUERIES TO: *Q&A, PLAY MAGAZINE, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH BH1 2JS*

Dear Play,
I have always wanted to get my PlayStation sound to run through my Hi-Fi. I got myself a big 33" TV with two Scart sockets. I linked my PlayStation to Scart socket 2 and Scart socket 1 is connected to the Hi-Fi's auxillary port. When the PlayStation is turned on the Scart channels automatically turn on but no sound seems to be getting through to the Hi-Fi. Cable runs through it, the same goes for the video but where's the PlayStation sound. What am I doing wrong?
Matthew Wick, Fareham

Er... yeah, well, I think I'll have to hand you over to our resident technical whizz-kid for this on. Take it away, Asam!
"Television SCART sockets are usually inputs only, meaning you can't generally output signals from them (at least SCART to SCART). If you have a stereo television, you should have red/white phono audio out connectors, similar to those on the PlayStation, which can be used. Failing that, the only way to get around the problem is to buy a SCART splitter from a shop like Tandy. These devices have a pass-through to connect to the TV and audio cables to go to a Hi-Fi."

Dear Play,
When is PlayStation 2 coming out? My mate says he's seen pictures of Sony's new machine in a Japanese magazine and apparently it's going to be 64-bit and put even the N64 to shame. Is this true or is he just a filthy liar?
Colin Dachshund, Kent

Listen Colin, it sounds to us like your mate is pulling your leg. Yes, Sony will undoubtedly release an upgraded version of the PlayStation sometime in the future but it certainly won't be for a while yet.

Dear Play,
In issue 12 of PLAY, you printed cheats for *Resident Evil*. I own a copy and think it's brilliant but quite hard so I was overjoyed to see a tip to change the game's difficulty setting. However, when it comes to pressing the X button, nothing seems to happen. Am I doing the cheat in the wrong place or what?
Garry Higgins, Co. Galway

Thanks for writing in Garry. We've had quite a few letters and calls regarding issue 12's *Resident Evil* cheat. The good news is that the cheat we printed does work as your chosen character seems to be capable of only taking a few hits before snuffing it. The bad news is that the cheat only works with the Japanese import version of the game.

Dear Play,
I have recently bought a copy of *Krazy Ivan* and it only took me four hours to complete it on medium difficulty. I have heard that there is a hidden level at the end of the game. Please could you tell me how to access this secret stage?
J. Gledhill, Taunton

Unfortunately, there's no hidden level at the end of *Krazy Ivan*. However, here's a cool level select that'll get you through the game in record time. Start a normal game then, at the screen where you choose your mission, select Russia. Now press Right, Left, Down and X and then go to the level of your choice.

PLAY magazine December 1996

DIE HARD TRIL

SOLVED

IN THE FIRST INSTALMENT OF OUR GUIDE WE CRAM IN DIE HARD 1 TIPS, EVERY LEVEL CODE AND A LOAD OF EXCLUSIVE CHEATS!

DIE HARD – NAKATOMI

[General Hints]

- Save on every level, no matter what your health is, because it will be replenished when you continue a saved game.
- Pick up extra lives by saving certain hostages and killing bosses.
- Strafe a lot, roll a lot, and run like hell!
- Take cover behind scenery such as pillars and open doors to blast enemies in relative safety.
- Grenades are pretty unpredictable, so make sure you're clear of any scenery when throwing them – they can rebound and blow you up!
- Office windows can be shattered to shoot baddies behind them and to take shortcuts – why bother opening doors?
- Shoot enemies before you can see them by using the radar: just keep shooting in the direction of the red dots. You can't see the enemies, but they can feel the bullets!



[Level Guide]

Level 1 – Garage
In the back of the truck is a rifle, MP5 and medikit. There's an MP5 in the room by the staircases and green light. The bomb is triggered in the central elevator.

Level 2 – Reception
When rescuing the two hostages in the narrow corridor, watch out for the baddie behind them – either use a gas grenade or go round the back. After going down the stairs to the lower level, you'll find a female hostage in a small room – and the bomb in the elevator.

Level 3 – Construction 1
When you meet the boss and his posse, lob a grenade to kill a few off and shoot the rest. One hostage is on a platform, so go up the ramp. The bomb is in the elevator on the upper level, so try not to get caught down the bottom at the end.

Level 4 – Office 1
There's a baddie holding hostages just after the start. In a room just around the corner is a hostage and three cases containing a medikit, gas grenades, and M60. The bomb is in one of the six central elevators.

Level 5 – Maintenance 1
Some of the baddies are on slightly higher walkways and can be impossible to shoot unless you jump up there. The bomb is found in one of the four main elevators.

Level 6 – Computers 1
There are hostages in both the rooms to the left and right of the start. A purple-skirted woman is found in the gents! Four more can be found in their glass-partitioned offices. The bomb is found near the edge of the map.

Level 7 – Executive 1
There are no hostages on this level, so you can go mad. Use grenades against the boss's cronies before finishing him off, then nick his shotgun. Make sure on the right side of the elevator to reach the bomb.

Level 8 – Construction 2
There's a bulletproof vest in the room just to the right of the start. The first three hostages are found together, with another three nearby – watch out for baddies. Don't get the wrong side of the bomb elevator.

Level 9 – Office 2
A bloke and a girl can be found in their offices. Five other hostages are found together, so make sure there are no baddies in the vicinity before releasing them. The bomb is found in a nearby elevator.

Level 10 – Ballroom
Watch out for loads of hostages at the start, along with baddies. Pick off the latter carefully. The pink dot on the radar represents a baddie holding a girl hostage: shoot him without harming her and you'll receive an extra life. Up the ballroom stairs are a group of hostages and countless baddies. Use gas grenades before running in to free them. Once they're out of the area, return to slaughter the villains. The bomb is in an elevator by the fire doors.

Level 11 – Maintenance 2
Behind the start elevator is a case with a medikit. Just past the girl by the elevator is a case containing an M60. The boss is up on a walkway: kill him for an extra life. Get back up and round the right side of the bomb elevator.

Level 12 – Office 3
Watch out: there are baddies in the room with two hostages. Grab the cases containing grenades and an M60. Another baddie has a girl at gunpoint – pick him off carefully. A group of hostages is in the corridor: pick off nearby baddies (or use gas) before going to the rescue. The bomb is in a nearby elevator.

Level 13 – Construction 3
Running forwards from the start, you'll find a rifle – another is found in the corner of the level. There's only one hostage to rescue, but he's surrounded by terrorists! Use gas to stun them before jumping in to save him. The bomb is right in the corner of the map.

Level 14 – Vault
Two hostages are surrounded by baddies: stun or smoke them before attempting a rescue. In the corner of the hostage room are two shotguns with explosive shells. Once you've slaughtered the group of baddies, get the two trolleys for a medikit and M60.

Level 15 – Computers 2
Use shotgun or grenades against the boss. Smash your way into the offices to rescue several hostages. However, watch out for the grey-suited bloke: he's a villain who'll pull a gun on you! The bomb is near the middle of the level.

Level 16 – Executive 2
No hostages on this level, so take cover and use shotgun or grenades against the red-shirted villains. Watch out for those firing explosive shotgun shells. There's a bulletproof vest outside the elevator containing the bomb.

Level 17 – Office 4
The six elevators are where it all happens as hostages and baddies pour out of the doors. Use gas or smoke to rescue the hostages before blasting the villains. Trolleys are also pushed out of the elevators, all containing medikits. The bomb is in one of these elevators.

OGY

NO SH*T LADY, DOES IT SOUND LIKE IM ORDERING A PIZZA?!

[Die Hard]

Level 2 – Reception
ZN1!6HTWZJ!HF
GK5N5W7CX7JZR
V!CYHPZRV!CXH
KZRV!CYHPZRVJ

Level 3 – Construction 1
T41X_3_4TD1DP[_
= space]
5B9W974MM6DT7
4XMLG9T74XMMG
FT74XMLG9T74J

Level 4 – Office 1
Q_1WSX3WQK!CD
!6FSS!M1FFPQ2
SC1D5JQ2SC1F5
NQ2SC1D5JQ2S_

Level 5 – Maintenance 1
Y41!ZDT3YJMZZ
Y!BPYY6MW7DY7
NZMVH9Y7NZMWH
FY7NZMVH9Y7NJ

Level 6 – Computers 1
F8279HY3FLM6X
15K1!TGNWWHF9
P6NVMBF9P6NWM
GF9P6NVMBF9P_

Level 7 – Executive 1
74225VHK7WVMW
H7GRVLCLH1X74
XMLG9T74XMLH9
Y74XMLG9T74XJ

Level 8 – Construction 2
TN1ZN9JCSJ_XL
7X5R9N4WL68TR
6XWMGFTR6XWLG
9TR6XWMGFTR6J

Level 9 – Office 2
H425H75XGGVRV
BXK479!L!3XH5
XRLZCTH5XRL!C
YH5XRLZCTH5XJ

Level 10 – Ballroom
3D231ZZ!23CK!
8BS_QV9Q7JZ3D
FKQ6SW3DFKQ7S
!3DFKQ6SW3DFJ

Level 11 – Maintenance 2
W82GN88TVSCFX
WCM79Q5PRZ!WC
FFPQQVWCFFPRQ
ZWCFFPQQVWCF_

Level 12 – Office 3
942RCHX88Z14N
RL3WL4XLM2D95
4NLLB9954NLMB
F954NLLB9954J

Level 13 – Construction 3
TJ2HGH_DSD1DP
Z_VN45NTLG9TM
6DTM6DTM6DTL6
8TM6DTM6DTM6_

Level 14 – Vault
DX22HW5SGZPQ7
_Z5NGQZGSM2DY
MQGTW7DYMQGS
W
3DYMQGTW7DYMJ

Level 15 – Computers 2
BX21PND98VGP_
4ZB1QDYGNLLBY
CPGPVRBYCPGNV
MBYCPGPVRBYCJ

Level 16 – Executive 2
XJ2BXT9SZXPG5
DJ6S_Z69SH1XM
LG9T74XMLG9S7
XMLG9T74XML

Level 17 – Office 4
RS2GX9C5P9SCJ
S3X65LMYGYWRV
!CYHPZRV!CYGP
VRV!CYHPZRV!_

Level 18 – Maintenance 3
FS237Z5NHGKQR
871JV7ZXVWCFT
R6XWMGFTR6XVM
BFTR6XWMGFTR_

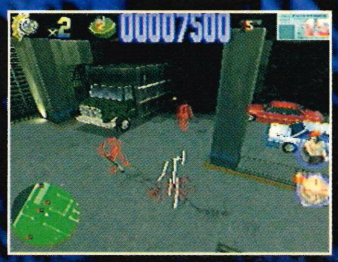
Level 19 – Computers 3
B42_RJ498VGPC
7S8DVXY2P2NB5
8P2NBKB58P2PB
PB58P2NBKB58J

Level 18 – Maintenance 3
From the start, tons of baddies come down the corridor to the left. Use grenades or shotgun to wipe them out before going up there and rescuing the girl. Many of the fallen foes drop M60s. Pick off the baddie to rescue the hostage for an extra life. The bomb is back where you found the girl.

Level 19 – Computers 3
Kill the boss to receive an extra life. A hostage is found at the bottom of the fire exit stairs. From here you can easily blast any baddies appearing in the doorway above. The final bomb is located on the edge of the map.

CHEATS

To input any of the following, pause the game and hold the R2 button while entering the relevant button sequence.



Die Hard 1 – Skeleton Mode
▲ x 10, Right x 4
Turns all the baddies into red skeletons, while the hostages appear blue.



Die Hard 1 – Invincible Mode
Right, Up, Down, ■
It doesn't matter how matter times you're shot, you'll never die.

Die Hard 1 – Floating Dead
Down, ■, ▲, Down
Dead baddies float up to heaven!



Die Hard 1 – Reverse Controls
Right, ■, ▲, Right
Reverses your controls. To return to normal, re-enter the cheat.



Die Hard 2 – Fergus Mode
●, Down, Down, ■, ×, ■
Makes all the people look like Probe Entertainment boss, Fergus McGovern.

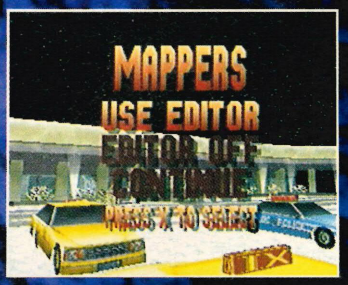
Die Hard 2 – Odd-Shaped People
Left, ▲, Right, Down
The people are now either extremely tall or short and fat!

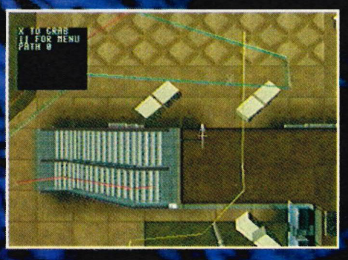
Die Hard 2 – Skeleton Mode
Down, ■, ▲, Down
All the people turn into skeletons! To return them to normal, enter the cheat again.

Die Hard 2 – Invincible Mode
Down, ▲, Right, ■

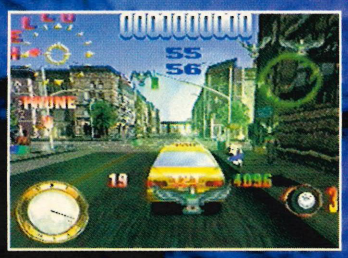


Although you still get hurt, you won't die when you lose all your lives.





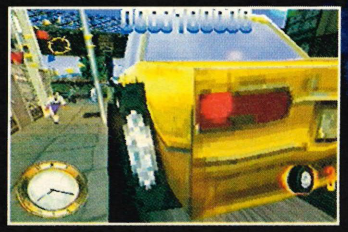
Die Hard 2 – Map Editor
Right, Up, Down, ■
Press Start again to access the Map Editor. You can now scroll around a map of the current level with your and the baddies' movements shown by coloured lines. You can even move stuff around. Press Select to move around freely in 3D, using Up/Down to zoom in and out, and L1/R2 to look up and down.



Die Hard 3 – Hello Mode
Right, Up, Down, ■
Puts a 'hello' message on the compass and various numbers over the screen: the bottom pair are your map coordinates.

Die Hard 3 – Extra View
Down, ●, Down, ●
You can now select a Chase Car view.

Die Hard 3 – Giant Cars
Left, ▲, Right, Down
All the cars are now gigantic!



GENERAL TIPS

• When turning sharply, a good tip to take note of is to push down on the directional pad to pull your nose up. This will slow you down to a degree, but it will also enable you to turn corners more efficiently.

• Likewise, if there are any bumps on the track that prove to be constant speed killers, pull your nose up to smooth out the ride.

• When descending steep hills, push up on the directional pad to lower your nose, thus enabling your craft to cling to the track that much better to provide you with an extra boost of speed.

• Always focus on the track ahead of you and not the enemy craft, this will enable you to obtain a more accurate and steady racing line.

• As the tracks get faster, use your airbrakes to slide into sharp bends. This puts you in a better stead for thrusting out, plus it means you can take them at high speeds without hitting the sides or having to pull-up, thus losing speed.

• Alternatively, if there is a tricky set of bends in quick succession, taking your finger off of the thrust and steering round them sometimes works just as well, when you come to the last corner, accelerate hard out of it.

• If you spin round a circuit without hitting anything, you'll be awarded with a brief message upon passing the line that indicates you have just performed a 'Perfect Lap' – highly satisfying.

• Experts! Don't waste time sticking to the boring track lines, whenever you hit a bump and take off, simply keep steering around the track whilst airborne – you'll be surprised at how effective it is.

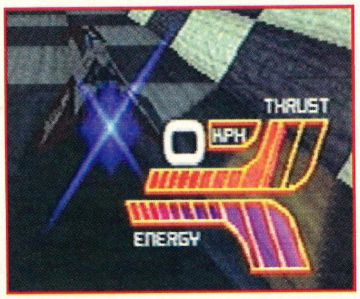


SOLVED

WIPEOUT 2

TURBO STARTS

Get the race off to a flying start by initiating a turbo boost. To perform this, keep your finger on the thrust button whilst the countdown is in progress and then when the meter passes just inside the second to last power bar, hold it there until the race commences. It you time it right you will surge forward and give the other crafts a run for their money early on. On the other hand though, if you go too far or not far enough, you'll have to crawl out of the starting grid.



CHEATS

The following three cheats are accessed on the opening options menu (the one from where you select the mode, team, and track) by keeping L1, R1 and Select held down. The rest are accessed whilst in a race.

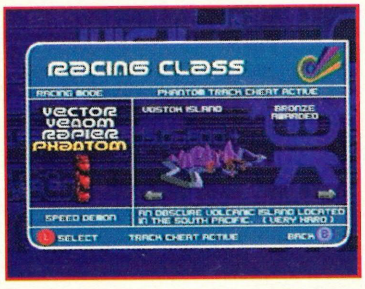
[PIRANHA SHIP]

Keeping the aforementioned buttons held down, press: ×, ×, ×, ×, ●, ▲, and ■. Now go to the team select and you'll instantly be rewarded with the inclusion of the Piranha ship – a state-of-the-art craft that is perfect in every respect. Just think how much time and effort you just saved yourself.



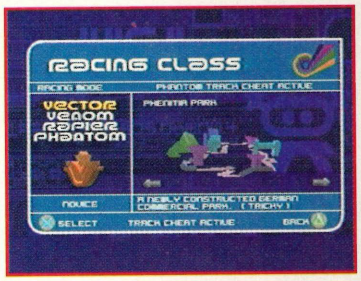
[PHANTOM CLASS]

Hold down L1, R1 and Select and press ▲, ▲, ▲, ●, ●, and ●. Now go to the track select and you'll notice that the extra-hard Phantom class is now available to race in. Hold on to your lunch though!



[TRACK CHEAT]

Keep L1, R1 and Select held down and press ■, ●, ▲, ●, and ■. This cheat allows you to race on each and every track in the easy Vector class – giving you every opportunity to practice and perfect the multitude of circuits at a speed that is altogether easier to handle.



[MACHINE GUN]

Pause the game at any time during a race and hold L1, R1, and Select. Then press ■, ●, ×, ■, ●, ×, and ▲. Now when you un-pause the game again, you'll see a blinding flash to indicate that the cheat has worked. Now by pressing the fire button, you'll activate a newly-installed machine







gun on your craft. Using this cheat means that you can't pick up any weapons, but you'll hardly notice because a few shots from this will totally obliterate any craft that get in your way – taking them out of the race completely.

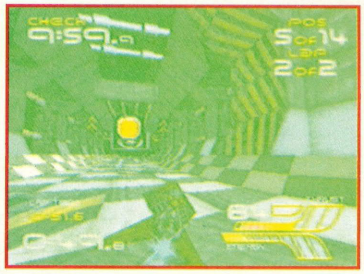
[Infinite Energy]

You'll never have to slip into the restoration lane again by activating this essential trick. Simply pause the game at any time during a race and then hold L1, R1 and Select. Now with those buttons held, press ▲, ×, ■, ●, ▲, ×, ■, and ●. Now un-pause and you'll be instantly invincible.



[Infinite Time]

By entering this simple cheat, you'll never be punished for sloppy driving again. You can take as much time as you want to negotiate those tricky hair-pins and suchlike whilst not have to worry about tight time restrictions. All you have to do is pause the game at any time during a race and hold L1, R1 and Select. With those buttons held, press ▲, ■, ●, ×, ▲, ■, ●, and ×. Then un-pause to activate the cheat.

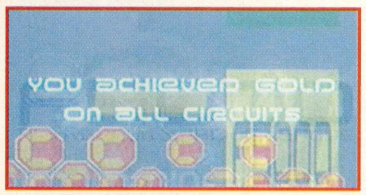




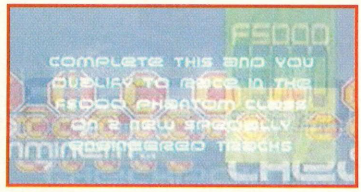


[F5000 Phantom Challenge]

By placing first on all of the tracks in the first three classes, you'll be invited to race in the special F5000 Phantom Challenge whereby you must race all six circuits again in Rapier class. Naturally, things are a lot faster than









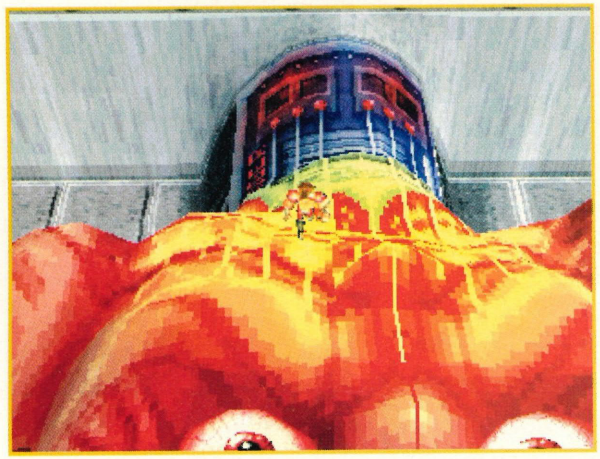
before, but to add insult to injury, you must race each circuit in succession whilst trying not to crash out – if you lose three times, you'll have to use one of three continues to stay in the competition. If you succeed in winning gold on all six Rapier tracks, you'll prove yourself worthy enough to compete in the Phantom class – so get your memory card ready and prepare to race at speeds you never imagined possible!



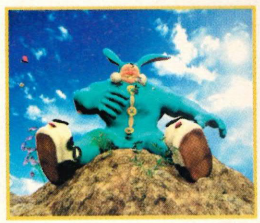
[Piranha Challenge]

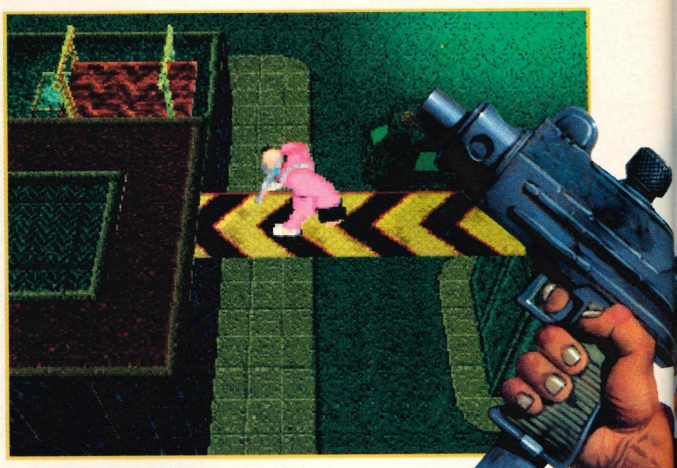
By placing first in both of the new Phantom class tracks, you'll qualify to participate in the awesome Piranha Challenge whereby you'll have to race all EIGHT tracks in Phantom class and get gold in each and every one. Like before, you'll have to visit each track in turn and come first, otherwise you'll start losing lives! The reward at the end of this challenge speaks for itself – the prestigious Piranha craft. This is like the White Angel from Ridge Racer Revolution, a craft that is perfect in all respects. As far as we know, this is the ultimate prize, so once you get the Piranha craft, you know you're the best of the best. Now simply enjoy yourself caning all of your previous lap-times!











NAUGHTY RELOADED

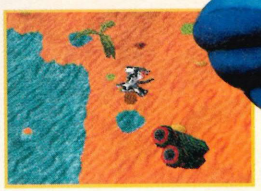
Loaded was a phenomenal success, no doubt about it. In fact, to give you some idea, it sold in excess of 500,000 copies worldwide. Obviously Gremlin is keen to recapture some of that glory with the inevitable sequel, cunningly titled, *ReLoaded*. Clever that.

In a nutshell the new game can be summed up easily: different characters, bigger guns, more puzzle elements, but that's only half the story because with the likes of *Project Overkill, Crusader* and *Syndicate Wars*, Gremlin has had to come up with substantially more than the brainless shooting of *Loaded*. This time round the levels are more pseudo 3-D than completely top down, which means as you wander around, the camera moves subtly so that you don't get hidden behind walls and you can also spot enemies with enough warning to get off the first shot. *ReLoaded* is also a multi-layered affair, with many opportunities to climb onto roofs or take lifts to higher levels, and the new camera positions are essential for highlighting where you can get on and off. If it was all top-down, you'd be constantly falling off ledges and that would be incredibly irritating.



Budda!

Recognising their weaknesses, the developers were quick to sack both Vox and Fwank (we never did like them) and they've been replaced by the ultra-violent cannibal known as The Consumer, and a nun-from-hell psychotic charity collector who is referred to as Sister Magpie. Both are substantially more powerful than the characters they replace and give *ReLoaded* a much-needed



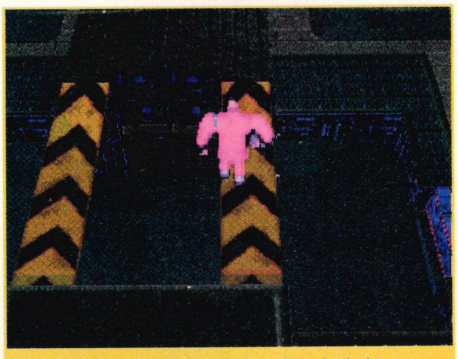








[Above] The Consumer lets rip with her blaster and takes out a group of mutant corgies in the city level. The blood's still there y'see.

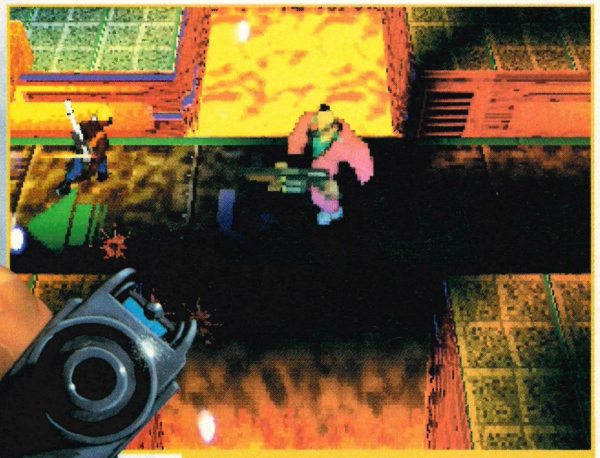


[Above] You are now able to walk above the main playing area using ramps and bridges. You cannot shoot people below though.

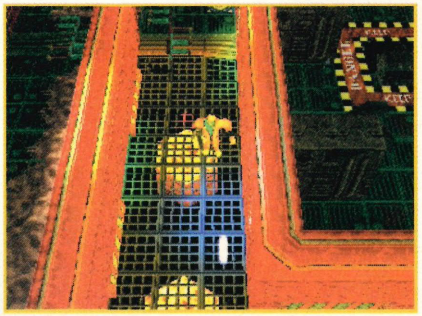
PLAY INFORMATION

Name: ReLoaded
Publisher: Gremlin
% Complete: 90%
Release Date: December





[ABOVE] The graphics on the backgrounds have been improved, but the jury's still out on the character sprites...









injection of fresh blood. As with the first game, players quickly choose their favourites and stick with them to the end. For our money it's The Consumer who gets the PLAY thumbs up, but of course Cap 'n' Hands is still a good all-rounder. All characters boast improved sprites, but surprisingly, they are not a great deal of an improvement over the motley crew in *Loaded*. That may change for the final version.

SQUISH

Despite the improved backgrounds (see them for yourselves), there's one other noticeable difference between this and *Loaded* – the bad guy. In the original it was FUB, but now his brain (ejected at the end of the last game) has merged with a hunky artist on a distant planet and he has become CHEB (Charming Handsome Erudite B*stard), a rocket propelled nutter with plans to tear the universe apart yadda yadda, blah, blah. The climax of the game reportedly takes place inside CHEB's body, as you're miniaturised and sent in to finish him off. A clever idea.

ReLoaded looks to be more of the same shoot-'em-up action with perhaps some puzzle elements crammed in to make it seem different from its predecessor. It is still a two player link-up, not split screen game and we will have a full review next issue.

[ONE] BOUNCA

"YER NAME'S NOT DAN, YOU'RE NOT COMMIN IN." YES EVERYBODY'S FAVOURITE DOORMAN IS BACK FOR THE SEQUEL COMPLETE WITH A NEW SUIT BUT STILL THE SAME OLD EMBITTERED ATTITUDE. THIS GUY HATES EVERYBODY, IN FACT HE IS THE VIDEOGAME EQUIVALENT OF LES ELLIS.

[TWO] THE CONSUMER

ANOTHER NEW BOD, THIS PURPLE-HAIRED VIXEN IS A REAL MAN EATER – LITERALLY! THE CONSUMER'S TEETH HAVE APPARENTLY BEEN ENHANCED TO TEAR THROUGH BONE WITH A SINGLE BITE AND THEY ARE EVEN INTERCHANGEABLE TO SUIT HER MOODS. SHE ALSO HAS A ROCKET POD ON HER SHOULDER AND A WICKED BATTLE CRY.

[THREE] BUTCH

A CROSS-DRESSING NUTTER WITH A FEARSOME REPUTATION. ACCORDING TO BUTCH HIMSELF, HE IS NOT ACTUALLY A TRANSVESTITE, IT JUST SO HAPPENS THAT WHEN HE ESCAPES HE GRABS THE FIRST TWO ITEMS OF CLOTHING THAT COME TO HAND. BY A STAGGERING COINCIDENCE THEY ALWAYS SEEM TO BE DRESSES AND KNICKERS. HMM.

[FOUR] CAP 'N' HANDS

AN OLD FAVOURITE, CAP'N' HANDS IS AN ANCIENT CYBORG WHOSE BODY PANELS ARE COVERED IN ORIGINAL ART – ONE OF THE REASONS WHY HE HAS NEVER THOUGHT OF UPGRADING HIS CHASSIS. ONLY HIS HEAD IS REAL, THE REST IS SYNTHETIC AND THAT MAKES HIM ALMOST IMPERVIOUS TO CANNON FIRE AND EMOTIONS.

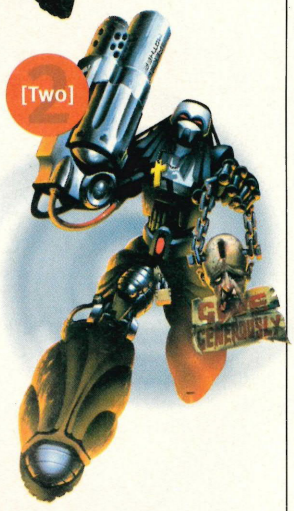
[FIVE] MAMMA

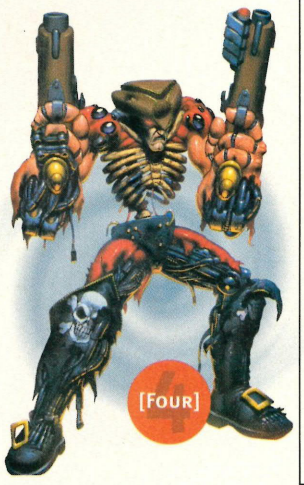
"...JUST KILLED A MAN, PUT A GUN AGAINST HIS HEAD, PULLED THE TRIGGER NOW HE'S DEAD." YES MAMMA RETURNS WITH MORE OF THE SAME EXCRUCIATING HUGS, NAPPY WETTING AND UNWITTING VIOLENCE. HE MAY BE SLOW AND JUST A LITTLE BIT YOUNG FOR ALL THIS GORE, BUT HE'S ONE OF OUR FAVOURITE ORIGINAL CHARACTERS.

[SIX] SISTER MAGPIE

ONE OF THE TWO NEW CHARACTERS, MAGGIE IS A CYBER NUN ORIGINALLY PROGRAMMED TO WANDER THE GALAXY COLLECTING MONEY FOR A NEW NUNNERY ROOF. UNFORTUNATELY, SHE MALFUNCTIONED AND HAD A MOTHER (SUPERIOR) OF A GUN FITTED TO EXTORT THE MONEY DIRECTLY FROM ANYONE WHO CROSSES HER PATH.









RUMPUS!

PANDEMONIUM

A little jiggery-pokery

PLAY INFORMATION

Name: Pandemonium
Publisher: BMGie
% Complete: 80%
Release Date: January '97

can go a long way when trying to impress someone with your magic skills. Saying that, the life of a jester ain't an easy one, especially when the threat of decapitation looms should you fail to produce the proverbial rabbit.

Pandemonium, Crystal Dynamics latest effort for BMGie, features just such a jester, called Fargus, and a rather bonkers one at that. Coupled with his wooden stick-puppet, Sid, they're naughty and always getting into mischief. The story follows the adventures of Fargus and Sid and a wizard protege Nikki. One day when trying out a few spells, things go quite horribly wrong and a gigantic ogre of a creature is accidently brought up from fairy-tale hell and promptly eats the nearest village. Of course in order to reverse the spell, the trio are going have to find a few items and that means, yes you've guessed it, a platform game.



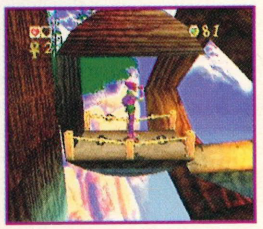
[Above] Like most traditional platformers, there are several routes which can be taken towards your goal. Cunningly, little clues will help you on your way, such as that gem on the lower platform.

Hectic

Like *Crash Bandicoot*, the horizontal action is only half the story, because developer Crystal Dynamics has presented *Pandemonium* in pseudo 3-D. As you run up and down the platforms for example, the view changes, and it's not uncommon for the road ahead to lead up winding 3-D staircases or in and out of the screen.

You can play as either Fargus or Nikki, each with their own 'skills' but at points you'll be transformed into amusing creatures such as a rhino or even a turtle! Travelling left or right, with the obligatory jumps and attacks, the camera pans, scrolls and zooms around the level in quite an impressive manner. There'll be around 20, perhaps more, levels in the game with several, huge bosses to encounter at times. It's not a new style of game, but from what we've seen there is the potential for a solidly playable platform romp. Other nicities such as comedy voiceovers and snappy one-liners should add a little humour to what is shaping up to be a Crash Bandicoot beater.







[Above] The scenery is lush. Here Nikki is attempting to make her way up the stream and trying to balance. It's through the waterfall to the next stage.



[Above] One of the bonus sections. Hit the target to collect the gems. Whilst your character has a coloured halo, you can use the associated special weapon.





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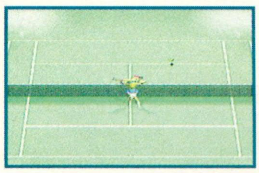
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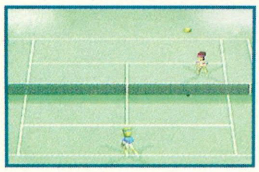
WHACK!

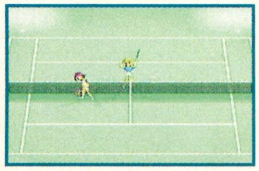
SMASH COURT TENNIS

This is more like it!

So far tennis games on the PlayStation have boasted features such as motion capture, five gazillion players or even digitised characters, but have lacked instant accessibility. Not so with Namco's latest offering. An update to the 16-bit hit on the Super NES, *Smash Court Tennis* promises to provide gamers with a fast, fluid cross-court ball game that is bound to win over fans of the original.







Of course now we're in 32-bit days, Namco has tweaked the game in several departments. Graphically it has retained the fun cartoony style. There are 24 players to choose from, and alongside your standard strokes a new super shot has been added for some spectacular match-winning moves to infuriate your opponent.

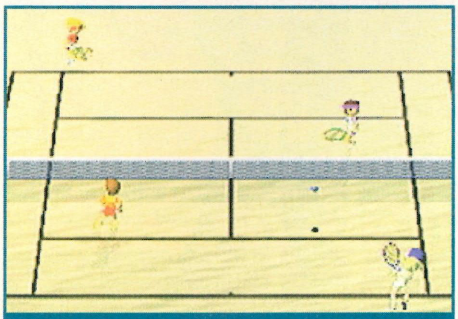
A BIT OF FOUR PLAY

Four players can take the challenge simultaneously, with ten different predefined courts of different surfaces to play on. Notice that word? Predefined? Yup in *SCT* you'll be able to design your own courts. Now if you're like me and thought tennis courts were all the same, er, you'd be right. But, in *SCT* you can take the basic play field, add a tree here, a lake there... you get the picture. It's an interesting feature, which has obvious limitations, but Namco needed to add something to make it different enough from the original...

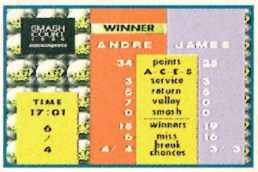
However despite the game's heritage, at least from the version we've played, it would appear that some work could still be done as far as further features are concerned. For example, only one viewpoint was included, and there aren't any niceties such as speech. Namco will need to ensure the game is a significant step forward into the next generation if this one's to live up to its great name.



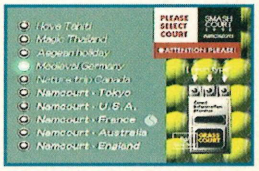
[Above] Indoors, and on a carpet with painted white gridlines. You can hardly call it realistic, can you? Time to define your own court?

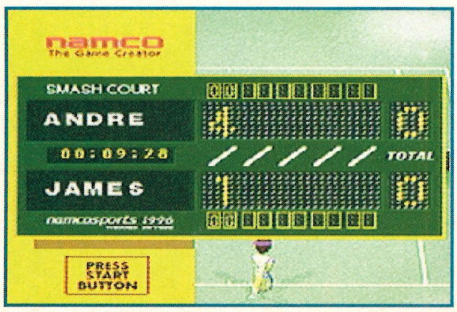


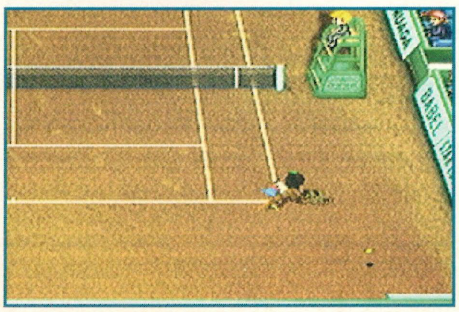
[Above] Double up with the computer or with three other players for the doubles game. Here, as a new Olympic sport, it is played on sand.

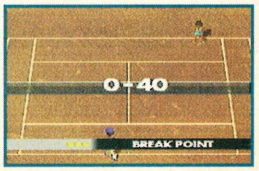












PLAY INFORMATION

Name: Smash Court Tennis
Publisher: Sony CE
% Complete: 75%
Release Date: December '96

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ABYSS

X-COM: TERROR FROM THE DEEP

This time it's water.

You may remember MicroProse's first foray on PlayStation, *X-Com: Enemy Unknown*, and you might even recall that it was an isometric turn-based strategy game in which you combated an Earth-bound invasion as head of the X-terrestrial Combat division. Well now the sequel is about to invade a PlayStation near you and it looks like more of the same, except the whole game is set beneath the waves instead of outer space. The game mechanics remain the same though, with a series of icons to click on (with pad or mouse) that give you access to attacks, special abilities, and game options. The developers claim that *Terror from the Deep* offers ten times the frames of animation and twice the tactical sites over the original game, and the graphics have also been greatly enhanced since the PC version in 1995. Alien strategy comes in two flavours: to set up bases all around the world, and to recover ancient aquatic artefacts that when united will energise the Core of Tileth and awaken the Great Dreamer (who presumably will then trash the planet). You must stop them before this happens.

As per *Enemy Unknown* you control a crack team of experts, who each have specific skills and different weapons which you must deploy effectively. Now that the game is underwater, the vehicles also change from tanks to submarines and from troops to divers. But of course you will be able to steal the alien's gear and use it against them. This ain't the *Abyss* – these guys shoot back!

Terror from the Deep is certainly a continuation of the proven *X-Com* recipe and apart from a vast number of new battle locations (underwater, ports, ships, coral islands etc) the gameplay remains the same. If you're a fan of the original then you'll love it, but arcade addicts with nano-second attention spans will still find the slow pace a turn off. A full review next issue.



PLAY INFORMATION

Name: X-Com: Terror from the Deep
Publisher: MicroProse
% Complete: 90%
Release Date: End November













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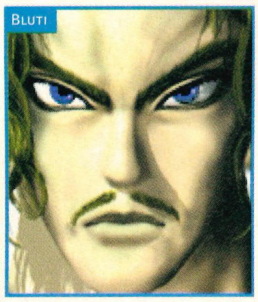
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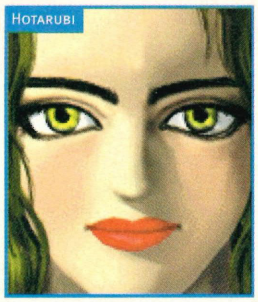
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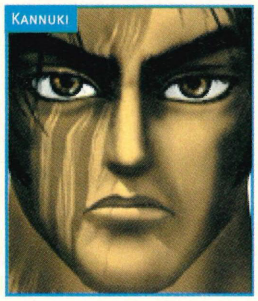
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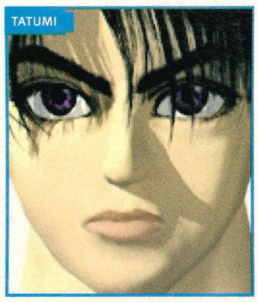
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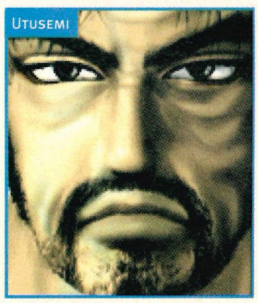












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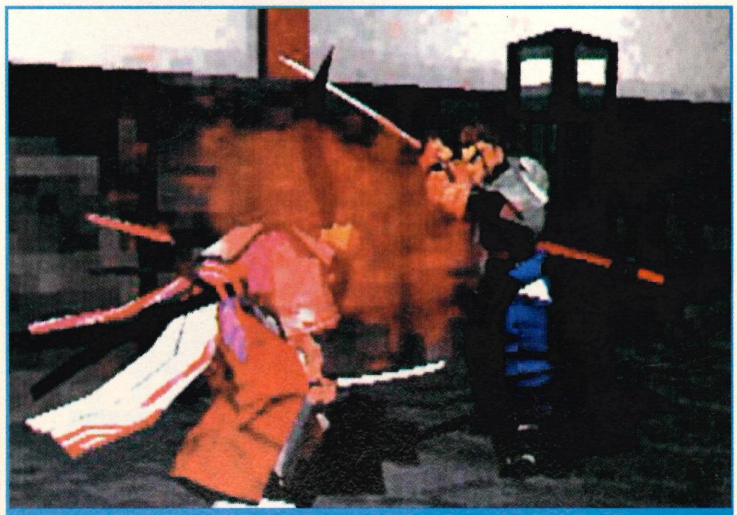
BUSHIDO BLADE

Following the incredible success of *Tobal No. 1* and the saliva-stimulating *Final Fantasy VII* demo disc included with this monumental 3-D beat-'em-up, it's safe to say that fan anticipation is rocketing for new SquareSoft products. Fortunately, this Japanese software giant has yet another potential hit up its sleeves and, as luck would have it, just in time for Christmas too.

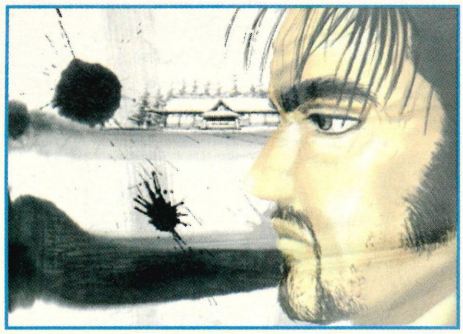
As with *Tobal No. 1*, the forthcoming feudal fighting game, *Bushido Blade,* puts a unique SquareSoft spin on an already established genre. Players select from one of six skilled sword masters all of whom wield a very distinct and unique bladed weapon. Whereas in other beat-'em-ups the emphasis is on pulling off flashy special moves and hammering your opponent into the middle of next week, *Bushido Blade* offers PlayStation owners an altogether more skilful challenge.

Blade in Japan

For a start each fighting arena covers a huge, sprawling area of land allowing players to leap off steps, hide behind buildings and run for cover if the battle is going in your opponent's favour. So now, instead of facing your foe and hacking away at them, character's can now attempt sneak attacks, wait in ambush and generally use the scenery to their advantage. In fact Sega's *Virtua Fighter 3* utilises the same feature albeit on a slightly less dramatic scale than *Bushido Blade*.



[Above] Weapons based combat and tactical attacks make up the majority of the action in SquareSoft's forthcoming feudal fighting game.



If you're a fan of SNK's *Samurai Shodown* series then you'll probably find SquareSoft's style of combat to your liking. Players will be able to block, parry and swipe at their opponents and, if a sword slash connects, your character will suffer accordingly. Losing the use of an arm or leg should make a dramatic difference to battles and add a vital element to a style of gameplay that's become increasingly stale. Import buyers can expect to be playing a copy of *Bushido Blade* in early December so watch out for a full review in a few issues.

PLAY Information

Name: Bushido Blade
Publisher: SquareSoft
% Complete: 65%
Release Date: December '96









[Above] These pesky mouse type creatures are a real pain. Shoot at them and they scatter before swarming behind you and attacking.



[Above] The exit from each level is provided by these crystal portals. Once reached, players are then randomly transported to the next stage.



[Above] Careful timing is required in order to leap wide chasms. Moving platforms and hovering enemies will also test your game playing skills.

SKYWALKER

FLOATING RUNNER

Due to poor product selection, lack of creativity or simply plain, old fashioned bad luck, T•HQ's current PlayStation roster leaves a lot to be desired. *In the Hunt* and *RoboPit* have hardly set the console world alight but, in T•HQ's defence, it's certainly encouraging to see a software company valiantly attempting to bring a variety of titles to Sony's 32-bit box.

PLAY INFORMATION

Name: Floating Runner
Publisher: T•HQ
% Complete: 95%
Release Date: November '96

So, for a change of pace, *Floating Runner* is a 3-D platform game that offers players the opportunity to roam 20 colourful stages in a desperate search for six magical crystals. For those of you who are bothered about such trivial details as a plot, the game takes place in Crystal Land (ahhh) which the evil sorcerer Zaurer has tainted with his dark ways. The only hope for the people rests with a young sorcerer's apprentice, Cress, and her bounty hunter friend who goes by the unfortunate name of Lay. Although this is only a one player game, players may select between either character before commencing play. Each explorer is armed with a basic cute Popgun but other weapons may be obtained including a Boomerang, Flame Rod, Freeze Rod and Shield to name but a few. As each stage is explored various creatures are encountered all of which are out to stop our heroes in their quest.

WHAT'S THE NAME OF THE GAME?

Although there are some initial similarities between *Floating Runner* and Nintendo's current top title, make no mistake, this is no *Mario 64*. It is possible to roam virtually anywhere within each of the game's many areas, but currently *Floating Runner* seems to lack the charm and attention to detail that has made the moustached plumber's next generation debut such a joy to play. It's also my sad duty to report that the finished version is far too easy to complete even on the hardest difficulty setting. Perhaps this is something that will change before the finished product is released. We'll bring you a full *Floating Runner* review next issue.



[Above] The layout of each stage varies dramatically, with water slides, multi-level platforms, whirlpools and vertigo-inducing drops.



[Above] You may be thinking you've seen this style of game before. Well yes, *Floating Runner* does seem to have borrowed heavily from both *Jumping Flash* and *Mario 64*.







ARENA

VIEWS · QUESTIONS · CRITICISMS · IDEAS

F1 THIS, F1 THAT – IT'S ALL WE'VE HEARD THIS MONTH THANKS TO THE FACT THAT PSYGNOSIS FORGOT TO MAKE THE GAME COMPATIBLE WITH ANALOGUE CONTROLLERS – DOH! FRANKLY WE KNOW OF ALL THE PROBLEMS AND BUGS SO PLEASE DON'T SEND ANY MORE LETTERS ON THE SUBJECT. FOR NOW, TURN YOUR RAPIER-LIKE INVESTIGATIVE SKILLS TO THE NEXT CROP OF PSX GAMES, NAMELY *TEKKEN 2*, *DIE HARD TRILOGY* AND *CRASH BANDICOOT*. WHAT DO YOU THINK OF THEM AND DO YOU AGREE WITH OUR REVIEW? ALSO, WHAT DO YOU THINK SONY NEEDS TO DO NOW? THEY'VE GOT THE MACHINE AND THE SOFTWARE, WHAT DO YOU THINK THEY SHOULD DO NEXT? LETTERS PLEASE TO THE FOLLOWING ADDRESS: *ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS.*

OR E-MAIL US AT PLAY@PARAGON.CO.UK.

Dear Play

I thought I would drop you a line on the subject of demo discs. I have recently re-purchased an official UK Sony PlayStation (don't ask – long story!) and although the sticker on the box stated that the demo disc had *Tekken 2, RRR, addidas Power Soccer* etc on it, that was not what was in the box! The demo disc was even newer than that. The title on the disc is "Autumn/Christmas Releases" and to my delight there are playable demos of *Tekken 2, Crash Bandicoot, Wipeout 2097* and *F1*! There are also rolling demos of *Destruction Derby 2* and *Monster Trucks* from Psygnosis. What do you make of that then?

I fully agree with you that Sony aren't treating us with the same respect as they do the Japanese market. Why should they (Japs) get all the cool stuff ? I find it hard to swallow that we pay more for all the hardware and software, more than any other market, yet we always get the worst deal when it comes to games, demos etc. Do you agree?

Can you also confirm the story that from June, all games submitted to Sony for approval must be fully optimised for the PAL system, ie. full screen – full speed? It's about bloody time, eh! I can't believe Sony passed *Descent* for the PAL PlayStation with borders that size! Super cinemascope letterbox-o-vision with free mega slowdown! I was looking forward to an enhanced version of this game, but I refuse to pay £45 for something that has literally been thrown onto the PAL system – no way! When you see the games that have tiny borders running at full speed (like most of Psygnosis stuff), it's criminal to see anything less!

If the above is true, I think Sony should also make it mandatory that all PAL games feature the screen positioning utility found on most of Psygnosis' titles. As you know, many gamers have problems with this, and it goes to show that Psygnosis are actually listening to the paying punters, so well done to them!

Robbie Donald. e-mail robbiedonald@prestel.co.uk

PS When are *Tunnel B1, Tekken 2, Burning Road* and *Wipeout 2097* in the shops?

It would appear that demo or VIP disks are becoming far more prevalent, Robbie, and we've had many letters/calls/e-mails telling us that, yes, they have received free disks from Sony for registering, and yes, they contain rubbish games. As revealed last issue, punters in the USA have just got a vastly superior disk, including a demo of *Die Hard Trilogy* (which was developed in the UK!), so why haven't we? Sony are doing a good job of promoting the machine and the software, but it's the little details that are lacking at the moment.

Sony has assured us that all games should now be PAL optimised but *Tekken 2* still has borders and so does *Formula 1*. They may have got the speed up, but at what price?

PS They should all be out by the time you read this.

Dear Play

Re: Sony demo disks (or lack of). I enclose a letter from Sony that I received along with a VIP demo disk in March '96 (am I the only one?). Unfortunately, it's just a collection of demos that I had already – so much for registration...

N Blake, Bolton

Thanks, Mr Blake, and no, you're not the only one and everybody else has complained about the contents of the disk.

Dear Play

I was confused to read your preview in PlayStation Wired about *NASCAR Racing*. It shows the Mad Katz steering wheel, plus a pic of the replay mode. Yet when I telephoned Sony's customer line and enquired about the lack of a replay mode in *Formula 1* using the Mad Katz steering wheel I was informed that Mad Katz is not officially recognised by Sony. Further more I was told that using the steering wheel with a PlayStation could seriously damage the machine, but they assured me that any damage caused by the wheel would not invalidate the warranty. Hmm!

The penny dropped when I was further told that Sony is shortly releasing their own steering wheel. Betcha Sony put pressure on Psygnosis to disable the replay mode when people where using a Mad Katz steering wheel.

Did your review copy of *Formula 1* allow the replay mode to be accessed when using the Mad Katz – I bet it did, otherwise PLAY and other mags would have lambasted Sony for disabling this most essential feature. But nowhere did I read that this facility was not available using

the Mad Katz. Looks like we've all been conned – punters and mags alike. What do the Mad Katz people think of the damage that Sony is claiming can be caused by their device? Surely this sort of thing could put them out of business? Personally I love the Mad Katz, with its little gear stick – I wonder whether the Sony equivalent will be as good? Hope you address this problem.

Gort Deverall, Maidenhead

There are definitely problems with the PSX steering wheel (Mad Katz was its name in the USA) with *Formula 1* but that's got nothing to do with the wheel it is the code of the game itself. You get the same problem with the Negcon, which is an official Sony product. Basically, it's all analogue controllers which induce unnecessary wheelspin and don't allow the replay to work. If you have a PSX steering wheel from Gamester (LMP) then it's not worth complaining to the manufacturers because it's not their fault. Shrewd games developers, like Toka, who produced *Burning Road*, saw the value of writing for the steering wheel and it has paid off, because it's a much better game. The bottom line is that *F1* was written in more-or-less nine months and the analogue problem was not addressed in time. The big kick in the teeth though is that there will be no re-mastered version of *F1* to replace the problematic one.

We phoned the Sony helpline and were told that the PSX steering wheel would damage our Sony PlayStation, but this is completely untrue, although the makers of the device, LMP, is not taking any action; instead remaining secure in the knowledge that the steering wheel, despite costing a heft £80, will have sold 100,000 units in Europe by Christmas. Games developers take note: if you're writing a racing game, make sure it works with the Negcon and PSX steering wheel. And Sony, shame on you for spreading unnecessary panic.



[Above] It's causing us no end of trouble. *Formula 1* from Psygnosis, yes it's bugged, and yes it doesn't work with analogue controllers – happy now!

Dear Play

Hello there, firstly I'd like to congratulate you on your excellent mag. When I first got my PSX, I bought all the magazines I could, but now I only buy yours as the others are a waste of time and money in my opinion.

Anyway, moving on, I recently purchased *F1* and whiled away many an hour lapping to my hearts content. However, trouble started when I switched to 'wet' conditions in arcade mode and the car became completely uncontrollable when using my steering wheel. I knew that it would be tricky, but the car just span-out all the time, even at speeds of 50mph in a straight line! I have since established that a standard controller works fine in both arcade and Grand Prix modes and surprisingly, my steering wheel works okay in Grand Prix mode in wet conditions. Is there a bug in the program?

On a related matter, your game reviews always refer to the 'Mad Katz' steering wheel, although mine seems to be labelled as a 'Gamester.' From the pictures I've seen, my wheel looks identical to the 'Mad Katz' so is it simply an alternative name, or do I own a completely different wheel to everybody else?

Finally, a useful tip for all steering wheel users out there. If you have trouble finding a sturdy enough table, or one of the correct height to rest your apparatus on, try using your ironing board. It's height is fully adjustable, it's very sturdy and there's plenty of leg-room for decent pedal manipulation underneath! (unfortunately, at this point, I should acknowledge that the intellectual property rights of this idea do in fact belong to my link-up-cable companion, Neil Alexander and not myself).

Richard Taylor, Guernsey

PS Can you recommend any decent on-line PSX magazines?

The Mad Katz name refers to the US versions of the wheel first sent on loan to UK PlayStation magazines. The proper UK version is simply called the PSX Steering Wheel and it is imported by LMP (01992 503133) under the Gamester brand. An innovative solution to the height problem, Richard, I will be road-testing this method from now on, if I don't look too much of an arse. For an Internet site, try Die Hard Game Fan at: http://www.gamefan.com/ or PLAY's own at http://paragon.co.uk/play/.



[Above] Why don't we re-review games and update our scores for old games, asks John Faustus? All is revealed...

Dear Play

With regards to your column in the recent issue of Play about Sony and their Demo CDs. Since buying my PSX on the day of release last year and sending in my registration card, I have received two VIP demo CD's from Sony. The latest one being the CD with *Tekken 2, RRR, Actua Golf*, etc. Just though you'd like to know!

Graham Hall, e-mail

Yes, yes. Egg is well and truly on face.

Dear Play

When you review games you surely review the NTSC versions of, say *Mortal Kombat 3*, and award it 93% accordingly. However, the PAL version is far inferior, so the mark of 93% should not apply. The same goes for all other games you review. Realistically, the mark for *MK3* should be around 70-80%, so in fact the games you review are not the games the large majority of your readers will go out and purchase.

John Faustus, Tyne & Wear

The only time we ever review NTSC software is when we run import reviews and thus the mark we give is entirely valid. Otherwise it's a PAL copy. When a game comes out officially that we have already reviewed on import, then we will either re-review it, or print a story in the news explaining any differences. It is generally not a good idea to





start changing marks when games fall from favour because it is all subjective and based wholly on our opinion. You may think *MK3* is only worth a 70-80% score, but there are many who would disagree and still award it a high score. To cope with this situation we have the Playback section at the back of the magazine. Here you find our top ten games in each category based on how we feel about the game now, and not in order of percentage score. *Formula 1*, for example, got 92%, but it is above *The Need for Speed* which got 94% because we feel it is a better game and our standards have risen since *NFS* was released. Changing scores is a mug's game...

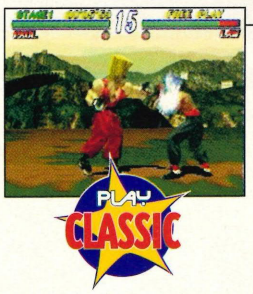
We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.

PLAYback

BUYERS GUIDE · BUYERS GUIDE

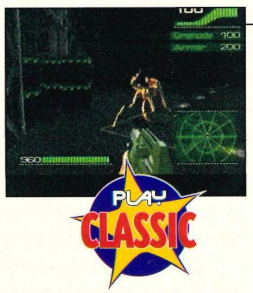
PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH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



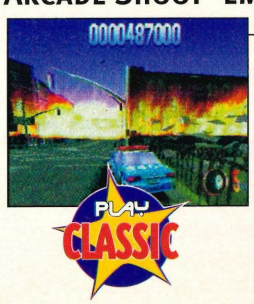
GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1. Tekken 2	Namco	Sony	May '96	95%
2. Street Fighter Zero 2 (import)	Capcom	Capcom	Oct '96	94%
3. Tobal No.1 (import)	SquareSoft	Sony	Oct '96	94%
4. Mortal Kombat Trilogy	Williams	GT Interactive	Dec '96	92%
5. Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
6. Tekken	Namco	Sony	Nov '95	95%
7. Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
8. MK3	Williams	Sony	Nov '95	93%
9. Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%
10. Criticom	Vic Tokai	VIE	Feb '96	87%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS



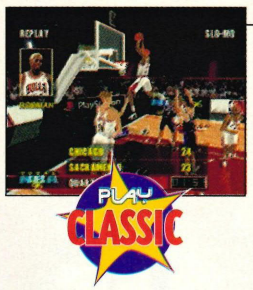
1. Alien Trilogy	Probe	Acclaim	Easter '96	91%
2. Doom	id Softwave	GT Interactive	Jan '96	93%
3. Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
4. Tunnel B1	Neon	Ocean	Aug '96	87%
5. Descent	Interplay	Interplay	Apr '96	85%
6. PO'ed	Studio3Do	Warner Interactive	May '96	87%
7. Shellshock	Core Design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



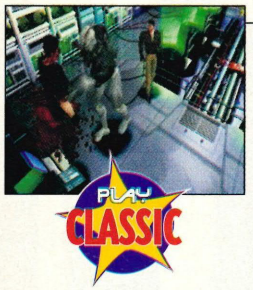
1. Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
2. Soviet Strike	EA	EA	Dec '96	83%
3. Project Overkill	KCEC	Konami	Nov '96	89%
4. Gunship	MicroProse	MicroProse	Jun '96	90%
5. Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
6. Starfighter 3000	Krisalis	Telstar	Jun '96	85%
7. Return Fire	Silent Software	Warner Interactive	May '96	84%
8. Thunderhawk 2: Firestorm	Core Design	Core Design	Jan '96	85%
9. Williams Arcade Greatest Hits	Williams	GT Interactive	Jun '96	84%
10. Shock Wave Assault	EA	EA	Jan '96	87%

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. Tomb Raider	Core Design	Eidos Interactive	Dec '96	94%
3. Fade to Black	Delphine	EA	Jul '96	90%
4. Space Hulk	Key Games	EA	Aug '96	84%
5. X:Com: Enemy Unknown	MicroProse	MicroProse	Apr '96	82%
6. Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
7. Wing Commander III	Origin	EA	Apr '96	82%
8. Alone In The Dark	Infogrames	Infogrames	Feb '96	77%
9. Discworld	Perfect 10	Psygnosis	Nov '95	74%
10. Defcon 5	Millennium Interactive	Psygnosis	Jan '96	88%

Puzzle/Party Games



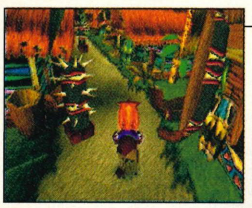
1. Bust-A-Move 2	**Taito**	**Acclaim**	**Jun '96**	**88%**
2. Bubble Bobble	Probe	Acclaim	Sep '96	85%
3. Pro Pinball	Empire	Empire	Aug '96	90%
4. Worms	Team 17/Ocean	Team 17/Ocean	Nov '95	92%
5. Namco Museum Vol 3	Namco	Sony	Nov '96	73%
6. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%

Racing Games



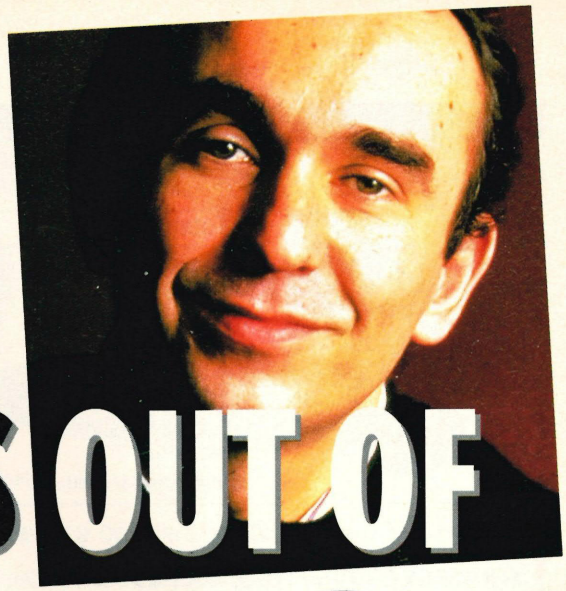
1. Wipeout 2097	**Psygnosis**	**Psygnosis**	**Nov '96**	**93%**
2. Formula 1	Psygnosis	Psygnosis	Sep '96	94%
3. The Need for Speed	EA	EA	Apr '96	94%
4. Ridge Racer Revolution	Namco	Sony	May '96	90%
5. Destruction Derby 2	Psygnosis	Psygnosis	Dec '96	82%
6. Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
7. Street Racer	UbiSoft	UbiSoft	Dec '96	84%
8. Burning Road	Toka	Funsoft	Oct '96	90%
9. Wipeout	Psygnosis	Psygnosis	Nov '95	94%
10. Ridge Racer	Namco	Sony	Nov '95	93%

Platformers



1. Crash Bandicoot	**Naughty Dog**	**Sony**	**Nov '96**	**84%**
2. Jumping Flash 2	Sony	Sony	Jun '96	86%
3. Rayman	UbiSoft	UbiSoft	Nov '95	87%
4. Lomax	Interactive Design	Psygnosis	Dec '96	70%
5. Jumping Flash	Sony	Sony	Nov '95	87%
6. Earthworm Jim2	Shiny Entertainment	VIE	Oct '96	69%
7. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
8. Gex	Crystal Dynamics	BMG Interactive	Apr '96	76%
9. Herme Hopperhead	Sony	Import	Dec '95	53%
10. Cheesy	Ocean	Ocean	July '96	50%

IT'S ALMOST THEIR TENTH ANNIVERSARY AND TO CELEBRATE THEY'LL BE RELEASING THE MOST MONUMENTAL GAME OF ALL TIME (PROBABLY) EARLY NEXT YEAR. IT IS OF COURSE BULLFROG. PLAY SPOKE TO THE MAN WITH THE MASTER PLAN, PETER MOLYNEUX.



EATING THINGS OUT OF TIN FOI

WITH PETER MOLYNE

PLAY INFORMATION

Name: Peter Molyneux
Job title: Joint Managing Director
Company: Bullfrog Productions Ltd

PLAY: How did Bullfrog come about? Why the name Bullfrog?
PM: I started Bullfrog along with my partner Les Edgar in 1987. Basically I had been working as a systems analyst but wanted to work for myself. Les and I got sucked into Commodore's marketing spiel that the Amiga was going to be a hugely successful business machine and so we started designing databases and business applications for it. After a while it became apparent that it was really only going to make it as a home/games machine so we switched to games development. We started off by doing an Amiga conversion of *Druid 2* for a company called Telecomsoft . This conversion gave us the funds for us to do what we really wanted to do which was to develop original games. It was a struggle financially but luckily for Bullfrog our first release, *Populous,* was a massive hit. Everyone always assumes there must be a good story behind the name Bullfrog but sadly there isn't. The Bull bit comes form the fact that Les and I are both Taureans and the frog bit comes from a game we both liked called *Frogger*. Not a very interesting story I'm afraid.

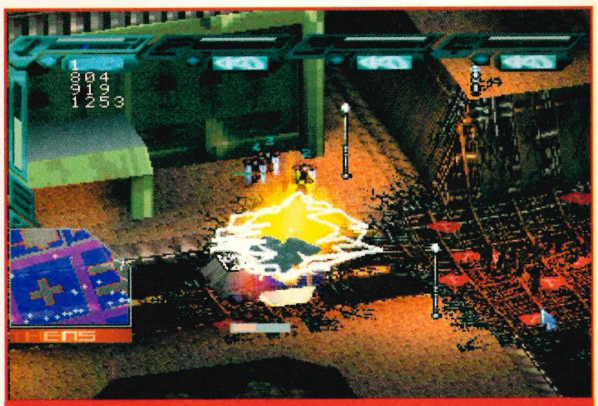


PLAY: What exactly do you do at Bullfrog?
PM: I have very much of a producers role. We currently have four projects under development with another two due to kick off any day. These projects are developed by a specific team and, in some of these projects my input is fairly minimal. In others though, I have more input and at the moment I am actively involved in *Dungeon Keeper*. I actually enjoy programming very much and am pleased to have been able to do some of the programming on *Dungeon Keeper*.

PLAY: Have any games really impressed you of late on the PlayStation and why?

PM: Yes there are two games that I have been playing constantly on the PlayStation recently – *Bust-a-Move 2* which is completely addictive and plays like the arcade version. I am certain that more people play this on the PlayStation than any other game. I was also very impressed by *Tomb Raider* and think that the 3–D world in which the game is set actually challenges *Mario* on the Ultra 64

PLAY: In your opinion, what makes a good game?
PM: A good game should simply take over your life and become the most important thing in it. For instance, imagine you were playing a really great game on your PlayStation and then your new girlfriend who happens to be blonde and nubile walks in



[ABOVE] *Syndicate Wars* – c'mon you must have heard of it. It was on the cover of that mag – the one you're holding in fact.

stark naked and says "How about it big boy." If it's a good game you'd say "You go upstairs, I'll be right up when I've finished this level." That's a good game and that's what we strive to achieve at Bullfrog.

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?
PM: I think things for the PlayStation are going well and that there is an impressive number of machines out there (which always has to be a consideration for any development house) No platform is ever ideal for any game and there are always compromises that have to be made. What I would like to see is a machine with more memory but selling at the same price.

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?
PM: The lack of good games is nothing to do with the machine but to do with demand not being big enough to create good software. Also I think that developers are still coming to grips with what the PlayStation is capable of. With a new platform, developers tend to play safe and create products which they know will find a market. However I think that if PlayStation owners are patient, originality will come.

PLAY: What projects is Bullfrog working on at the moment and what kind of input do you have?
PM: As I mentioned earlier we have four products actively under development at the moment and we are expecting two more to start in the next couple of months. I know that you have featured *Syndicate Wars* quite extensively in this issue [see pages 20-26] and our next scheduled release after this is *Dungeon Keeper*.

In *Syndicate Wars*, my role has been fairly minimal although I think the team has done a terrific job. *Dungeon Keeper* is a project very close to my heart and I believe it is the best game I have ever worked on.

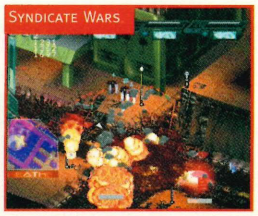
PLAY: Do you feel there any new gaming genres left, or are we destined to see rehashes of the same ones over and over again?
PM: Yes I think there are always new ways to approach games development – it is hard to say if there are any new game genres left – I hope so. But you can also approach existing genres from new and different angles. For example, the most radical thing about *Dungeon Keeper* is that instead of playing the goody goody hero the player plays the part of the evil dungeon keeper. In *Dungeon Keeper* the badder [sic] you are the more powerful and rich you become. By being evil, you attract other evil creatures, but you may discover along the way that it's pretty hard to be really bad. By turning a concept on its head I think we have rejuvenated the gameplay elements too. So no I don't think we have to rehash existing concepts over and over again I think we can adapt and change them so that they can become fresh, new, original and exciting.

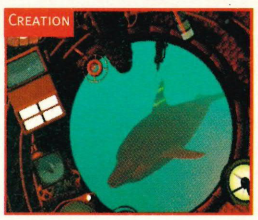
PLAY: Who came up with the idea for *Syndicate* and *Syndicate Wars* and what were the inspirations?
PM: The original idea for *Syndicate* was a collective one from the Bullfrog team who at that time were a much smaller bunch of people. It has its roots in us thinking about how society might develop in the future and we felt that everyone would be after the ultimate thrill and that a computer chip inside people would be the ultimate thrill. The idea sort of grew from that. One thing we don't do at Bullfrog is write down pages and pages about a game before we start programming it. We'll start off with maybe two pages giving a brief synopsis and a few of the features we would like to see in the game and it really evolves from there.

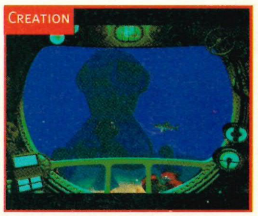


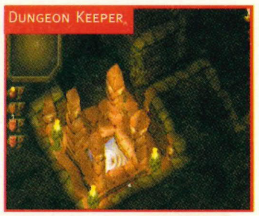
[Above] *Dungeon Keeper* will be Bullfrog's next PlayStation title, but what about *Creation, Gene Wars* and *Theme Hospital* – will they follow suit?

















PLAY: What is your all-time favourite game on any platform and what is your fondest memory of it?
PM: My most favourite game would have to be *Wizardry* on the Apple IIE. That game took over my life to such an extent that I drove 150 miles at 2.00 am because the game disk had written off and I just had to go and get another one!

PLAY: Now that 3-D technology is standard on all next-generation consoles, what do you see as the next step in videogame technology?
PM: I think we are really going to a huge leap in AI technology. This will have a huge impact on games making them more realistic and more enjoyable.

PLAY: How many whips do you own and how many times a day do you have to crack them?
PM: No whips are really needed at Bullfrog – we are company of games lovers and people really work here for the love of it.

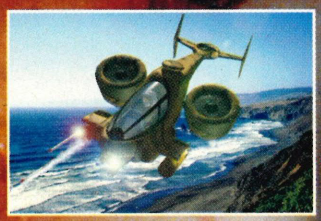
PLAY: Is it true that the only reasons that you created *Populous* and the other God games is because you have your eye on ruling the world?
PM: It would be a lovely thing to do, but I'll settle for a world in a computer.

PLAY: We know from previous interviews that you love gadgets. What's your latest piece of gadgetry and is it of any use?
PM: Yes, I do like grown up toys. My latest gadget is a secret passage which links the main house to my office and I have to admit it is of no real use at all.

PLAY: Thank you.

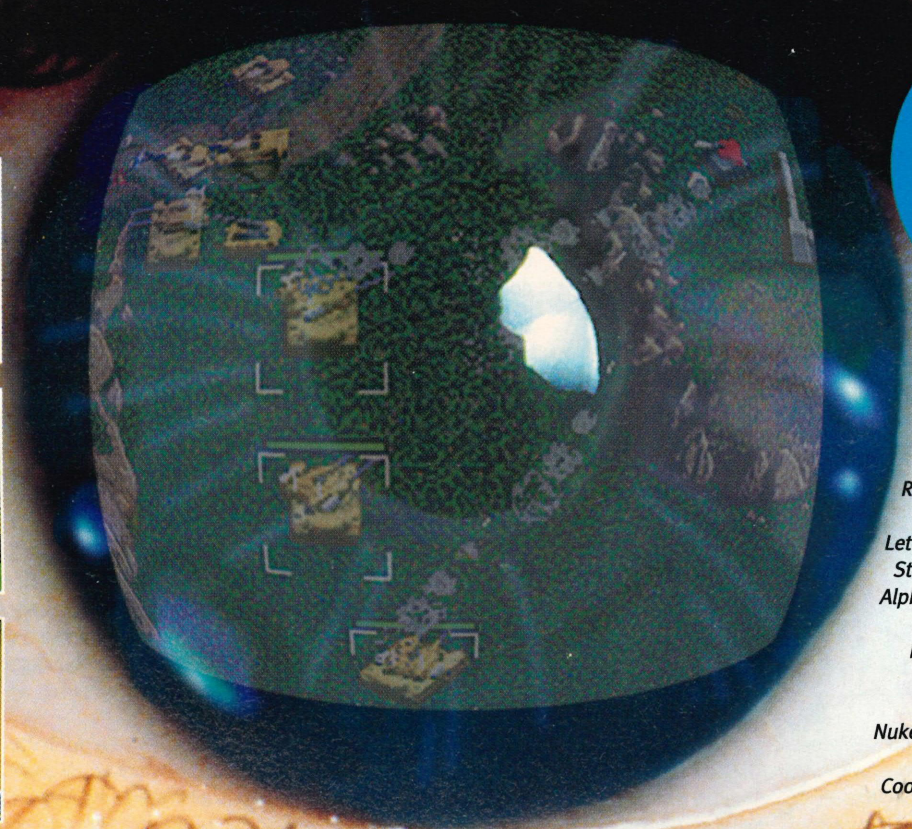
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COMMAND & CONQUER!

Next month we look at Westwood Studios' PlayStation masterpiece in all its glory. You want it. You don't know it yet, but you do...

ABC 27, 678
Member of the Audit Bureau of Circulation

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Thanks to:
Glen and Mark from Psygnosis, Alison at Interplay, Paul from GT, Vera Shah for *SR*, Andrea and Nick at EA, James at Virgin, Jason at MicroProse, Mark at Bastion, Raz from Marubeni (sorry about the delay with *Ayrton!*), Paul at Anco for *PM*, as ever Steve from Gremlin, and finally a big clappity clap and slap on the back for Peter Molyneux and Cathy Campos at Bullfrog for their sterling work with *Syndicate Wars*.

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Subscription Rates
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Mail Address
PLAY, Paragon Publishing Ltd
Paragon House, St Peter's Road
Bournemouth, Dorset BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955

Printed by
Duncan Web Offset, Passmore Plant, Tovil, Maidstone, Kent ME15 6XA.

Distributed by
Seymour International Press Distributors, Windsor House, 1270 London Road, Norbury, London, SW16 4DH. Tel: (0181) 6791899

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