

C&C FULLY MAPPED! · DARK FORCES · NFS2 · TEKKEN 3!

issue seventeen march '97

£2.95

PLAY

UK's Fastest Growing PLAYSTATION Magazine!

RESIDENT EVIL 2

The FULL story behind Capcom's guts slinger!

BLOOD OMEN

"I vant to suck your blood!" Why your PlayStation will be howling at the moon!

SOUL EDGE

GOODBYE TEKKEN 2! Full REVIEW of the greatest beat-'em-up on PlayStation!



WIN A HORRIFIC limited edition BLOOD RED PlayStation!


PlayStation
空山基

[size] is everything

This is gameplay **beyond** your wildest fantasy.

This is **colour** and **detail** mere mortals can only dream about.

This is the format **next Gen** software was created for.

This is **16:9**

This is



Super**Trinitron**

WIDE

SONY

Find your free Sony Screen Saver on the Internet http://www.sony-screensaver.com







IT'S HERE!

34 It's the second big game appearance for *Soul Edge*, but this time it's the FULL REVIEW! Join us now for the a nine page look at the game that could well topple *Tekken 2!*

THE BIG GAME

SOUL EDGE

5 WAYS TO CONTACT PLAY!

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

THE REGULARS...

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

[Wall of Game]
49 A selection of ultra-useful cheats and tactics for you to pull out of the mag and stick on the wall until wretched. This month the first part of your essential *Tobal No.1* guide.

[Station Master]
70 The very best solutions every month. Maps, cheats, tips and your gaming queries answered.

Command & Conquer pt 1	72
Tomb Raider secrets	78
Twisted Metal 2 guide	80

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

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

[Playback]
96 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.

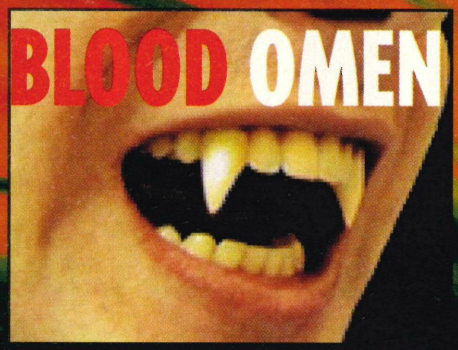
inside PLAY issue seventeen
UK's Fastest Growing PLAYSTATION Magazine!

RESIDENT EVIL 2

30 The complete story on the who, where, what and why of the game, plus character profiles and tons of new screenshots.



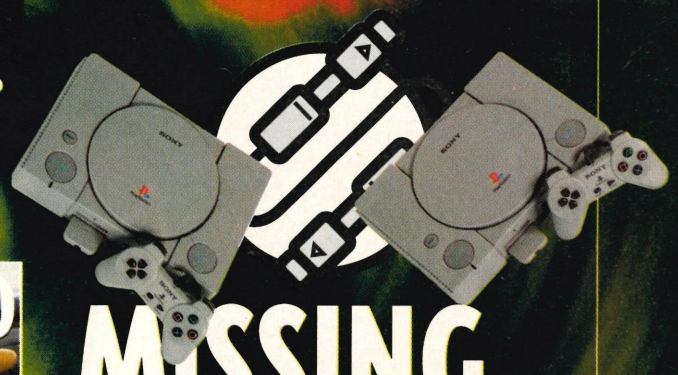
BLOOD OMEN



34 Something to get your teeth into on PlayStation. We check out BMG's blood sucking adventure!

GAMES THAT Time Forgot

We expose the games were craftily released at Christmas without us getting a review copy – in other words, the publisher had no faith in them. That means they're guff with a capital "G" so beware when you see this sign.



WIN!

17 A Sony BloodStation with BMG! This is the only one in existence!



EXCLUSIVE!



10 Exclusive news and shots!

MISSING THE LINK?

56 Just what are the best link-up games and why don't more games have this feature?

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!

Resident Evil 2	30
Blood Omen: LOK	34
City of the Lost Children	38



WIRED UP

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

Castlevania X	82
Int Superstar Soccer Pro	83
Lost Vikings 2	84
Wrecking Crew	86
Excalibur 2555AD	88



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.

Soul Edge (PLAY CLASSIC)	20
Dark Forces	42
Virtual Pool	46
Road Rage	54
Int Superstar Soccer Deluxe	60
Re-Loaded	62
Iron & Blood	66
Iron Man XO Manowar	68
Incredible Hulk	69

PLAYSTAT wire



UGGHHH! For the goriest game on the PlayStation it had to be a blood splattered cover, I hope you weren't too offended by this red issue of PLAY, and I assure you that no animals were harmed during its conception.

But there's good reason for us to get all Hammer Horror this month because we've got a full report on Capcom's *Resident Evil 2*, including a complete plot summary and the answers to many of your questions. Plus there's a big feature on *Blood Omen: Legacy of Kain*, which is a top vampire adventure game from BMG and we've played it loads this month to give you the most in-depth opinion before the review. But of course I've saved the best to last, because we've got a BLOOD RED limited edition PlayStation to give away from BMG and these babies are being specially made just for you, so make sure you get your entries off to win the rarest PlayStation in existence!

PLAY #17 is also brimming with such epic items as the world first *Soul Edge* review – 9 pages of unadulterated praise for the game which we think is even better than *Tekken 2* and sets a new level of excellence on PlayStation. I urge you to buy this game on import, or wait for the official release. Whatever you do, get it before they all run out!

Overall this month has been pretty poor for reviews, with only *Soul Edge* reaching the heady heights of the PLAY classic. A great many others are utter tripe, and we've also exposed the software companies who released games at Christmas, but didn't let us review them in time because they knew they were rubbish. Roger Cook eat your heart out!

Hope you enjoy the mag!

Damian Butt
Managing editor

GUN CRIS

NAMCO DROP BOMBSHELL FOR LIGHT GUN OWNERS

CATASTROPHIC news for existing light gun owners waiting eagerly for Namco's *Time Crisis*. The Japanese game developer's own light gun, GunCon was revealed this month along with a more complete version of the game, and the shock news is that it will NOT WORK with any other existing light gun, nor will the Guncon work with other games such as *Die Hard Trilogy*.

That's a real kick in the teeth for all those PlayStation owners who have bought Logic 3 Predator guns for use with all existing games. Obviously with the news that the hit coin-op, *Time Crisis*, was going to be converted to PSX, many people thought of the light gun as a good investment, but that's now been blown out of the water.

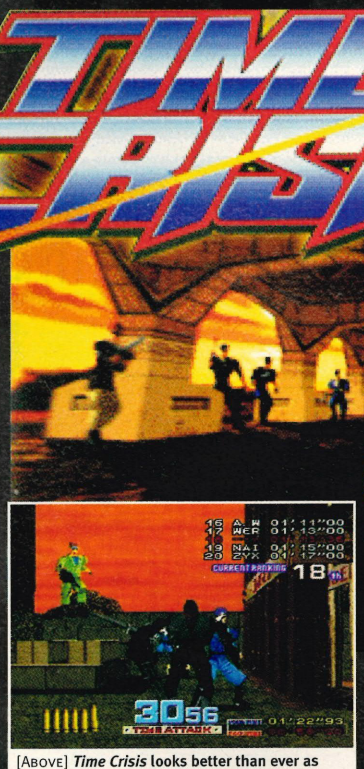
The reason for this unpopular move by Namco is not entirely their fault. The gun itself is so sophisticated that it actually connects into your PlayStation AND your TV to give a level of accuracy previously thought impossible.

Namco claims that its Guncon is ten times as accurate as Konami's Predator, but that has not been confirmed to Play and must be treated as pure hype.

According to Namco the Guncon is to be packaged with *Time Crisis* when it arrives in April, and the gun itself is unlikely to be the cool black affair shown in Japan. The American version is bright yellow and we expect the European gun to be in a similar garish hue. No good for holding up petrol stations then.

Namco has also announced that the PlayStation version of *Time Crisis* will contain an entirely new stage set in a hotel packed with bad guys developing biological weapons. There are two routes through the new level, one up an elevator to a party on the top floor (sound familiar?) and the other takes you up the stairs and through a shopping mall. *Time Crisis* also features the "BRC" system, which apparently makes the game more difficult during play if you're doing well.

PLAY will feature *Time Crisis* more heavily next issue, but in the meantime, please send us your views on this story so that we can include them in the feature.



[ABOVE] ***Time Crisis*** **looks better than ever as these shots prove, but what about the Guncon?**



INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



DAMIAN BUTT
With just over a week to complete this issue due to Christmas, Big Ed has to cram in massive play-testings of *Blood Omen* and the mighty *Soul Edge* review. It's a hard life y'know! **play@paragon.co.uk**.

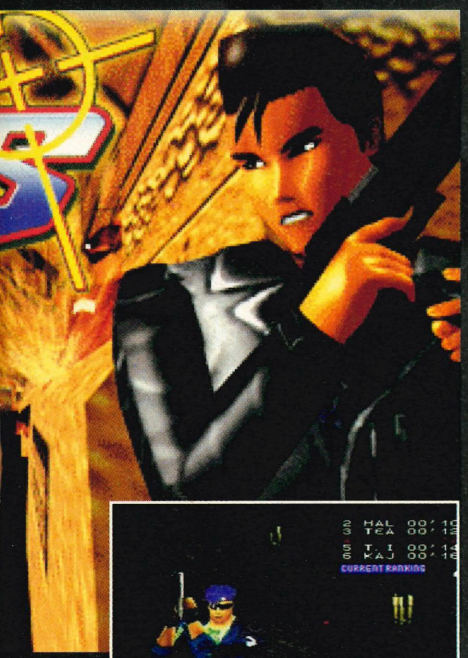


GRAEME NICHOLSON
Poor old Graeme had to review *Re-Loaded* over Christmas and then followed it up with the quite dreadful, *Road Rage*. *NFS* on link-up and *Twisted Metal 2* are still his faves though. **silencio@paragon.co.uk**



TOM SARGENT
New face Tom was quick to get into the swing of things, but unfortunately joined Play just as we embarked on our "Games that Time Forgot" feature. So he basically had lots of guff to review. **tomsargent@paragon.co.uk**

SIS!





[ABOVE] **Namco's Guncon only works with *Time Crisis* – that's a big shock for all light gun owners.**

TOBAL – IT'S TWINS!

WITH *TOBAL NO.1*

only just out officially, news has reached us of the Squaresoft sequel, called *Tobal 2*. The game is set for a Spring '97 release in Japan and looks similar to the original with three notable exceptions. First of all the graphics are slightly more detailed and shaded. Secondly, there are new characters, including a woman fighter, a flying dragon and a dinosaur (looks very similar to Alex in *Tekken 2*). And finally, you can now use projectile weapons, such as Chuji's fireball. We have also heard that the innovative quest mode remains, although now it is in a mansion. It is also compatible with the new Sony analogue controller.



[ABOVE] **Like *Tekken 2*, *Tobal No. 2* looks to feature animals as well as humans. Hmm.**



[ABOVE] ***Tobal No.2* features projectile weapons like *Street Fighter Alpha 2* and more detail.**



[ABOVE] **And here's the original, just out officially. It's more angular with less textures.**

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.

You already know that *Megaman 8* will be coming to the PlayStation soon courtesy of Virgin, but did you also know that a racing game using the characters is also on the cards? 'Course you didn't, because we've only just found out ourselves. Megaman Racing has just been unveiled in Japan and looks to be very similar to *Street Racer* in appearance. More news and shots soon.

Word has it that as well as the conversion of the 3DO game *Battlesport*, Acclaim will also be releasing *Killing Time* for the PlayStation. Former 3DO owners – get excited now, as it was one of the console's best games.

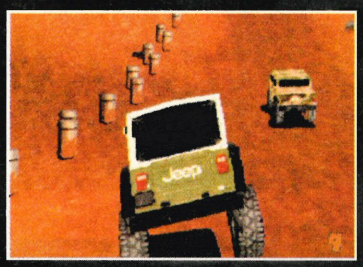
International Superstar Soccer Deluxe is reviewed this issue and the general consensus is that it plays well, but looks awful. All well and good you might think, but turn to page 84 and you'll see an exclusive preview of *ISS Pro*, which features all the same options, the same killer gameplay, but the most gorgeous graphics this side of *Actua Soccer*. Surely if you were considering buying *ISS Deluxe*, you'd do much better waiting for *ISS Pro* as it is a far better PlayStation game.Why Konami is releasing two versions of essentially the same game at almost the same time is a mystery to us. We'd stick with *ISS Pro*.

We've heard that Eidos Interactive is releasing an updated version of *Olympic Soccer* which has been endorsed by the PFA (presumably called *PFA Soccer* then – Ed). This has all the right team and player names and it's out in March.

TEST CONDITIONS

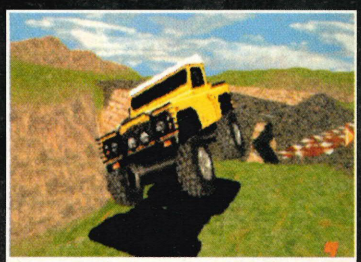
TEST DRIVE was a series originally on the Commodore Amiga which aimed to give racing fans a bit more realism. It was in fact the precursor to *The Need for Speed* and many of the *TD* team went on to work on that game. We've just heard that Eidos Interactive has secured the rights to publish *Test Drive: Off Road* by Glassworks. This entirely new game gives you the chance to attack rugged terrain in four different vehicles: Land Rover Defender 90, Jeep Wrangler, Chevrolet K-1500 and Hummer (which is the same 4x4 to be found in *Command & Conquer* – Ed). The 3-D engine looks pretty reasonable from these shots, but real entertainment will come from the 2-4 player head-to-head mode via split screen or link-up.







[Above] *Test Drive: Off Road* features 12 different tracks and four 4x4 vehicles.



[Above] The game will be out in the first quarter of 1997 and we'll have a full review next issue.

TEKKEN THE P*SS!

THE FIRST real *Tekken 3* shots emerged from Japan this month and we have to admit the game does look awesome, but with the mighty *Soul Edge* reviewed this issue, surely the precedent is now for weapons-based beat-'em-ups?

As you can see the backgrounds are even more impressive than the previous game, with Lei and Paul's new stages (chinatown and inside an intricately painted house respectively) being particularly stunning. As in *Tekken 2*, the game's motion captures have been performed by leading martial arts figures and the character count so far is up to 11, including newcomers Hwoarang (moves like Baek) and Lin Xiaoyu.

Old favourites returning for the sequel are: Paul, Lei, Yoshimitsu and Nina, although if you believe the incredible plot summaries emanating from Japan, the first three are now incredibly old, except for Nina who has been frozen for 19 years.

The new king of the Tekken tournament is apparently Armour King's successor and we have also been told that Law is in fact Marshall Law's son, Forrest. More news as we get it.





[Above] Yoshimitsu is one of the few original characters who has made it back into *Tekken 3*.



[Above] Lei's Stage is one of the most visually impressive. Check out that detail.



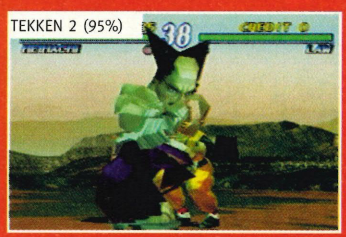
[Above] Is it possible to put more detail on these characters than in *Tekken 2*? Surely not.



[Above] One of Yoshimitsu's special moves is to become a small flying monk missile. True.

PLAY RECOMMENDS...

TEKKEN 2 (95%)



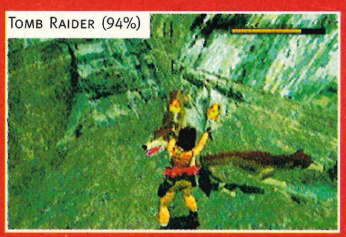
SOUL EDGE (96%)



RAGE RACER (IMPORT) (94%)



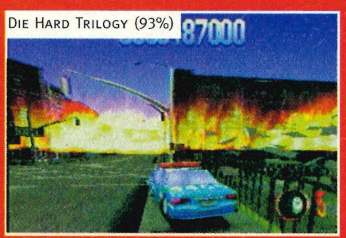
TOMB RAIDER (94%)



FORMULA 1 (92%)



DIE HARD TRILOGY (93%)



DEMO-NSTRATION

SHOULD PSX DEMOS BE SOLD SEPARATELY?

THINK ABOUT IT. Which would you rather have: a magazine which covermounts a demo CD containing a small number of demos for a fiver. Or a special CD which comes out at the beginning of every month which has all the forthcoming playable demos and sells for just £3? Obviously you'd choose the latter, but why are Sony so afraid of organising a side-business producing the latest demos just before the full price games hit the shelves? The PlayStation public are desperate for pre-plays of everything new and yet they are being starved by a single outlet in the UK. In the United States, the vast potential of retail demos is only now being realised, with $5 CDs containing ten or more demos sold in computer stores. There's no need to pay for a magazine as well, you just get what you pay for. Surely this system is just like the need to buy music singles to get a taster of the album. We think it should happen here. What do you think?

TEMPEST X3™

"One of the fastest, hardest, most intense and exciting games you'll ever play, whatever the format."

"It's arguably one of the best games ever created full stop."

Official Playstation 9/10

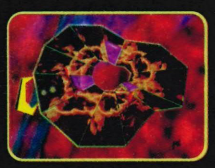
"Thrilling!"

"I couldn't help but be dazzled. The new effects are mind blowing."

"Tempest X is an exceptional blaster. It's like a '96 dance remix of an old rave hardcore classic! I want it!"

C&VG 5/5





WARNING

ADDICTIVE GAMEPLAY

£34.99

OR LOWER

A STEAL!

Interplay™

"This is a classic game that shows no sign of age, due in no small part to a fine conversion. A renovated Tempest returns to the Hall of Fame"

"Players will be blown away by the visual elegance of Tempest"

Mean Machines Sega 88%

[Tempest 2000]

"Stare fixedly at the screen, hold down the fire button and relive the old days... with added bosh and weird spinning colours!"

Play 86%

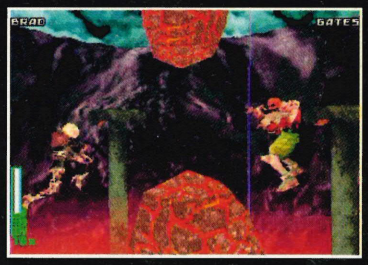


© 1997 ATARI CORPORATION. ALL RIGHTS RESERVED. TEMPEST, TEMPEST 2000, AND TEMPEST X ARE TRADEMARKS OF ATARI CORPORATION.
PUBLISHED AND DISTRIBUTED BY INTERPLAY PRODUCTIONS LTD. ALL RIGHT RESERVED.

USE THE FORCE, ACCLAIM

JUST IN from Acclaim is news that *Psychic Force*, the mid-air beat-'em-up featured prominently in our Japanese column in issue 14, is to be released in the UK within the next two months. The game looks to be a floating *Tekken 2*, with plenty of pyrotechnical effects to show off the PlayStation's palette and we'll have a full review soon. Acclaim has also admitted that *Rattlesnake Red* may now not be coming out at all.









[Above] *Psychic Force* is to be released in the UK at last and we think it looks pretty good.



[Above] Blazing pyrotechnical effects make this one to watch out for. Stay tuned for the review.

TOP FIVE... MEMORY SAVE ICONS

1. RESIDENT EVIL



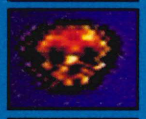
2. TEKKEN 2



3. MTGP 2



4. PROJECT OVERKILL



5. SMASH COURT TENNIS



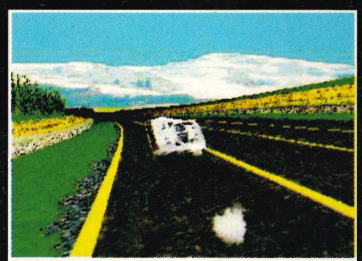
NEED FOR SPEED 2 SNAPPED!



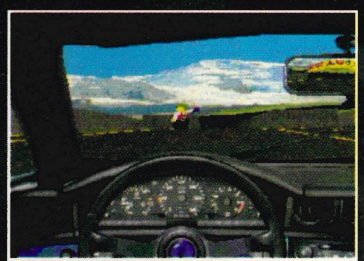
[Above] Clearly driving the McLaren F1 you encounter a 2CV overtaking a school bus.



[Above] Like a nutter you undertake the bus and then cut it up to go after the little green car.

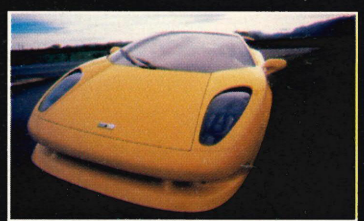


[Above] *NFS2* features more detailed textures, large vehicles like lorries, and more supercars.

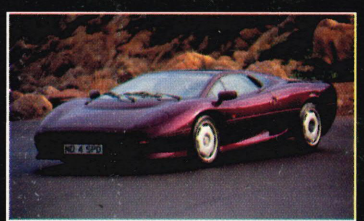


[Above] As in the first game, the dashboards are scrupulously detailed and authentic.

WORDS CANNOT describe how much the PLAY team are anticipating the release of Electronic Arts' sequel to the *Need for Speed*. Every man Jack of us loved the original first on 3DO, PC and then PlayStation, and it is one of the elite few games that we still play, mainly in link-up mode. Well now we've got some EXCLUSIVE new shots of *NFS2* and despite being very early, it already contains plenty of things to get excited about. First up are the new cars, and here we've revealed the new Lamborghini Cala, the Jaguar XJ220 and a McLaren F1, but EA has always hinted that there will be a strong British presence, so perhaps a Lotus (V8 Esprit or Elise most probably) and a TVR could well be added to the list. Other big news is that there are to be much larger vehicles to contend with on the public roads (see above), and this means you will actually have to nudge the car out to see what's ahead before overtaking, something which was not in the first game. As you can see the familiar *NFS* traits are in there; detailed dashboards, authentic looking cars, realistic collisions, and we'll have the first in-depth look next issue.



[Above] And here's one of the new cars – the Lamborghini Cala, which is not yet on sale.



[Above] And the Brit Bruiser, the Jaguar XJ220 – which actually sold very badly in real life.

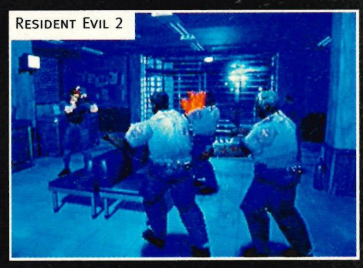


[Above] True to the origins of the first game, the developers of *The Need for Speed 2* had to go to Italy and thrash the cars for real, whilst filming their antics for the game. Lucky gits.

PLAY PREDICTS...

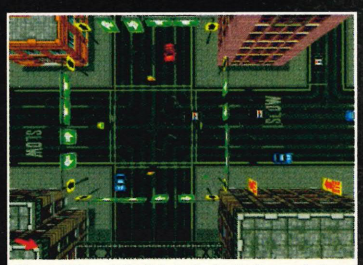
SO WHAT are going to be the big games of 1997 then? Well surprisingly it's not that hard to predict most of them, given the fact that they are sequels of games that arrived in 1996. *Resident Evil 2* is a sure fire winner, as the name alone guarantees at least half a million sales. As to whether the game's any good, well turn to page 30 to find out. Namco's *Time Crisis* will undoubtedly be a hot property, as will *Tomb Raider 2*, *Final Fantasy VII* and *Tekken 3*, but what about the lesser known games; the sleepers of the software industry? The smart money would be on newly formed Callisto's *Nightmare Creatures*, which was first thought to be under the Mindscape banner, but their Bordeux division has decided to go it alone. Also look out for *Grand Theft Auto*, *Aliens Vs Predator*, *Batman & Robin* (developed by Probe and using the *Die Hard Trilogy* game engine), *Tenka* and *Blood Bowl* from Psygnosis, *Actua Tennis*, *NFS2* and *Porsche Challenge* which is just on the verge of completion. All these games will do the PlayStation no harm this year.







[ABOVE] ***Final Fantasy VII*** **– guaranteed cash in hand for SquareSoft this year.**



[ABOVE] ***Grand Theft Auto*** **looks drab now, but we predict it will a major gameplay fest.**

THE STAKES ARE RAISED AGAIN

NEW NINTENDO 64 MAG LAUNCHED!

AS MANY OF you know the Nintendo 64 is set for release in March and to coincide with that release there's going to be a smart new collectable magazine to celebrate its 64-ness. Published by the makers of PLAY magazine, the Unofficial Nintendo 64 magazine is 100 pages of non-stop reviews, playing guides and previews for every single N64 game released at the launch and beyond!

The fresh new design is biased towards showing you exactly what the Nintendo 64 can do, and the magazine regularly features ten page reviews to really explain every aspect of the world's most in-depth games. In the first issue alone there are massive guides to *Super Mario 64*, *Pilot Wings 64*, *Wave Race*, *Shadows of the Empire*, *Mario Kart 64*, *Cruisin' USA*, *J League Soccer* and *Killer Instinct*, plus nearly 20 pages of previews for every N64 game due out in 1997!

If you desperately want a copy of the Nintendo 64 magazine then it's available on the 20 February priced at £3.95. As many of you have at least considered buying one of these beauties, it should be prove to be an essential read.

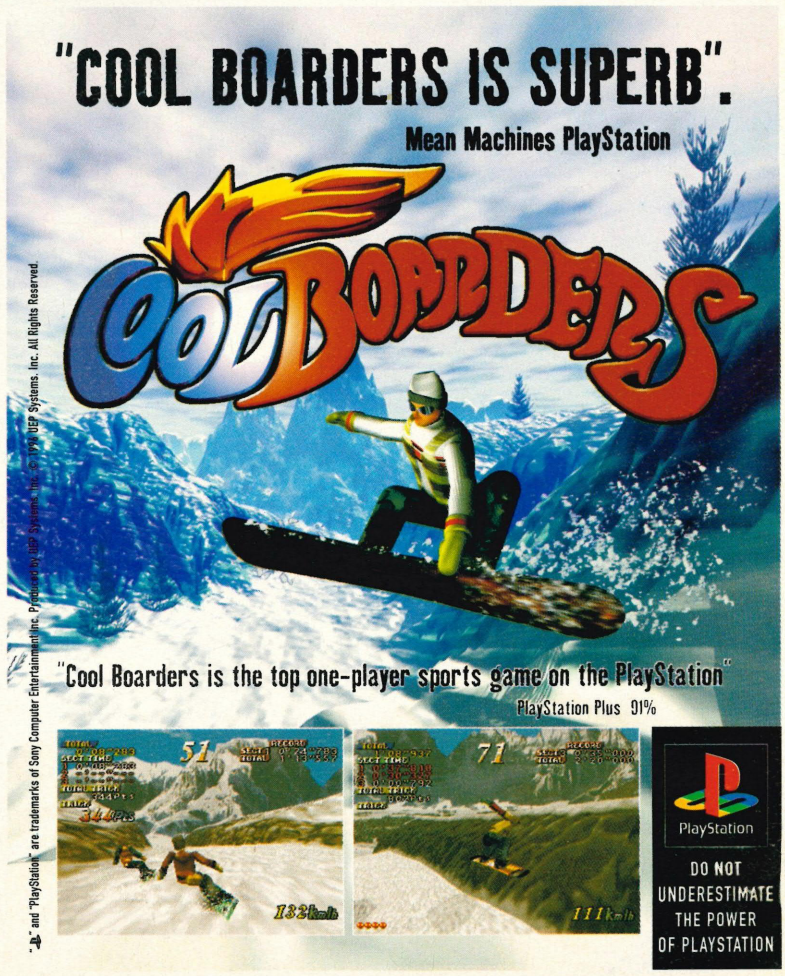


PLAY magazine March 1997

CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	TOMB RAIDER	CORE DESIGN	EIDOS INT	94%
2.	DIE HARD TRILOGY	PROBE	EA/FOX	93%
3.	FIFA '97	EA SPORTS	EA	70%
4.	FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
5.	CRASH BANDICOOT	NAUGHTY DOG	SONY	84%
6.	COMMAND & CONQUER	WESTWOOD	VIE	79%
7.	TEKKEN 2	NAMCO	SONY	95%
8.	SOVIET STRIKE	EA	EA	83%
9.	WIPEOUT 2097	PSYGNOSIS	PSYGNOSIS	93%
10.	PANDEMONIUM	CRYSTAL DYNAMICS	BMG	90%



USA ENTERTAINMENT

ENTERTAINMENT USA

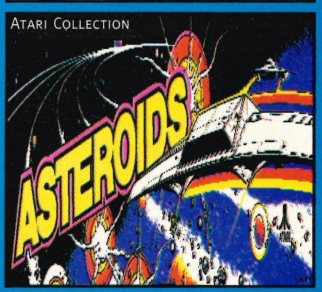


CAT BUCANNON brings you all the news on what's hot in the land of fluffed Olympic events and movie stars.

It appears a change of mood is taking place all over the US. Generally known for our love of all things involving violence, guns, and cars (*Die Hard Trilogy, Twisted Metal 2*, the LA riots...) the video game industry was pleasantly surprised when Konami's new RPG, *Suikoden*, not only made the top ten sales list of Electronics Boutique over here, but went straight in at number one! Makes you wonder what it's all coming to. We'll be giving up the right to bear arms next!



Just before Christmas, the *Atari Collection Volume 1* appeared on US shelves. The retro-gamers were in a frenzy trying to get their hands on faithful versions of those dusty video game classics. The main selling point seems to be that each game (*Centipede, Battlezone, Tempest, Missile Command, Super Breakout* and *Asteroids*) is running in emulation on your PlayStation, so the original code from each of the arcade machines is essentially what you are playing. Digital Eclipse, who also did similarly clever things with the *Williams Arcade's Greatest Hits*, is the company responsible for this extremely accurate conversion, and the hardcore gamers who remember the golden age of limited hardware with unlimited gameplay really seem to appreciate it. Hope for a UK release soon with perhaps GT publishing it.





Finally this month is news of the release of *Rebel Assault 2* here in the States. Yes that's right, it's actually out and to be honest I don't think it's that great. Graphically it is of course stunning, with the PlayStation's FMV being far higher quality than the original PC game, but sadly the gameplay is still the same, with small sub-games offering not much challenge or interaction. My advice is to wait for the PLAY review before you consider buying this on import.



[ABOVE] **Cat Bucannon – A woman in control of her console...**



FINAL FANTASY VII DELAYED!

CRUSHING news for fans of RPGs waiting for SquareSoft's epic *Final Fantasy VII* is that the game will be heavily delayed. Originally scheduled for release at Christmas 1996, Final *Fantasy VII* has still not appeared in Japan, and pundits fear that the process of translating the game and implementing localisation changes will take the best part of this year. Indeed, *FFVII* may not appear in the USA until the end of 1997, and that means later for the European release. No confirmation has been given to this magazine of the game's UK publisher, thought to be Sony, but rumoured to be Virgin Interactive Entertainment. Whoever has the licence will be none too pleased that this very important title has slipped to such a degree. The Japanese version will be hitting the stores soon, but PLAY will refrain from a full review because of the sheer amount of Japanese text. We will hold off for an English version and advise PLAY readers to do the same. *FFVII* is good, but not if you can't understand a single word!



[ABOVE] **Yet another picture of *Final Fantasy VII* – it will be great, when it arrives...**

PANDEMONIUM 2 IS A REALITY

BMG's Christmas hit, *Pandemonium* is to spawn a sequel in 1997. The game has been in development since November, with an Xmas release looking likely. Other games looking for a release this year from the music giant are: *Spider* (March), *Mass Destruction* (March/April), *Exhumed* (End March), *Blood Omen* (see page 34) and *Grand Theft Auto* (End May). PLAY will feature on *Pandemonium 2* in the Summer.



[ABOVE] **Yes, and you were expecting a shot of the new game – tough they haven't made it yet!**



ACCESS POWER MENU	1
ACCESS GAME MENU	0
ENTER BROKEN SWORD PRODUCT CODE FROM DISC	00346

CALL 0881 5
FOR HELP ON BROKEN SWORD AND OVE

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. "TouchTone service, calls are charged at 28p/min cheap rate, 41p/min at all other

STREET FIGHTER 3 SHOCKER!



***STREET** Fighter 3* may never come to the PlayStation, judging by the reaction to the recently released coin-op machine which has been placed in several test locations around the US. Apparently, although the game itself is very similar to the others in the famous *Street Fighter* series, there are some peculiarities of both the hardware and software that would make a PlayStation or Saturn version almost impossible to produce.

The main problems are with the amount of frames of animation which the characters use, and the frightening amount of RAM present in the CPS3 arcade board on which the game runs. These factors make the cartridge-based Nintendo 64 and the RAM-heavy M2 more likely candidates for a home conversion, and it is thought the Saturn and PlayStation could not offer a version close enough to the arcade game to make it a reality.

We at Play do not believe this is a problem. In any case a RAM pack would be sufficient to rectify the problem as was mooted with *Tekken 3*. Let's hear your views on this.



[ABOVE] **Will this ever come to PlayStation? It better had or there'll be trouble.**







LOT?

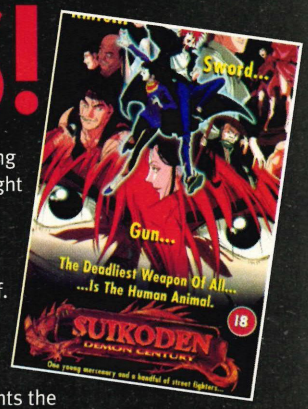


05 505
R 60 PLAYSTATION GAMES

PlayStation powerline 0881 505 505

ies (correct at Jan '97). Calls cost no more than £2.99. Please seek permission from the bill payer before making the call." Adcall, P.O. Box 3000, London N20 9HR.

WIN SUIKODEN GOODIES!



WITH RPG MANIA sweeping America this month and *Suikoden* going straight to number one in the charts, in a joint promotion. PLAY and AD Vision are giving you the chance to win copies of the Manga *Suikoden* video, plus copies of the game itself. *Suikoden* received 80% in PLAY last issue and is a complex cartoon adventure which mixes group combat and storytelling in one super-slick package. The animated video complements the game and includes incredible fight sequences and quick fire camera work. Among the characters featured are a Ninja nun, a young martial artist, and a transvestite! Hmm.

Suikoden the video retails for £12.99 and is rated 18, and the game should be selling like hot cakes by the time you read this. All you have to do to win one of 12 sets of videos and games is to answer the following question and send it on the back of a postcard or envelope to: *Suikoden competition, Play magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.* **Important note: You must be over 18 to win this prize and no entries will be accepted unless you state this with your answer.**

So, just answer this simple question and get your entry to us by no later than 27 February 1997.

Q: Which software company created the game *Suikoden?*



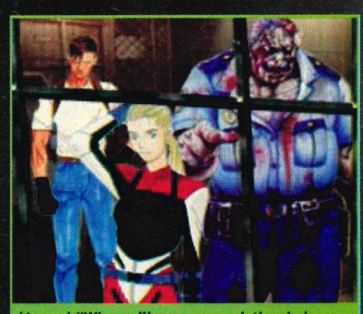
[ABOVE] ***Suikoden** is an entrancing RPG which offers countless hours of entertainment.*



[ABOVE] **The *Suikoden* video is rated an 18 and contains far more violence than the game.**

RESIDENT EVIL 2 – FEARS OF DELAY

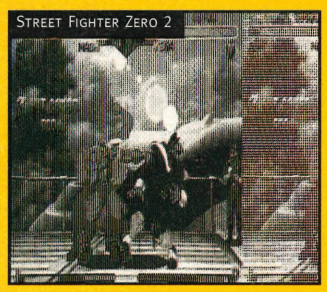
PLAY has received worrying information from Japan that *Resident Evil 2* may well be delayed, despite publisher, Virgin's insistence that it will arrive in the UK in March. An insider source claims that the game has slipped to a "1997" slot, which could be Summer, but then again, it could also mean September. At the time of going to print a full playable version of the game remains unavailable to the UK press and this only enforces the rumour that *RE2* is destined to miss March.



[ABOVE] **"When will we ever reach the shelves, Leon?" "I dunno Elsa. But I do know that zombie cop is about to rip out your windpipe."**

JAPS EYE

Capcom recently won several categories of the 1996 Japanese Arcade Awards, destroying the hopes that Sega had for its *Virtua Fighter 3* machine taking the lead in every possible area. The awards were run by Gamest, which is the best known Japanese arcade games magazine, and Capcom took first place for '96 Game of the Year (*Street Fighter Zero 2*), Most Popular Character of the Year (Dan Hibiki), '96 Fighting Game of the Year (*Street Fighter Zero 2*), and finally, for the ninth time in the last ten years, the Most Popular Company of '96 award went to Capcom too. Considering Capcom's great support of the PlayStation, this is certainly good news for all of us.



Xevious 3D has at last been unveiled in Japan and is a clear extension of their retro-gaming ethos. Originally a coin-op at the start of the Eighties, *Xevious* was a pure arcade shoot-'em-up, and the main difference to the PlayStation version is of course the addition of an extra dimension. Now instead of flat landscapes,they are made out of polygons and the game uses a very vivid colour palette. Of course the action is still ultra fast and if you've so far stayed away from the likes of *Tempest X3* and don't fancy *Defender 2000* then you can check *Xevious 3D* out in the Summer when it's released, most probably by Sony.





FANTASY TWISTED METAL 3



ROLL UP roll up, it's time to start airing your suggestions for new cars and features in *Twisted Metal 3*. What the hell are we on about? Well, after *Twisted Metal*, newsgroups and Internet sites all over the world assaulted developer Single Trac with ideas for new cars to be included in the sequel, and some of them were implemented in the next game. As we've just reviewed *TM 2* (PLAY #16 – 88%), we thought it only right to carry on this tradition, so here's a few new ideas. Feel free to send us as many of your own as possible to the usual address, and then we'll pass them on to Single Trac.

First of all, why not have an ejector seat in all cars which you can use if you know you're going to die? Once out of the burning wreckage you could then run around the level on foot, and perhaps find a garage containing a bonus car you could then use. The fun would come from the other players trying to run you down and you trying desperately to avoid them. Or what about smoke screens or oil slicks, as in the classic coin-op, *Spy hunter*. *TW 2* has the excellent freeze mode, so why not these? Also, how about tallying up who killed what in the co-op mode, and awarded bonuses like more weapons or energy for the next round? Here are some suggestions for new cars.

Vehicle	Weapon
A-Team van	Changes into tank to A-Team theme tune
Dukes of Hazard car	Trap cars in Confederate flag
Ambulance	Shoot patients on trolleys out the back
Double decker bus	Run over other cars
James Bond car	Tyre shredding wheels
KITT from Knight Rider	Front mounted laser
Articulated lorry	Drop trailer which then explodes (one per life)
Sinclair C5	Electricity bolt
Milk float	Milk crate missiles
penny farthing	Fires top hats from Victorian rider
American garbage truck	Grab cars and crush them in the back
Ferrari	Random teleport



[ABOVE] **We all like *Twisted Metal 2* at PLAY and you should too because it's a great two player game.**



[ABOVE] **Send your *TW3* suggestions to us at the usual address and we'll send them to Single Trac.**



ACCESS POWER MENU	1
ACCESS GAME MENU	0
ENTER BROKEN SWORD PRODUCT CODE FROM DISC	00346

CALL 0881 505 505

FOR HELP ON BROKEN SWORD AND OVER 60 PLAYSTATION GAMES

PlayStation powerline 0881 505 505

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc."TouchTone service, calls are charged at 28p/min cheap rate, 41p/min at all other times (correct at Jan '97). Calls cost no more than £2.99. Please seek permission from the bill payer before making the call." Adcall, P.O. Box 3000. London N20 9HR.

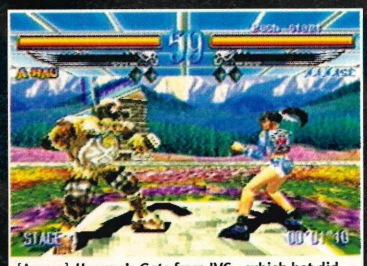
SHOCK LINE UP FROM JVC

VICTORY BOXING was the only thing from JVC on PlayStation until this month when they announced three new blockbuster games right out of the blue! And what's even more surprising is that they all look really good – where did they come from?

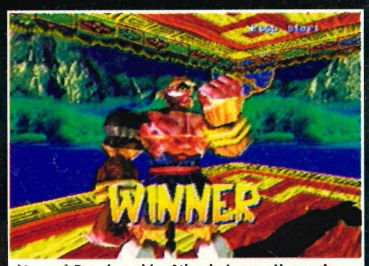
Heaven's Gate is a bright and colourful 3-D beat-'em-up which looks more like *Star Gladiator* than *Soul Edge* and it features a unique "Sun gauge" which you can charge up to pull off some spectacular power moves. Release date: June.

Wing Over looks to be a fighter attack simulator, with dog-fighting between Spitfires, Mirages and even Focker Dr1s. Release date: April.

And finally JVC has *High Velocity*, which is a superb looking racing game, like *The Need for Speed*, but with 20 real cars, a split screen option, and the ability to customise the body type and colour of each vehicle. This is most definitely one to look out for and we'll have a more in-depth look before its release in May.



[ABOVE] ***Heaven's Gate*** **from JVC – which hat did they pull this out of?**



[ABOVE] **Developed by Atlus in Japan,** ***Heaven's Gate*** **is a beat-'em-up using sun power.**



[ABOVE] ***Wing Over*** **is a gorgeous looking head-to-head fighter game. Spitfires Vs MiGs!**





[ABOVE] ***High Velocity*** **looks like** ***NFS*** **and features 20 cars which can be customised.**



[ABOVE] **You can even drive a huge articulated lorry and a scooter! Full review soon.**

TOP FIVE...

GAMES THAT GIRLFRIENDS REGULARLY THRASH US AT!

Come on, we've all had it happen. You've been playing a game for two days solid, practising the moves until you're invincible. Then, cock-sure as can be, you invite your other 'arf over for a sound drubbing – only to have her whip your puny ass by randomly battering all the buttons on the joypad. Here's a list of games to avoid challenging your girlfriend to.

1. Bust-A-Move 2 (Acclaim)
2. Tekken 2 (Sony)
3. Worms (Ocean)
4. Street Fighter Alpha 2 (VIE)
5. Smash Court Tennis (Sony)

THOSE RELEASE DATES IN FULL

What games will be out during the time this magazine is on the shelves? We present a handy guide to new releases and those that have slipped.

FEBRUARY

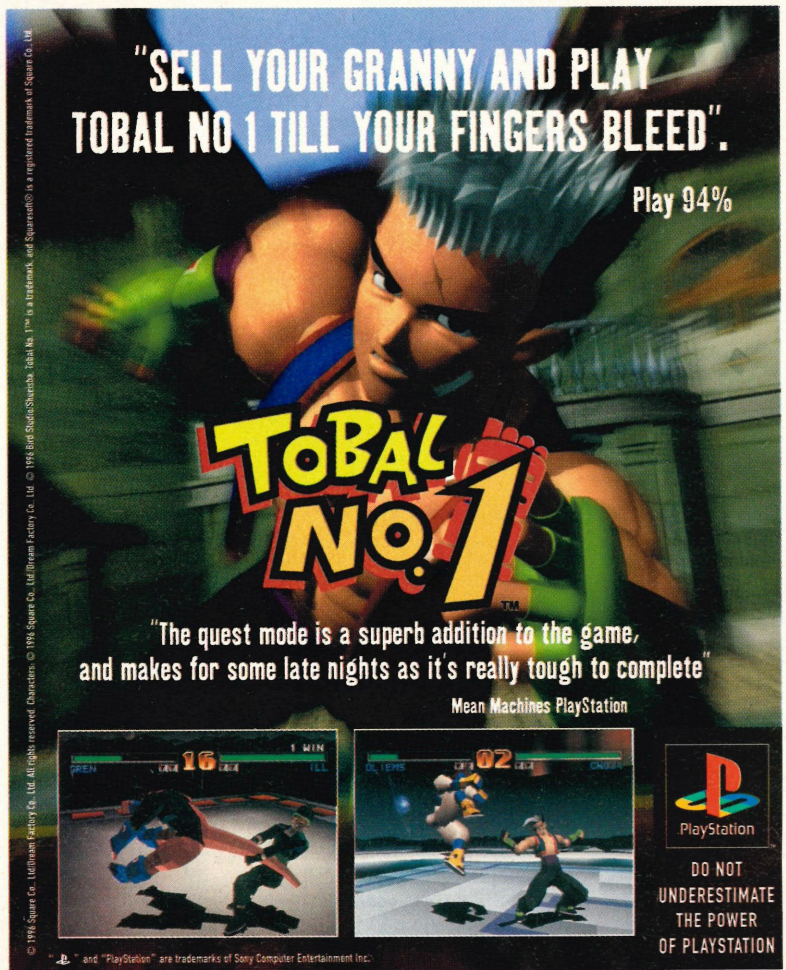
Dark Forces (Virgin)
Descent II (Interplay)
CoolBoarders (Sony)
Contra: Legacy of War (Konami)
Hexen (GT)
Hyperblaster light gun (Konami)
Pro Wrestling (Activision)
Road Rage (Konami)
Suikoden (Konami)
Tempest X3 (Interplay)
Tobal No.1 (Sony)
Twisted Metal 2 (Sony)
Yaroze home development
PlayStation (Sony)





AND THE SLIPPERS...

GAME (PUBLISHER)	WAS	NOW
Resident Evil 2 (VIE/Capcom)	March	1997
Final Fantasy VII	January (import)	Summer



AD'S THE WAY TO DO IT!

US WIPEOUT AD IN UNEXPECTED MOISTURE EMERGENCE

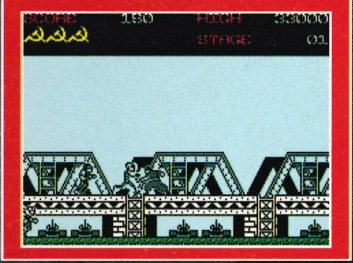
BRAVO to Psygnosis who recently hit the USA with this excellent advertising campaign for *Wipeout 2097* (or XL as it's known over there). You may have already seen it if you regularly buy import American magazines. Unlike the UK adverts which by and large went unnoticed compared to the infamous 'bleeding noses' images for the first game, this humourous understatement is just the sort we want. What's really strange is that subtle ads like this are usually found in the UK, whereas the Americans go in for more in-yer-face explosions and women wearing very little. Just like the current UK *Destruction Derby 2* ad in fact. Weird!





MOST WANTED

This issue we got to thinking about classic Konami games that could be given the 32-bit treatment and quickly came up with *Green Beret*. The platform game which emerged in 1985 was utterly violent, with you playing a special forces commando who had to penetrate various enemy bases using a variety of weapons and your trusty Bowie knife to rescue hostages seen squealing at the start of the game. Start reminiscing now...



PLEASE FILL IN YOUR DETAILS

NAME .....

SIGNATURE .....

ADDRESS .....

.....

.....

.....

POSTCODE .....

DAYTIME TEL .....

STATE ISSUES REQUIRED:

.....

.....

METHOD OF PAYMENT, PLEASE INDICATE YOUR CHOICE:

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

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

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



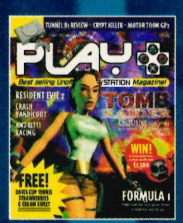
ISSUE [5]
Tekken 2 issue! World first look and massive feature.



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



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!

Back ISSUES

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

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

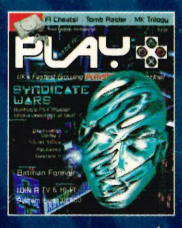
ISSUE [14]
Superb *Syndicate Wars* exposé and a huge review of *Tomb Raider* and *DD2!*

ISSUE [15]
Command & Conquer, *Pandemonium*, *FIFA '97* reviewed!

ISSUE [16]
Rage Racer reviewed, *Porsche Challenge* in-depth look, *Tekken 3* news and more *RE2!*











FIRST PRIZE

ONE LUCKY WINNER WILL GO BATTY OVER A SONY BLOODSTATION, A COPY OF *BLOOD OMEN: LEGACY OF KAIN* AND LAST, BUT BY NO MEANS LEAST, A THOROUGHLY WONDERFUL STRATEGY GUIDE FOR THE GAME.



WIN A BLOODSTATION!

The only one in existence and it could be yours!

HERE'S SOMETHING TO GET YOUR TEETH INTO. It's a full moon here at PLAY Towers, and in a spate of madness BMGie is giving away a once only, never to be repeated, pre-cursed blood-red PlayStation to celebrate its impending vampire game, *Blood Omen: Legacy of Kain*. That's right, in a joint promotion between PLAY and BMGie, you can win something totally unique – it's undoubtedly the coolest piece of hardware this side of Transylvania!

So pull on a cape, get out those christmas cracker plastic fangs and generally scare the living daylights out of all your mates with this once in a lifetime competition.

To stand a chance of winning the BloodStation, or five copies of *Blood Omen* (plus fangs, of course), we're afraid the stakes are high (groan). The winners (undead or alive) must answer the following question correctly:

What tried and tested precaution is guaranteed to ward-off a Vampire? Is it:

A. HARSH LANGUAGE

B. THE UGLY ONE OUT OF THE SPICE GIRLS

C. GARLIC

As is now customary, 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 Vant to Vin a BloodStation!
Play Magazine
Paragon House
St Peter's Road
Bournemouth, Dorset
BH1 2JS

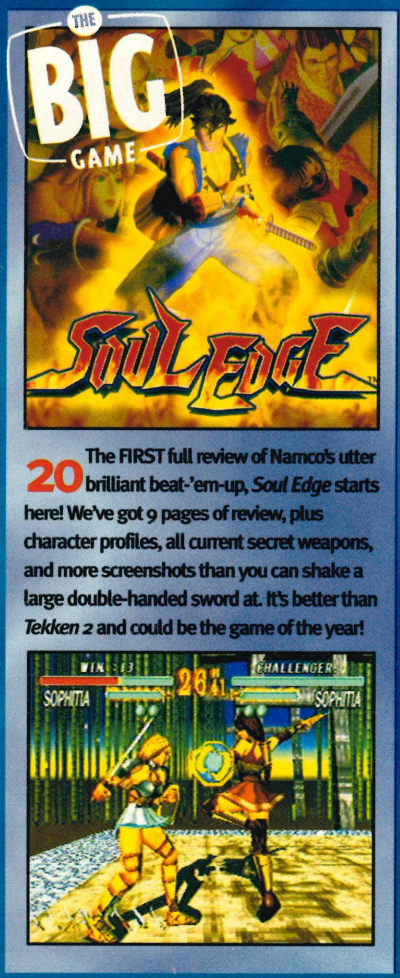
SECOND PRIZE

FIVE RUNNERS UP WILL TURN IN THEIR GRAVES, BECAUSE THEY'VE WON A COPY OF THE GAME AND A SET OF FANGS!

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers BMG may not enter. The closing date is 27 February 1997. All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value than the one illustrated. 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!



20 The FIRST full review of Namco's utter brilliant beat-'em-up, *Soul Edge* starts here! We've got 9 pages of review, plus character profiles, all current secret weapons, and more screenshots than you can shake a large double-handed sword at. It's better than *Tekken 2* and could be the game of the year!

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

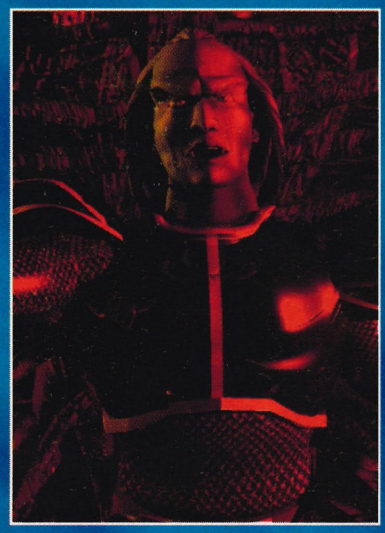

Uses a Memory Card
(for save games)


Split Screen
eg Bust-A-Move 2


Link Cable compatible
eg Formula 1


Light gun compatible
eg Die Hard Trilogy

ES



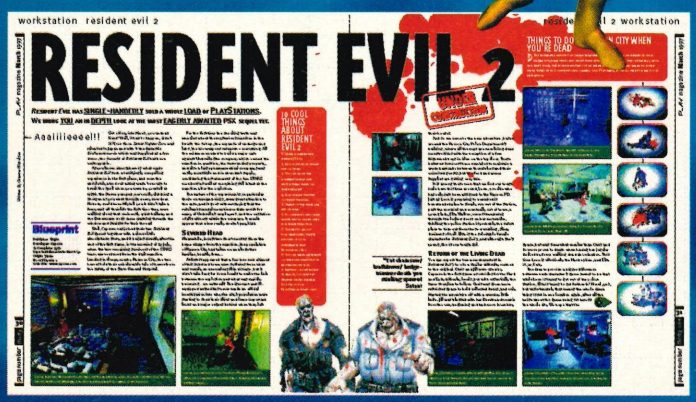
REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

WORKSTATIONS

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

RESIDENT EVIL 2 30
BLOOD OMEN: LOK 34
CITY OF LOST CHILDREN 38





CHALLENGE BOX

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



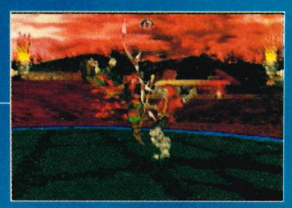
PLAY REVIEWS

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.

SOUL EDGE 20
DARK FORCES 42
VIRTUAL POOL 46
ROAD RAGE 54
JET RIDER 56
ISS DELUXE 60
RE-LOADED 62
IRON & BLOOD 66
HEAVY METAL 68
INCREDIBLE HULK 69







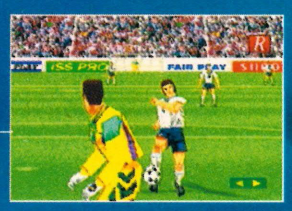


WIRED UP

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

CASTLEVANIA X 82
ISS PRO 83
LOST VIKINGS 2 84
WRECKING CREW 86
EXCALIBUR 2555AD 88






THE BIG GAME
SOUL EDGE

SOUL EDGE

PLAY CLASSIC



Written By Damian Butt

IT'S THE ONE WE'VE ALL BEEN WAITING FOR. *SOUL EDGE* IS HERE FOR THE FIRST FULL REVIEW AND IT'S EVEN BETTER THAN WE'D HOPED...

PLAY INFORMATION

Publisher: Namco
Supplier: Skill Academy (0181) 567 9174
Price: £77.99
Release date: Out now (import)

ONE PLAYER

MUTIPLE PLAYERS

MEMORY CARD

Lock the doors, board up the windows, pack the girlfriend off to her mothers, get a stack of beer and an almost inexhaustible supply of baked beans in, and sit down in front of the telly for the ride of your life. *Soul Edge* has arrived, it's here – so kiss your social life goodbye!

Since issue nine when we ran a massive feature on the game, *Soul Edge* has dominated the "must have" charts of every PlayStation owner. It's something about the way Namco promised to provide all the brutal combat action of *Tekken 2*, but add weapons which expands the number of moves from silly to completely ludicrous. We were also promised loads of new characters and a quest mode, a bit like the one the found in *Tobal No.1*. In the next nine pages you will find out if Namco has fulfilled its promises.

KERCHIING!

Like *Tekken 2, Soul Edge* boasts an epic introductory sequence which puts just about everything else on the PlayStation to shame. What follows if you can bear to leave the joypad alone for any length of time is a 3-4 minute Jackie Chan movie set to a fast paced Japanese rock music track. All the characters in the game are shown in their native habitats; kicking the crap out of unfortunate villains, meditating soulfully, or simply looking very cool indeed. In fact the graphics here are not as impressive as the similar movie that opens *Tekken 2* as they are not in as high a resolution, but the reason for that is clear and it seems to go on and on and on...

Data compression is obviously the culprit because *Soul Edge* features more mini-movies, reward screens and bonus clips than any other game. To fit it all onto one CD, Namco has obviously had to sacrifice the resolution, which is a shame, but hardly a major problem. What really matters is that everything is motion captured, pushes the PSX's colour palette to the limit, and shows what talented programming can do. The moment you load up the

"It's always more fun slashing your friend to death instead of some dumb CPU controlled puppet!"

CRITICAL CONDITION

DEPRIVING A VICTIM OF HIS/HER LIFE ENERGY IS FUN ENOUGH, BUT YOU CAN ALSO RUB SALT INTO THE WOUNDS BY PERFORMING A COMPLETELY OVER-THE-TOP FINISHING MOVE CALLED A CRITICAL EDGE. ALL YOU DO IS FINISH OFF YOUR OPPONENT SO THAT HE IS STANDING STUNNED FOR A SECOND OR TWO, AND THEN FACE HIM AND PRESS ×, ▲ AND ■ SIMULTANEOUSLY FOR AN AWESOME POWER MOVE. YOU CAN ALSO DO THIS DURING A MATCH, BUT IF YOUR OPPONENT BLOCKS YOUR MOVE IT CAN TAKE HALF YOUR SWORD POWER AWAY.



CD, you know this is the Holy Grail of PlayStation games.

HIIIIIIIIYAAAA!

Into the game then and anyone with a serious *Tekken 2* habit will be right at home with the menu system. You get the standard options, such as round time, number of wins needed to progress, load/save and cosmetic alterations, and also five standard modes: Group Battle, Vs, Arcade, Practice, Survival, and two new ones – Edge Master and Weapons Room.

Vs Mode pits you and a friend against each other and undoubtedly offers the most challenge. The PLAY team still play *Tekken 2* in two player mode, and there's no reason to why *Soul Edge* will not offer the same unlimited challenge. It's always more fun slashing your friend to death instead of some dumb CPU controlled puppet!

Group Battle allows you to fight a team of your characters against some that the computer chooses, and this is good for seeing who fights well against who, and as a kind of endurance test, although the Survival mode, which has you battling a series of opponents using only one life bar is more of a test for true masters. The Practice mode, unsurprisingly, is where you can try different joypad combinations of your favourite character and perfect his/her combos without the pressure of a tournament.

The Arcade game is the traditional bread and butter of beat-'em-ups, and you must choose one character and then fight all the others in turn and ultmately take on the 'big boss,' who in this case is an insane grinning fiery skeleton called *Soul Edge*. Each of the initial ten characters boasts a completely different final movie to show what happens after *Soul Edge* is defeated, and as with *Tekken 2*, completing the game with various character combinations leads to new fighters suddenly appearing. You can of course save your progress to the memory card at any time.

RAGGED EDGE

The Edge Master mode is the most interesting new addition to the beat-'em-up genre. *Tobal No.1* had an innovative quest mode, that PLAY applauded, but this is something very different; something better. Basically the idea is that you select a character and then go on a quest around Europe, with your adventure being chronicled in the pages of an ancient book. As this is a fighting game, lots of head-chopping, high-kicking and gut-stabbing goes on at each location, but what makes this so appealing is that you

"*Soul Edge* is also a member of the "zero loading time club." Why can't other developers learn from this?"

are faced with many different potentially fatal encounters. Instead of just beating your opponent to death with a blunt instrument and then moving on, you must fight them while poisoned, or only using throws for example. One test decrees that you must fight four or five guys in a row. If you don't – tough, back to the start.

The trials are different for every character and really add a sense of depth to the standard beat-'em-up fare. But there's a twist, because upon defeating your foes, you sometimes pick up extra weapons and these can be saved to the memory card and then used in the one or two player game – how cool is that?

Imagine it, your friend is playing with regular old Seung Mina and you've got



[ABOVE] As in *Tekken 2*, the characters in *Soul Edge* actually look in the direction of their opponent. This makes them seem far more realistic.



[ABOVE] And you were saying you didn't think the graphics in *Soul Edge* were anything special? Think again pal.



[ABOVE] One of Li Long's special moves is to run around the back of an opponent and crack their neck before slapping them on the back of the head.



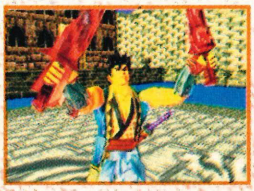
[ABOVE] "Eat that baby!" Sophitia, wearing more clothes than usual, stabs Voldo right through the thigh as he falls back in shock.



[ABOVE] You've got to admit that the graphical effects in this game are awesome. Here Taki slices off Hwang's hwanger.



[ABOVE] If both players perform the same move, the weapons clash together and a massive green flare erupts from the blades. Very satisfying.

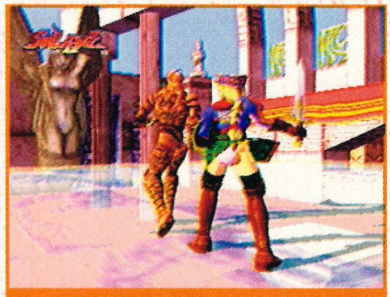








[Above] Pressing the correct two buttons on the pad sends each character into a pre-set special move. Here Cervantes skewers his foe and lifts him into the air.



[Above] This being a Japanese game an' all, you can see why one of Sophitia's special costumes shows off her white knickers. Disgusting.



[Above] Chiiinggg! *Soul Edge* boasts the best sword clashing noises since *Monkey!*



[Above] The lanky mutant Voldo looks somewhat like a sadomasochistic pervert, and he wheezes like Darth Vader when you hit him. Perhaps he enjoys it?



[Above] Here you can see the impressive speed blur effects as Hwang attacks his twin. As in *Tekken 2*, the fighters' heads all move to follow you around the screen. Very realistic.



Taki armed with a razor sharp fan, or Mitsurigi with a huge flaming sword which does twice as much damage. This is a considerable improvement over the features available in *Tekken 2* and it will take you absolutely ages to get all eight weapons for all ten characters. The Weapons Room is used for viewing all your new instruments of death and checking out their power, defence and magic ratings. Who said beat-'em-ups were shallow?

SOUL MAN

But you're gagging to know about the game itself – how does it compare to the coin-op? Is it as good as your mate Derek's older brother says? Is it better than *Tekken 2* etc, etc. Well the good news is that *Soul Edge* gives you the best of both worlds. Whereas *Tekken 2* was a bit daunting at first because of the complexity of the moves, *Soul Edge* is a doddle to just pick up and start slashing. Just use the standard *Street Fighter* fireball, dragon punch joypad swirls and you'll do fine. But martial arts masters needn't worry either, because whereas this game is definitely more user-friendly than most games of this ilk, each character still has on average about 40 moves to get the hang of. And that's not including power throws, critical edges (special move ideal for finishing with), and unblockable

BOOM BABY!

As in *Tekken 2*, *Soul Edge* contains many energy-zapping power throws and moves which when activated, sends your character into a pre-set bone-cruncher. Here's some of the juiciest moments.











THE ULTIMATE SOUL EDGE CHARACTER GUIDE

HEISHIRO MITSURUGI



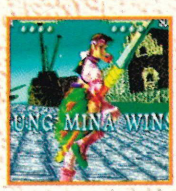


AGE: 22
HEIGHT: 168CM
WEIGHT: 59KG
NATIONALITY: JAPANESE
BLOOD TYPE: AB
FAMILY: NONE
WEAPON: KATANA
DISCIPLINE: TENPU-SHINSAI SCHOOL
STAGE: NOSHIMA-JO CASTLE OF BIZEN PROVINCE IN JAPAN
HISTORY: HAVING LEARNT FROM AN EARLY AGE TO FEND FOR HIMSELF AFTER THE SUDDEN DEATH OF HIS PARENTS, MITSURUGI QUICKLY TAUT HIMSELF THE TRADE OF A MERCENARY TO SURVIVE IN HIS PEASANT LAND. HE SOON BUILT A REPUTATION FOR HIMSELF THAT WENT ALONG THE "DON'T MESS WITH ME OR ELSE" LINES, BUT THEN TECHNOLOGY STARTED TO TAKE OVER AND MITSURUGI FOUND THAT NOT EVEN HIS DEADLY BLADE COULD COMPETE WITH THE BULLET OF A GUN. AND SO OFF HE WENT IN SEARCH OF THE MYTHICAL 'SOUL EDGE' BLADE THAT WOULD TEACH THE GUN-TOTING HOODLUMS A THING OR TWO ABOUT RESPECT.

WEAPONS (EARNED IN EDGE MASTER MODE)

1. KATANA. STANDARD STRAIGHT BLADE.
2. ONIMARU. POWERFUL, YET EVERY TIME YOU CONNECT IT DRAINS YOUR LIFE.
3. ZANTETSUKEN. NO SPECIAL QUALITIES.
4. BUSSEN. MORE POWERFUL, THAT'S ABOUT IT!
5. SUIGETSUTO. THIS WILL SLOWLY REFILL YOUR LIFE GAUGE.
6. ZWEILHANDER SWORD. VERY POWERFUL WHEN IT CONNECTS.
7. FALCUS. MORE POWERFUL STILL!
8. MURAMASA. THIS WILL TAKE SEVERE DAMAGE FROM ENEMIES, EVEN IF THEY BLOCK.

SEUNG MINA





AGE: 16
HEIGHT: 159CM
WEIGHT: 46KG
NATIONALITY: KOREAN
BLOOD TYPE: A
FAMILY: SEUNG HAN MYONG (FATHER), HWANG SEUNG KYUNG (COUSIN) MOTHER, AND BROTHER DECEASED
WEAPON: GLAIVE – ZHAN MA POLE SWORD, INHERITED FROM ANCESTORS
DISCIPLINE: ART OF SEUNG DYNASTY GREAT SWORD
STAGE: HISTORIC TEMPLE ON OUTSKIRTS OF TOWN
HISTORY: DAUGHTER OF THE INCREDIBLY STRICT HAN MYONG, A MASTER IN THE ART OF LONG, BLADED ARMS, SEUNG HAS ALWAYS BEEN A BIT HEAD-STRONG. WHEN SHE'S NOT CLEAVING-IN THE HEADS ON ANY RANDY COUNTRY BOYS WHO TRY IT ON, SHE HAS BECOME A FLEDGLING MASTER HERSELF IN THE LONG-BLADE WIELDING STAKES. WHEN FEAR GREW OF A POSSIBLE JAPANESE INVASION, SEUNG DELIBERATELY IGNORED HER FATHER'S ORDERS AND FLED IN SEARCH OF THE SOUL EDGE – THE ONE DEFENCE HER COUNTRY NEEDS TO THWART THE ENEMY ONSLAUGHT. WE WOULDN'T LIKE TO BE IN HER SHOES WHEN SHE GETS HOME THOUGH!

WEAPONS (EARNED IN EDGE MASTER MODE)

1. ZHAN-MA DAO. STANDARD LONG BLADE.
2. KOGATO. SLIGHTLY MORE POWERFUL THAN THE STANDARD WEAPON.
3. KANJI.
4. CHOMAKI.
5. HALBERD. THIS WEAPON WILL SLOWLY REFILL YOUR LIFE.
6. MORNING STAR.
7. REN KANJI.
8. ZANRETSU.

OFFICIALLY SPEAKING

SOUL EDGE IS OF COURSE APPEARING OFFICIALLY IN MARCH (HOPEFULLY) WHERE IT WILL BE CALLED *SOUL BLADE*. IT IS SONY'S NEW POLICY TO TRY AND ELIMINATE ANY DIFFERENCES BETWEEN THE PAL AND NTSC VERSIONS (SCREEN BOARDERS, SLOWER GENERAL SPEED) AND WE WILL HAVE AN UPDATE TO TELL YOU HOW SUCCESSFUL IT HAS BEEN WITH *SOUL BLADE*. START SAVING THOSE PENNIES NOW!



[ABOVE] One of Li Long's particularly impressive moves is to fling his nunchakkas onto his outstretched leg and extend their range. Just one of the completely new moves available to a weapons based game.

attacks. In fact I have the moves list in front of me as I write this review and it's as thick as a Bible. I kid ye not.

Like all Namco beat-'em-ups, the presentation throughout is faultless, and you can't say that about many PlayStation games. Right from the ergonomic menu systems to the character select screen and into the bouts themselves, everything is spot-on, and perfectly converted from the arcade machine. *Soul Edge* is also a member of the "zero loading time club." Why can't other developers learn from this?

SOUL CONVERSION

Graphically *Soul Edge* is pixel for pixel identical to the coin-crunching arcade machine, with ultra-vivid colours and the most detailed videogame characters so far seen. These guys have everything – hair, teeth, Action Man eagle eyes, perfect flesh tone, muscle bulges, intricately worked armour, clothes that crease during conflict, amazing weapons which move quicker than the eye can follow in all directions. *Virtua Fighter 2 & 3* – eat your heart out – you might as well pack up and go home! The fighters in *Soul Edge* even have mouths that move in time to their battle cries for gawd's sake. Let's see the poxy Nintendo 64 produce something to rival this.

And if that wasn't enough to have you smashing piggy banks and ordering American Express cards, everything moves so fast as well. With all that eye candy you'd expect the motion captured fighters to be just a little bit sluggish, and perhaps the textures would bitmap occasionally when you move – but no, in fact having played the two back-to-back I'd have to say that the PlayStation version is actually a little bit faster than the coin-op!

"*Soul Edge* is the best looking game on the PlayStation by a long long way."



From huge Rock with his thundering great axe, to nimble little Sophitia, every character in *Soul Edge* is beautifully motion captured, with seamless flowing moves and combos coupled with surprising little flourishes at the end of a well executed attack. Armed with two sais, Taki for example, spins her blades on her wrists when an opponent hits the deck. And you even get highly complicated moves strung together, where she uses the handles of the blade to block, parry and finally trap the unfortunate opponent's hand, before bending it back and leaving him open to a neck chop. You have never seen anything like it! *Tekken 2* and its fist-based conflict was advanced, don't get me wrong, but you cannot hope to match someone with a sword for sheer brutality, and that's what makes *Soul Edge* so appealing. Instead of a slap, you can hack, chop and eviscerate your opponent like a piece of celery. Shame there's no blood though. Perhaps *Bushido Blade* can fill

COSTUME DRAMA

Every character in *Soul Edge* has three different costumes: two from the arcade machine and one that was specially designed by the winners of a competition run by a PlayStation magazine in Japan.










that gap.

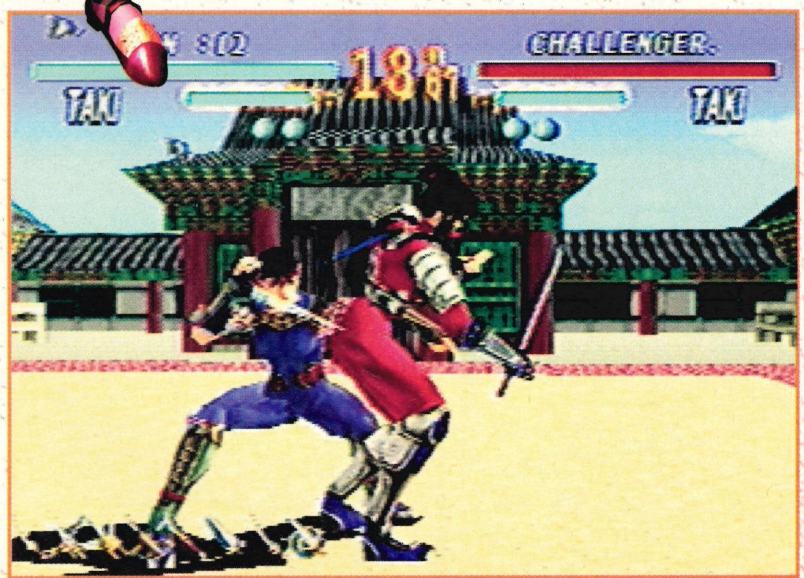
YOU'RE SO TRANSPARENT

Another great feature of the graphics in *Soul Edge* is the transparency and lighting effects that the PlayStation does so well. You can see that Namco had the Sony console in mind it they designed this game. Perform a power move and your trailing blade or leg will leave behind a shard of colour which when combined with a flurry of fists and kicks makes for some spectacular moments. Even more fun can be had from pranging two swords together, as a blistering electric shockwave dances over the blades in various hues to show the hard contact. This can be taken a stage further and it is possible to jam your weapons together if you both try the same move simultaneously. The only way to break the deadlock is to hammer the buttons and see who can gain the upper hand, a bit like the grapple mode in *Tobal No.1*.

There are also smooth light changes during rounds, with the sun going down and the light sourcing on the characters reacting accordingly. The first time it happens you can't help but gasp.

MOVER SHAKER

The best enhancement in turns of moves that *Soul Edge* brings to the genre is the side-step move, first



[Above] Taki is one of the Play team's favourites because she's the most like Frank Miller's Electra assassin. Here she side-steps behind her opponent and prepares to slit her throat.

SIEGFRIED SCHTAUFFEN





Age: 16
Height: 157cm
Weight: 47kg
Nationality: German
Blood type: A
Family: Margaret (mother), Frederick (father, deceased)
Weapon: Zweihander
Discipline: Strength in freestyle
Stage: Ostrheinsburg castle siege
History: Bit of a maniac this one! Born as a result of a sordid night of passion between a young knight named Frederick and a busty barmaid, Siegfried grew-up and fell-in with the wrong crowd when pops was off crusading. Known as the Blackwind, Siegfried's band of punks carried-out an ambush on a passing convoy, and Siegfried, armed with his trusty two-handed sword, sliced off the head of a passing knight. Unfortunately, it turned out to be his father. At this point the young delinquent went a bit barmey and convinced himself that his father had in fact been killed by someone else. And so, in his warped quest for justice, Siegfried set off in search of the Soul Edge, to assist him in tracking down and avenging his father's killer. Sad.

Weapons (Earned in Edge Master Mode)
1. Two Handed Sword. Standard, hefty blade.
2. Glum. This weapon has a high attack power, but drains your life.
3. Atlas Sword. This blade will slowly refill your life.
4. Flamberge. Powerful, yet bloody heavy to use.
5. Seven-Edged Blade: This weapon will refill your weapon/Critical Edge gauge.
6. Shukutetsuto: A powerful weapon, but flawed due to the fact that it is slow to swing.
7. Claymore. Big, powerful, and extremely heavy to wield.
8. Soul Edge. This weapon has mental attack power.

ROCK ADAMS





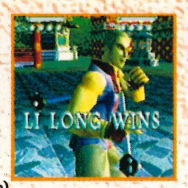
Age: 35
Height: 175cm
Weight: 81kg
Nationality: American
Blood Type: Unknown
Family: Mother, father, whereabouts unknown
Weapon: Battle Axe
Discipline: Freestyle
Stage: Arid cornfield in Central America
History: Born the son of an English antique dealer, Rock became stranded in America after a shipwreck and subsequently grew-up there. His father had actually stumbled across the Soul Edge on a family trip to the far east, but on their journey home, their ship was ambushed and sunk by Captain Cervantes. Fortunately, Rock was able to swim ashore and befriended a local tribe of Indians. However, as he grew up, Rock become an outcast due to his skin colour, and so had to look after himself from an early age. One day though he learnt the story of the Soul Edge, and immediately set off in search of the relic in order to rediscover his past.

Weapons (Earned in Edge Master Mode)
1. Battle Axe. Standard, no-frills weapon.
2. Stone Club. Powerful, yet bulky and difficult to swing.
3. Crescent Axe. More powerful and easier to use.
4. War Hammer. Extremely power, but very heavy and slow to swing.
5. Twin Axe. Very powerful and fairly lightweight.
6. Cross Axe. More powerful still, and easy to use.
7. Double Tomahawk. Quick, effective, deadly.
8. Great Axe. This weapon will slowly refill your life.





LI LONG





Age: 24
Height: 168cm
Weight: 55kg
Blood Type: B
Nationality: Chinese
Family: Mei Mei (younger sister)
Weapon: Home-made Nunchaku with blades at ends
Discipline: Matchless Dragon
Stage: Raft on river in Upper Chang Jiang Valley
History: Li's quest for the Soul Edge came about quite by accident. Originally, he couldn't have given a stuff about it, except one day, a girl who saved his life was brutally hacked down by lone swordsman – who, it would appear, turned out to be Mitsurugi. An assassin by trade, Li ended up in Japan to murder as many pirates as possible to stop them attacking the Chinese coast. Although he did have a second objective from his Emperor to track down the Soul Edge, Li only set his heart on it after the Mitsurugi incident, and now he's hell-bent on revenge.

Weapons (Earned in Edge Master Mode)

1. Nunchakas. Standard weapon, effective and fast.
2. Jafu. This weapon drains your energy.
3. Rakan. Quick and very powerful.
4. Suzaku. Slightly better than the Rakan.
5. Teturyu. More powerful than the Suzaku.
6. Byakko.
7. Shura.
8. Sorai.

SOPHITIA ALEXANDRA





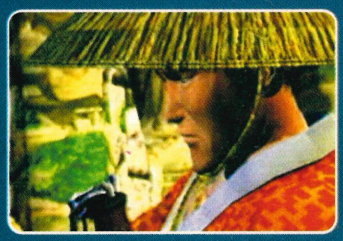
Age: 18
Height: 168cm
Weight: Secret
Blood Type: B
Nationality: Greek
Family: Achelous (father), Nike (mother), Cassandra (younger sister) and Lucius (younger brother)
Weapon: Omega Sword, Owl Shield
Discipline: 1P – Saint Athens School; 2P – Rapid Ares School
Stage: Eurydice Shrine, the sanctuary of Hephaestus
History: A devout believer in the ancient Gods of Greece, Sophitia is one of the only searchers who understands the sheer amount of evil contain within the Soul Edge and why it must be destroyed at all costs. But then again the Gods told her that, probably, so nobody would get hold of the sacred blade and make their heavenly lives a misery! Armed with weapons given to her by the Gods themselves, Sophitia must now set out, track down and then wipe of trace of the Soul Edge, forever.

Weapons (Earned in Edge Master Mode)

1. Short Sword. Fast, and devilishly effective.
2. Gaia Sword. This slowly refills your life.
3. Sword Breaker. Guaranteed to smash weapons in an instant.
4. Flame Sword. Very effective, but it drains your life.
5. Blue Crystal Rod. Once again this weapon refills your life.
6. Rapier. This weapon has a far longer reach.
7. Apollo Sword. Another life refiller.
8. Valkyrie. This refills your weapon/Critical Edge gauge.

10 COOL THINGS ABOUT SOUL EDGE

1. The mouths move.
2. The Edge Master mode.
3. Side-stepping.
4. Sophitia's skirts get shorter.
5. Knocking weapons out of hand.
6. Raft levels.
7. Taki slits people's throats!
8. Lots of secret characters.
9. Eight weapons per fighter.
10. Faster than the coin-op.



shown in the *Toshinden* series. If you remember, in order to get your player to cartwheel left or right you held down the appropriate shoulder button (L1 or R1). *Soul Edge* steals that idea but makes it even more pleasurable to use. Simply by tapping Down, Down or Down Up on the pad, any character neatly takes a step in either direction and this is perfect for avoiding an opponent's charge and turning his aggression against him.

Now instead of just using the block to deflect blows, you can actually kneel down, duck to the side and before your opponent realises you're not in front of him, you've hit him from the side, or swept him off his feet; leaving him completely disorientated. And it doesn't stop there because of course with your foe out of position, you can now use a different set of killer moves to make the most of his undefended body. Taki likes nothing better than to drop her short sword into the stabbing position and then sneak its blade between her opponent's ribs when they're off balance. Li Long is a master of the nunchakkas, and with a crafty side-step move executed, it's leg sweep, face-smash time. The possibilities are endless. Now are you beginning to see the advantages of weapons-based combat?

And it wouldn't be a descendent of *Tekken* if *Soul Edge* didn't give you the chance to execute all sorts of elaborate and frankly anti-gravitational moves too. Get in close an opponent while they're blocked or simply having a breather and press either n and X, or s and X and you get a glorious and painful special move, usually to the accompaniment of a bone-jarring "crack!"

Choice moments include Sophitia's 'knees around the neck and sharp twist of the hips', Mitsurgi's 'Zorrow slash' and Taki's throat slit which literally brings tears to the eyes (and I'm told it is considerably toned down from the coin-op version). Naturally this is just the icing on the cake of what is one of the most deeply rewarding games you'll ever play.

"Let's see the poxy Nintendo 64 produce something to rival this."

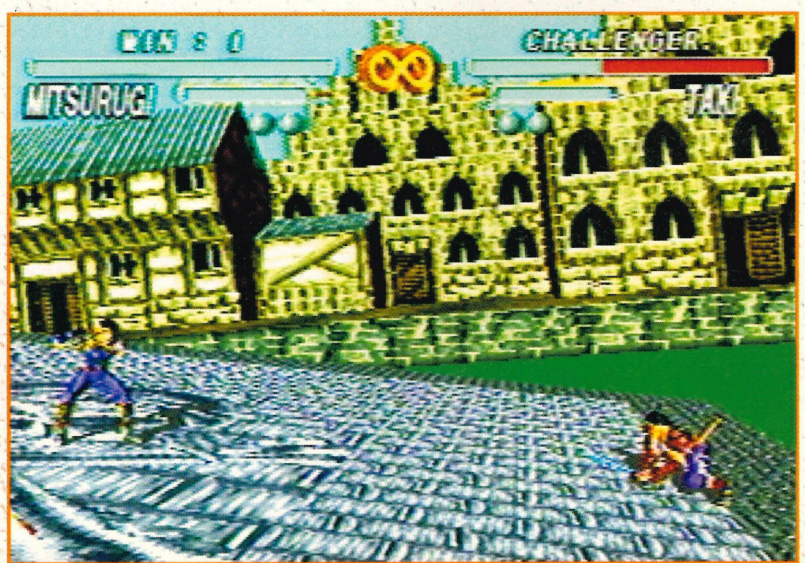
RING STINGER

One of the main differences between *Soul Edge* and the two previous *Tekken* games is the inclusion of the "ring out," or a raised arena which you can be pushed off and lose the round instantly. This is very much *Virtua Fighter* territory, but I have to say that it's always been a great feature and the lack of it was one of my criticisms of *Tekken 2*, particularly the skyscraper stage which was begging for you to be thrown off.

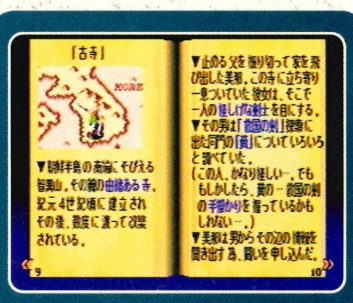
Soul Edge makes good use of the edges of each level, and on Rock's for example, the ground is a hundred feet below, making it even more satisfying when you hurl the big brute to his death. Coupled with the side-step move, there is huge scope for egging on your opponent by standing on the very edge of the level and then nipping out of his way at the last moment and giving him a helpful shove. Two player games don't get much more rewarding than that.

SOUL PROVIDER

To be honest, the backgrounds in *Soul Edge* are its worst feature. Whereas



[Above] *Soul Edge* even features some terrific tilting levels set on rafts. If you pitch your opponent off the edge, they plunge into the water never to resurface. Cool.



EDGE MASTER MODE

One of the most challenging aspects of *Soul Edge* is the completely new Edge master mode, which puts each character on a journey across Europe in search of new weapons and spiritual fulfilment. This section of the game is played through a book, and as the pages turn, you get the option to read the next passage of text, move to a new location, or fight the current bad guy. Of course nothing in life is easy, and there are some conditions put upon the bouts – you don't just have to wipe out their energy. Here's a guide to what sort of Herculanian tasks you must perform to win each new weapon.

POISON

You begin the fight having been poisoned and must kill the opponent with an ever-decreasing energy bar.

THROWS

The only way to win is to abandon all usual moves and defeat him using only throws. Very tough.

TIME LIMIT

A strict timer runs on this stage and you must kill the opponent before it runs out. Nothing else matters.

BREAK WEAPON

Continually hit your foe while he is blocked and you will wear his weapon bar down until it breaks.

MULTIPLE ENEMIES

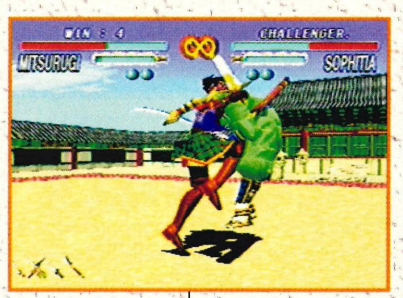
In order to win the stage you must defeat four or five bad guys using the same energy bar.

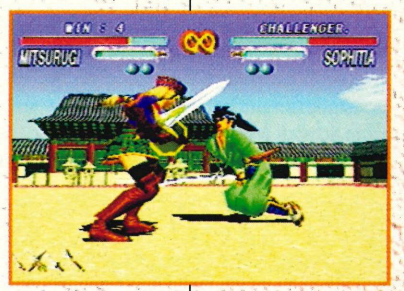
CRITICAL EDGE

Beat up your enemy and then when he is stunned, use the special Critical edge finishing move.











Tekken 2 stunned all audiences with its deeply layered and highly atmospheric landscapes, *Soul Edge*'s prefers to keep them simple, and on some levels, most notably Siegfrieg's and Hwang's, it looks nothing short of drab. Okay so Siegfried, in keeping with his

TAKI



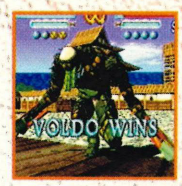


Age: 22
Height: 170cm
Weight: 55kg
Nationality: Japanese
Blood Type: A
Family: All deceased
Weapon: 'Rekki Maru' Katana
Discipline: Dream-Slash Swordian, taught by sensei Toki
Stage: Sealed Shinto Shrine surrounded by bamboo forest.
History: Taki is a ninja by nature – a fearless, athletic, and very spiritual individual who is very much at one with many a spirit. Apart from being a very fine warrior, Taki also hand-crafts her own weapons, and very good at it she is too. Her present weapon, the Katana, was possessed on one of her recent spiritual encounters and Taki became convinced that this was something to do with the Soul Edge, hence her journey of spiritual awakening to find the blade and master its art.

Weapons (Earned in Edge Master Mode)

1. Katana. Quick and effective.
2. Tessen. More powerful than the Katana.
3. Mekkimaru. This weapon is powerful but drains your life.
4. Jitte. Powerful, fast and deadly.
5. Gaia Sword. This blade refills your life.
6. Kunai (see Kunimitsu in Tekken)
7. Engetsu. Wicked and savage. Beware.
8. Soul Edge. Say no more.

VOLDO





Age: 43
Height: 183cm
Weight: 79kg
Nationality: Italian
Blood Type: A
Family: Four brothers killed in the war
Weapon: Katar hand-mounted blades
Discipline: Freestyle
Stage: Signor Vercci's Money Pit.
History: Twisted, scary and unpredictable, Voldo is the token lunatic of Soul Edge. Voldo is the last remaining man that made up a huge convoy that was funded and led by a power-mad Italian, Vercci. Having sold weapons to warring European neighbours, Vercci became intrigued by the far east, and the Soul Edge in particular. So off went the convoy in search of the weapon, only to meet with a terrible fate inside a vast pit that was dug especially to hide his wealth. Now only Voldo remains to continue his master's quest.

Weapons (Earned in Edge Master Mode)

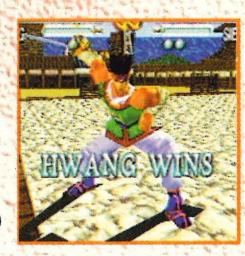
1. Katar. Sharp, and extremely lethal.
2. Full-Moon Rings. More powerful than the Katar.
3. Iron Claws. A deadly sculpture of twisted metal.
4. Guillotine. Fatal if connected, will slice through weapons like they aren't there.
5. Poison Needles. Strike your opponent and watch them die, slowly.
6. Buffalo Horns. This weapon refills your life.
7. Pata. More powerful than ever.
8. Soul Edge. This weapon is 2.6 times longer than normal!

HAND-TO-HAND

Beneath your energy bar is a small sword icon which denotes your weapon power. If you repeatedly block during an assault, or if you use your Critical Edge move too often, this bar depletes until it runs out. When this happens, you lose your weapon and must fight hand-to-hand. Not a good idea when the hairy bloke in front of you is holding a seven foot Claymore.



HWANG SEUNG KYUNG



Age: Unknown
Height: 171cm
Weight: 60kg
Nationality: Korean
Family: Seung Han Myong (uncle and teacher), Seung Mina (cousin)
Weapon: Sword
Discipline: Seung Dynasty Sword with freestyle Tae Kwon Do
Stage: Baekdu-San mountain in Korea (also the name of a character in Tekken 2!)
History: Hwang's route into martial arts started with Tae kwon do, which he learnt at an early age. He rapidly attained the top level black belt accolade, and grew bored with unarmed combat. He took to challenging all-comers to scraps in the town square for money when he was spotted by Han Myong – the town's weapon master. The rest is History. Hwang soon became Myong's star pupil of the Seung dynasty. This was why he was sent in search of the Soul Edge.
Weapons (Earned in Edge Master Mode)
1. Plain Sword. Standard weapon is fast and effective.
2. Pulse Sword. Watch the speed-blur, man!
3. Shoryuto 'Hayzan'. Lighter and stronger than the Pulse.
4. Kyokuto 'Raien'. Cuts through steel like nobody's business
5. Falchion. Has very high attack power.
6. Shoei. This weapon refills your life.
7. Kongoken. Run for your life!
8. Ganko. This sword's blade is made from light and is invisible, but it's very long!

CAPTAIN CERVANTES



Full Name: Captain Cervantes de Leon
Age: 48
Height: 177cm
Weight: 80kg
Nationality: Spanish
Blood Type: Unknown
Family: Deceased
Weapon: Twin Ghostly Sabres imbued with power of Soul Edge
Discipline: Freestyle
History: Cervantes is the most bloodthirsty, double crossing pirate ever to roam the South Seas – which is why his possession of the Soul Edge is particularly unfortunate. He came upon the sword by the strangest of coincidences. Whilst patrolling the Central American waters, he encounters Vercci and his convoy. With weapons drawn, he boarded the boat and struck a deal whereby Vercci promised him half of his money if he could locate the Soul Edge. Cervantes didn't keep his side of the bargain and slaughtered Vercci, nicking ALL of his loot in the process. Cervantes then met Earl Adams' yacht outside Central America. Cervantes went aboard under the guise of peace, asking for a small donation of food. He played cheerfully with Robert, their eight year old son, and conversed pleasantly with the Earl and Lady. Despite his bloodthirsty behaviour, Cervantes had gentlemanly aspirations, and could project a kind nature. He then heard a voice in his head, as if from beyond the grave... It was the Soul Edge sword. Galvanised into action, Cervantes drew his sword and disappeared below decks. Moments later, he reappeared, holding the Soul Edge in one hand and his scimitar in the other. He was now a man possessed.
Weapons (Earned in Edge Master Mode)
1. Soul Edge. Not a bad start!
2. Main Gauche. Quicker to wield, thus deadlier.
3. Defender. It'll take a lot to smash this.
4. Niroto. This will refill your energy.
5. Tachi. Bulky and slow to use, but powerful.
6. Sanho Sanjinto. Get outta there friend!
7. Heavy Lance. Easily smashes through defences.
8. Halper. Deadly hooks to skewer enemies.

knight image, has his home turf in front of a besieged castle, but did those catapults have to look quite so two-dimensional?

Many of the other levels, such as Rock's, with its knee-high grass and perilous drops, are pretty good though, and special mention must go to the two tilting arenas which look fantastic. Somehow it adds immeasurably to the gameplay if you're fighting on a raft which is floating down a river and pitching this way and that. Added suspense is gleaned because instead of falling out of the ring, you actually plunge into the drink if you lose the match – an excellent touch, and an idea borrowed from *Virtua Fighter 3*. It's just a shame that you couldn't force the opposite end of the raft into the air if you were both grappling on the same side. That would have been special.

STAYING POWER

Soul Edge is a real stayer. Throughout the production of this entire issue of Play there was rarely a moment when someone wasn't playing it somewhere in the office, and this is testament to its long term challenge. Once you've completed the arcade game with all the characters, secret ones appear and so you've got to start from scratch with them. Then you've got the excellent Edge Master mode, which gives every fighter eight different weapons to choose from (and each affects the way they fight even further), and believe me, it's a true *Soul Edge* master who can complete the game on all its levels.

From the wealth of screenshots in this review I can tell you're already drooling at the mouth because, well let's face it, *Soul Edge* is the best looking game on the PlayStation by a long long way. Animation, range of moves, character variety, special features – it adds up to a game that has "Classic" written all over it. Apart from the some uninspirational backgrounds, the only problem with the game is that some characters have a tendency to pause before doing special moves, and in this game, a millisecond delay can get you killed. Other than that it's damn near perfect.

If you've got an import machine, a converted one, or you can do the disk swap trick (only possible on very early PlayStations) then I urge you to buy *Soul Edge* now. Drop everything, get to your local import shop and buy it because it represents state-of-the-art gaming and pushes the PlayStation to its limits. If not, then get saving for the official version out in March and be smug in the knowledge that short of nicking a coin-op, this is the closest thing you'll ever come to arcade perfection in the home.

SECRET CHARACTERS

SOUL EDGE

How to obtain: To play as Soul Edge, either complete the game with each of the 10 normal players, or play the game for 20 hours.

SOPHITIA!

How to obtain: Complete the Edge Master Mode with Sophitia and obtain her eighth weapon. Now scroll left on the character select screen and there she'll be.

SOPHITIA!!

How to obtain: No mean feat, simply complete the Edge Master Mode with every character and collect every weapon!

SIEGFRIED!

How to obtain: Simply complete the Edge Master Mode with Siegfried and obtain his eighth weapon. Then go to the character select screen and scroll left.

HAN MYONG

How to obtain: You must find Seung and Hwang's second endings. To do this, simply bash the buttons and rotate the pad during the end sequence to alter it slightly. He should then appear with the rest of the hidden characters on the select screen.

"*Soul Edge* represents state-of-the-art gaming and pushes the PSX to its limits..."

PLAY

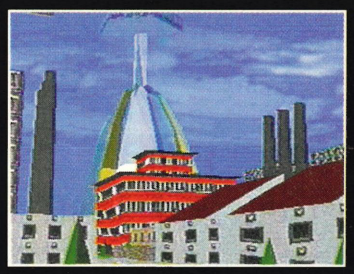
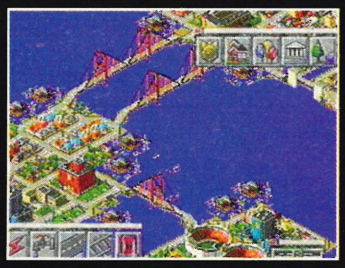
Looks	●●●●●●●●●
Sounds	●●●●●●●●○
Gameplay	●●●●●●●●○
Value	●●●●●●●●○
Ching!	●●●●●●●●●

PLAYED 96%

All hail the new king in town!

Alternatively:
Tekken 2 (95%)
Tobal No.1 (94%)

"PlayStation?"

Play god.

SIM CITY 2000 on PlayStation™

"In short SimCity 2000 is a superb title that is going to keep you hooked."
Score 94% (CVG)

"It's no surprise to see SimCity 2000 holding onto the top spot"
(PC GAMER)

"Lovely graphics and an involving simulation make this game a classic."
(MAC FORMAT)

"It's addictive... there are unlimited things you can do."
(PC WORKS)

They said it. Now you can play it. For the first time, SimCity 2000 is available for the Sony PlayStation.

With 3D graphics and a unique first person drive-through, the best selling simulation is now even better on the ultimate format.

With Sony PlayStation you can play with great games. With SimCity 2000 PSX, you can play with lives.

MAXIS

FREE!
MOBILE PHONE OFFER WHEN YOU BUY THIS GAME!!!



MAXIS LIMITED, CALEDONIA HOUSE,
223-231 PENTONVILLE ROAD, LONDON N1 9NG
MAIN TELEPHONE: 0171-505 1500
MAIN FAX: 0171-505 1600
WEB ADDRESS: HTTP://WWW.MAXIS.COM

"PS" and "Playstation" are trademarks of Sony Computer Entertainment Inc. © 1995

RESIDENT E

RESIDENT EVIL HAS SINGLE-HANDEDLY SOLD A WHOLE LOAD OF PLAYSTATIONS. WE BRING YOU AN IN DEPTH LOOK AT THE MOST EAGERLY AWAITED PSX SEQUEL YET.

Written By Graeme Nicholson

Aaaiiiieeee!!!

Get off my intestines, you undead fiend! Well, it had to happen, didn't it? Ever since *Street Fighter Zero* was released in Japan and with it the fantastic *BioHazard* movie which was supplied as a free demo, the success of *Resident Evil* has been unstoppable.

As you know, atmosphere is what made *Resident Evil* such a terrifyingly compelling experience in the first place, and even the absolutely atrocious acting wasn't enough to break the spell when you were by yourself at night, the stereo pumped, nervously clutching a shotgun as you went through every new door. Nobody could honestly tell you it didn't take a few years off their life the first time they were walking along that ominously quiet hallway and the Dobermann dogs came crashing through the window and straight for their throat!

Well, Capcom has joined their two *Resident Evil* games together with a clever little atmospheric story, and it begins directly after the end of the first game, in the morning of 25 July, when the two remaining survivors of the STARS team were rescued from the dark mansion. Landing in sleepy nearby Raccoon City, the two heroes told their unbelievable tale of horror from the safety of the State General Hospital.

For the first time the shocking truth was revealed about the mysterious mansion in the forest: the set-up, the expanse of underground labs, the bio-weapons research – everything. All the evidence needed to build a major case against Umbrella (the company which owned the mansion in question, the surrounding property, and also a large pharmaceutical company) was easily accessible and in abundant supply, considering the statements of the two STARS members as well as everything still intact at the mansion after the explosion.

The nature of the experiments, in particular those on human beings, drew great attention to the case, and it goes without saying that the resultant scandal meant immediate arrest for many of Umbrella's employees, and the cessation of all business within the company. It would appear that crime really doesn't pay, kids.

Severed Head

Meanwhile, in just two short months since the brave escape from the mansion, the population of Racoon City had taken on an altogether familiar, beastly form...

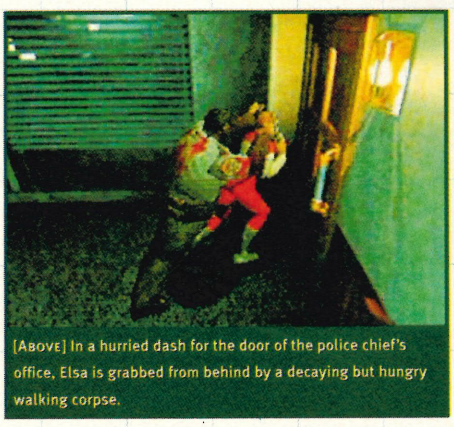
At first it appeared that a few innocent citizens of this subdued town were suffering from what was merely an anomalous skin disease, but it didn't take long for some locals to make the link between the explosion and what was rapidly becoming... an outbreak! The ignorant and ill-equipped authorities never made an official investigation into why the city's population were starting to shed their skins and leave important limbs and major organs behind when they left

Blueprint

Publisher: Virgin
Developer: Capcom
% Complete: 75%
Expected Release Date: March '97
Origin: Japan
No of Players: 1
Web Site: www.capcom.com



[Above] Elsa has discovered the shotgun, but the question is: when she walks out that door, will we have to watch a maddeningly slow door opening animation sequence? We hope not.



[Above] In a hurried dash for the door of the police chief's office, Elsa is grabbed from behind by a decaying but hungry walking corpse.

10 COOL THINGS ABOUT RESIDENT EVIL 2

1. More zombies per screen (7-10).
2. Blood stays on walls and clothes.
3. You can blow the zombies in half and watch them crawl on their bellies!
4. Elza wears tighter clothing than Jill.
5. Areas of the game are set on fire.
6. It contains a shooting range which can be used for target practice.
7. You get to shoot policemen (hey, that's enough of your subversive talk Nicholson – Ed).
8. You can wear different clothes and armour for better protection.
9. Instead of just fading to black, you now get graphic death scenes.
10. It's out on PlayStation first – ha!



EVIL 2

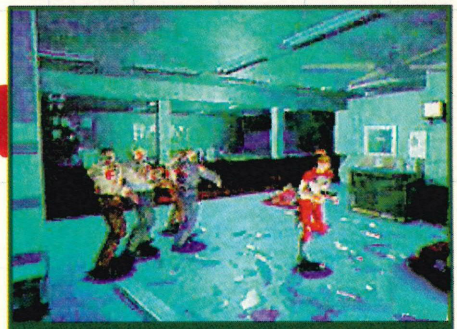
UNDER CONSTRUCTION

THINGS TO DO IN RACOON CITY WHEN YOU'RE DEAD

THE INCREASED AMOUNT OF CHARACTERS WHICH CAN BE DRAWN ON-SCREEN AT ONCE MAKES FOR SOME TRULY SHOCKING GANG-ATTACK DEATH SCENES. UNFORTUNATELY, AS IN THE FIRST GAME, THE SCREEN WHITES OUT AS THESE SCENES OCCUR, AND THESE PICTURES WERE TAKEN WITH A CONVENTIONAL CAMERA ON A TV SCREEN, SO APOLOGIES FOR THE POOR DEFINITION.



[ABOVE] This looks like Elsa'a dramatic entrance as she breaks through the iron shutters on her motorbike.



[ABOVE] Four dribbling monsters doing the 'locomotive' is too much for our Elsa. She's off!



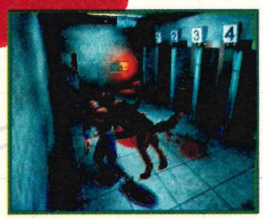














their houses.

And so we come to the new adventure, based around the Racoon City Police Department's building, where all the cops are now living-dead monstrosities with the exception of a few frightened boys-in-blue on the top floor. These battered survivors have managed to maintain a crude barricade between themselves and their uninvited guests, but the food and ammo supplies are getting very thin.

It is among these men that we find our tough male hero this time around, Leon, a rookie who has only just been assigned to the Racoon PD. Just as Leon is preparing to execute his boneheaded plan to simply run out of the station, past the zombies and eventually out of town, a young lady, Elsa Walker, comes thundering through the locked doors on her motorbike, thinking the police station is probably the safest place to hide out from those crumbling, slimy denizens of hell. Elsa is the selectable female character for *Resident Evil 2*, and although she's young, she is one tough girl.

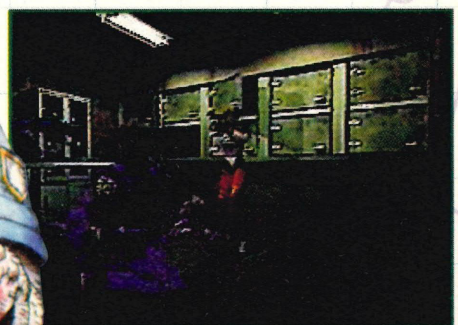
"Eat chainsaw/ leafblower/ hedge-trimmer death you stinking spaw of Satan!

RETURN OF THE LIVING DEAD

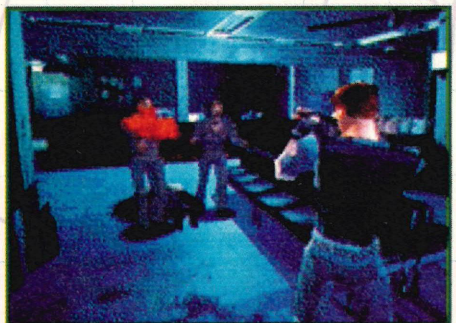
You can expect the two new characters in *Resident Evil 2* to use a similar difficulty method to the original. Chris and Jill were used by Capcom in the first game as vehicles for the Hard and Easy difficulty levels, but with essentially the same storyline to follow. Chris was given more restricted space to hold collected items, and only started the adventure off with a crummy little knife. Jill was blessed with her Beretta automatic from the very beginning and had more inventory space, but was somewhat weaker than Chris and so more prone to death when having her jugular sucked by some walking-dead abomination. This time Leon is effectively the Hard option, and Elsa is, er, Easy.

The idea to provide a bigger difference between each character's game seems to be that while Leon is trying to get out of the police station, Elsa is trying to get further in! Novel, yes, but unfortunately that means the whole damn thing is set in one location again, after all the noise about the game being set across the whole city. We hope that the





[ABOVE] Catching a zombie side-on with gunfire, Elsa drops a rabid cop to his knees in the morgue. Will the UK censors cut the in-game gore this time?



[ABOVE] The detail of the main characters when they get up close has been improved. Here you can see Leon wearing his body armour.

SPURT, SPURT, SPURT!

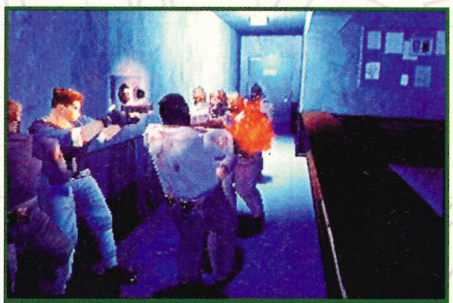
A NOTABLE ADDITION TO *RESIDENT EVIL 2* IS THE FACT THAT YOU CAN BLOW OFF PORTIONS OF THE ZOMBIES. HERE WE SEE THE ENTIRE TORSO CUT INSTANTLY IN HALF BY A SHOTGUN.



CRAWL, CRAWL, OOZE, OOZE

AND WHAT ABOUT THIS FOR AN EXCELLENT FEATURE. ELSA SHOOTS AN APPROACHING ZOMBIE IN THE LEGS AND THEY SHATTER, LEAVING HIM TO CRAWL ON HIS BELLY.





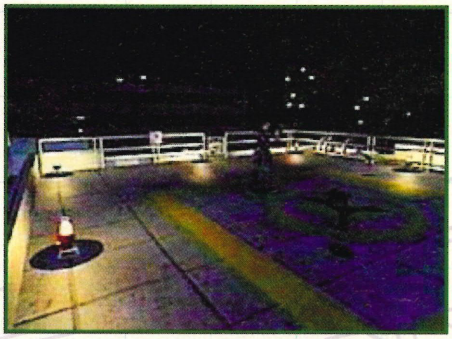
[ABOVE] Amidst the chaos of a seven zombie ambush, Leon puts his piece to the temple of one of them and squeezes off a round through its sponge-like brain! This makes us very happy.

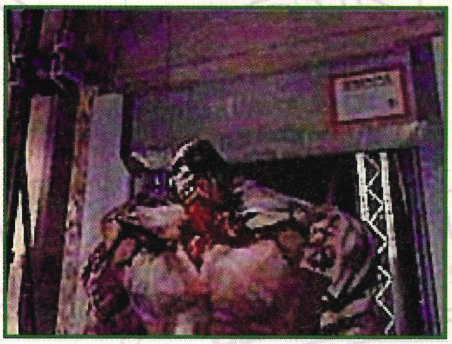
finished version will show more evidence of outside environments – imagine making a break for it across the zombie-ridden street from one building to another, maybe from the police station to the local gunsmith's... or the hardware store! Eat chainsaw/leafblower/hedge-trimmer death you stinking spawn of Satan!

Not to worry though, the apparent closed environment doesn't mean Capcom is getting lazy on us and simply releasing the same game in a different building, as there are already quite a few neat little enhancements in place.



[ABOVE] As Elsa squeaks around in her leathers, she discovers this locker with its door off the hinges. Hey, is that a rifle in the back there?





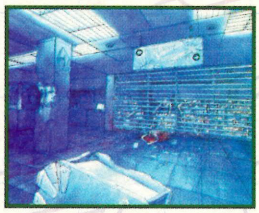


Interactive cosmetics might sound like it involves talking to a tub of moisturiser, but in this case it means something much better. In *RE2*, when you find an item of clothing, a jacket say, you can put it on, and it will physically appear on your character. If it's a tough jacket, it will increase your resistance to bites and other dangers in that area, and if it has pockets then it actually expands the storage space you have on your person.

Furthermore, all clothing is susceptible to damage during the game, so rips and tears become visible as you are attacked, and upon



[ABOVE] It may seem impossible to some, but the gore level has been stepped up since *Resident Evil!* Watch that zombie goop fly towards the camera!







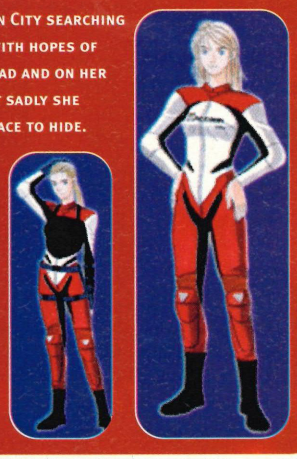
10 BOGUS LIES ABOUT RESIDENT EVIL 2

SOME CHOICE PORKIES THAT HAVE BEEN CIRCULATING RECENTLY AND ARE OBVIOUSLY COMPLETE GUFF.

1. YOU CAN EXPLORE AN ENTIRE CITY.
2. YOU HAVE OVER 20 TYPES OF WEAPONS INCLUDING A FLAME-THROWER AND CHAIN-SAW.
3. THE GAME ENDS WITH A NUCLEAR EXPLOSION.
4. YOU CAN PLAY THE FIRST GAME WHILE *RE2* LOADS. IF YOU FINISH IT YOU GET A SPECIAL KEY.
5. YOU MUST BECOME A ZOMBIE TO FINISH THE GAME.
6. ELSA EVENTUALLY EATS LEON UPON BECOMING INFECTED.
7. YOU CAN GET IN AND DRIVE CERTAIN VEHICLES SUCH AS A POLICE CAR AND MINI METRO.
8. YOU ARE ABLE TO USE THE SHOWERS AND WASH OFF ZOMBIE BLOOD.
9. CAKE PLAYS A PIVOTAL ROLE IN THE GAME.
10. IT WILL BE RELEASED ON TIME.

ELSA WALKER

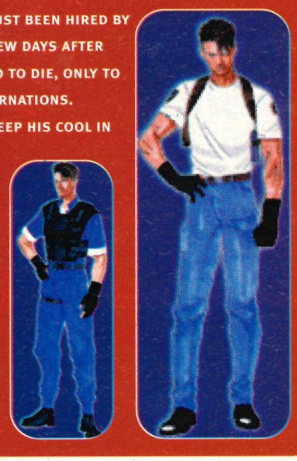
A motorcycle lover who turned up in Racoon City searching for fellow enthusiasts of the iron horse, with hopes of forming a race team. Being quick both on the road and on her feet, she avoided the zombies for some time, but sadly she thought the police station looked like a safe place to hide.



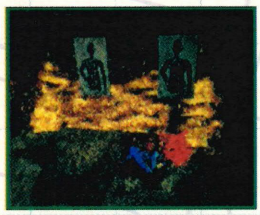
Age
19
Blood Type
AB
Favourite Films
The Long Kiss Goodnight, Easy Rider
Likes
Vehicle maintenance, cake
Favourite Texture
denim

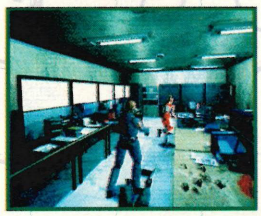
LEON SCOTT KENNEDY

Inexperienced cop Leon Scott Kennedy has just been hired by the Racoon City Police Department. Only a few days after his first clock-in, the city's inhabitants started to die, only to eventually rise again in their bloodthirsty incarnations. Although he's fresh on the scene, he's able to keep his cool in tough situations, and he still has his strength.



Age
23
Blood Type
O
Favourite Films
Anything with Clint Eastwood
Likes
Lara Croft, chicken fried rice
Favourite Texture
Velvet





shredding a frisky zombie with your sidearm the resultant blood spatters across your attire, as well as the surrounding walls and floor. At PLAY, we are always glad to hear of games getting more violent, more gory, and generally more disgusting in their design. This is real progress.

Wrongful Death

Many more zombies than before can now be placed simultaneously on screen, allegedly ten at one time, although we have only viewed scenes with a maximum of seven neck-biters present. Whatever the number, this is certainly going to make for an even more frightening experience, with the possibility of being literally surrounded by zombies. This advancement however raises the question: will the less than intuitive third-person control system be tweaked to have a faster response? The characters of the original are definitely too sluggish to take out a room full of approaching zombies without at least severe damage to their persons. With *Resident Evil's* maximum three zombies attacking at once it was a sweaty, rushed, heart-in-you-throat situation, I don't fancy my chances with ten!

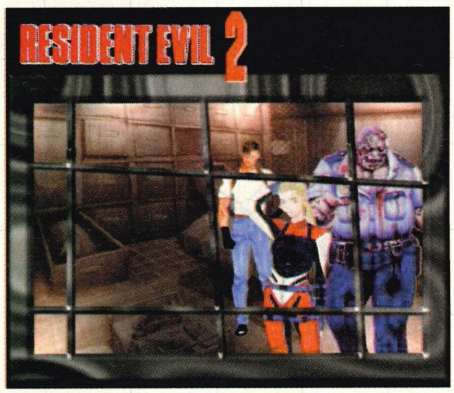
These and so many other question can only be answered when we bring you a full review sometime soon. Of two things you can be certain: it's going to be good, and it's going to sell.

SOFTOGRAPHY

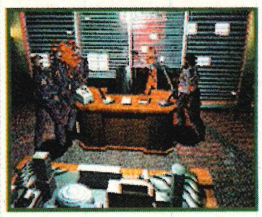
Resident Evil
Street Fighter Alpha
Street Fighter Alpha 2



[Above] PLAY has heard that several dogs were hurt and killed during the making of the game, to study their exposed rib-cages and the bodily motions they go through as they are repeatedly shot to the ground at close range. No, not really.

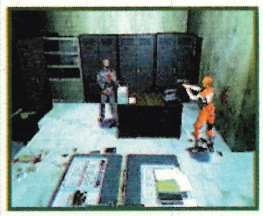


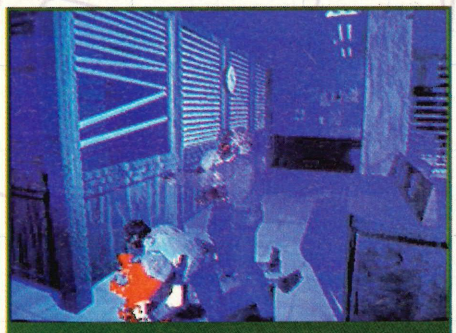






[Above] The dogs are faster and stronger than before, and in police-dog tradition they are German Shepherds this time as opposed to Dobermanns.





[Above] Leon has his throat ripped out as the two other zombies wait their turn, discussing the woodwork.

BLOOD O

Legacy Of Kain



SMEAR GARLIC AROUND THE DOOR FRAME, SHARPEN YOUR STAKES AND DON'T FORGET TO WEAR YOUR CRUCIFIX BECAUSE THE VAMPIRES ARE COMING...

Written By Damian Butt

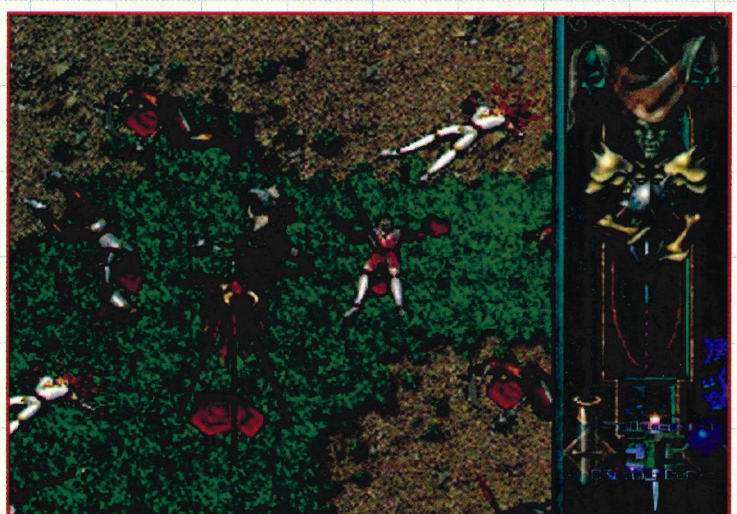
"I vant to suck your blood!" OK, so that's a clichéd way to start a feature on a vampire game, but it's 2am and the PLAY team has just watched the entire back catalogue of Hammer Horror films in preparation for *Blood Omen: Legacy of Kain*, a blood-sucking, entrail-spilling RPG from US developers Silicon Knights and Crystal Dynamics.

So far the PlayStation has had the Japanese anime style game, *Suikoden*, which was let's face it, very 'nice.' But *Legacy of Kain* is a full-on horror game and the PSX's first adult RPG. Yes it will cause you to burn the midnight oil, and yes the spine-chilling atmosphere will scare the willies out of you.

Blood Omen was first shown to privileged gaming press at the E3 show in 1995 where the respected *Die Hard Game Fan* magazine instantly awarded it the best overall game. Since then we at PLAY have received periodic news from UK publisher BMG on the impending release. We even decided to hold off on the import review of the game (out now), because *Blood Omen* is such a huge adventure, that covering it just for the sake of an early review would hardly be fair. You can expect the most comprehensive review of the game ever next issue though. This is merely to get you drooling.

Blueprint

Publisher: BMG
Developer: Silicon Knights/ Crystal Dynamics
% Complete: 99%
Expected Release Date: Mid March '97
Origin: Canada
Web Site: www.vaxxine.com/siliconknights
No of Players: 1



[ABOVE] *Blood Omen* features an extraordinary amount of gore and exposed body parts. Here Kain happens across a fresh battlefield.

WELL DONE

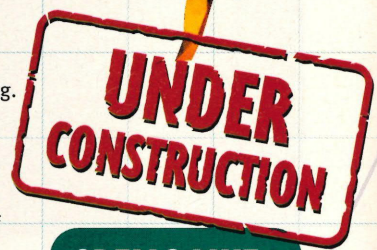
Blood Omen: Legacy of Kain was conceived by Denis Dyack in 1994 and originally called *The Pillars of Nosgoth* (Nosgoth being the name of the mythical land in the game). The whole project was storyboarded, just like a major motion picture, and the life of Kain himself was scrupulously detailed by Dyack and Ken McCulloch who later went on to write the screenplay for the in-game cinematics.

The idea was to have a game which would appeal largely to adults and would thus feature graphic depictions of gore and violence – you do play a vampire after all. The Kain character was, according to Dyack, based on Clint Eastwood in the film, *Unforgiven*. The key point to remember about that film is that there were no real bad guys, and it is the same for *Blood Omen*.

MEDIUM

Is Kain evil? The villages certainly think so, after all he does spend most of the game ripping out the necks of pale young virgins. But put yourself in his position. You've just been bludgeoned to death by brigands after a night on the town and then down in the bowels of hell the Necromancer, Mortanious, offers you eternal life to seek out your murderers regardless of the consequences. Not surprisingly you jump at the chance, but only when you awake in a tomb do you realise that in order to bring you back from the dead, Mortanious has turned you into a vampire; destined to wonder the earth in limbo.

Kain is cursed to remain a Nosferatu for eternity unless he can destroy nine evil powers



SPELLS LIKE TEEN SPIRIT

YOU DON'T JUST USE YOUR SWORD OR TEETH IN *BLOOD OMEN* – OH NO, THERE'S TONS OF MAGIC TO BE HAD INCLUDING THIS LITTLE LOT...

[SANTUARY]
INSTANTLY TRANSPORTS YOU BACK TO YOUR CRYPT.

[LIGHT]
TEMPORARY ILLUMINATION.

[ENERGY BOLT]
LONG RANGE MISSILE ATTACK.

[HATE]
SETS ENEMIES AGAINST EACH OTHER.

[INCAPACITATE]
HOMING MAGIC MISSILE THAT FREEZES OPPONENT.

[CONTROL MIND]
MAKES A HUMAN DO YOUR BIDDING.

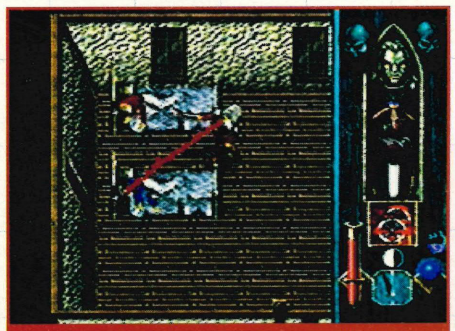
[BLOOD SHOWER]
DRAWS BLOOD FROM MULTIPLE VICTIMS.

MEN:

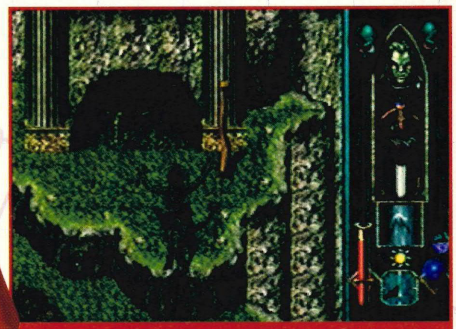




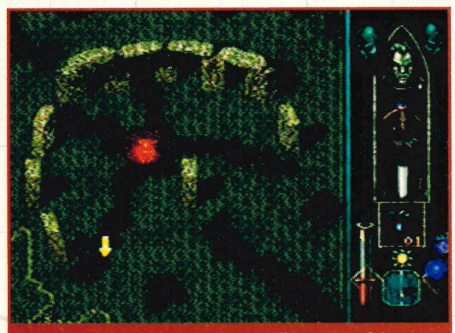
[Above] Kain takes part in huge battles as well as wandering the earth like his namesake out of *Kung-Fu*. Here you can see the high level of detail in the game.



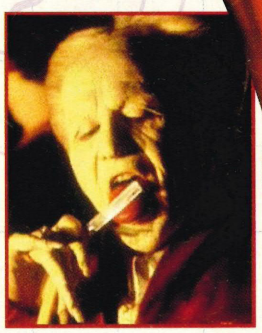
[Above] Once struck with your sword, press the X button to drain your victims of their blood. This then acts as your energy level.



[Above] The wolf incarnation lets you leap up to high ledges which are otherwise inaccessible. Here Kain reaches a cave containing a save point.



[Above] During play you can always call up a map of the immediate area and this is useful for finding caves hidden off the beaten track.



"Unfortunately, there's no "tempt the buxom young wench out of her nightie option..."

in the land which represent the nine pillars of Nosgoth. Each pillar was a person, but Arial, who was the pillar of balance was murdered and the rest of the group went insane. Only by seeking each pillar and destroying it will Kain be finally released from his curse, or is this just a cunning ploy by the necromancer to destroy any magical resistance left in Nosgoth?

Rare

This must be the first time a game has featured a vampire as the lead character and it opens all kinds of possibilities for limitless fun. Young women can be stalked, villagers dismembered, and you can transform into mist, a wolf, or bat, and each gives you bonus abilities. The bat form for example allows you to travel vast distances in little or no time and you are also treated to a glorious rendered sequence showing you clipping the trees as you speed over Nosgoth to your destination.

Of course there is a downside too. Sunlight burns you. Crucifixes are a constant niggle. And as for state of your skin – well let's just say that Oil of Ulay is pretty much out of the question.

It is also preferable to confront more powerful foes during the hours of darkness because you are far stronger, and the wolf incarnation is most powerful during a full moon. Naturally for this to work, the game is bathed in sunlight and darkness to imitate the passing of time. There are also various weather conditions which help to make the game highly realistic.

Charcoal-grilled

But this is not just a walk-around-and-suck bloodfest because *Blood Omen* is crammed with strategy elements

I didn't mean to call you a meatloaf, Jack

One of *Blood Omen*'s more enjoyable aspects is the ability to transform into various supernatural forms that can be used to make the game easier, but you have to use them correctly.

[Bat]



With enough magic ability you can use this form to travel great distances in minutes. You must first uncover a 'Bat marker' during your walking adventures to use this option though.

[Wolf]



The lupine form allows Kain to leap over streams, pits and onto small ledges that were otherwise inaccessible. The wolf uses its massively powerful claws to attack, but it's best at a full moon.

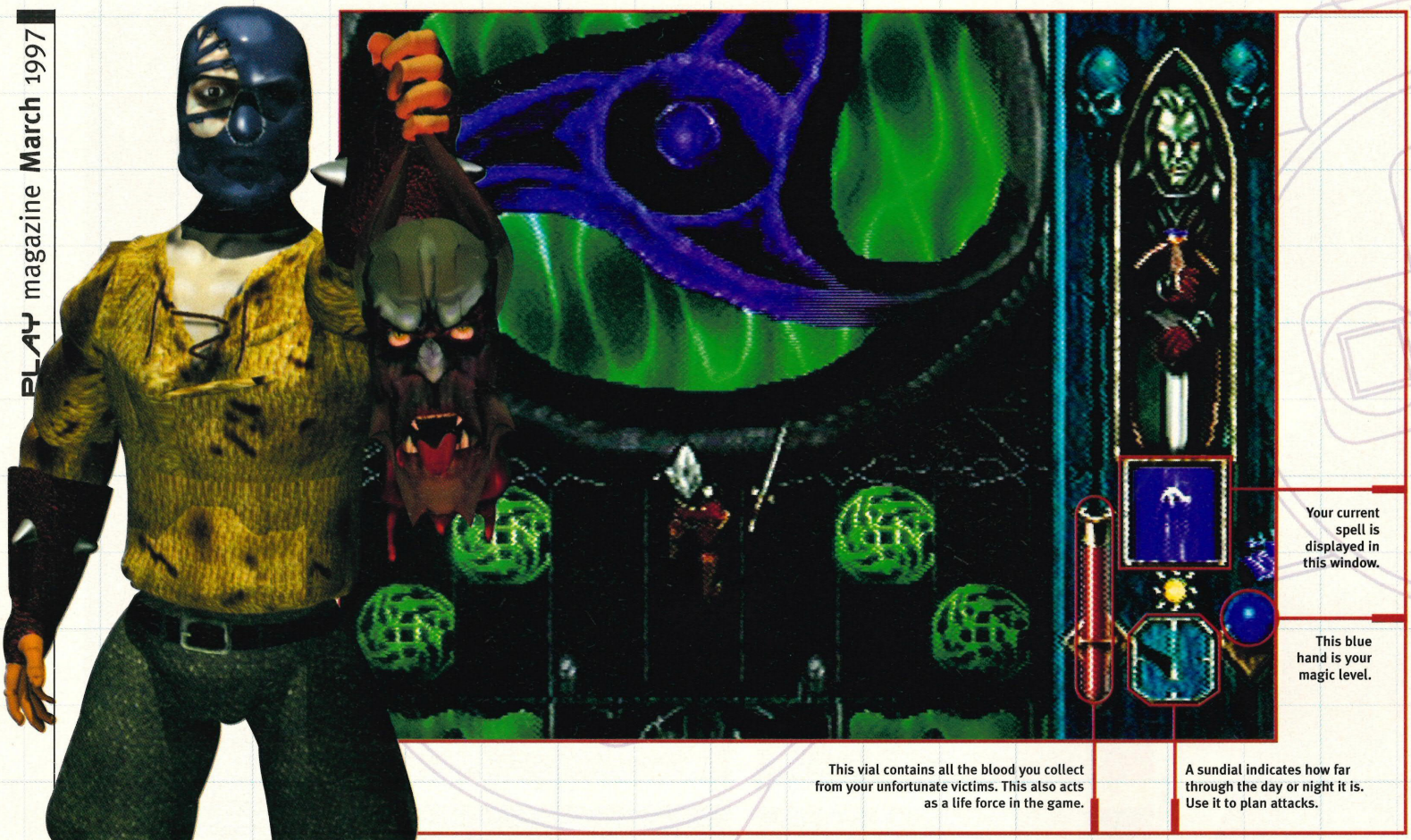
[Mist]

Just like in Francis Ford Coppola's Dracula, you can instantly turn into vapour and float over running water, through tiny cracks in the wall, and of course under locked doors.

[Disguise]

This handy magic turns Kain into a normal villager unless your special powers run out. This is useful for passing among enraged peasants and then escaping out the other side.







[Above] You're going nowhere darlin'.
[Below] The rendered cut scenes are impressive.

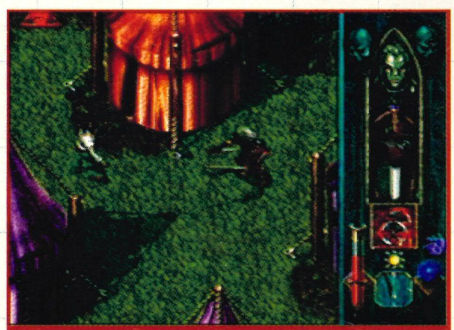


that are guaranteed to prolong the game's life. Not only are there many different weapons (axes, spiked balls, flaming swords) to help you kill the more stubborn of Nosgoth's denizens, but you must also constantly learn new spells and be on the lookout for hundreds of secret rooms, many of which are vital to your quest.

The Spirit Forges for example are hidden behind stone doors unless bathed in the light of a full moon. Once inside you can trade your blood for useful items. This of course means you always need a plentiful supply of human bean juice and luckily there's a sleepy hamlet around every corner. Night attacks are best because you can butcher innocent victims while they sleep. Unfortunately, there's no "tempt the buxom young wench out of her nightie opt

"Sunlight burns you. Crucifixes are a constant niggle – let's just say that Oil of Ulay is out of the question!"

Gravely mistaken



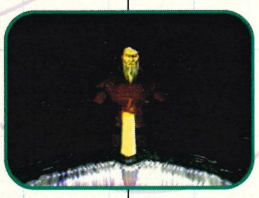
[Above] "Lucky white 'ether, zer. 'Ow about some clothes pegs...HUUUK!" A gypsy meets his maker and not before time.



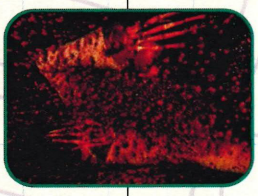
FANGS FOR THE MEMORY

Stunning FMV sequences are used to great effect in *Blood Omen*, and the drama of the story is well conveyed with tons of blood and gore thrown in to get a 15 rating. All publicity is good publicity.

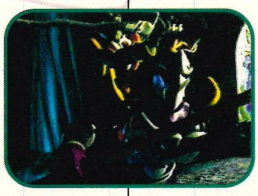


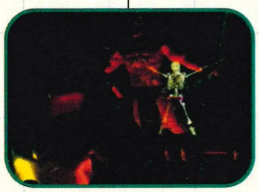


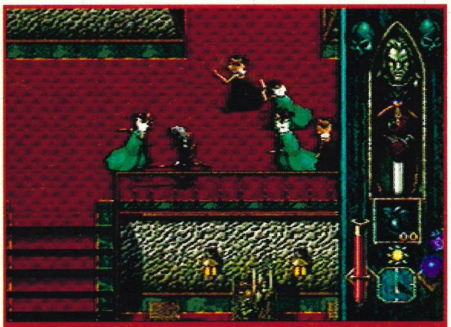






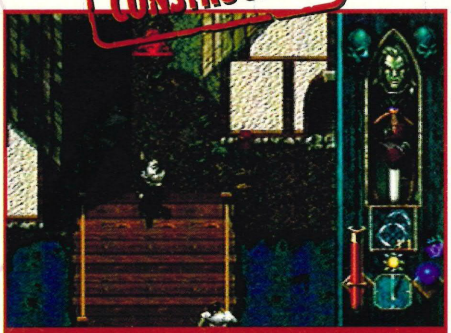






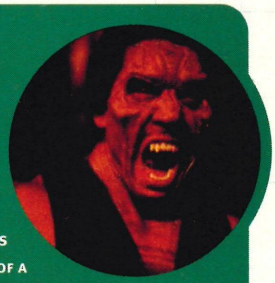
[Above] Later in the game you can even enter a whorehouse dressed as a peasant, and then purge the building of harlots with your razor sharp teeth!

UNDER CONSTRUCTION



[Above] This town is patrolled by a squad of well armed guards. If you want to get past without major dentistry, use your magic to act as a disguise.

FROM DUSK TILL DAWN



How exactly do you kill a vampire these days? Play presents the full list of legendary and movie inspired methods...

[Anything cross shaped]

As proved by Hammer films, you don't need a silver crucifix to kill or ward off a vampire, just use two sticks held together, some candlesticks or indeed the shadow of a windmill for instant results.



[Running water]

Not only can a vampire not cross said offending H20, but if they so much as dip in a toe, it's instant death. Solution, always retreat to the bathroom and run a bath if sharp fanged thing tries to 'neck' you.

[Stakes]

Originally it was wooden stakes made of only the purest oak, but over the years this has been extended to iron railings, spears, broken shards of a chair, the end of a shotgun and even a church steeple.

[Death by stereo]

Why go to the trouble of carving a stake or persuading a priest to bless some water when you can simply ram the offending vamp into a badly wired up jukebox.

[Holy water]

Either flung in the face causing major skin blistering, fired in condoms, or collected in large amounts and then having the vampire unceremoniously dumped into it.

[Daylight]

Nothing spoils a blood-sucker's killing spree more than a few shards of daylight – one touch and they're history, a bit like gremlins. In the movies, sometimes it merely burns and they run off, but occasionally you get a full-on explosion of flesh. Nice.

Blood Omen is littered with instances where you main overhead exploration sections are interrupted by smooth FMV. When you are first attacked and killed outside the tavern in Ziegstruhl, the view switches to show you hanging from two posts with a sword stuck through your back, and the movie that follows is worthy of Hollywood. Many of these scenes also introduce you to the excessive amount of gore in the game, and it is these that give it a hard edge. It goes further than *Resident Evil*, with impaling, skin flaying and major skin puncturing action, and this is why the game will no doubt receive a certificate by the BBFC before release. We're betting on a 15 rating, but you never know...

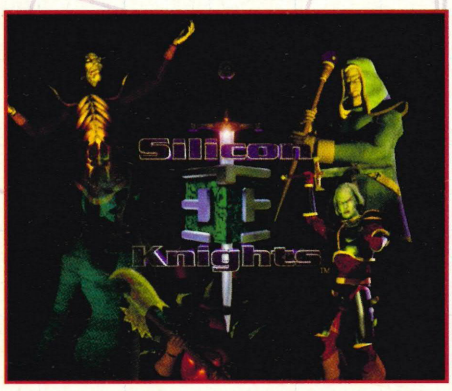
Blood Omen looks like every other top down adventure game to the casual observer, and it is true that you do spend a great deal of time wandering around. However there are hundreds of options in the game, and through the use of chilling sound samples and excellent lighting effects, the developers have captured what it might really be like if you were 'one of them.' In addition you can save the game if you reach certain temples, and there's even the option to view all the FMV at your leisure in the Dark Diary option.

We're expecting big things of *Blood Omen* and while you're reading this, we're busy trying to complete the game for the review next issue. The only garlic in the ointment is the fact that *Resident Evil 2* might be be hitting the shelves at practically the same time and will therefore no doubt steal its thunder. From what we've seen though *Blood Omen* looks to be more engrossing and challenging than anything currently on PlayStation. Sharpen those stakes...



[Above] The man who allegedly started the whole Dracula myth, Vlad the Impaler. Obviously a great inspiration to the developers of this game.





SOFTOGRAPHY

Steel Empire (PC, Amiga)
Cyber Empire (PC, Amiga)
Fantasy Empires (PC)
Dark Legions (PC)

THE CITY OF LO

BOUND TO CLAIM THE CROWN FOR THE FIRST GAME EVER TO FEATURE A TEN YEAR OLD FRENCH GIRL AS THE CENTRAL CHARACTER, IS THIS INTRIGUING FILM LICENCE EXACTLY WHAT WE NEED?

UNDER CONSTRUCTION

If you're not familiar with the original motion picture of the same name on which *The City of Lost Children* is based, that's okay, because it hails directly from the land of frog's legs and snails. Psygnosis France found the script for the game in their mail-box one morning from the film's producers, and they were so enthralled by the story and atmosphere which directors Jeunet and Caro had created that they began shooting scenes and sets while the film was still being made.

To give the game a similar feeling and mood to the movie, the Artistic Director, Marc Caro, made it his business to get involved with the Psygnosis team during production from an early stage.

"I personally like this kind of game where the whole universe is created in 3-D; it's made in model form, and afterwards you can walk about in it. It really is a very interesting extension. I've always found it frustrating, after making a film, to have invented a whole world like that and then only show a part of it. With a game, however, you can develop many of those other aspects."

Blueprint

Publisher: Psygnosis
Developer: Psygnosis France
% Complete: 70%
Expected Release Date: April '97
Origin: France
No of Players: 1

Des Enfants Perdus

The aim of the central character, ten year old Miette, is to locate trapped children around this world and set them free. But moving around in real time and in full 3-D, the team wanted Miette's movement to be as realistic as possible, and so the motion capture technique was used, with sensor-covered actors moving through all possible situations while a computer recorded all the information coming from the sensors. The graphic artist built a skeleton for each character using this data, and from there began adding the polygons and texture mapping to create a whole virtual actor. Philippe Tesson, Animation Director explains.

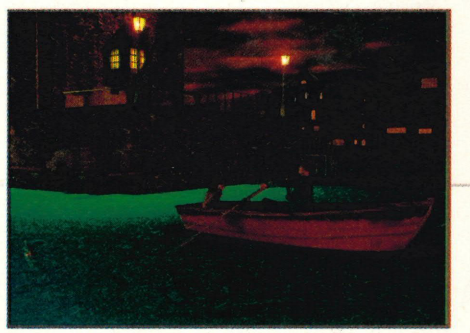
"I think that we've succeeded in capturing the essence of the characters, though some seemed problematic at the outset. I'm thinking particularly of Peuvre, the Siamese twin sisters. A lot of manipulation was required to achieve the Siamese twin effect. Two dancers who were used to working together were taped to each other, to avoid inconsistencies and prevent them crashing into one another."

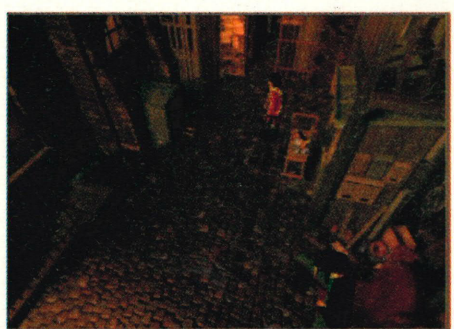
Lady in Red

The set was put together using the original plans and drawings from the film, but further sets were needed to give a larger area for the player to



[Above] There are 19 individual characters for you to meet and talk to, which might not seem like much until you consider the detail and effort which has gone into each of them.





[Above] We don't know quite what role the dog plays in the game, but you can bet that Miette treats it much better than Jill in *Resident Evil!*



"Perhaps this is going to be *Alone in the Dark* the way it should have been..."

ST CHILDREN

explore, roughly ten, and so the graphic artists invented some sets in the same vein.

"Locations were therefore created from scratch, keeping as much as possible to Marc Caro's world plan. So we worked collaboration with him." (Laurent Cluzel, Sets Director) There are now just under one hundred very detailed sets.

The original actors from the film were used to record all the relevant dialogue, but Judith Vittet, the actress who played the real Miette, says this was actually harder in some cases than playing out a scene in the film: "It's much more difficult because there's no atmosphere. You're just in a room with a microphone, and that is a completely different ambience from the film!"

To complete the involving, deep world of *The City of Lost Children*, subtle symphonic music was composed and pain-stakingly implemented. All this, as well as the sound effects, were the responsibility of Francis George, Music and Sound Director.

"For this game in particular, for The City, there was a lot of work involved, because there are lots of animation, lots of images, lots of actions to put the soundtrack to, and cinematic music to be timed exactly. It reminded me of work that I've done for the stage or cinema."

The City of Lost Children is a mammoth project that has taken two years to become a full game. Can it offer the thrills of *Resident Evil* to an increasingly violence-hungry PlayStation audience? Perhaps this is going to be *Alone in the Dark* the way it should have been, a beautifully presented and directed third-person adventure. More news on *The City of Lost Children* soon.

CAPTURED

FOR THOSE OF YOU WHO HAVE A SCUBA DIVING GEAR/PING PONG BALL FETISH, AND SUBSCRIBE TO RUBBER&SPORT MAGAZINE, THIS SIGHT WILL NOT LOOK AT ALL ODD. FOR THE REST OF US HOWEVER, THESE PEOPLE LOOK LIKE ABSOLUTE NUTTERS. THE WHITE BALLS ATTACHED AT STRATEGIC POINTS TO THE ACTORS ARE THE SENSORS THAT SEND ALL THE MOTION CAPTURE INFORMATION TO THE COMPUTER, AND AFTER RECORDING ENOUGH OF THIS THE GRAPHIC ARTISTS CAN TAKE THE EXACT MOVEMENTS OF A THE REAL PEOPLE INTO THE ARTIFICIAL GAME ENVIRONMENT, AND VIEW THEM FROM ANY ANGLE.





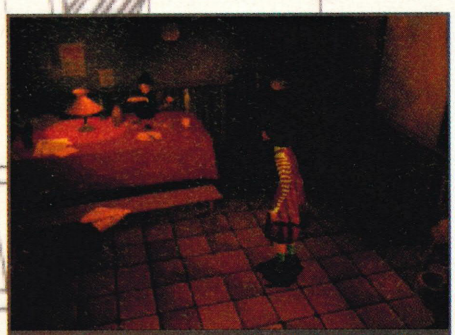




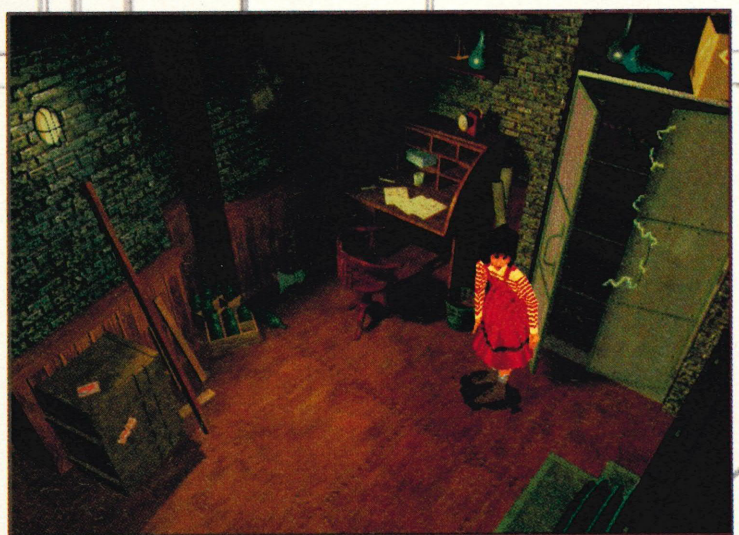


[Above] Realistic light sourcing is something in which the programmers invested a lot of time. Miette is constantly affected by whatever lighting conditions she is in, no matter how subtle.





[Above] The settings are very spooky and moody, promoting the typically dramatic feeling of artistic French films.



[Above] Those striking camera angles used so well in the original *Alone in the Dark* game and more recently *Resident Evil* are back. We wonder how fast these background graphics can be loaded for each angle though.

SOFTOGRAPHY

Wipeout
Krazy Ivan
Destruction Derby
Wipeout 2097
Formula 1
Destruction Derby 2

Order it now!

SIMPLY TH

PlayStation

secrets • strategies • solutions

The only guide to beating PlayStation games you'll ever need!



100-plus games featured...
In excess of 500 cheats and codes...
More than 1000 screen shots...
Over 200 pages of raw adrenalin...

...all this in one explosive package!

Features

Massive playing guides to all the top PlayStation games, including Alien Trilogy, Battle Arena Toshinden 2, Crash Bandicoot, Die Hard Trilogy, F1 Racing, Fade to Black, Loaded, Mortal Kombat, Resident Evil, Street Fighter Alpha/Zero 2, Tekken 2 and many more.

More than 500 explosive cheats and codes covering virtually every PlayStation game ever released. From 3D Lemmings to Zero Divide. Over 100 games featured – an unrivalled full-colour reference guide.

Mystery rounds, infinite lives, level selects, hidden stages, secret bosses, bonus sections, passwords, undocumented moves, codes, unlimited continues... exclusive tricks and tactics for every PlayStation game revealed.

Unauthorised! Unrivalled! Unb

IE BEST!



Secrets, strategies and solutions for all these games inside:

3D Lemmings
Ace/Air Combat
Actua Soccer
adidas Power Soccer
Agile Warrior
Alien Trilogy
Alone in the Dark
Assault Rigs
Bases Loaded
Battle Arena Toshinden
Battle Arena Toshinden 2
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
Hi-Octane
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
Warhawk
Wipeout
Worms
WWF Wrestlemania
X-Com
Zero Divide



PlayStation Secrets Strategies Solutions **is available from all major book shops priced £14.95. Provide the book store with the following details to guarantee your copy. ISBN: 1 873650 05 1. Authors: Butt, King, Morgan. Publisher: Paragon Publishing Ltd.**

elievable!

PlayStation
secrets • strategies • solutions

Yes! Please rush me **PlayStation Secrets Strategies • Solutions** priced at £14.95 (including postage and packing).

I would like to pay by:
☐ Cheque/Postal Order
(Please make payable to Paragon Publishing Ltd)

☐ Credit Card
☐ Switch/Delta
Card type: .....
Card number: .....
Expiry date: .....
Switch/Delta number: .....

Name: .....
Address: .....
.....
.....
.....
.....
Phone number: .....
Signature: .....
Date: .....

Please return this coupon or a photocopy of it (together with your cheque/PO for £14.95 if applicable made payable to Paragon Publishing Ltd) in an envelope and post it free (within the UK) to the following address: **Book Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA.** Alternatively fax your coupon to **01202 299955** or ring the 24 hour order hotline on **01202 200202.**

DARK FORC

LucasArts let the Force flow through you in their Jedi epic. But *Star Wars* aside, is it really that much better than *Doom*?

Written By Tom Sargent

Has it really been two years since PC owners foamed uncontrollably at the mouth in anticipation of taking on Emperor Palpatine, Darth Vader and the rest of the Empire in *Dark Forces*? My, how time flies when you're slaughtering Stormtroopers by the bucket load!

The appeal of *Dark Forces* stemmed primarily from the fact that you were placed lovingly into an authentic *Star Wars* environment with all the familiar characters that you knew and loved. Add to this the fact that you were armed to the teeth with an impressive array of butt-kickin' weapons, and you can begin to appreciate why it was so damned popular.

A Long Time Ago...

Well it's 1997 (well spotted – Ed) and not only do we have the new digital footage of the original films to look forward to, but finally *Dark Forces* has reared its ugly head on Sony's baby. Rejoice, rejoice. Praise be and sing Hosanna etc.

So what we have here is basically a straight port of the PC version, which doesn't bode too well for expectant fans. The graphics are noticeable, if only for their crudity and low resolution. The original PC code is two years old, so you would expect at the very least, a competent high resolution engine to put the PlayStation through its paces. Sadly, what we're lumbered with visually, is something resembling nothing more than a trip down memory lane. Very disappointing when you consider the subject matter and huge potential of the licence.

In A Galaxy

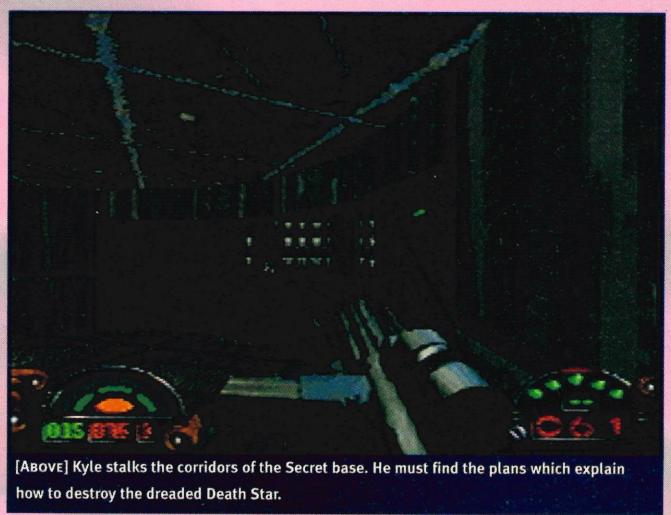
So, it's with light sabres on barely half power that we set the scene for what hopes to be a fulfilling experience playabilty-wise, putting aside for one minute the fact that *DF* is not resplendent visually.

Not content with blowing up planets and really hassling the Rebels before afternoon tea and tiffin, The Empire has been up to old tricks again, dirty rats that they are. Suffice to say, That their latest new weapon is almost guaranteed to give

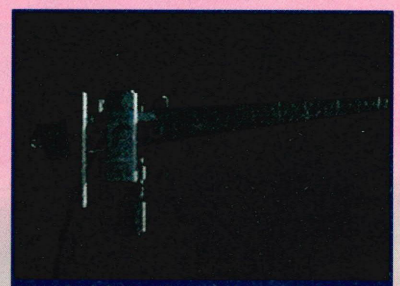
PLAY Information

Publisher: Virgin Interactive Entertainment
Customer support: 0181 368 2255
Price: £44.99
Release date: March '97

One Player



[Above] Kyle stalks the corridors of the Secret base. He must find the plans which explain how to destroy the dreaded Death Star.



[Above] This is the ultimate goal. Reach this floating monstrosity and face off with not only a fearsome army of Darktroopers, but their creator – Admiral Mohc.



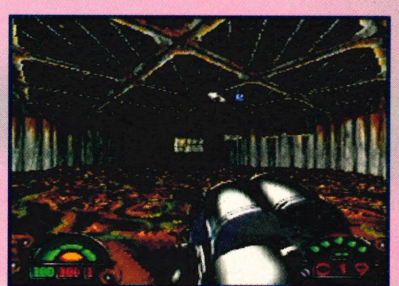
[Above] All this poor sod did was forget to tie his shoe laces. The price is death!



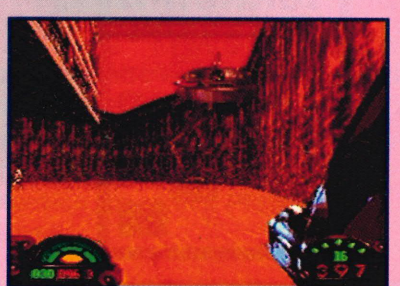
[Above] A lightsaber is no match for a good blaster. Too right, just take a look at this array of heinous weapons.



[Above] Kyle finds himself jetting off all over the place on his quest to destroy the Darktrooper factory. Good luck, mate.



[Above] Just look at the size of that thing. Some of the weapons take up a good half of the screen. They also maim with astonishing efficiency.



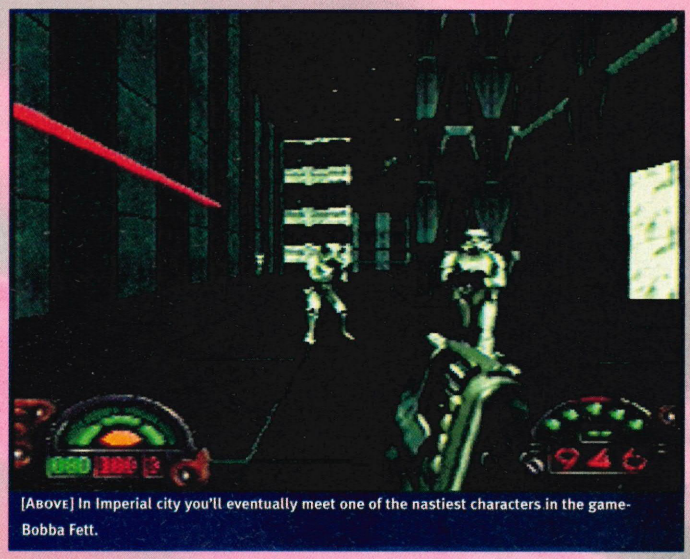
[Above] The probe droids are quite easy to deal with, but a real nuisance nontheless. Hit them full on and watch them blow.

CES

"The Empire's new weapon is guaranteed to give Han Solo brown trousers!"

DIGITALLY ENHANCED!

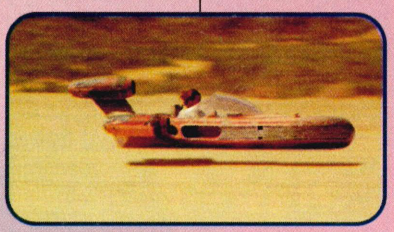
As we all know, George Lucas is a perfectionist, and 20 years after the original release of *Star Wars*, a new digitally enhanced version is scheduled for a March release, and then six weeks after that you'll be able to see the touched up *Empire Strikes Back* and later on *Return of the Jedi*. These are the visions that Lucas wanted to create originally, but couldn't due to technical limitations. New scenes include: a proper floating Land Speeder, new Death Star scenes, the infamous meeting between Han and Jabba, Stormtroopers riding Dewbacks, Greedo attempting to shoot Han, droids loading spaceships on Mos Eisley and a group of Jawas riding a huge beast. We can't wait.



[Above] In Imperial city you'll eventually meet one of the nastiest characters in the game- Bobba Fett.



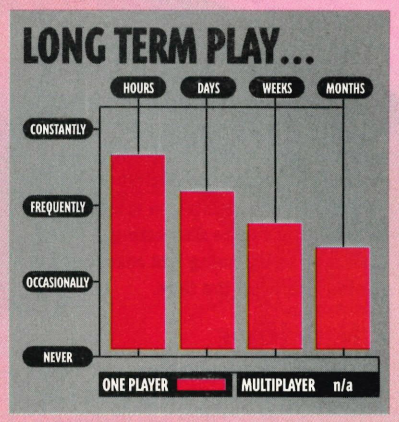








[Above] Unless you are armed to the teeth, it's wise to stay well away from the fully-functioning Darktroopers. They fly, gurgle and maim things.





[Above] Dark Forces really drops you in it-literally! It's not much fun wading through alien sewage, belive me!



[Above] Oi! Strormtrooper, No!!!!!



[Above] Mon Mothma dishes the dirt on the Empire's plans. It's up to you to steal the data vital to destroying the death Star.



even Han Solo brown trousers. No, they haven't fitted Buzz Lightyear with extra-long play batteries, but what they have done is considerably more ominous. In a final attempt to thwart the Alliance, they have begun development of a terrifying new weapon in the form of enhanced robotic grunt known as a Darktrooper.

You play the converted spy Kyle Katarn, who has become disillusioned with the Empire and consequently changed his allegiance. He knows a thing or two about how they operate, so there is only one man for the job, evidently.

FAR, FAR AWAY...

Set over 14 increasingly difficult levels, you must exercise some of the old grey matter as well as blasting virtually everything that moves. A typical scenario will pit Kyle against a garrison of Stormtroopers and a bevy of bounty hunters whom he must wipe out in order to release a captive. The prisoner holds vital information necessary to accomplish the next task. The thinking aspect involves negotiating various deadly hazards along the way, some of which include pressing wall switches in the correct sequence, hopping around on rotating scenery, surviving body-crunching garbage compactors, long drops, radiation... the list goes on. Progress through a couple of levels and you are rewarded with a cut scene, where the ongoing story

THE UNOFFICIAL TOP TEN STAR WARS SEXUAL INNUENDOS

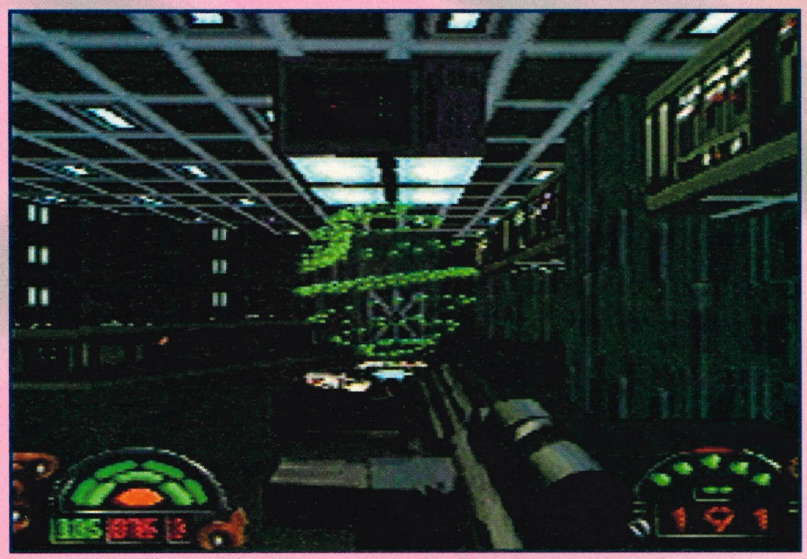
1. Luke, at that speed you'll never be able to pull out in time.
2. Look at the size of that thing.
3. She may not look like much, but she's got it where it counts, kid.
4. There's an awful lot of moisture in here.
5. Possible he came through the south entrance.
6. And I thought they smelled bad on the outside.
7. Back door, huh? Good idea.
8. There's good in him, I've felt it.
9. Control, control! You must learn control.
10. You've got something jammed in there real good.

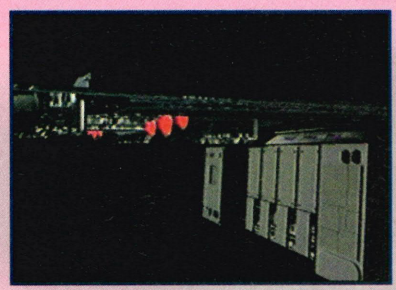
unfolds revealing the next do-or-die mission. Unfortunately, they look ancient, compared to some of the graphical extravaganzas currently doing the rounds, although the actual story in quite enthralling.

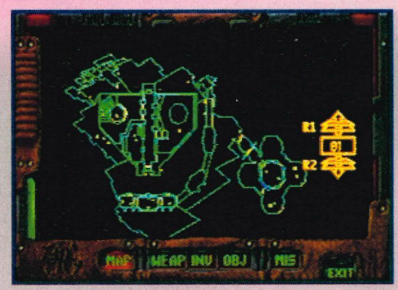
Another gripe that can't be avoided is the use of the controller. Having played various first person blasters, it's fair to say that using a keyboard (after a bit of practice) is far more effective than any other method currently available. The whole affair on PlayStation is slightly sluggish and can be distracting, especially as lightning fast reactions are needed nearly all the time.

A New Hope

Dark Forces is undoubtedly a disappointment. It's staid graphics just don't do the PlayStation any justice, whatsoever. Standards in graphical development have obviously moved on in leaps and bounds since the sprite-driven days of *Doom* et al, so it comes as no surprise that what we are left with is a faithful, yet elderly-looking product. A crying shame, because I can't imagine a better setting for a killer game than the *Star Wars* universe. Competent, but nothing special. Thank goodness the N64 game isn't much cope either.

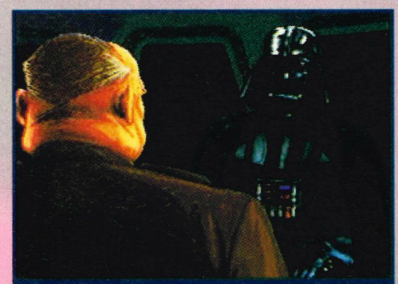








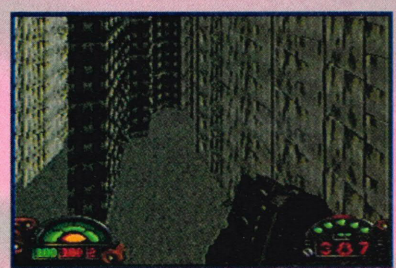
[Above] Throughout the game, various adversaries thwart your progress – even this loader wants a piece of the action.

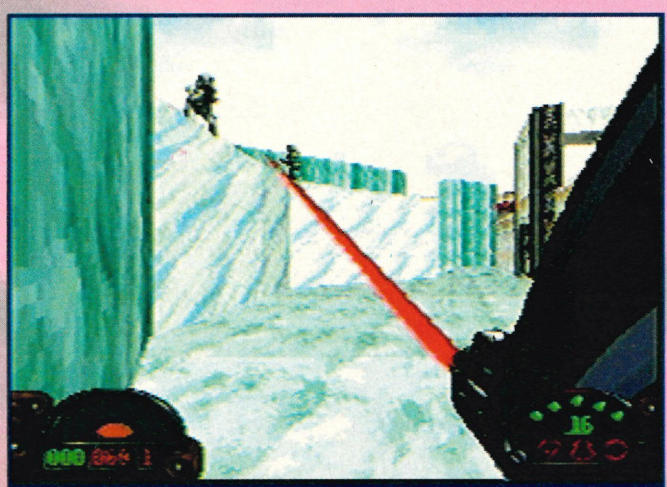


[Above] When this man enters the room, don't offer him anything to help him breath more easily. Just nod politely, and change your trousers later.



[Above] This is the penultimate level. Clear this out and head off to The Arc Hammer for the final showdown.





[Above] This chilly-looking environment is where the Darktroopers begin their lives, clunking along the production line. It's a heavily-guarded installation, so take care.

PLAY

Looks	●●●●●●●○○○
Sounds	●●●●●●●○○○
Gameplay	●●●●●●●○○○
Value	●●●●●●●○○○
Jabbas	●●●●●●●○○○

PLAYED 75%

It's too late for me, son

Alternatively:
Final Doom (82%)
Disruptor (87%)

CD DIRECT

PSX

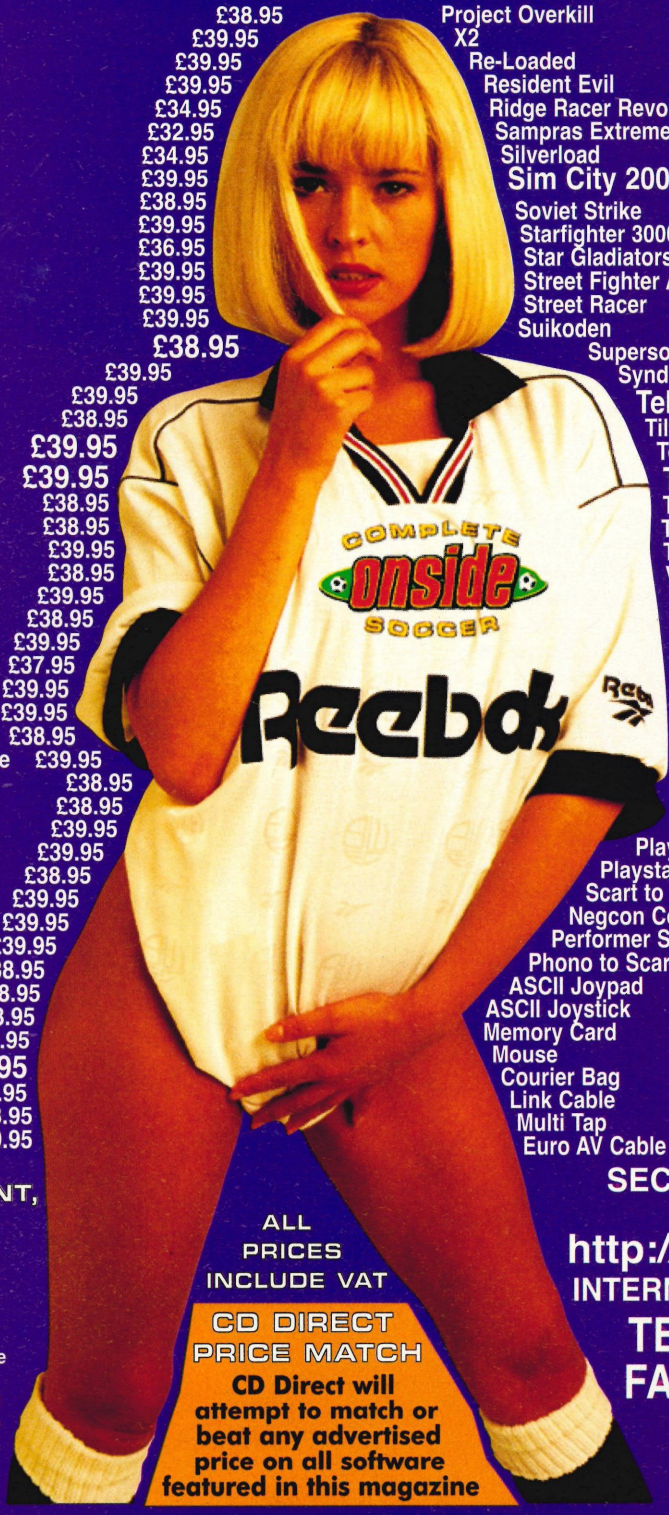


VISA Access SWITCH DELTA MasterCard

FAST FRIENDLY SERVICE - ESTABLISHED 1993

FREEPHONE - 0800 317 864

A-Train	£38.95
Actua Golf	£39.95
All Terrain Racing	£39.95
Beyond The Beyond	£39.95
Blazing Dragons	£34.95
Bubble Bobble Trilogy	£32.95
Braindead 13	£34.95
Breakpoint	£39.95
Broken Sword	£38.95
Carnage Heart	£39.95
Cheesy	£36.95
Chronicles Of The Sword	£39.95
City Of The Lost Children	£39.95
Command and Conquer	£39.95
Complete Onside Soccer	**£38.95**
Crash Bandicoot	£39.95
Crusader - No Remorse	£39.95
Dawn Of Darkness	£38.95
Destruction Derby 2	**£39.95**
Die Hard Trilogy	**£39.95**
Dark Stalkers	£38.95
Deadly Skies	£38.95
Dungeon Keeper	£39.95
Earthworm Jim 2	£38.95
ESPN Extreme Games	£39.95
Exhumed	£38.95
FIFA '97	£39.95
Firo & Klawd	£37.95
Formula 1	£39.95
G-Police	£39.95
Incredible Hulk Pantheon Saga	£38.95
International Superstar Soccer Deluxe	£39.95
Jumping Flash 2	£38.95
Lomax in Lemming Land	£38.95
Madden NFL '97	£39.95
Monster Trucks	£39.95
Mortal Kombat Trilogy	£38.95
Myst	£39.95
Namco Museum Piece Vol 1	£39.95
Namco Museum Piece Vol 2	£39.95
Namco Museum Piece Vol 3	£38.95
Namco Soccer Prime Goal	£38.95
Namco Tennis Smash Court	£38.95
NBA '97	£39.95
Pandemonium	**£34.95**
PGA Tour '97	£38.95
Po'Ed	£38.95
Powermove Pro Wrestling	£39.95



Project Overkill	£38.95
X2	£38.95
Re-Loaded	£39.95
Resident Evil	£36.95
Ridge Racer Revolution	£38.95
Sampras Extreme Tennis	£38.95
Silverload	£38.95
Sim City 2000	**£39.95**
Soviet Strike	£39.95
Starfighter 3000	£38.95
Star Gladiators	£37.95
Street Fighter Alpha 2	£38.95
Street Racer	£38.95
Suikoden	£38.95
Supersonic Racers	£39.95
Syndicate Wars	£39.95
Tekken 2	**£39.95**
Tilt	£37.95
Tomb Raider	£38.95
Top Gun: Fire At Will	**£38.95**
Toshinden 2	£39.95
Transport Tycoon	£38.95
Tunnel B1	£38.95
Victory Boxing	£37.95
Viper	£37.95
Warcraft 2	£39.95
Warhammer - Shadow Of The Horned Rat	£37.95
Williams Arcade Classics	£30.95
Wipeout 2097	**£39.95**
X-Com Terror From The Deep	£38.95
X-Men Children Of The Atom	£38.95

HARDWARE

Playstation Console	£194.95
Playstation Controller	£24.95
Scart to RGB Lead	£18.95
Negcon Control Pad	£39.95
Performer Steering Wheel	£49.95
Phono to Scart Lead	£9.95
ASCII Joypad	£28.95
ASCII Joystick	£48.95
Memory Card	£19.95
Mouse	£23.95
Courier Bag	£13.95
Link Cable	£18.95
Multi Tap	£30.95
Euro AV Cable	£32.95

ALL PRICES INCLUDE VAT

CD DIRECT PRICE MATCH

CD Direct will attempt to match or beat any advertised price on all software featured in this magazine

UNIT 15, MITCHELL POINT,
ENSIGN WAY, HAMBLE,
HANTS, SO31 4RF

Our Sales staff are ready to take your order Monday-Friday 9.00am-6pm; Saturday 10.00am-4.00pm. Please have the product name, advert reference code **PM9701**, credit card number and expiry date, billing address for your credit card and delivery address ready. This will help us to process your order quickly. Order by credit card, cheque or Postal Order. Free delivery in the UK. £5.00 Europe. £8.00 Rest of the World.

SECURE ON-LINE ORDERING AVAILABLE AT
http://www.cddirect.co.uk

INTERNATIONAL SALES (6 LINES)
TEL: (44) 01703 455115
FAX: (44) 01703 453231

Email: sales@cddirect.co.uk.

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

VIRTUAL

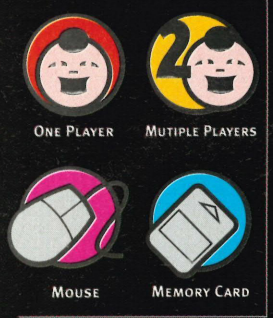
STILL REELING FROM THE CRITICALLY ACCLAIMED *VIRTUAL SNOOKER* ON PC, INTERPLAY INVITES YOU DOWN THE PUB FOR A SPOT OF VIRTUAL HUSTLING. IT'S THE PSX'S FIRST POOL GAME.

Written By Tom Sargent

At last the Playstation gets a pool game, but was it worth the wait? Initially you'd have to say no, because the presentation is rough looking and it appears to be identical to the two year old PC version which was itself not exactly state-of-the-art. For a cutting edge console like the PlayStation you'd expect something more than a straight port, but sadly folks that's exactly what this is. The good news though is that *Virtual Pool* is playable and, dare I say it, fun. Although why the game doesn't sport the PlayStation's higher resolution mode remains a mystery. Surely it can't have been that hard to achieve?

PLAY INFORMATION

Publisher: Interplay
Customer support: 01628 423666
Price: £44.99
Release date: Feb '97



RACK YOUR BALLS

Having said that, there is plenty of scope to enjoy a few frames either on your own against the pretty accurate CPU or via the two player option (more fun). You can either wrestle with the controller, or plug in the mouse, which certainly makes life much easier. The latter is used in such a way that you control the cue by pulling backwards and forwards – the strength of the shot depending on how quickly you perform this action.

Unfortunately, there is noticeable slowdown when a larger cluster of balls are split – especially when using the amplify power option. There's just no excuse for anything short of perfect fluidity throughout, which Virtual Pool occasionally lacks. What the game loses in realism though, it gains in sheer flexibility.

After choosing one of four styles of pool from the comprehensive menu system, virtually any shot, angle or fine tuning can be achieved by accessing the shot set-up controller map. It all becomes second nature after a bit of fiddling around.

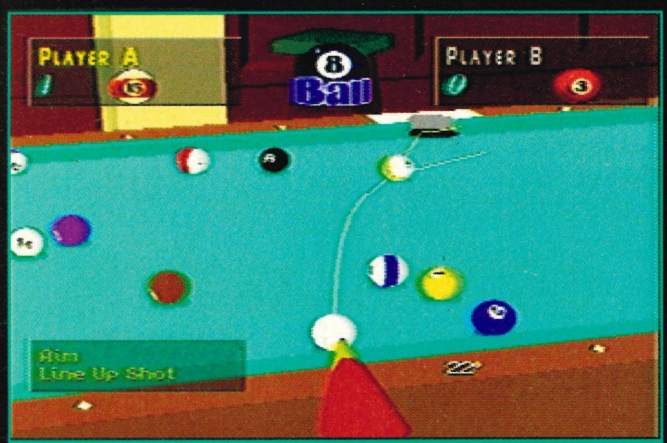
Other options include the ability to change the colour of the cloth, a suggested best shot, controller/mouse sensitivity and a load/save facility (show your mates that ridiculously long screw shot that you did earlier). If you fancy a break from potting balls, there's also a plethora of video footage, highlighting



[ABOVE] The table can be rotated, zoomed and generally tweaked in any fashion. Here you can see the cue poised for action, but strangely no player.

"You can't help feeling that you'd rather be down the pub with your mates playing the game for real!"





[ABOVE] Witness a spectacular swerve shot, made easier through use of the handy tracking lines. Always a crowd pleaser, and my personal favourite.



[ABOVE] Up close and personal, You can almost feel the sweat dripping off your chin.



[ABOVE] Trying a swerve shot without the use of the tracking lines can be a hit and miss affair.

POOL



[Above] Before zooming-in to your desired position, it's always a good idea to get a general view of things. Mmm... Nice tan colour.



[Above] After a few hours practice, Player one should be able to clear up from this position... theoretically, that is.

the history of pool and some American pro showing off with a few trick shots.

POOL LOOPY

Although Interplay has incorporated just about every conceivable option with *Virtual Pool*, and thrown in a few novel twists to boot, you just can't help feeling that you'd rather be down the pub with your mates actually playing the game for real. After all, what the hand and eye co-ordinates in a split second, can take you up to a minute using the joypad or mouse.

At the end of the day, *Virtual Pool* is competent, but nothing special. It's a straight PC conversion with some new tunes, but really Interplay could have done so much better.



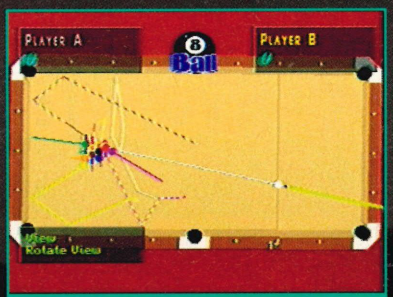
[Above] Popular in the States this, 9 Ball is based upon a points system rather than potting 7 stripes or solids.often. Just highten the position of the cue tip and Bob's your uncle.



[Above] A useful plan view of the table can be accessed at any time, giving the player a better picture of where the cueball is headed. This looks like the old Spectrum pool games of old.



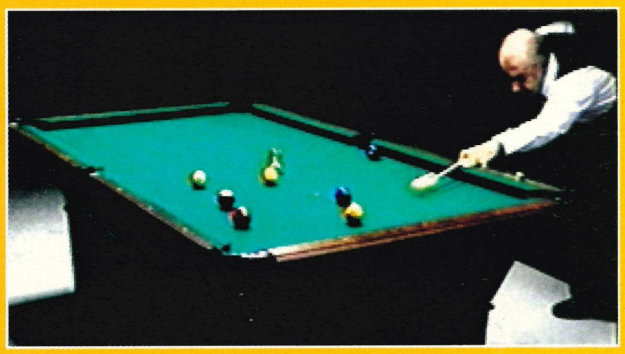
[Above] A cursory glance at this formation indicates that you are about to play 'Straight Rules' pool.



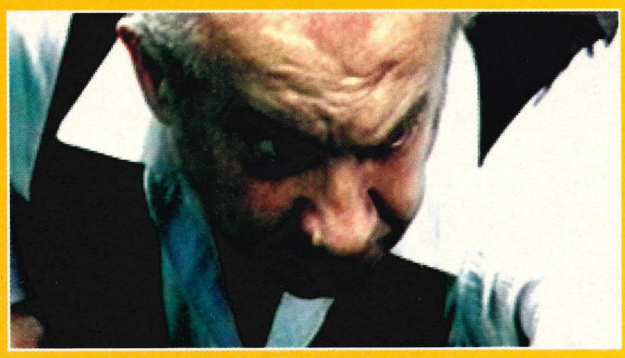
[Above] This may look like a plate of spaghetti, but is in fact the tracking force turned up to the max.

CANNONBALL RUN

This is one of the many demonstrations by famous sharkster 'The Cannonball' or something. Here he attampts to clear the whole table in under 90 seconds... and succeeds.

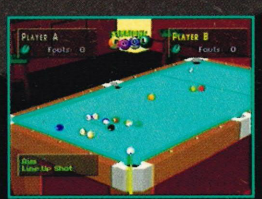












PLAY

Looks	●●●●●○○○○○
Sounds	●●●●●○○○○○
Gameplay	●●●●●●●○○○
Value	●●●●●●○○○○
Snookered	●●●●●●○○○○

PLAYED **68%**

Faithful conversion, dated though

ALTERNATIVELY:
ARCHER MACLEAN'S SNOOKER/POOL (TBA)

ON SALE NOW

Soul Edge – Player's Guide and Brill Tips



issue six £3.95

100% PlayStation 0% fair

PowerStation

the complete A-Z of PlayStation tips

FIFA '97
Strategy guide

RAGE RACER
Hidden Cars revealed

DESTRUCTION DERBY 2
Track maps and cheats

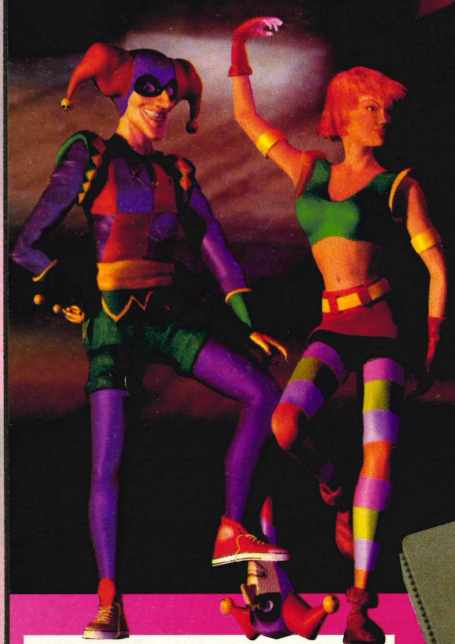
PANDEMONIUM
Massive walk-through

TWISTED METAL 2
Exclusive passwords

COMMAND & CONQUER
Explosive strategy guide

RAGE RACER
Hidden Cars revealed

SOVIET STRIKE
Game secrets uncovered

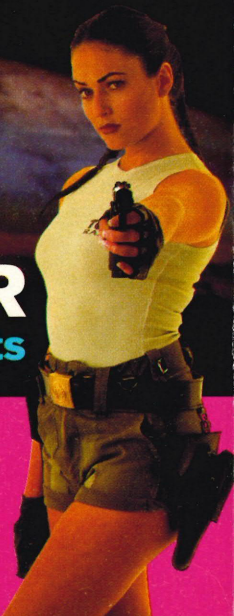


Tobal No.1

Secret characters and hidden moves exposed

TOMB RAIDER
Level maps and secrets





132
pages of hints, tips & solutions

06
9 771362 504000

WALL OF GAME

TOBAL No.1

This month we tackle *Tobal No.1* – a fantastic new beat-'em-up from SquareSoft and Sony. What makes this game so special is that it is viewed in the PlayStation's high resolution mode, and contains many of the moves made popular by Tekken 2. You can also take part in an ingenious quest mode and win secret characters. On our wall poster this month we've got the first part of the complete guide to the moves. Next month, the rest of the characters and also the secret ones.





KEY FOR THE MOVES:

u – up
d – down
f – forward
b – back
/ – or
~ – quick
G – Guard
J – Jump

[Grappling Moves]

Pull – b, b
Push – f, f
high – G+■
low – d+G+■

[Attack Buttons]

▲ – high
■ – mid
× – low

Crouch Guard (CG) – hold d+G
WS – While Standing

[Common Moves]

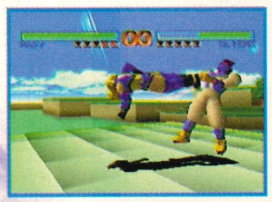
Overhead kick – J~× (use pad for direction)
Rising kick – J~▲/■ (use pad for direction)
Roundhouse – J, ▲/■/× (use pad for direction)
Side Hop – u, d+J (use this to dodge an attack)
Run – f, f

CHEATS

SECRETS

[1. Change Camera Perspective]

On the character selection screen, hold L2 and R2 until the fight begins. In a two player game, both must hold the buttons.



[2. Change Costume]

On the character selection screen, hold up on the D-pad and press any attack button.



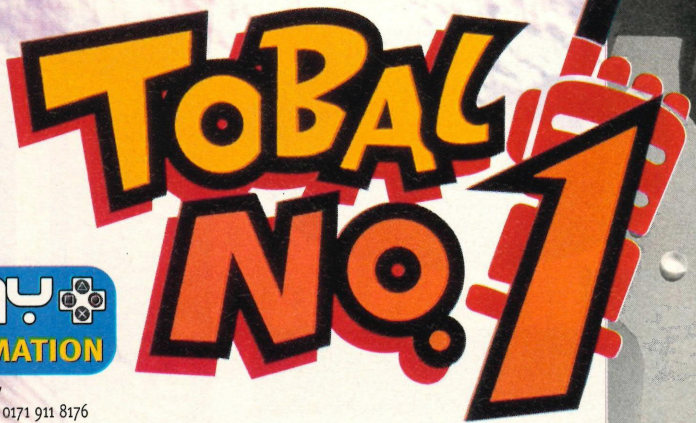
[3. Extra Characters]

Finishing each quest activates a new playable boss.
Finish Quest 1 for Snork
Finish Quest 2 for Mufu
Finish Quest 3 for Udan
Finish Quest 4 for Tori (Udan's Dungeon)

[4. Winning Poses]

When you win a match, press ▲, ■, ×, G for the different winning poses.





PLAY INFORMATION

Publisher: Sony
Customer Support: 0171 911 8176
Price: £44.99
Release date: Out now

WALL OF GAME NUMBER 17

TOBAL No. I

NEXT MONTH–
WE REVEAL ALL THE SECRET CHARACTERS

CHUJI

b+✕ – Monkey sweep (WS)
f+● – Power punch
f+✕ – Lunging Sweep
b, b+■ – Shower kick
f, f+■ – Donkey kick
G+▲, ▲ – High Kick, Spinning high kick
G+✕ – Sweep
CG+▲, ■, ■ – High Crescent, Scissor kick
CG+✕ – Low Crescent
Run+■ – Spinning SK
Run+✕ – Slide(WS)

While Standing Attacks

WS+■, ■ – Scissor Kick

Turning Attacks

■ – Donkey kick

Frontal Grapple

MARY

b+■ – Beat Knuckle
f+■ – Knuckle Bomb
f+✕, ✕, ✕ – Ali Kicks (WS)
f+✕, ■, ■ – Ali kick, Double midkick
f+✕, ■, ▲ – Ali Kick, Midkick, Roundhouse
f, f+▲ – Drop kick
f, f+■ – Jumping Punt Kick
Run+■ – Spinning Overhead Punch

While Standing Attacks

WS+■ – Gut Punch

Dodging Attacks

d, d+■ – Left Swing Punch
u, u+■ – Right Swing Punch

Turning Attacks

■ – Spinning Overhead punch

Frontal Grapple

f+G+■ – Powerbomb
b+G+■ – Backfall Suplex
Pull, f+G+■ – TFT
Pull, b+G+■ – DDT



EPON

b+■ – Flipkick
f+▲ – Flying Kick
f+■ – Spinning back kick
b, b+▲ – Jumping Roundhouse
b, b+■ – Spinning uppercut
f, f+▲ – Flying kick
f, f+■ – Cartwheel kick
f, f+✕, ▲ – Lunging sweep, Cartwheel kick
Run+■ – Flying Kick
b+G+■ – REVERSAL (Armlock)

Dodging Attack

d, d+■ – Spinning SK
u, u+■ – Spinning SK

Turning Attack

■ – Overhead punch
✕ – Low spinning backhand

Frontal Grapple

f+G+■ – Toss forward



GREN

b+■~f – Power punch
b+✕ – Lunging sweep
b+✕~f, ■ – Crouch dashing, uppercut
f+▲ – Spinning kick
f, f+■ – Spinning SK
f, f+✕, ■ – Lunging sweep, Shower Kick
G+▲, ▲, ▲ – Shaolin Kick
G+▲, ▲, ■, ■ – Double spinning kick, P, P
G+▲, ▲, ■, ✕ – Double spinning kick, P, Sweep (WS)
b+✕~f – Crouch dashing (WS)

While Standing Attacks

CG, f+■ – Jumping uppercut
CG, b+■ – Flash kick
WS+■ – Rising uppercut

Dodging Attacks

d, d+■, ■ – Crescent, crescent
u, u+■, ■ – Crescent, crescent

Frontal Grapple

f+G+■ – Hiptoss
b+G+■ – Brainbuster



f+G+■ – Forward Toss
b+G+■ – Shoulder Toss
Pull, f+G+■ – TFT
Pull, b+G+■ – Hip Toss
Push, f+G+■ – Trip down
Push, b+G+■ – Kubi Nage

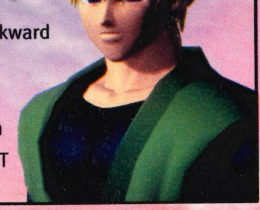
Push, f+G+■ – Powerbomb Slam
Push, b+G+■ – Gaint Swing



b+G+■ – Toss backward
Pull, f+G+■ – TFT
Pull, b+G+■ – Toss backward
Push, f+G+■ – Trip down
Push, b+G+■ – Leg spring



Pull, f+G+■ – DDT
Pull, b+G+■ – Backward Trip down
Push, f+G+■ – Forward Trip down
Push, b+G+■ – TFT



ILL

b+▲ – High Tailswipe
b+■, ✕ – Double arm punch, Low kick
f+■, ■ – Overhead punch, Power punch
f+■, ✕, ▲, ■ – Overhead punch, Low punch, Overhead punch, Uppercut
f, f+▲, ▲, ▲ – Triple Headbutt
G+▲, ▲, ▲ – Beat knuckle, Overhead punch, Uppercut
G+▲, ■, ■ – Beat knuckle, Mid Backhand, Power punch
G+▲, ✕ – Beat knuckle, Sweep (WS)
G+✕ – Low Tailswipe (WS)
G+✕~■, ■, ■ – Low Tailswipe, Taillashing(3x)

While Standing Attacks

WS+■, ■ – Headbutt, Overhead kick

Dodging Attacks

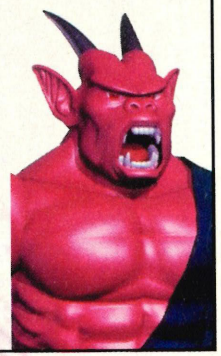
d, d+■ – Left Uppercut
b, b+■ – Right Uppercut

Turning Attack

■ – Tailswipe

Frontal Grapple

f+G+■ – Powerbomb
b+G+■ – Powerbomb
Pull, f+G+■ – TFT
Pull, b+G+■ – DDT
Push, f+G+■ – Trip down
Push, b+G+■ – Gaint Swing



OLIEMS

b+▲ ~ ▲, ▲, ▲, ▲, ■, ▲, ▲, ▲ – Blur punches, Palm Blow, Triple SB (9 hit combo)
b+▲ ~ ▲, ▲, ▲, ▲, ■, ▲, ■, ✕ – Blur punches, Palm Blow, High SB, Mid SB, Low SB (WS) (9 hit combo)
b+■, ■, ■, ■ – Triple uppercut, Hammer
f+▲ – Left Hook
f+■, ■ – Palm Blow, rising kick
b, b+▲ – Spinning backhand
f, f+▲, ▲, ▲ – Triple spinning backhand (SB)

While Standing Attacks

CG, b+■ – Jumping Fist Crush
CG, f+■~■ – Headbutt, Chicken dance headbutt (Tap ■ to dance, then press G~ ■ to attack and quickly press ■ again to sidestep)

Dodging attacks

d, d+■~■ – Left Beat Knuckle
u, u+■~■ – Right Beat Knuckle
Tap ■~■ to keep on dodging

Turning Attacks

■ – Shower kick

Frontal Grapple

f+G+■ – Powerbomb
b+G+■ – Jumping Backbreaker
Pull, f+G+■ – TFT
Pull, b+G+■ – DDT
Push, f+G+■ – Trip down
Push, b+G+■ – Gaint Swing



HOM

■, ▲ – Axe Kick, windup punch
b+■, ■ – Split kick, rising uppercut
b+■, ✕ – Split kick, Low crescent
f+■, ■, ▲... – Infinite kick (Tap H or M anytime but not three consecutive times i.e. f+■, ■, ▲, ▲, ■, ▲, ■, ■, ▲, ▲, ■...)
f+✕, ■ – LK, Punt kick
f, f+▲ – Spinning punch
G+▲, ■, ■, ■... – High Crescent, infinite spinning mid punches
G+✕ – Low Crescent(WS)
d+G+J – Self Termination

While Standing Attacks

WS+■, ✕, ✕, ✕, ■ – Backflip, Triple Low sweeps, Mid sweep
WS+■, ✕, ✕, ■ – Backflip, Double Low sweeps, Mid sweep
WS+■, ✕, ■ – Backflip, Low sweep, Mid sweep.

Turning Attack

■ – Turning SK

Frontal Grapple

f+G+■ – Powerbomb
b+G+■ – Powerbomb
Pull, f+G+■– TFT
Pull, b+G+■– DDT
Push, f+G+■ – Piledriver
Push, b+G+■ – Shoulder Toss



FEI

b+▲, ■ – Jumping roundhouse, punch
b+■~■ – Crawling uppercut (Continue tapping to crawl for up to 2 seconds)
b+✕, ✕ – Double breakdance sweep (WS)
f+▲, ■, ■ – Triple backhands
f+■ – Roll kick
b, b+■, ✕, ✕ – Backflip, Double breakdance sweep (WS)
f, f+▲ – roundhouse
f, f+■, ■, ■ – Scissor kick, mid punch
f, f+■, ■, ✕ – Scissor kick, sweep (WS)
f, f+✕~■ – Roll kick
G+▲, ■~■ – Jumping roundhouse, crawling uppercut (Tap to crawl)
b+G+■ – REVERSAL (Armlock)

While Standing Attacks

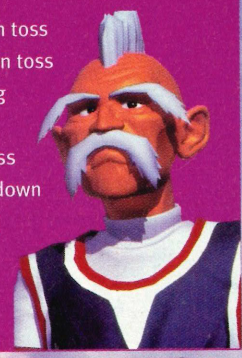
CG, f+■ – Overhead kick
WS+■ – Crouching SK

Turning Attack

■ – Backflip

Frontal Grapple

f+G+■ – Double spin toss
b+G+■ – Double spin toss
Pull, f+G+■ – Rolling wheel throw
Pull, b+G+■ – hiptoss
Push, f+G+■ – Trip down
Push, b+G+■ – Spin toss



PLAY

TOBAL No.1



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

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





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



SUBSCRI TO

AND CHOOSE FROM ONE OF THESE GAMES!

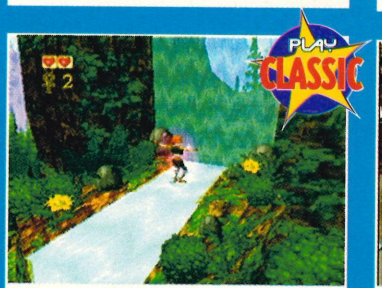
PLAY IS NOW 14 ISSUES A YEAR!



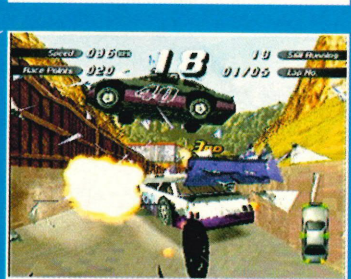
[ABOVE] *Tomb Raider* was rated 94% in issue 14 and we reckon it's the best PSX game ever!



[ABOVE] They don't come much better than *Die Hard Trilogy* – three fantastic games in one!



[ABOVE] Better than Sony's puny *Crash Bandicoot*, now you can own BMG's awesome *Pandemonium!*

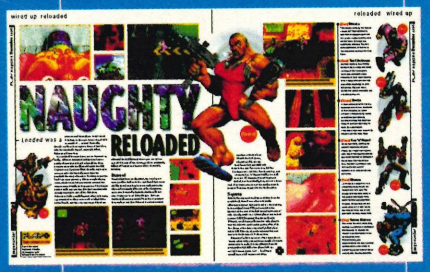


[ABOVE] *Destruction Derby 2* is the most destructive force on PSX and far better than the original.



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





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

BE PLAY

Save 25%

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

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

Annual subscription to PLAY – 14 issues

Save almost 25% on UK newsstand price.

UK	EUROPE	WORLD
£28.00	£35.00	£46.00

Annual subscription – 14 issues + one PSX game

Annual subscription to PLAY plus choose any one of these four top games saving £10 -£15 off the RRP, *Tomb Raider* (94%), *Die Hard Trilogy* (93%), *Pandemonium* (90%) or *Destruction Derby 2* (82%).

UK	EUROPE	WORLD
£60	£67	£78

Including postage & packaging.

Please return the coupon, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: **Play subscriptions. Paragon Publishing Ltd. Freepost BH 1255, Bournemouth BH1 1BR.** IT WON'T COST YOU A PENNY if posted in the UK. Alternatively, call our Credit Card line on **(01202) 200200**, Fax on **(01202) 200219**, or e-mail **subscriptions@paragon.co.uk.**

PLAY

CHOICE OF SUBSCRIPTION

YOUR DETAILS:

I would like my subscription to start from Issue No ☐

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

Name .....

Signature .....

Address.....

.....

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

METHOD OF PAYMENT

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

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

☐ Just send me 14 copies of PLAY, I don't want to take advantage of your fantastic deal on any one of the four brilliant games available.

☐ Save over a tenner on one of your four top games AND get 14 issues of PLAY, What a deal! Here, take my cash quickly! Before the offer ends.

The game I would like is:

Tomb Raider ☐
Die hard Trilogy ☐
Pandemonium ☐
Destruction Derby 2 ☐

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

Name.....

Address .....

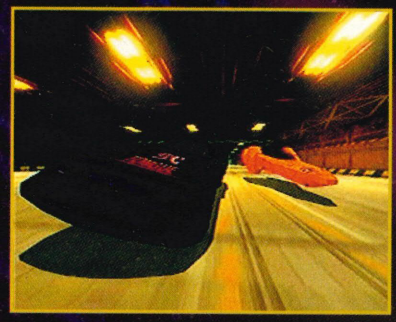
.....

.....

Postcode .....

Phone Number.....







ONE FALSE MOVIE

THE IMPRESSIVE OPENING MOVIE MIGHT FOOL YOU INTO THINKING THAT THESE ARE ACTUALLY THE IN-GAME GRAPHICS – SADLY NO, AS THE SHAMBOLIC REALITY IS JUST ONE BUTTON PRESS AWAY. YOU ARE ALSO BOMBARDED WITH SINISTER SUBLIMINAL MESSAGES DURING THIS SEQUENCE, INCLUDING A BLATANT "BUY MORE KONAMI GAMES" PLUG. NOT IF THEY'RE AS BAD AS THIS MATE.

ROAD RA

IN LIGHT OF RECENT NEWS ISSUES, SURELY "ROAD RAGE" IS AN UNSAVOURY TITLE FOR A GAME? KONAMI'S LATEST GETS PULLED UP TO THE ROADSIDE AND BEATEN.

Written By Graeme Nicholson

The whole 'angle'

The whole 'angle' that *Road Rage* has is that it's set in the future and concerns a sport of sorts involving you piloting a hovering craft over a series of twisty-turny 3-D courses. As each and every one of you will be aware, we have already been sold this once innovative form of gameplay twice before, with both of Psygnosis' *Wipeout* games. So what does this new contender in the anti-gravity racing market offer in the way of competition? Unfortunately, worse value, and gameplay so putrid it actually gives off a detectable smell!

In fact, in the graphics, frame rate, and gameplay race, the original *Wipeout* is so far ahead of this odorous gutter refuse that its very existence seems absolutely pointless. You see, the only possible relevance that *Road Rage* had in the video gaming world was the painfully expensive arcade machine of last year. That hydraulically assisted state-of-the-art money vacuum managed to disguise this chronic game by jostling you around to the point of internal injury and cerebral damage, with a mate too if you liked, while attempting to drive the damn thing. In case you were in any doubt, the PlayStation doesn't have a £100,000 nuclear powered interactive vibrat-o-rig space ship attachment available yet. So we are left with an intolerably weak and shallow game to explore.

PLAY INFORMATION

Publisher: Konami
Customer support: 01895 853000
Price: £44.99
Release date: Out Now


ONE PLAYER


MEMORY CARD


STEERING/ANALOGUE

ROADKILL

Road Rage gives you very little to do on your way round the four tacky tracks. There are no weapons to fire, pick-ups to

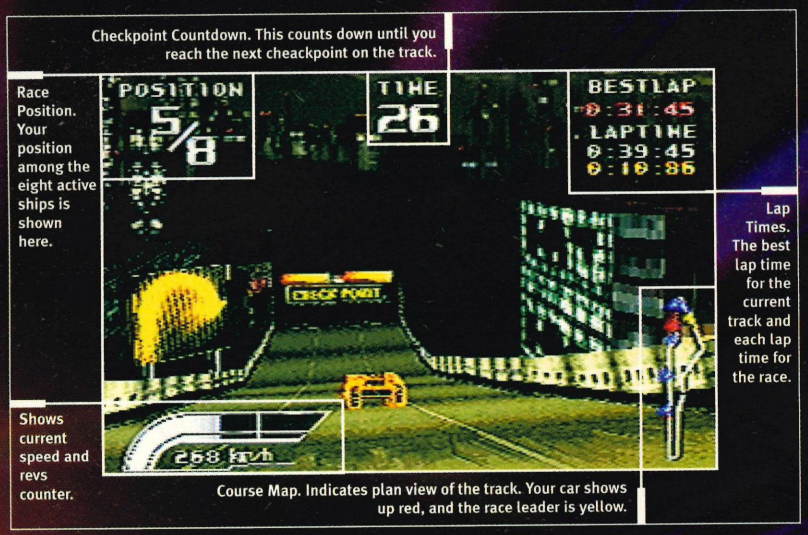
"Gameplay so putrid it actually gives off a detectable smell!"



[ABOVE] That thing that looks like a box of cheese & onion crisps is actually one of the ships. Overtake the bulky green thing if you can stand the excitement.



[ABOVE] Adopting a standard of presentation unseen since the Mega Drive's earliest days, this is the sickly front end that greets you on boot up. Neo Kobe 2045? That sounds so familiar...





[Above] A combination of D-pad turning and use of the flaps must be put into practice to squeeze round the tighter corners. You will re-center just in time to hit the wall.

GE

collect, or booster pads to speed you up. The futuristic hovercraft idea has been so badly realised, and using such poor graphics, that if you play using the exterior view it looks like you're driving a bottle bank!

Apart from the unnerving "flaps" effect to help turn a corner, it feels as though the ship is permanently anchored to the track, with none of *Wipeout's* soft and floaty light feeling that really conveyed the idea of blasting along a track on a bed of pure air. NeGcon support helps with the frankly distasteful handling of any of the ships, but it is sadly still not enough to warrant *Road Rage* having to be played by anyone, anywhere, ever again.

This game gives new meaning to the phrase "pop-up," too. It looks as though you are perpetually speeding towards a severe cliff, because the scenery is only built a tiny way into the distance, and there's none of that subtle technical trickery where a fogging effect is used to hide the track being drawn. Nope. Here you can see a huge chasm only 20 or so feet in front of you, clear as day, until WHUMP! An eight-storey hotel, an overpass in the road, the next few feet of track, and all the other detail instantly appears. Commodore 64 games possess more graphical finesse...

Radiator Scum

You cannot damage your craft either, and even the crashes are sterile, pre-programmed affairs which dictate that upon hitting the wall badly you must slowly spin through exactly 180°, before you can go on your way round the tracks which are so uneventful and gaudily decorated that they produced genuine tears of boredom from this reviewer. Please don't make me play it again!

Road Rage is not a good game. In fact, it's not even a bad game. It's an appalling piece of dog tired software that deserves to sink without trace especially given that even the original year old *Wipeout* is a zillion times better. *Road Rage* is not worth the price of a blank CD – let alone £45 and I advise all PLAY readers to stay well clear.



[Above] At this point in the track, the road curls onto the vertical wall, which is a Good Idea. Unfortunately, all control of your craft is taken from you for the duration of this strip, which is a Bad Idea.

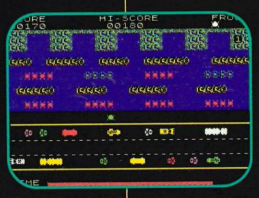


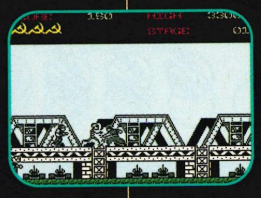
[Above] The sign here clearly warns us "Curve Ahead." Well, that would be great if the sign itself hadn't just appeared half a second ago. Clipping is a major problem in *Road Rage*.

OI, KONAMI, *NO!*

DIDN'T KONAMI USED TO MAKE GOOD GAMES INSTEAD OF THIS TAT? THEY CERTAINLY DID, AND HERE'S JUST A FEW OF THOSE VIDEOGAMING CLASSICS FROM YESTERYEAR. PERHAPS INSTEAD OF CONVERTING DIRE COIN-OPS LIKE *ROAD RAGE* AND *CONTRA*, KONAMI SHOULD STICK TO GAMES OF THIS CALIBRE.

1: FROGGER,
2: GREEN BERET,
3: INT TRACK & FIELD,
4: HYPERSPORTS



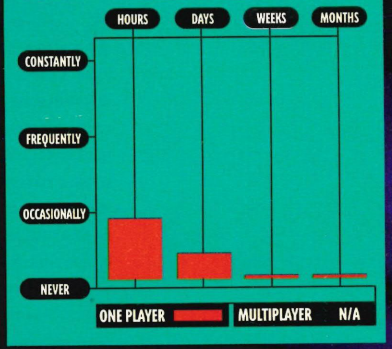








LONG TERM PLAY...



PLAY

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

PLAYED **24%**

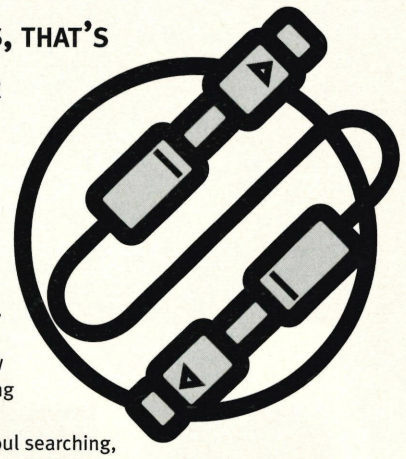
Bowel surgery is preferable

ALTERNATIVELY:
WIPEOUT 2097 (93%)
RAGE RACER (94%)

the

MISSING LINK

TWO HEADS ARE BETTER THAN ONE AND WITH LINK-UP GAMES, THAT'S CERTAINLY TRUE. BUT WHAT ARE THE BEST LINK-UP GAMES FOR THE PLAYSTATION AND HOW DO THEY STAND UP TO OUR GRUELLING GAMEPLAY TESTS?



Why the hell

aren't there more link-up games? The only way to have more fun on some really good game is to play it in its linked form, two PlayStation's bonded by a single cable, talking to each other in electrical and binary oneness. With moves such as Sony taking away the free link disc from the UK release of Japan's *Motor Toon GP2*, and more recently completely removing the link port from the latest Japanese PlayStations, we are getting the distinct idea that things are moving in the wrong direction! 3-D games will always noticeably suffer with split-screen options (although that should be available too) because at the very least the PlayStation has to stuff two views into one screen, and inevitably speed and polygon counts drop. On games where correct care has been taken, linked modes provide a whole new challenge, and the feeling of being fully enclosed in an entire 3-D world is increased many fold. Do your homework, developers, and bring us new games with worthwhile linking abilities. For it is your duty.

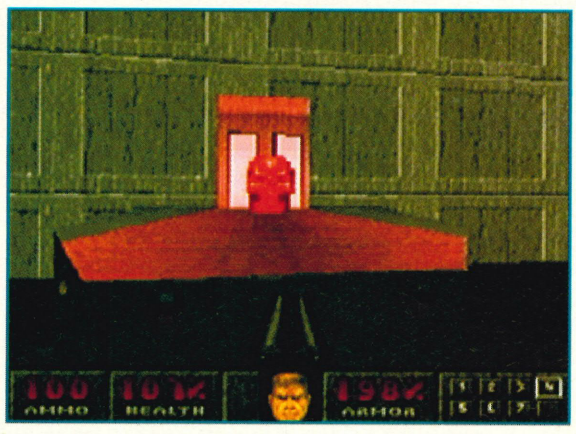
After countless hours of soul searching, here are our top ten PlayStation link-up games, but bear in mind that there aren't that many to begin with. If you know someone with a PlayStation then we STRONGLY advise you get friendly with them and purchase a link cable and at least one of these...

Written By Graeme Nicholson

DOOM
(GT INTERACTIVE)

THE FIRST GREAT LINKABLE PLAYSTATION GAME NEEDS NO INTRODUCTION, WHAT WITH IT BEING ONE OF THE MOST FAMOUS VIDEO GAMES OF OUR TIME. CORPORATIONS AROUND THE WORLD LOST MILLIONS DUE TO EMPLOYEES CHASING EACH OTHER AROUND ON THEIR OFFICE PC NETWORKS WITH CHAINSAWS AND SHOTGUNS IN *DOOM'S* HEYDAY, AND MUCH OF THAT ADDICTIVE JOY TRANSLATED ONTO THE PLAYSTATION VERSION. OBVIOUSLY THERE IS NO OPTION TO LINK MORE THAN TWO PSXS TOGETHER FOR TRULY MULTI-PLAYER MURDER, BUT THE TWO PLAYER IS MORE THAN ENOUGH. PLAYING AGAINST A FRIEND IN *DOOM'S* GRUBBY, DIMLY LIT WORLD IS AN OFTEN TERRIFYING EXPERIENCE, HANDS SWEATING ON THE JOYPAD, READY TO FIRE AT ANY MOMENT WHILE YOU CREEP AROUND. SUDDENLY, THE SCREEN THROBS RED AS YOUR PLAYER MOANS IN AGONY AFTER A VERY LOUD GUNSHOT – HE'S BEHIND YOU! TURN AND PUT YOUR CHAINGUN TO HIS CHEST WHILE LETTING IT BUZZ THROUGH AMMO BEFORE YOU RUN AND HIDE, SEARCHING FOR JUST ONE HEALTH PACK... THIS IS EXCITEMENT, AND MANY PLAYSTATION OWNERS STILL PLAY *DOOM* MORE THAN ANYTHING ELSE ON LINK-UP, MORE THAN A YEAR AFTER ITS RELEASE.

LINK-UP RATING:



THE NEED FOR SPEED
(EA)

IF THERE IS ONE REASON TO BUY YOURSELF ANOTHER PLAYSTATION AND TELEVISION, AS WELL AS A LINK CABLE AND ANOTHER COPY OF THE GAME, THIS IS IT. REAL RACING FANS KNOW THAT THE *NEED FOR SPEED* COULD ONLY BE IMPROVED IN ONE WAY, AND THAT IS BY PLAYING THE LINK-UP MODE, WHERE YOU ESCAPE FROM THE RESTRICTED VISION AND CRAMPED FEELING OF THE SPLIT SCREEN GAME, AND GET A WHOLE LUSCIOUS SCREEN TO YOURSELF, WITH THE POP-UP AND JERKY ANIMATION GONE. I IMPLORE YOU TO FIND ANYTHING MORE GLEEFUL IN RECENT GAMES HISTORY THAN NUDGING YOUR FRIEND'S PORSCHE IN JUST THE RIGHT WAY SO THAT HE FISH-TAILS PLEASINGLY OUT OF THE WAY AND INTO A HORDE OF COMPUTER CONTROLLED SUPER CARS WHILE BLISTERING ALONG THE VERTIGO RIDGE CIRCUIT. *NEED FOR SPEED* REMAINS THE ONLY RACER WITH FANTASTIC CRASHES TOO, ALWAYS DIFFERENT, AND EVEN *RAGE RACER* AND *PORSCHE CHALLENGE* STILL CAN'T TAKE ITS CROWN FOR WELL IMPLEMENTED PHYSICS.

LINK-UP RATING:



RAGING SKIES
(SONY)

Like all of the three modes on offer in *Raging Skies* (*Bogey: Dead 6* in America), Battle mode is good but not great, without enough flavour and variation to keep you coming back for more. Just like playing the one-player Mission mode, it's all done competently but seems like there's no reason to it all. Playing with the link-up capability sees you flying through an empty sky, attempting to constantly manoeuvre behind your opponent and unleash some Unholy Weapon of Evil onto his plane, and bring him down. It gets to be rather tedious after a while, but it's fun while it lasts. What could have made this fantastic would have been co-operative missions, where both players would fight on the same team against all the enemies of the Mission mode. Now that would be something to fire your sidewinder about.

LINK-UP RATING:



WIPEOUT 2097
(PSYGNOSIS)

We actually found *Wipeout 2097* to be surprisingly dull in its link-up mode, mainly because the two players don't encounter each other nearly enough, and it all ends up as a rather quiet drive along the reinforced titanium hypertrack. Generally, one player will be driving well, ie not hitting the sides, and so will be continuously ahead of the other guy. Then, the player who's driving well bashes the side of the track, and the player who was behind goes whooshing past, and there's only enough time within that nano-second where you might just be able to squeeze off a shot at each other. Also, the tracks that are simple enough to worry about fighting a human opponent on are so short that it's all over before you've met each other more than twice.

LINK-UP RATING:



RIDGE RACER REVOLUTION
(SONY)

When the original *Ridge Racer* was released, the only criticism people could make at that time was that it lacked a link-up option. So, Namco being as clever as they are, they released *Ridge Racer Revolution* with a superb link mode, and even the ability to play the track from *Ridge Racer* in this mode as a kind of way to make it up to us. *RRR* has become a classic link game, with all that frantic arcade action being doubled by playing against a friend. The rear-view mirror makes for some hysterical blocking opportunities, and it's rewarding to watch your friend ping back into the distance in the mirror if he thinks he's going to take your lead.

LINK-UP RATING:



FORMULA 1
(PSYGNOSIS)

Much has been made of the infestation of bugs which impair *Formula 1* in both single player and link-up modes, but if you can ignore them and just get on with the racing, the link option can be real fun. Although this game also suffers from a lack of proper physics, meaning you can't ever flip the car, or even have it lift off the ground, it can be fun just trying to bash a friend into the gravel, especially if he's taking all this racing nonsense too seriously. Besides, you can still knock his spoiler off and screw up his handling! If you do want to have a real race, Monaco is the place for a tense challenge, but only after both players have done a lot of practising. SPA is the hottest circuit for close races though.

LINK-UP RATING:



MOTOR TOON GRAND PRIX 2
(SONY)

THE WORLD'S MOST COLOURFUL THING, *MOTOR TOON GP2* IS A GORGEOUS CELEBRATION OF GRAPHICS AND MOTION THAT HAS SUCH BEAUTY IT IS DIFFICULT TO TAKE IT ALL IN WHEN PLAYING IT AT FIRST. ON REFLECTION, WE THINK *MTGP2* WAS UNDERRATED IN PLAY AND DESERVES SOMETHING LIKE 85% AT LEAST, AND THE PROGRAMMING TEAM AT SCE JAPAN SHOULD BE HERALDED AS HEROES FOR SUCH ARTISTIC USE OF THE PLAYSTATION. WHEN *MTGP2* WAS RELEASED IN JAPAN, IT CAME WITH A FREE LINK-UP DISC, SPECIFICALLY SO YOU ONLY NEEDED ONE COPY OF THE GAME TO PLAY LINK-UP. THE GAMEPLAY DOESN'T CHANGE AS MUCH IN TWO PLAYER AS YOU MIGHT THINK, EXCEPT FOR A LOT MORE SKILL IN FIRING WEAPONS LIKE MINES COMING INTO PLAY, BUT SIMPLY EXPERIENCING THE THRILLING TRACKS WITH ANOTHER PERSON IS JOYFUL ENOUGH. UNFORTUNATELY, THE MORE BLINKERED AND GREEDY GAMING INDUSTRY IN THIS COUNTRY DECIDED NOT TO RELEASE THE GAME WITH THE FREE LINK DISC. DAFT BUGGERS.

LINK-UP RATING:



BURNING ROAD
(FUNSOFT)

THE RACING GAME SO WELL KNOWN FOR ITS OPEN AND RAMPANT THEFT OF ALL THE GOOD BITS FROM ALL THE BEST RACING GAMES ACROSS THE PLATFORMS HAS A GOOD LINK MODE, PROVIDING SOME CHANGE FROM THE TINY ONE-PLAYER GAME. THE FUN PART IS THAT, UNLIKE THE COMPUTER CONTROLLED CARS WHO STAY BOLTED TO THE TRACK WHEN YOU HIT THEM, THE HUMAN PLAYERS CAN GREATLY AFFECT EACH OTHERS' PERFORMANCE. THE KEY IS TO SHAFT THE OTHER PLAYER'S CAR AS MUCH AS POSSIBLE WITHOUT CAUSING TOO MUCH DAMAGE TO YOUR OWN CAR, BECAUSE *BURNING ROAD* IS ONE OF THE FEW RACING GAMES TO INCORPORATE VISIBLE AND PHYSICAL DAMAGE THAT SEVERELY AFFECTS HANDLING. BEFORE YOU KNOW IT, THEY'LL BE TRUNDLING ROUND THE TRACK AT EIGHT MILES PER HOUR ON A SET OF BUCKLED AXELS, AND YOU'LL BE BOUNDING LIKE A HAPPY PUPPY THROUGH THE CHECKPOINTS!

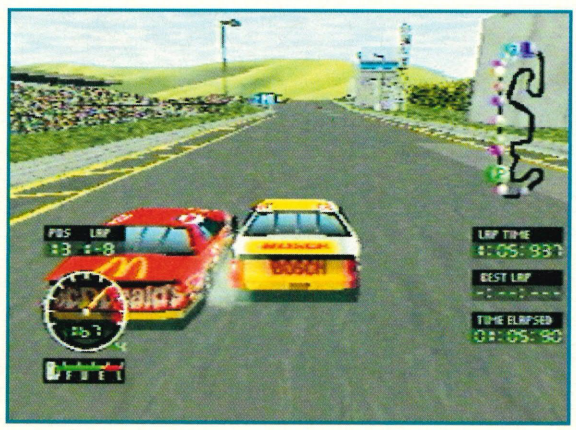
LINK-UP RATING:



ANDRETTI RACING
(EA)

LOOKING A BIT LIKE *NEED FOR SPEED*, AND FROM THE SAME COMPANY, YOU COULD BE THINKING *ANDRETTI RACING* IS A SIMILAR GAMEPLAY EXPERIENCE OF ALMOST RELIGIOUS PROPORTIONS THAT *NEED FOR SPEED* IS. BUT NO, THOSE ARE THE ONLY THINGS ANDRETTI HAS IN COMMON WITH ITS VASTLY SUPERIOR BROTHER, THE REST OF THE LINK-UP GAME IS VERY DRY. IT IS PARTICULARLY THE SIMPLIFIED, CHILDREN'S ARCADE GAME CONTROLS THAT GIVE IT SUCH AN AVERAGE FEEL, AND RUSHING ROUND THE TRACK WITH ANOTHER PLAYER AT TIMES SEEMS NO BETTER THAN PLAYING IT YOURSELF – NOT A GOOD SIGN. THE CHOICE TO GO BETWEEN INDYCAR AND STOCK CAR MODES ADD SOME LONGEVITY, BUT NOT ENOUGH TO STOP YOU BUYING ANY OTHER GAME ON THIS PAGE FOR LINK-UP PLAY.

LINK-UP RATING:



DESTRUCTION DERBY
(PSYGNOSIS)

OKAY, SO IT'S VERY DATED NOW, BUT UNFORTUNATELY PSYGNOSIS HAD TO DROP THE LINKING OPTION FROM THEIR OTHERWISE MUCH IMPROVED *DESTRUCTION DERBY 2*, SO IF YOU WANT TO PLAY LINKED-UP STOCK CARS, THIS WHAT'S AVAILABLE. IT'S A BIT OF AN AMATEUR SCUFFLE THOUGH, USUALLY CONSISTING OF BOTH PLAYERS RESTING THEIR PADS ON THE FLOOR AND HAVING A CHAT WHILE THE COMPUTER CARS THRASH YOU ROUND THE TRACK LIKE A TIDAL WAVE – A BIT LIKE THE REGULAR GAME THEN. STILL, IF YOU ONLY HAVE *DESTRUCTION DERBY* FOR A LINKABLE GAME, YOU COULD BE DOING WORSE, LIKE PLAYING *DESCENT* OR EVEN...*K-K-KRAZY IVAN!* ARGGGHH!

LINK-UP RATING:



GAMES THAT SHOULD HAVE BEEN LINKABLE

ALIEN TRILOGY
COMMAND & CONQUER
RAGE RACER
NASCAR '96
HARDCORE 4X4
TWISTED METAL 2

AWESOME!

The Ultimate Games Bible For PlayStation Owners

Packed with reviews of virtually every PlayStation game ever released, The Complete A-Z of PlayStation Games is the only guide you'll ever need.

Overload on PlayStation reviews, screen shots and gaming information.

With this unrivalled collection of game reviews in one huge fact-packed guide, you'll never make a wrong purchasing decision again.

SIMPLY THE BEST

A huge, encyclopaedic-like guide to virtually all the Sony PlayStation games released to date. All games covered are fully reviewed and rated – over 100 titles featured. The games appear in superb detail in alphabetical order for easy reference.

GET YOUR COPY FAST!

- Largest ever guide to PlayStation games – 164 pages!
- The only complete reference guide to all the games available for the Sony PlayStation.
- Reviews run alphabetically for quick and easy access.
- Monster reviews of all the top games.
- Over 1000 fantastic screen shots.
- Every game fully reviewed and rated.
- Superb design and layout



LAST CHANCE TO GET YOUR COPY!

Authoratative! Action-packed! Amazing!

ORDER IT NOW!

The Complete A-Z of PlayStation Games '96 is available from all good newsagents now priced £4.99. Provide your newsagent with the following details to guarantee your copy. ISSN: 1365-4004. Publisher: Paragon Publishing Ltd. Distributor: Seymour International.

Yes! Please rush me

The Complete A-Z of PlayStation Games '96

priced at £4.99 (including postage and packing).

I would like to pay by:

☐ Cheque/Postal Order

(Please make payable to Paragon Publishing Ltd)

☐ Credit Card

☐ Switch/Delta

Card type: .....

Card number: .....

Expiry date: .....

Switch/Delta number: .....

Name: .....

Address: .....

.....

.....

.....

.....

Phone number: .....

Signature: .....

Date: .....

Paragon Publishing Ltd

Please return this coupon or a photocopy of it (together with your cheque/PO for £4.99 if applicable made payable to Paragon Publishing Ltd) in an envelope and post it to the following address: PlayStation Guide Offer, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA. Alternatively fax your coupon to 01202 299955 or ring the order hotline on 01202 200202.

INTERNATIONA

CONVERTING ITS SUPER NES SOCCER BLOCKBUSTER, KONAMI HOPES TO SCORE WITH THE SAME CLASSIC FORMULA.

Written By Phil King

They say looks

aren't everything, particularly in football – just look at Beardo, Rushie and Dowie! However, it's hard not to be disappointed by the lack of visual delights in *ISS Deluxe*. The PlayStation version is hardly distinguishable from the Super NES original, the only apparent differences being some swirly 3-D letters for on-screen messages and the addition of a commentator.

Other than that, it really is identical, right down to the standard sprite animation, 'non-connecting' headers, and nets bulging for no reason. Comparing it to the recently unveiled N64 conversion, with its flashy 3-D camera angles, PlayStation owners might well wonder why their version couldn't have been similarly spruced up.



[ABOVE] The Dutch striker fires it past the despairing German goalie.

One thing *ISS Deluxe* does boast is probably the most extensive commentary of any sports game – and definitely the most amusing. As well as sounding like an old BBC commentator, this guy's RADA accent makes it all the funnier when he suddenly bursts out with "Scorchio!", "Goaaaaaaal!" and lines such as "I'd really like to play with that official!" On the downside, his varied vocabulary doesn't include the names of the players – which, anyway, are fictional versions of their real-life counterparts, including Baggio and Gullit.

GAMEPLAY WITH BALLS

At the end of the day, though, it's gameplay that counts, and there's certainly no shortage of that here – testament to why the Super NES game was so popular.

Whether you're playing a friendly, Japanese S League, international tournament, or World Series (isn't that baseball?), the match action is always skilful and exciting. Despite the many different possible skills at your disposal, the controls are surprisingly instinctive and easily mastered within a couple of games. The range of actions is impressive, including defender-fooling tricks like a shuffle-dribble, through balls, heel lift over your head, and one-twos – hard to get right but very satisfying when you manage it. Apart from standard passing, shooting and chipping, there are overhead kicks and no less than three types of header. Although the latter can result in a prolonged bout of head tennis until someone decides to nod it down.



[ABOVE] A rare keeper error as it goes straight between his legs!



[ABOVE] Corners can be in- or out-swingers.

Despite the ease of control, this isn't the sort of game where everything's done for you. Skill is needed to bypass defences and for accurate shooting. Unlike many soccer sims, shots aren't automatically aimed, so you need to use just the right amount of aftertouch to steer them towards goal. With practice it's possible to score from long shots and

"Hardly distinguishable from the Super NES original..."



[ABOVE] There are several differently-sized pitches to choose from, in addition to weather conditions.



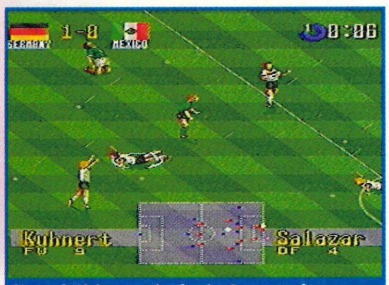
[ABOVE] A great save from close range, but you'd better clear that ball quickly.

PLAY INFORMATION

Publisher: Konami
Customer support: (01895) 853000
Price: £44.99
Release date: 14 Feb '97

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

AL SUPERSTAR SOCCER DELUXE



[Above] Diving practice for the Germans after opening the scoring.



[Above] Oh no, Bulgaria celebrate a victory over England

free kicks, but most goals come from rebounds. The otherwise pretty infallible keepers will parry close-range shots, leading to frantic goal-mouth scrambles as both sides try to reach the loose ball first.

The final result is a fun and addictive game of footy. Certainly *ISS Deluxe* is in a different league to the highly disappointing *FIFA '97*.





[Above] If the scores are a level after extra time, it's a penalty shoot-out – but don't tell Southgate!

SOCCER SKILLS

There are many ball skills and tricks to master. Here are just a few of them.



Shuffle
Steps over the ball to fool defenders.



Heel Lift
Flicks it right over his own head.



Lifting
Flicks the ball up to volley or head.



Header
Three different strengths available.



Diving Header
Occurs when player is far from ball.



Volley
Happens if ball is too low for header.



Overhead
Possible when facing away from goal.



One-Two
Quick double pass to beat defence.



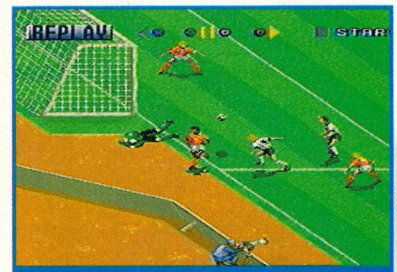
[Above] It's possible, but not easy, to run around the keeper and tap it in.



[Above] Mis-timed tackles can result in yellow or red cards, depending on which ref is in charge.



[Above] The Dutchman automatically jumps over one tackle, only to lose the ball to another nearby defender.



[Above] The striker quickly heads in the rebound.bench (on the left).





[Above] The scrolling squad screen. A blue face means the player is off-form, so switch him with one off the bench (on the left).

PLAY

Looks	6
Sounds	8
Gameplay	9
Value	7
One-liners	9

PLAYED 83%

Classic playability, lacklustre looks

ALTERNATIVELY:
Olympic Soccer (84%)
FIFA '97 (70%)

The Games That Time Forgot

FOR REASONS UNKNOWN TO MOST OF THE PLANET, *LOADED* SOLD TO THE PUBLIC LIKE COLD LAGER IN THE SAHARA WHEN IT WAS RELEASED SHORTLY AFTER THE PLAYSTATION'S OWN UK LAUNCH IN LATE 1995. DOES LIGHTNING STRIKE TWICE?



[ABOVE] Bounca has just fired his Ultra Bomb, and so every living thing in the immediate vicinity has been broken down to its basic molecular form.



RE-LOAD

Written By Graeme Nicholson

Forever it sits

in gaming history, one of those *FIFA 97* sales anomalies that continues to bewilder the informed core of gamers as to where the demand came from for a reported 250,000 copies of *Loaded* to ship on day one.

Sure, there was the pull of some fairly nice graphics, the clever lighting effects in particular, and a rather weak link with the Pop Will Eat Itself crew. Although even the most obsessed PWEI fan would be doing well to squeeze the tiniest fraction of enjoyment from the pitiful amount of their music actually included. Apart from that, what several hundred thousand PlayStation owners have in their collection is a very normal, repetitive, keep-holding-the-fire-button-until-you-explode shoot-'em-up. And now it's back!



PLAY INFORMATION

Publisher: Gremlin
Customer support: 01142 753423
Price: £39.99
Release date: Out Now



ONE PLAYER



MUTIPLE PLAYERS



MEMORY CARD

HAMMER SMASHED FACE

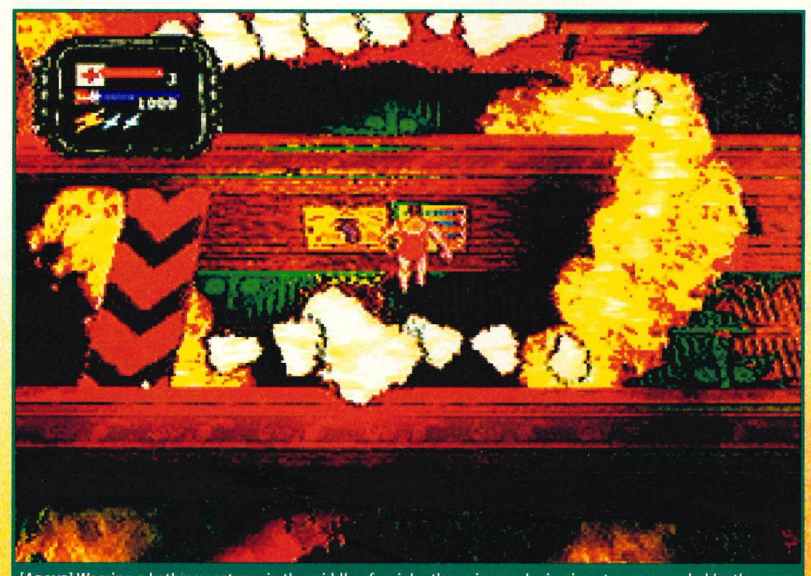
Re-loaded is an improvement over the original, but the improvements are more subtle than we would expect these days, especially compared to say *Wipeout 2097's* profound enhancements on the first game, at least technically. *Re-loaded* has made progress in its gameplay, with little tweaks and new ideas sprinkled on what is essentially the same game, yet with no massive overhaul of the graphics, style, or presentation. It turns out Re-loaded is somehow more fun to play than its older brother. Little puzzles ranging from the simple to the disturbingly aggravating help, but we all know that's not what the wicked and fundamentally evil world of Butch and his friends is all about.

Imagine bringing a 12 pound sledge down on a big ripe watermelon. That's the sound that graces your ears in *Re-loaded* when you mash another goon into sticky red goop with your overly powerful weapons. And it is music as beautiful as any symphony. Often, the sucker's split rib cage can be identified amongst the purée. Go ahead, use the zoom function to watch that happen closer next time. And this deliciously horrific smear of body parts doesn't flicker and disappear from the terrain, nope, it stays right where you left it. Lovely.

RIPPING CORPSE

But hang on. What's this? Horrific slow-down whenever there's more than two

"When I pummel a taxi I want it to explode, with burning passengers running out in all directions!"



[ABOVE] Wearing a bathing costume in the middle of a violently raging explosion is not recommended by the PLAY team, unless you're Barb Wire. Or that ugly one from the Spice Girls (we don't care what happens to her...)



[Above] Pasting three sinister army-types into the floor tiles is easy work for the Tri-me triple-barreled cannon.



[Above] The barracks level is the first of the confusing zones, where you basically wander around until something happens.

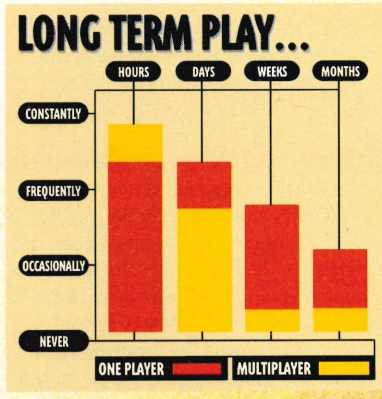
FIVE REASONS...

WHY HAVING A RUSTY NAIL SHOVED UP YOUR JOHN THOMAS IS BETTER THAN PLAYING *RE-LOADED*.

1: At least it's over quick!
2: Two players don't need to be subjected to it.
3: It's less expensive.
4: We wouldn't have to review a rusty nail insertion.
5: There'll be less tears in the end.



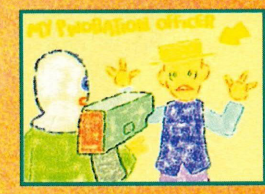
OED











enemies on-screen in the two player mode? Surely not. But yes. Suddenly what you're watching isn't even animation any more – it's a slide show! I'm talking the most severe and abrupt drop in frame rate you'll ever see this side of beta testing. Think of playing Quasar lit only by a slow strobe light and you're getting the picture.

Couple this sobering flaw with everything taking twice as long in a two player game as it does in one player because both players can never co-operate with the efficiency of a single mind and you'll have enough reason to damn well leave the two player mode alone. A bit of a flaw really as this is supposed to be the game's saving grace.

Now, consider what kind of game *Re-Loaded* is, at it's most basic level. You walk, you shoot, right? So there's going to be a lot of walking and shooting. It seems odd then that upon attempting to implement both at the same time, the characters can't handle it properly, and awkwardly twitch along the ground. Kind of one jolt per second, without moving their legs.

Violent Restitution

Running around with nothing to do is a common problem in *Re-loaded* too. Although pressing the circle button flips the weapons HUD to reveal a sort of map, showing the paths in your immediate vicinity and using a coloured line to indicate where you've been, there is scarcely ever a clue about where you should be headed in these big levels. You end up running around lost, like when you were little and accidentally wandered off from your mum in Tescos.

Yes, there are some things in *Re-loaded* that are just needlessly bothersome. Like, a jump button would have been so handy at times, and would have given the gameplay a bit more of a flow. Something which it certainly could be doing with. It's more than a little frustrating to be prohibited from getting to a part of the level you can clearly see because your path is blocked by





[Above] Storm the Monestary with powerful twin lasers and show the sacred and previously peaceful monks that you're having NONE OF IT!



[Above] Each character has their own little introductory FMV intro sequence. They're nicely done, but as usual, they're strictly watch once or twice only.

The Games That Time Forgot

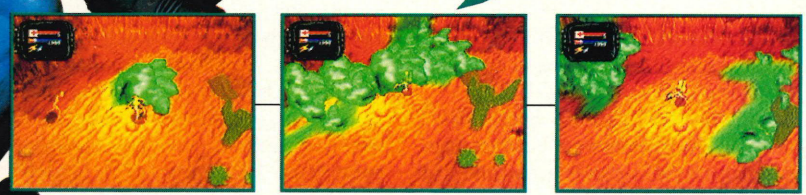
a six-inch-high obstacle. And the option to pick up Medikits and store them until you need them would have brought a fairer survival element into it all. Too often you'll find two Medikits close together, and once you've healed yourself with one, the other is wasted, or you can be perfectly healthy upon discovering one and would like to keep it until a more desperate situation arises.

Also, although many of the objects you'll encounter are destructible, there are some that just aren't, and for no reason. When I pummel a taxi with heavy gun fire, I want it to explode, with burning passengers running out in all directions, and maybe the driver slouched dead and smouldering against the steering wheel! *Re-loaded* can be fun, but honestly it's just not worth the effort. It's boring, not a considerable improvement over the original, offers nothing new, looks bad, has some of the most archaic animation yet seen on the PlayStation, and it is not worth the money by any stretch of the imagination. If you've already got *Re-Loaded*, perhaps as a Christmas present, then we at PLAY offer our deepest condolences. You could actually wear *Re-Loaded* – that's how pants it is!

Gremlin's shady tactic of not supplying the game for review until it had been released in the shops (meaning at least a month of guaranteed sales including, oddly enough, the Christmas period) essentially exposes the company's own doubt in its game. Recommendation enough that your readies stay where they are.



"You could actually wear *Re-Loaded* – that's how pants it is!"



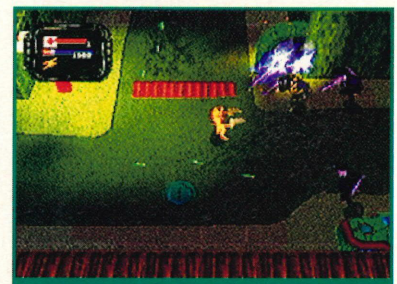


[ABOVE] The automated laser guns on the barracks stage are a nuisance until you destroy their worthless mechanical hides. Kaplooie!

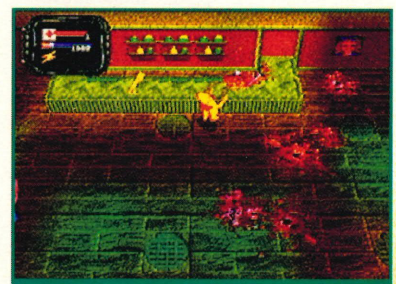


[ABOVE] Cap 'n' Hands' special weapon looks as though he's the victim of a rather embarrassing bodily function, instead of a horrific instrument of war.





[ABOVE] Average Game in Deep Social Comment Shocker: The dark and scary policemen hide their weapons behind their back before shooting at you, much like the corrupt police in India.



[ABOVE] That cowardly runt of a bar tender in the Foundry Bar thinks he's fooling you, crawling around behind the bar when you walk in and murder all his customers. Shoot him extra hard for his cheek.

PLAY

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

PLAYED **61%**

Utter horse garbage!

ALTERNATIVELY:
ROBOTRON X (85%)
GRIDRUN (53%)

0% TWO GREAT PLAYSTATION DEALS WITH 0% FINANCE 0%

Playstation "BIG" Deal ...319.99 — **Playstation "GREATEST" Deal ...379.99**

PlayStation BIG DEAL consists of:-
PlayStation, Demo CD, One Controller, Tekken (95%), Formula 1 (94%), Ridge Racer (93%), Memory Card and Extra Controller.



Tekken, the fighting game that broke the mould in it's creation.
If you need high speed, realism and hi-octane racing all combined in one comprehensive package then look no further than **Formula 1**.
Ridge Racer is the ultimate experience in speed, thrills & excitement.
The **Official PlayStation Controller** designed to fit comfortably in your hand.
An extra **Logic 3 Control Station Joypad** so you can play with or against your friends.
The **Fire Memory Cartridge** enables you to load and save game data
And of course the **PlayStation** 32-bit CD console. The ultimate in today's CD game consoles.



£31.99 deposit plus nine further monthly payments of £32.

Total price £319.99. APR 0%. Save £64 on combined RRP. status. To apply for 0% finance please place your order by telephone only on 01279 600204 (or at one of our club shops)

PlayStation GREATEST DEAL consists of:-
PlayStation, Demo CD, One Controller, Tekken (95%), Formula 1 (94%), Ridge Racer (93%), Die Hard Trilogy (93%), Memory Card, Extra Controller and Predator Light Gun.



Tekken, the fighting game that broke the mould in it's creation.
A high speed, realistic hi-octane racing game combined into **Formula 1**.
Die Hard Trilogy is a combination of a racing game, Virtua Cop style and a Fade To Black style game. This is a game for everyone.
Ridge Racer is the ultimate experience in speed, thrills & excitement.
The **Official PlayStation Controller** designed to fit comfortably.
The **Logic 3 Control Station Joypad** so you can play against your friends.
The **Predator Light Gun** is just what you need for shooting games
The **Fire Memory Cartridge** enables you to load & save game data.
And of course the **PlayStation** 32-bit CD console



£37.99 deposit plus nine further monthly payments of £38.

Total price £379.99. APR 0%. Save £79 on combined RRP. Offer subject to status. To apply for 0% finance please place your order by telephone only on 01279 600204 (or at one of our club shops)

WE ONLY SELL GENUINE UK PLAYSTATIONS

PlayStation From £186.99

ALL OUR SUPER DEALS INCLUDE DELIVERY. SCART LEAD, LINK CABLE, MOUSE AND MEMORY CARDS AVAILABLE AS EXTRAS

PLAYSTATION 186.99
plus one controller and playable demo CD

PLAYSTATION + WORMS 204.99
plus one controller and playable demo CD

PLAYSTATION + FORMULA 1 ..... 224.99
plus one controller and playable demo CD

PLAYSTATION "FIRE" PACK 206.99
with memory card and extra Logic 3 controller plus official controller and playable demo CD

PLAYSTATION "DIE HARD PREDATOR" PACK 239.99
with Die Hard Trilogy and Predator Light Gun plus official controller and playable demo CD

All PlayStations come with FREE delivery. A SCART lead is recommended for improved picture and sound from SCART TV s RGB scart lead £9.99.

PlayStation Games

• = NEW ITEM
xx% = REVIEW SCORE
(ANL) = FEATURES ANALOGUE CONTROL
(TAP) = MULTI-PLAYER VIA MULTI-TAP
(LINK) = MULTI-PLAYER VIA LINK CABLE
(PLG) = WILL WORK WITH PREDATOR GUN

10 PIN ALLEY 36.99
A-TRAIN 36.99
ACTUA GOLF 94% 34.99
ACTUA SOCCER 94% 36.99
ADIDAS POWER SOCCER 95% (TAP) 36.99
AGILE WARRIOR 30.99
ALIEN TRILOGY 94% 34.99
ALONE IN THE DARK 2 ..... 31.99
ANDRETTI RACING 36.99
AQUANAUTS HOLIDAY 36.99
AREA 51 ..... 32.99
AYRTON SENNA KARTING 29.99
BASEBALL 31.99
BATMAN FOREVER COIN-OP 35.99
BATTLE ARENA TOSHINDEN 27.99
BEDLAM 29.99
BLACK DAWN 84% 34.99
BLAM! MACHINEHEAD 33.99
BLAST CHAMBER 29.99
BLAZING DRAGONS 30.99
BREAKPOINT 34.99
BROKEN SWORD 90% 31.99
BUBBLE BOBBLE 2 ..... 36.99
BUST A MOVE 2 88% 25.49
CARNAGE HEART • 34.99
CASPER 34.99
CHESSY 34.99
CHRONICLES OF THE SWORD 36.99
CITY OF THE LOST CHILDREN 36.99
COMMAND & CONQUER 37.99
CONTRA • 35.99
CRASH BANDICOOT 84% 40.99
CRIME WAVE 36.99
CRITICOM 87% 34.99
CROW: CITY OF ANGELS 35.99
CRUSADER NO REMORSE 35.99
CRYPT KILLER • 35.99
CYBERIA 34.99
DARK STALKERS 88% 29.99
DAVIS CUP TENNIS (TAP) 29.99
DEADLY SKIES 36.99
DEATHDROME • 35.99
DESTRUCTION DERBY 86% (ANL, LINK) 36.99
DESTRUCTION DERBY 2 (ANL) 89% 40.99
DIE HARD TRILOGY 93% (ANL, PLG) 36.99
DISCWORLD 2 ..... 40.99
DISRUPTOR 82% • 35.99
DOOM 93% (LINK) 34.99
DRAGONHEART: FIRE & STEEL 34.99
DUKE NUKEM 31.99
DUNGEON KEEPER 36.99
EARTHWORM JIM 2 ..... 33.99
ECSTATICA • 34.99
EXHUMED 29.99
EXTREME SPORTS 29.99
FADE TO BLACK 90% 36.99
FIFA 97 ..... 36.99
FINAL DOOM (LINK) 82% 31.99
FIRO AND KLAWD 85% 31.49
FORMULA 1 94% (ANL, LINK) 40.99
GRID RUN 34.99
GUNSHIP 2000 90% 32.99
HARDCORE 4 X 4 ..... 31.99
HEXEN 31.99
HI OCTANE 80% 29.99
HYPER MATCH TOUR TENNIS 36.99
INCREDIBLE HULK - PANTHEON SAGA 35.99
INTERNATIONAL MOTO CROSS 35.99
INT'L SUPERSTAR SOCCER DELUXE 36.49
INT'L TRACK AND FIELD 85% (TAP) 34.99
IRON & BLOOD 35.99
IRON MAN / XO 33.99
JEWELS OF THE ORACLE 32.99
JOHN MADDEN NFL 97 ..... 36.99
JOHNNY BAZOOKATONE 85% 32.99
JONAH LOMU RUGBY 34.99
LAST DYNASTY 33.99
LEGACY OF KAIN 34.99
LOADED 85% 34.99
LOMAX - ADV'S IN LEMMING LAND 36.99
MAGIC CARPET 90% 34.99
MECHWARRIOR 2 ..... 34.99
MEGAMAN X3 ..... 36.99
MICRO MACHINES 3 ..... 36.99
MONSTER TRUCKS • 34.99
MORTAL KOMBAT 3 93% 29.99
MORTAL KOMBAT TRILOGY 92% 34.99
MOTOR TOON 2 (LINK) 84% 33.99
MTV'S SLAMSCAPE • 35.99
MYST 34.99
NAMCO MUSEUM VOLUME 1 ..... 38.99
NAMCO MUSEUM VOLUME 2 ..... 33.99
NAMCO SOCCER PRIME GOAL 34.99
NASCAR 96 ..... 34.99
NBA HANGTIME 33.99
NBA IN THE ZONE (TAP) 35.49
NBA IN THE ZONE 2 • 35.99
NBA JAM EXTREME 34.99
NBA LIVE 97 (TAP) 36.99
NEED FOR SPEED 94% (ANL, LINK) 35.99
NFL GAME DAY 35.99
NFL QUARTERBACK CLUB 97 80% 33.99
NHL 97 90% 36.99
NHL FACE OFF 34.99
OLYMPIC GAMES 89% 34.99
OLYMPIC SOCCER 84% (TAP) 34.99
ONSIDE 35.99
PANDEMONIUM 92% 34.99
PENNY RACER 34.99
PERFECT WEAPON 36.99
PETE SAMPRAS
EXTREME TENNIS 90% (LINK, TAP) 34.99
PGA TOUR GOLF 97 ..... 36.99
PHILOSOMA 35.49
PLAYER MANAGER 2 ..... 36.99
PO' ED 87% 31.99
POWER MOVE PRO WRESTLING 86% 31.99
POWER PLAY HOCKEY 96 ..... 36.99
PROJECT OVERKILL 89% 34.99
RAW PURSUIT 36.99
RAYMAN 87% 34.99
RE-LOADED 31.99
RESIDENT EVIL 95% 37.99
RETURN FIRE 84% 35.49
RIDGE RACER 93% (ANL) 29.99
RIDGE RACER REV 90% (ANL, LINK) 36.99
RIOT • 38.99
ROAD RAGE • 35.99
ROAD RASH 36.99
ROBOTRON X 80% • 32.99
SHELLSHOCK 85% 37.99
SIM CITY 2000 91% 36.99
SKELETON WARRIORS 36.99
SLAM 'N' JAM 96 ..... 31.49
SOVIET STRIKE 82% 36.99
SPACE HULK - V.O.T.B.A. 34.99
SPACE JAM 35.99
SPOT GOES TO HOLLYWOOD 35.99
STAR GLADIATOR 31.99
STREET FIGHTER 2000 85% 36.99
STREET RACER 85 • 37.99
STREET FIGHTER ALPHA 2 94% 31.99
STREET FIGHTER ALPHA 93% 29.99
[illegible] 35.99
[illegible] BOSS 35.99
[illegible] WARS 37.99
[illegible] 34.99
[illegible] 40.99
[illegible] 33.99
[illegible] GAMES WITHIN • 35.99
[illegible] 36.99
[illegible] 34.99
[illegible] 36.99
[illegible] 29.99
[illegible] TURBO 16.99
[illegible] 34.99
[illegible] DELUXE 34.99
[illegible] 29.99
TWIN PACK [illegible] BOBBLE & [illegible] 25.99
TWIN PACK [illegible] RACER & WORMS • 44.99
[illegible] 35.99
[illegible] 35.99
[illegible] 34.99
[illegible] 32.99
[illegible] 32.99
[illegible] GREATEST 26.99
[illegible] 38.99
[illegible] 36.99
[illegible] 29.99
[illegible] 93% 40.99
[illegible] 24.99
[illegible] THE DEEP 34.99
[illegible] 34.99
[illegible] 33.99
[illegible] 27.99

HIGH CAPACITY MEMORY CARD ...27.99



120 SLOT 8 TIMES THE SIZE OF STANDARD MEMORY CARDS PLUGS INTO MEMORY CARD SLOT ON PLAYSTATION.

PlayStation Peripherals

FIRE INFRA-RED JOYPAD SYSTEM 29.99
INCLUDES 2 JOYPADS AND A RECEIVER BOX. TURBOFIRE AND THUMB CONTROLLER. EXTRA LOW POWER CONSUMPTION FOR LONGER BATTERY LIFE. REQUIRES 4 X AAA BATTERIES (NOT INCLUDED)



GAMESTER STEERING WHEEL & PEDALS ...64.99
TRUE ANALOGUE PROGRESSIONAL STEERING, ACCELERATOR AND BRAKE. 8 DIGITAL ACTION BUTTONS AND ANALOGUE FOOT PEDALS. LOOK FOR GAMES MARKED (ANL)



ARCADIA JOYSTICK 24.99
ROTATING FIRE BUTTONS FOR MAXIMUM COMFORT AND FINGERTIP CONTROL. TURBO & AUTOFIRE. SLOW MOTION



LOGIC 3 CONTROL STATION ...12.49
8 BUTTON CONTROLLER WITH EXTRA LONG CABLE



NEGCON JOYPAD 35.99
INNOVATIVE ERGONOMICALLY DESIGNED TWIST GRIP PROVIDES PRECISION ANALOGUE STEERING CONTROL. TWO TOP-MOUNTED BUTTONS AND TWO ACTION BUTTONS. DIGITAL DIRECTIONAL PAD WITH THREE OTHER BUTTONS •





OFFICIAL PLAYSTATION CONTROLLER 26.99
TOP RATED PAD. 5 OUT OF 5 PLAYSTATION PLUS

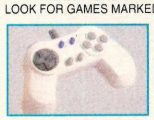
PHASE 9 CYCLONE CONTROLLER ...17.99
8 INDEPENDENT BUTTONS, FULLY FEATURED AUTOFIRE, TURBOFIRE AND SLOW MOTION



PREDATOR LIGHT GUN 22.99
FOR SATURN OR PLAYSTATION. 3 SPEED AUTOFIRE, BULLET AUTO-LOAD, PRE-SET NUMBER OF BULLETS, LED DISPLAY LIGHTS. LOOK FOR GAMES MARKED (PLG)

PS FLIGHT FORCE PRO JOYSTICK ...46.99
TRUE ANALOGUE PROGRESSIONAL STEERING. ERGONOMIC HAND GRIP, 4 MODES OF OPERATION. JOYSTICK & THROTTLE CONTROL. 15 PROGRAMMABLE FIRE BUTTONS & AUTOFIRE. LOOK FOR GAMES MARKED (ANL)





CYBER PAD 15.99
8 BUTTON CONTROLLER WITH TURBO AUTOFIRE FUNCTION

PS PROPAD JOYPAD ...16.99
8 BUTTON PROGRAMMABLE CONTROLLER WITH AUTOFIRE AND SLOW MOTION





SAITEK MEGAPAD 11 JOYPAD 15.99
EH[illegible] HAND GRIP DESIGN, AU[illegible] BUTTONS AN[illegible] RESPONSE



VRF1 ARCADE STEERING WHEEL 49.99
GIVES TRUE ANA[illegible] PROGRESSIONAL STEERI[illegible] FOR GAMES MARKED ANL



OFFICIAL PLAYSTATION MOUSE 29.99
COMPLETE W[illegible] DESIGNED M[illegible] MAT





DUST COVER FOR PLAYSTATION 7.99

FIRE MEMORY CARD 17.99

HIGH CAPACITY MEMORY CARD 27.99
(120 SLOT). 8 TIMES MORE CAPAC[illegible] THAN STANDARD SMART CARDS [illegible] FORMAT BUTTON FOR SUPER FAST FORMAT/ERASE, STATUS LED AND H[illegible] ALITY DESIGN

LINK CABLE 11.99
ALLOWS TWO PLAYERS, EACH WITH THE R[illegible] PLAYSTATION AND TV TO PLAY WITH OR AGAINST EACH OTHER. CONNECTS VIA REAR SERIAL PORT

OFFICIAL PLAYSTATION MEMORY CARD ...21.99
ALLOWS YOU TO SAVE AND LOAD GAME DATA

OFFICIAL PLAYSTATION MULTI-TAP ...28.99
PLUGS IN VIA CONTROLLER PORT ALLOWING FROM 1 TO 4 CONTROLLERS TO BE CONNECTED

SCART LEAD - PLAYSTATION RGB TO SCART TV ...9.99
HIGH QUALITY CONNECTION VIA PLAYSTATION RGB OUTPUT

X-TENDER CABLE FOR PLAYSTATION ...9.99
ALLOWS USER TO EXTEND CONTROLLER LEAD BY 5 METRES

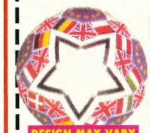
XS COUPON SAVERS
HUGE COLOUR CLUB MAGAZINE
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE
ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
CREDIT TERMS
GREAT PRIZES

Special Reserve
Live @ http://special.reserve.co.uk



WHEN YOU JOIN:

SCOOP PURCHASE! BUY ANY ONE ITEM AT THE SAME TIME AS JOINING FOR ONE YEAR OR MORE AND WE'LL SEND YOU A FREE



RUNNING MAN ACTION VIDEO
OR
VHS tape rated 18



FOOTBALL
82 PANEL PVC, STITCHED



CD WALLET
24 CAPACITY. STORES CD's NEATLY AND SAFELY

ABSOLUTELY FREE

Just state your choice as you order. Other offers available. Overseas members add £2 carriage. All offers subject to stock availability.



SONY KV16WS1 16" 409.99
WIDE SCREEN COLOUR FASTEXT TV
- "SUPER TRINITRON" WIDE SCREEN,
- NICAM STEREO, • GAMES BUTTON,
- FULL RANGE SPEAKER SYSTEM, • SLEEP TIMER,
- ONE BUTTON TUNING, • AUTO SORTING,
- FASTEXT, • SIMPLE MENU

Special Reserve Discount Club

01279 600204

Or fax your order to us on 01279 726842 (we'll fax back to confirm)
Don't forget to ask for your FREE gift when you buy any item at the same time as joining for a year or more

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

TRIAL MEMBERSHIP ONLY £1
Trial Members receive one issue of the club magazine. Valid for one order.

ANNUAL MEMBERSHIP (UK) £7
ANNUAL MEMBERSHIP FEES UK £7.00 EC £9.00 WORLD £11.00
Members receive ten issues of the colour club magazine per year.
There is no obligation to buy anything.
Buy one item as you join for a year and we'll give you a choice of free gift. Club benefits include regular club magazines, club competitions and a staggering selection of products, many at below trade price. Over 300,000 people have joined and Special Reserve has 80 dedicated staff. All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) PLAY
Name & Address
Postcode Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK £7)
item
item
item
item
item
For **OPTIONAL** first class post add 50p per item
For **OPTIONAL** fast delivery on hardware add £3.00
For items over £600 please add £15.00 delivery
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £
CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO)

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

Cheques payable to: **Special Reserve at**
PO BOX 847, HARLOW, CM21 9PH

Special Reserve is mainly mail order but we also have three huge Club Shops and a vast Internet Web Site

Impressive Special Reserve SHOPS

CHELMSFORD, ESSEX — 43 Broomfield Rd, Chelmsford. Just around the corner from the bus station.
SAWBRIDGEWORTH, HERTS — The Maltings, Station Rd, Sawbridgeworth. A few miles from the M11, near the train station.
NEW AT BRISTOL, AVON — 351 Gloucester Rd (A38), Horfield, Bristol. 1½ miles north of City Centre. Near Kwik Save.

Some Items bought in the shops carry a £1 surcharge on the mail order prices

Vast Award-Winning WEB SITE
Massive site, Secure Ordering, 1000 Cheats, 600 Reviews, Latest Release Dates, Gamelinks, F1 Fantasy Game, Prizes, Charts & More

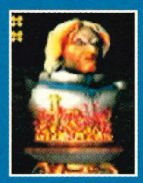
http://special.reserve.co.uk

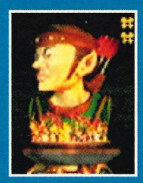
PLACE YOUR ORDER ON-LINE AND RECEIVE FREE FAST DELIVERY

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 11.01.97 E..& O.E. SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.


Torgo the Dwarf.

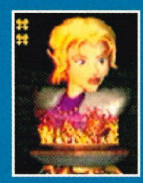

Stellerex the Wizard.

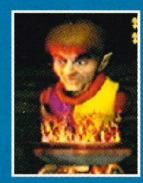

Luthor the Paladin.


Erland the Archer.


Darius the Gladiator.


Xenobia the Warrior.


Shinesta the Princess.

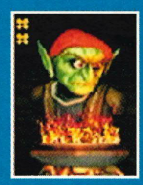

Ignatious Max the Thief.

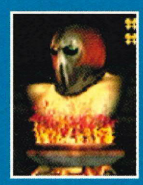

Red Cloud the Shamen.

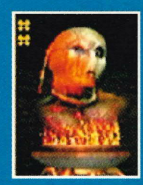

Urgo the Margoyle.

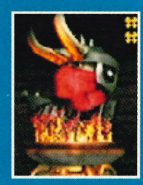

Ardus the Skeletal Warrior.


Sasha the Werewolf.


Nym Pimbly the Goblin.


Balthazaar the Headsman.


Kaurik the Warlord.


Balok the Black Knight.

IRON & BLOOD: WARRIORS OF RAVENLOFT

In what HAS to be ONE of the MOST COMPETITIVE gaming genres EVER, can Acclaim CUT THE MUSTARD with the likes of *Soul Edge* and *Star Gladiator* dominating the Playstation SCENE?

Written By Tom Sargent

If ever games had to be rated on the strength of their intros then surely *Iron & Blood: Warriors of Ravenloft* would win the 'Ever-so scary and atmospheric' award without a doubt. In all fairness, the intro should be nothing more than the scene setter, but due credit should go to Acclaim none the less.

Spooky

Onward, ever onward with the actual review then. Put simply, *Iron & Blood* is an all out 3-D polygon beat-'em-up set in the medieval world of Ravenloft, where you must hack and slash your way through 16 rabid, blood-thirsty opponents whose sole aim in life seems to consists of a) acting in a psychotic manner b) separating people's vital organs from their torsos.

The plot of the game is as follows. Evil Death Knight, Lord Soth is not a happy camper. The thoroughly unpleasant Vampire, Count Strahd von Zarovich has put a curse on him, leaving him stranded in this realm, forever. Only with your assistance can he be finally set free.

Stayin' alive

From the options screen you can access one of four sections, all of which can be used to hone your fighting skills and provide your character with extra powers. The Combat mode, for example, can be broken down into three elements. Training is where it's up to you to master the movements and controls necessary to kick arse. Head-to-Head lets two opponents slog it against each other. And finally Campaign is a particularly tough series of encounters, where the player can hand-pick between three and six members and go on an adventure. Progress in this mode can prove extremely fruitful, as each victory allows the team to aquire objectives which can permanently bestow various magical abilities or arcane powers upon them. To complicate matters unnecessarily further, artefacts can also be gathered up, empowering the finder with such tasty morsels as Teleportation Rings, Alter of sacrifice and Gloves of Thievery – all useful for gaining that illusive edge over foes.

In time honoured fashion, there are a multitude of attacks; 12 basic and at least two specials per character. You know the routine by now, there's low, medium and


[Above] More blood than you can shake a stick at. Depending on your method of attack, all sorts of bowel-removing moves can be achieved.

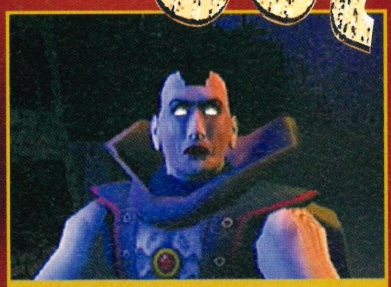

[Above] Urgo and Xenobia demonstrate that, contrary to popular belief, disco dancing is still alive and kicking.

PLAY Information

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £44.99
Release date: Out Now

One Player | Mutiple Players | Memory Card

The GAMES THAT ... Forgot



[Above] This unsociable-looking chap is very bad news. This is the final challenge facing the last man standing. Ulp...

high attacks culminating in numerous combos. In a bid to achieve something just a bit different, Acclaim has also introduced a steering and dodge feature, whereupon any missile weapons fired directly at your character can be avoided through subtle use of the shoulder buttons. Cool.

Knight fever

The actual game engine is pretty good, but that's due, in part, to the relatively small on-screen characters and lack of detailed texture maps. Animation is adequate, but hardly ground-breaking (just wait until you see *Soul Edge* run!). The camera swoops convincingly enough, for example, if you execute a role away or towards the screen. But for all its novel twists and turns, *Iron & Blood* just fails to deliver the killer package. Perhaps it's the uninspiring backgrounds, or the fact that there are a growing number of utterly awesome beat-'em-ups already available on the PlayStation. Whatever the reason, *Iron & Blood* is a very competent piece of software, flawed only by a mildly sluggish game engine, small characters and drab backdrops.



[Above] Erland insists on showing off his back flip technique, Stellerex has other ideas in mind.



[Above] Any contact with the edge if the arena results in a jarring shock. The character then remains stunned for a few seconds.



[Above] Weapons come in various shapes and forms. Balthazaar's just dying to try out it's effectiveness.



[Above] In an attempt to avoid a hefty blow to the nuts, Ignatius Max wisely decides to dive out of the way.





[Above] Nym Pimbly liberally carves-open a slightly surprised looking Xenobia. Is there really any need, I ask you?

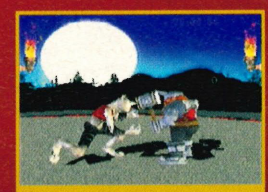
"Blood thirsty opponent's whose aim in life is to separate people's vital organs from their torsos!"



[Above] The camera pans in and out very effectively to accommodate both characters, despite the unusual angle of attack. Excellent.



[Above] Luther the Paladin fells another unfortunate opponent with a long-range power-sweep. Watch out for his Halo attack, too.



[Above] Raw savagery versus brute force. Sasha could have the edge here, as she's on home territory. Bark at the moon, etc.

PLAY

Looks	●●●●●●●●○○○
Sounds	●●●●●●●●●○○
Gameplay	●●●●●●●●○○○
Value	●●●●●●●●○○○
Gothic	●●●●●●●○○○○

PLAYED 75%

Graphically competent, but very dull

Alternatively:
Soul Edge (96%)
Star Gladiators (88%)

IRON MAN X-O MANOWAR IN HEAVY METAL

The Games That Time Forgot



In true MARVEL style, ACCLAIM allows two more Exo-clad LUNATICS to RUN RIOT in a RETRO-QUEST for peace and JUSTICE.

"Stay well away from this tosh!"

Written By Tom Sargent

Wanted. Superhero.

No previous experience required, as full training will be given. Severe psychological problems and a penchant for wearing ridiculous costumes an advantage. Apply within.

What is it with these deranged Marvel Super Heroes, and where the hell do they come from? The mad scientists at Marvel seem to have an unlimited supply, so it comes as no surprise that the latest pairing of Iron Man and X-O Manowar sees the familiar scenario of two muscle-bound crusaders donning huge exoskeletons and kicking the crap out of all and sundry.

GROWING PAINS

THE END OF LEVEL TWO CLIMAXES WITH A SHOWDOWN WITH THE MIGHTY MORPHIN' GOLIATH. THE MORE YOU SHOOT HIM THE LARGER HE GROWS. HMM...





PANTS ON THE OUTSIDE

As you might have already guessed *Heavy Metal* is a one or two player platformer-cum-beat-'em-up, very reminiscent of the Mega Drive and Super NES games of the early Nineties. As with many game of this ilk, the plot is unimportant, what really matters is that you progress from one stage to the next collecting level codes as you go.

Sadly, this is all pretty standard fair, consisting of badly animated sprites that shuffle lethargically around the screen. When you consider the visual behemoths that are currently available on the PlayStation, it's difficult to see how this can hope to compete with anything. Graphically, *Heavy Metal* is incredibly poor, with only a modicum of gameplay lying underneath. Make no mistake this is no next generation product, it's like stepping through a time warp to when platform games were rife, and all were rubbish.

Progress comes when the special attributes of both players are learned. Not that it makes any difference which character you play. After a couple of hours, coupled with painstakingly long loading times between levels it becomes evident that things aren't going to improve.



[ABOVE] In a mad rush to collect a power upgrade, Manowar feels the full force of burning laser.

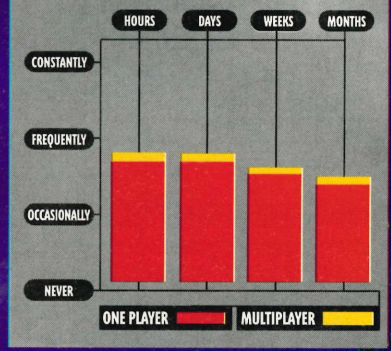


[ABOVE] Any old ion? In a desperate bid to thwart Mr Hyde, Iron Man lets loose his lethal EMP Chest weapon.

SLICE 'N' DICE

Even as a retro romp, *Iron Man X-O Manowar in Heavy Metal* fails miserably. It's more likely to give you cardiac arrest when you realise you've just spent £45 on the effer! There's already plenty of pant-wettingly good platformers out on the PlayStation, namely *Pandemonium* and *Crash Bandicoot*. Stay well away from this tosh!

LONG TERM PLAY...



PLAY INFORMATION

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £44.99
Release date: Out now

ONE PLAYER | MUTIPLE PLAYERS

PLAY

LOOKS	5
SOUNDS	4
GAMEPLAY	3
VALUE	4
SLUG	5

PLAYED 47%

Archaic platforming hokum

ALTERNATIVELY:
RAYMAN (87%)
LOMAX (70%)

THE INCREDIBLE HULK: THE PANTHEON SAGA

HE'S BIG, GREEN, ANGRY AND ENJOYS NOTHING BETTER THAN SMASHING EVERYTHING TO PIECES. THAT'LL BE THE HULK THEN.

Written By Tom Sargent

"Don't make me angry, you won't like me when I'm angry!" Who can forget the immortal words of Doctor Bruce Banner, just before his eyes turned green and he growled at the camera. Everybody knew he would do it at least twice in each episode, the fun came from guessing when.

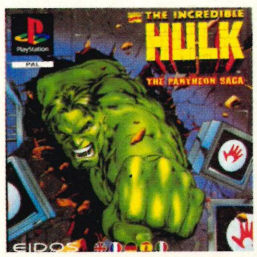
The good news is that The Hulk has finally made his transition to the PlayStation, the bad news is that it stinks. There's no doubting the potential of this licence; all of the ingredients are there – a strong character, an action-based environment, baddies by the bucket-load, gratuitous violence and explosions galore. So why has it turned out to be such a post-Christmas turkey?



[Above] Take too many hits and it's adios muchachos.



[Above] Throwing boxes around is excellent stress relief.



RRRRRAAAAAAGGGGGHHH!!!!

The plot of the game is barely worth a mention. Suffice to say The Hulk has been imprisoned by members of the Pantheon, who are a team of superheroes sent on a special tactical mission to teach him that his powers can be put to good use. On the way to meet Agamemnon, leader of these outcasts, you break free and thus don the not-inconsiderable pants of Marvel's favourite son in an attempt to reach him. To achieve this, of course, you must battle through wave after wave of notorious Super-villains.

After a pretty standard rendered intro, the player is presented with a forced-3-D environment played from a third person perspective.You can walk in and out of the screen performing one of 20 specialised moves and attacks using the controller. Sadly, you can only take on an adversary horizontally or vertically. This becomes really annoying after a few plays, and bloody infuriating when you consider that they have to be directly in line with you before any damage can be inflicted.

To add insult to injury, the graphics in general are blocky and uninspiring; on the PlayStation this is a crime, when you consider the kind of kick-arse visuals that could have been incorporated. *Hulk* is dull, dull, dull!

Justifiably hailed as a masterpiece of programming, *Tomb Raider* has rocketed EIDOS firmly into realms of superstardom, but this embarrassing offering doesn't do the company any favours. *The Incredible Hulk* sucks, plain and simple. Do not buy it unless held at knife-point.

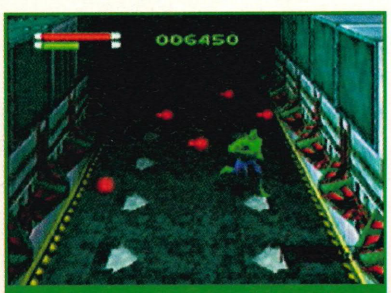


[Above] Sometimes running around the nasties is easier when in a bit of a tight spot.

"The Hulk has finally made his transition to playstation. The bad news is that it stinks!"

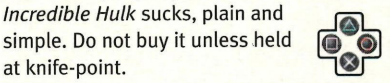


[Above] With graphics as goods as this, who needs a Nintendo 64? Yes we're joking.

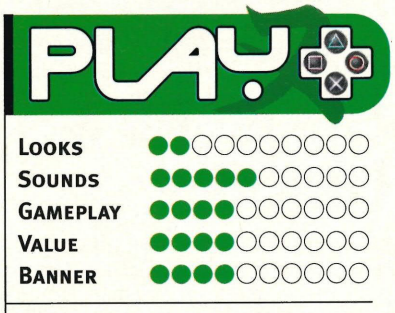


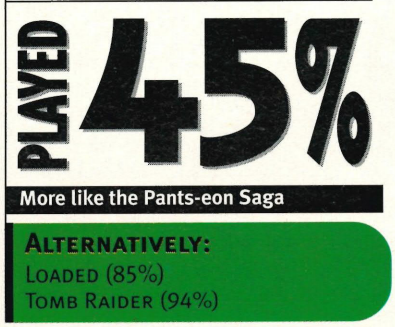
[Above] Run like a madman to avoid these wall-mounted lasers.

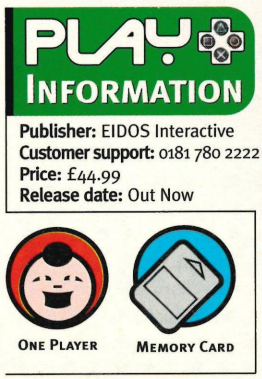
The GAMES that Time Forgot









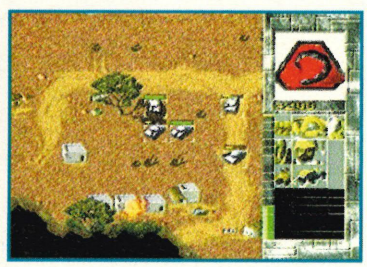


STATION MASTER

CHEATS ▸ TIPS ▸ LETTERS

MORE SIZZLING CHEAT CODES, PASSWORDS AND COOL HIDDEN ITEMS FOR ALL THE LATEST PLAYSTATION GAMES. THIS MONTH WE'VE GOT SOME ULTRA HELPFUL *COMMAND & CONQUER* CODES (THANKS TO A PLAY READER) TO GO WITH THE START OF OUR COMPLETE STRATEGY GUIDE, PLUS A MUCH-REQUESTED INFINITE TIME CHEAT FOR *DIE HARD TRILOGY*.





COMMAND & CONQUER

Here are some level codes sent in by reader Gavin Weeks from Somerset. Gavin has also included a special password which gives you loads of extra missions. Cheers mate!

GDI

Mission 2: A8RPQIPCT
Mission 3: VIIBZXCO3
Mission 4: SHV8P7F49
Mission 5: C9ROFCQAD
Mission 6: 6OH42FQSE
Mission 7: 457W28IUP
Mission 8: GTY9PSUCA
Mission 9: PH7L4Mo51
Mission 10: UKKRMGUZK
Mission 11: OX3GERZTR
Mission 12: MWRUN47H6
Mission 13: oMB4l1IMS
Mission 14: SH4K6CSUZ
Mission 15: W1N4QEMR3
Special missions: COVERTOPS

NOD

Mission 2: GB4V157TT
Mission 3: OX3VI4OAQ
Mission 4: W15DASRS8
Mission 5: KV2CF3EQ5
Mission 6: C9R67C7o
Mission 7: C982ETIMY
Mission 8: OFDWQoJNK
Mission 9: Q69KTOPTU
Mission 10: OX3UKOP94
Mission 11: MEU28UCVF
Mission 12: 45P58LIUG
Special missions: COVERTOPS

DIE HARD TRILOGY

DH3 No Clock/Level Skip

Pause the game, hold R2 and press Right, Up, Down, ■. Various letters and numbers should appear on screen.
On the second controller, press Start and some cheat options will appear. Press ▲ to toggle the clock off/on. Move Right on the D-pad to advance through the levels.
Also, while playing in this mode, pressing ● on the second controller will advance to the next bomb.





CONTRA: LOW

Enter all these codes at the title screen.

Weapon Select
L2, R2, L1, L2, Up, Down, Down, Up

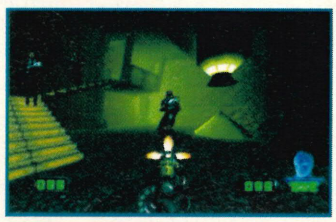
Unlimited Continues
L2, R2, L1, R1, Back, Forward, Forward, Back

Movie Player
L2, L1, R1, R2, Up, Back, Down, Forward

Bamboo Arcade
R2, R1, Forward, Back, L1, L2

Bamboo Gyruss
L2, L1, Back, Forward, R1, R2

SFX Browser
R2, R1, L1, L2, Up, Forward, Down, Back

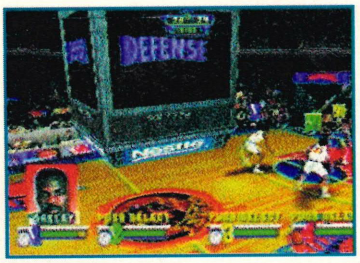


DISRUPTOR

Full health, weapons, psyionics
Pause the game and press L1+L2+R1+R2 all together to get full everything. This was sent in by John Ackerman from Basildon – the PLAY readers thank you.

Level Codes

1. ■, ■, ▲, ✕, ●, ●, ▲, ✕, ✕, ●, ✕, ✕
2. ✕, ▲, ●, ▲, ✕, ✕, ▲, ●, ●, ■, ●, ●
3. ▲, ✕, ●, ✕, ▲, ■, ●, ●, ✕, ▲, ▲, ■
4. ●, ✕, ●, ▲, ●, ✕, ✕, ✕, ■, ▲, ■, ●
5. ✕, ■, ●, ●, ✕, ▲, ▲, ■, ●, ✕, ●, ■
6. ✕, ■, ●, ●, ✕, ▲, ✕, ●, ●, ✕, ●, ■
7. ✕, ✕, ▲, ●, ●, ✕, ▲, ▲, ●, ■, ✕, ●
8. ▲, ●, ✕, ●, ✕, ▲, ●, ■, ▲, ✕, ■, ✕
9. ●, ✕, ✕, ✕, ●, ●, ▲, ■, ✕, ●, ✕, ▲
10. ✕, ■, ✕, ▲, ●, ■, ▲, ✕, ●, ●, ●, ✕
11. ▲, ●, ●, ▲, ✕, ✕, ●, ●, ✕, ✕, ▲, ●
12. ✕, ▲, ✕, ▲, ●, ✕, ●, ■, ▲, ●, ✕, ■



NBA JAM EXTREME

Enter these at the record screen.

Smiley Team
The code is MJT March 22.

Smiley Team
GRR 6/19



RE-LOADED

Play as Fwank
To play as Fwank, highlight Mamma and press: L1, ●, R1, Down, Down, R1, ●, L1, L1. A red balloon will appear over Sister Magpie. Move the cursor to her slot and Fwank will be playable.



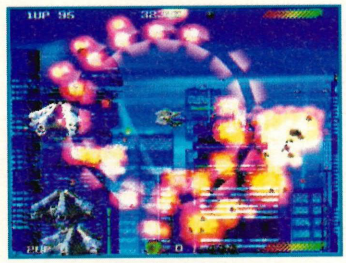


TOBAL NO.1

Kill HOM
To make HOM shut himself down, press: Down + R1 + L1 during a fight.

X2

Cheats
To enter these cheats go to options and select password.



267776 – 8 Credits
220969 – Start with 9 ships
713948 – Start Level 2
900277 – Start Level 3
213490 – Start Level 4
866141 – Start Level 5
321904 – Start Level 6
196861 – Start Level 7
040186 – Start Level 8
841003 – Start Level 9
216409 – Start criticus
180771 – Invulnerable ship
300167 – End sequence



BLACK DAWN

Cheats
Each of these cheats requires that you. Pause the game and enter Select, L2, Select, R2 before entering the code.

Max Fuel & Ammo
▲, ▲, ▲, ●

Max Weapons
L1, L2, R1, R2

Cycle Gun Modes
Select, Select, Select

Summon Wingman
■, ■, ■, ●

Mission Complete
▲, ▲, ▲, Down, Down, Down

Screen Mode Toggle
Down, R1, R2 (Bypass Pause Menu)

Upgrade Current Weapon
L1, L1, R1, R1

PLAY Q&A

THIS IS THE PLACE TO TURN IF YOU WANT GAME HELP. WE'LL SUPPLY TIPS AND CHEATS ON ALL NEW GAMES, PLUS GUIDES TO THE BIG GAMES WE THINK YOU'LL ALREADY OWN, BUT IF THERE'S SOMETHING A LITTLE MORE OBSCURE THEN SEND YOUR REQUEST TO Q&A, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS.

Dear Play,
I've unfortunately just bought Dark Forces on import and am stuck on the prison level. I've tried the lift and right at the bottom there is a force-field which I cannot get past. Please help.
Steve Whoriskey, Glasgow

There are two ways through this level, Steve. You can actually get through the force-field if you time it right, but the best way is to go behind the lift shaft at the top (where you entered this room) and blast the back wall where there is a slight fracture. This will lead through to a small room behind the lift. Send the lift down a floor and then go through the door in the secret room and drop down the shaft before going through the access panel and jumping across the second lift shaft and into an air vent. Follow the vent around to the garbage compactor and time your jumps to reach the door at the top. Through here is are the cells where you need to release one of the prisoners. Now get out using the lifts in this section.

Dear Play,
I'm sure I'm not alone in getting Command & Conquer this Christmas, but could you tell me how to get more cash, as the Tiberium is not coming in fast enough.
J Girling, Richmond

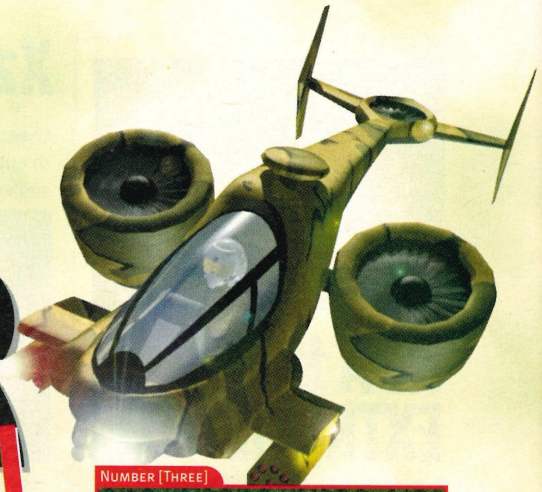
Apart from buying two harvesters to double your production, you could always search every level comprehensively for small crates which contain extra money. These are usually found in remote villages and places where you would not usually need to go. Hope that helps. As yet there are no infinite money cheats for the game, but we'll keep you posted.

Dear Play,
I bought *Resident Evil* in August and after many months of constant playing I can get the rocket launcher, know my way around the house blind-folded and can complete the game in under three hours with both characters.
But one part of the house is completely inaccessible. In the main house, 2nd floor, the room after the dining room with the yellow wallpaper, there is a door with a numeric keypad and every time I try to open it, the computer tells me I don't know the code. Please help. In case you don't know where I'm talking about, it's the hall with the room containing the red jewel.
Louis Virot, N Yorkshire

If you've done all that you say you have, then opening this secret passage is a waste of time really. All it serves as is a short cut to another part of the mansion (probably to assist if you are playing to get the rocket launcher). However, just to clear this little mystery up for you Louis, here's how you get the code. After meeting the second snake in the Lesson Room (the one that bashes a hole in the floor), Barry will come in and talk to you for a bit. He will then assist you in clambering down the hole but... shock, horror, the rope will snap leaving you stranded in the darkness. Barry will then say to wait for him whilst he tracks down another bit of rope to pull you out. Whilst you are waiting, walk forwards to the grave stone and push the button. The grave will now open up revealing a ladder going downwards. Don't go down, instead walk back to the hole and Barry should re-emerge to pull you out. When he hoists you back out of the hole, he will give you a scrap of paper with the door code scrawled on it. Now simply take it to the door in question and use.

COMMAND & CONQUER GDI TACTICS

SOLVED



RIGHT, LISTEN UP YOU MEN. THERE'S ONLY ONE WAY TO WIN THIS WAR, AND THAT'S TO CHEAT. SO HERE ARE YOUR MISSION PASSWORDS AND LOCATIONS OF THE ENEMY. PLEASE FEEL FREE TO KILL AND MAIM AT WILL. THAT IS ALL.

[GENERAL STRATEGY]

To succeed in *Command & Conquer* you must play dirty and use all the underhand tricks frowned upon by cigar-chomping generals in the movies. Remember, the enemy, and in this case as you are playing as GDI, it is the Brotherhood of NOD, will not show any mercy. Here are five sure-fire tips for success.

1. Sandbags. You only get these a few missions in, but once you do they're invaluable. Use these to defend your base, block thin valleys, and build all around the landscape enabling you to construct installations almost anywhere. Sandbags can be used to trap enemy vehicles and men (only a few units actually have the intelligence to blast through them, and then only when threatened), block off the entrances to enemy bases thus robbing them of Tiberium and preventing attacks. You can also use them to stop the enemy from re-building key installations. Once a sandbag is in place, nothing can be built on that square until it has been removed.

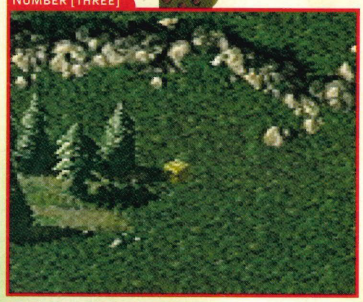
2. Engineers. A simple way to take over bases is to find a quiet area round the back where no-one's looking, blow a whole in the perimeter fence, and then use an APC full of engineers to slowly take over the enemy buildings. Start with refineries, barracks and airports first (to prevent them bringing in reinforcements). But if there's a NOD laser tower, then the power stations are a priority. Also remember that NOD stores Tiberium too, so taking over a silo could well mean loads of cash in the bank.

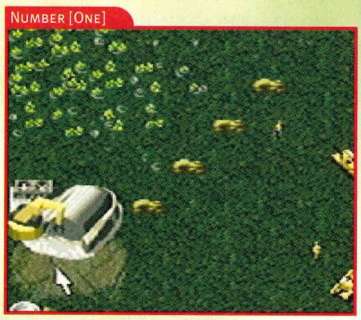
3. Crates. Secreted in isolated locations on some levels are small crates which when encountered give you much needed funds. It is vital for some missions to find these survival packs because you can start with hardly any resources.

4. Knowing your troops. Send a group of grenade throwers mixed with some mini-gunners and you can often lose many troops to friendly fire. The NOD flame-thrower guys are particularly prone to this, and when you take over a NOD barracks and churn them out, you must be very careful not to send them into scraps willy nilly. Fire knows not friend or foe and you can easily lose everyone.

The best thing to do is keep the units separate and send them in at different times. Alternatively, use the terrain to your advantage and put rocket launchers or grenade throwers on high ground and then lure the enemy underneath them.

5. Vehicles. Tanks in particular are not very effective against troops using their gun alone. A good tactic when you've got a large concentration of enemy men in one place is to send in three or four tanks and simply run them all over. Quick vehicles like the Humm Vees should be used for scouting only, especially for driving suicidally into the enemy base to reveal what they've got in there. Remember not to shoot the enemy harvester accidentally before you're ready as this will invoke the wrath of the entire enemy forces.

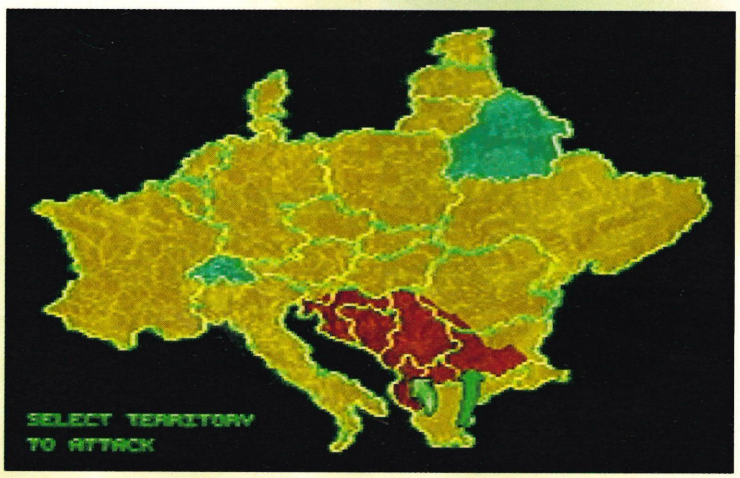


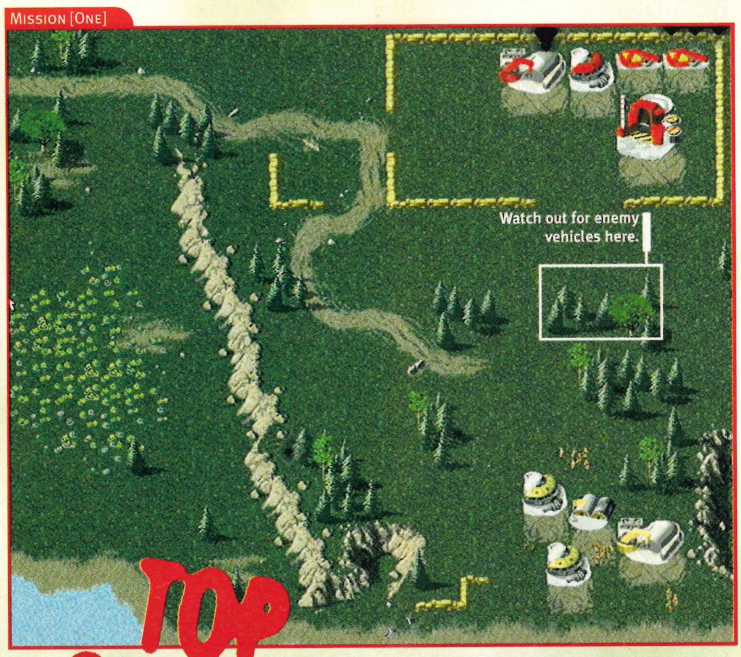


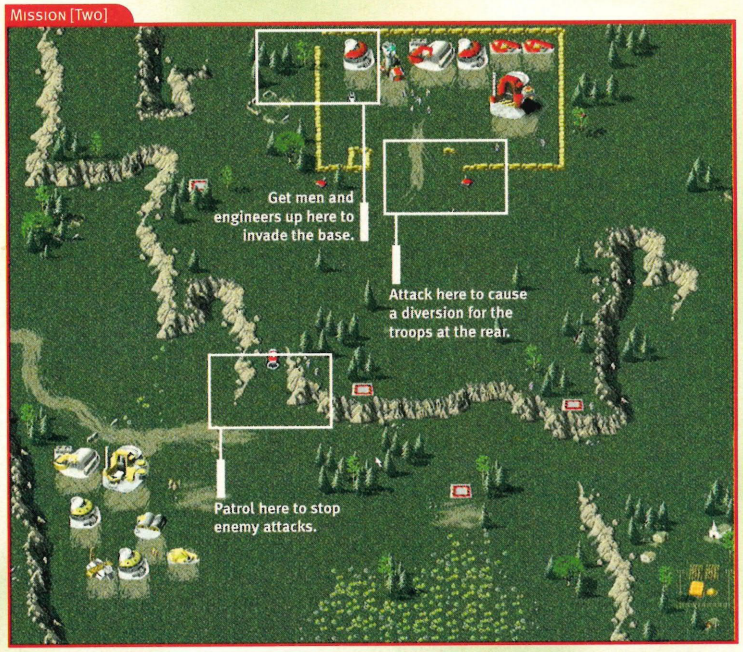












TOP SECRET

[GDI Campaign]

MISSION 1: ESTONIA

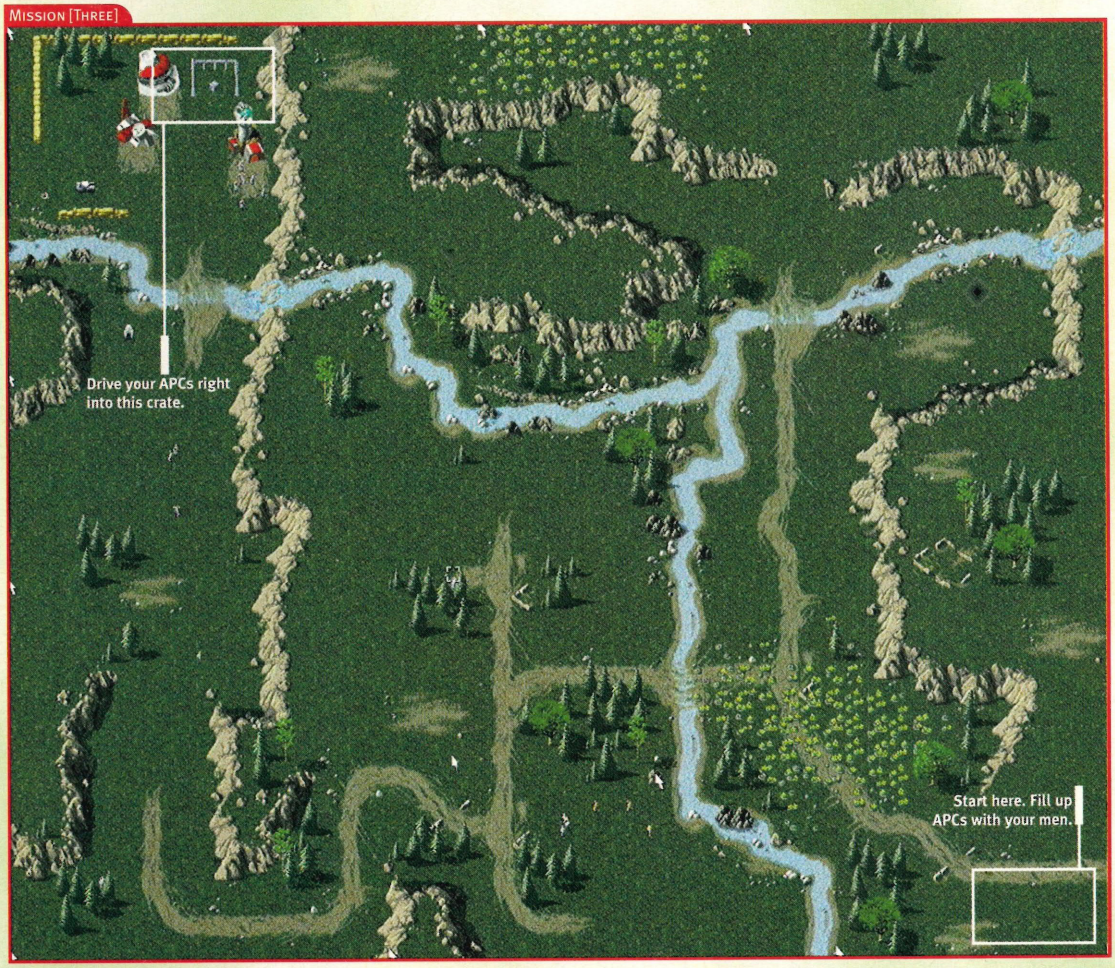
Password: X2CJOKTLU

(second part of mission 1)

The first part of this mission is a straightforward interception and clearance mission. Leave the NOD gun turrets to the boats. Build up your base, but don't go mad because you only have to muster enough force to wipe out a few men and a couple of vehicles. You will then got on to the second phase where you must build up your base properly and then attack a very small NOD base at the top.

You will only have to eliminate 50 men and three-four transports. Steer clear of the harvester when attacking because it will deliberately run over your men. Use the pre-supplied engineers to take over the main structures and the base is yours. Don't let it fool you, this is a walk in the park compared to the rest of your career in the army.

Special note: the enemy silos in this mission will give you loads of money.



MISSION 2: LATVIA

Password: FUZEZE9V7

Right above you is a Tiberium patch, so plant your MCV right next to it and follow it up quickly with a power plant, barracks and the all-important refinery. The closer you are to the minerals, the quicker it can be converted into cash.

Kill any stray NOD hanging around but there won't be any major forces to worry about while you build up your base. Keep some men stationed at the small path to the north east as that's where the enemy will come. The rest of the level is yours to wonder and there is a SAM site on the far right.

A good way to surprise the NODs on this mission is to wipe out all the SAM sites and then use an airstrike to wipe out their entire troop force. There are two sites near the bottom of the level and two on the top right. The best way to deal with this mini-base though is to send some men up the left side to clear the way, then blow a whole in the back and flood it with engineers while you distract them from the front. Wait until the enemy is occupied and have moved down before sending in your precious workmen, as they are not soldiers.

MISSION 3: POLAND

Password: FBPC8RSK8

An incredibly easy mission this, even for you, provided you know exactly what to do. Pack up your men into the waiting APCs and drive straight to the camp in the top left. Stop for nothing, do not engage the enemy. Your orders are to

retrieve the crate in the base, so just drive right in, past all their defences and nab it. As soon as you make contact the mission is over. Like I said, simple.

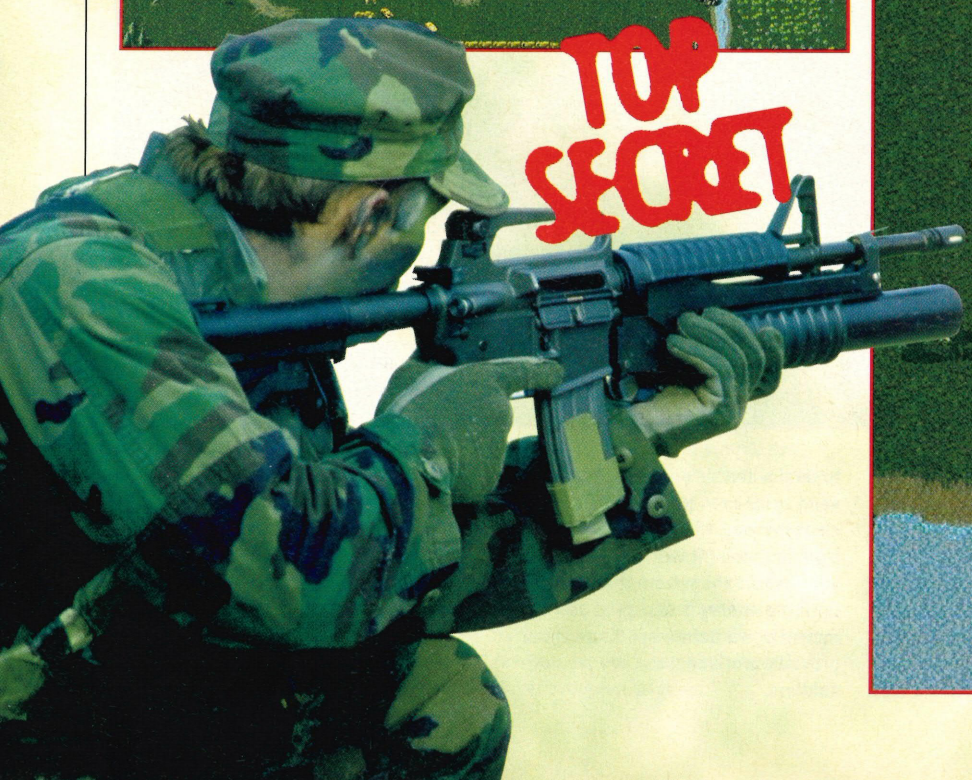
MISSION 4: GERMANY
Password: 8PHJDBoHU
Send a scout vehicle over the top right of the map; stopping for nothing, then arc back down and around the bottom left to uncover the ailing GDI base in need of some mouth-to-mouth. While it's on its spy mission, order the rest of your men to meet it at the base and prepare to defend for your life from both sides with some NOD tanks and men.

Fight the war on two fronts if you have to, but combine your men at one at a time for maximum firepower. Don't make the same mistake as Hitler, splitting your men halves their effectiveness. The most important thing to defend is the harvester, which is already damaged. Lose that and you can kiss goodbye to your money making plans. You might as well turn the guns on yourselves!

The best way to complete this mission is to take out all the SAM sites first. There is one at the top of the NOD base, which can be destroyed by grenade men standing on the cliffs above. One on the bottom right, and one on the left. Both of these leave you

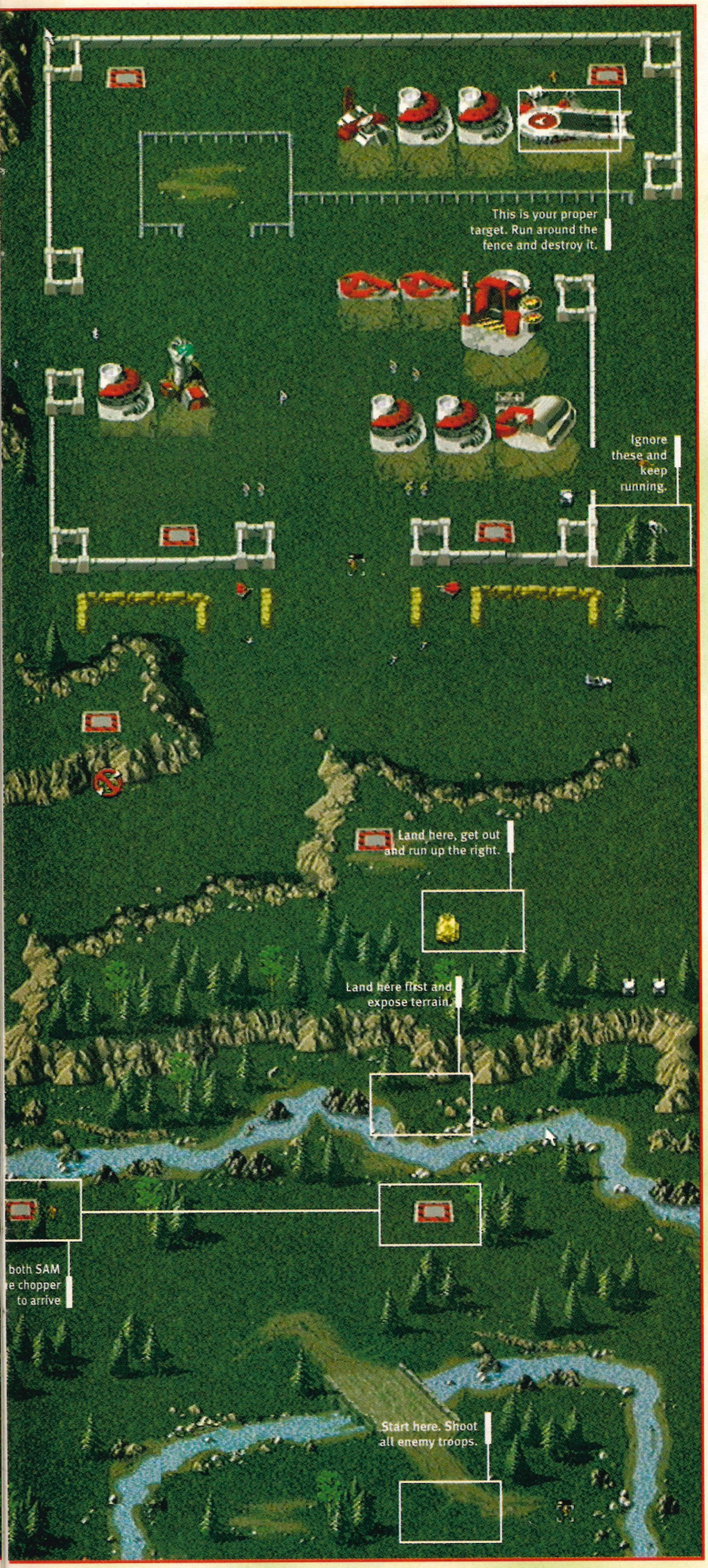
MISSION [FOUR]



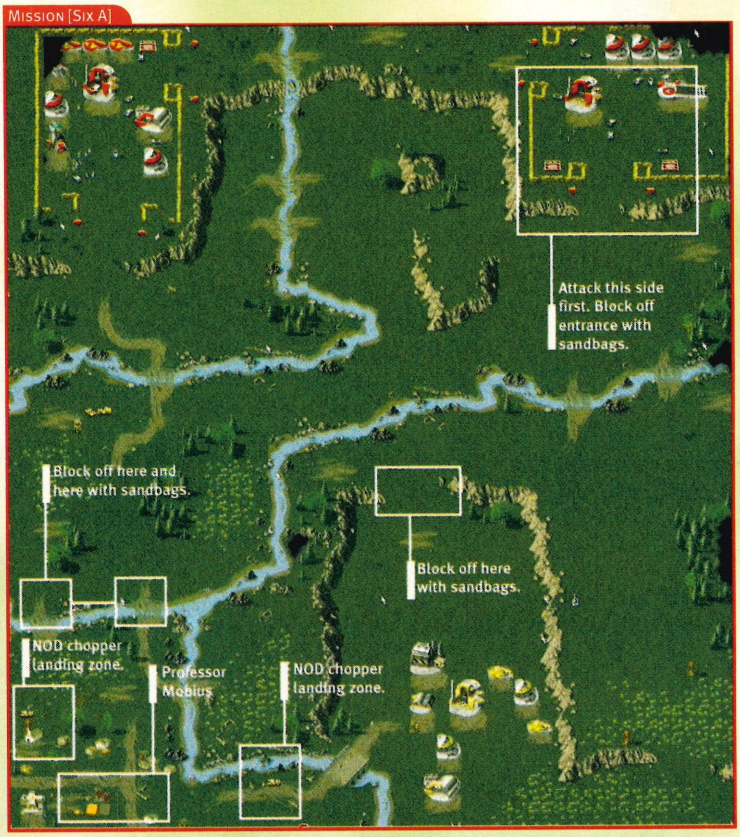


MISSION [FIVE]





MISSION [SIX A]



open to attack, but persevere and you will then get the airstrike option and can bomb the base at will. Wouldn't that be nice? The main thing is to keep building men to replace the ones lost and always keep a little back in reserve in case the NOD try counter-attacking. The best enemy structure to take first is their construction yard because then they can't produce any more tanks.

Special note: a good tactic is to get all the men and tanks to chase you while you send in engineers to take over the base. Lead the NOD into a trap and then airstrike them for good measure!

MISSION 5: CZECH REPUBLIC

Password: 87Q7T7TED

Your first Rambo exercise. All you've got to complete it is one little commando. He's a tough SOB though, but you've got to be quick in identifying targets for him to shoot. His range is far beyond any other GDI troop. First of all kill the three men near the bridge, then click on the first SAM site and he will detonate it with plastic explosive. Be prepared with your cross-hair over the blast zone to shoot any NOD, as this is where you can lose energy. Shoot the two enemies to the left and blast the last SAM site.

Now a Chinook transport chopper will arrive to ferry you over to the landing zone marked by a flare. Ignore this totally as it will take you the long way around and more than likely get you killed. Instead, uncover the area above the river between the two destroyed SAM sites and fly over to the only peninsula that will allow you to land. Disembark and a large portion of that area will be revealed, including a SAM site directly above which will more than likely shoot at you whilst you're in the air.

Get back on board and fly over to the right of the SAM site. You should make it without the chopper being destroyed. Now follow the contours of the cliff to the top right and run up as far as you can go. You may be pursued by an armoured vehicle but ignore it, as the commando is rubbish at eliminating these. If you see any NOD troops, terminate them with extreme prejudice!

As you get to the top right of the map you will see the airfield above you, but enclosed in a fence. Run to the left; killing any poor fool who gets in your way, and head up when you can. Don't worry about things following you or getting trapped because when you detonate the airfield, the mission ends instantly.

Special note: The object of this mission is to destroy the airfield, but you don't know that because the message was garbled. In fact the mission will end if you destroy any one of the enemy buildings, but if you get the wrong one, then you will have to go back to







this base and wipe it out completely. If you get the airfield first time, you go straight to mission six A or B. Any other tips guides which deviate from this course of action are wrong. Do not trust them.

MISSION 5.2: CZECH REPUBLIC REVISITED

Password: OX3CS3D4G

You get this mission if you destroy any buildings other than the airfield in the last mission. If you were following this guide then you should never have to deal with it, but if you're a masochist then have a go.

At the end you have a choice of destinations – Austria or Slovakia. Completing either will lead you on to the next stage, so it's your choice.

MISSION 6A: SLOVAKIA

Password: 8PZA9MQY7

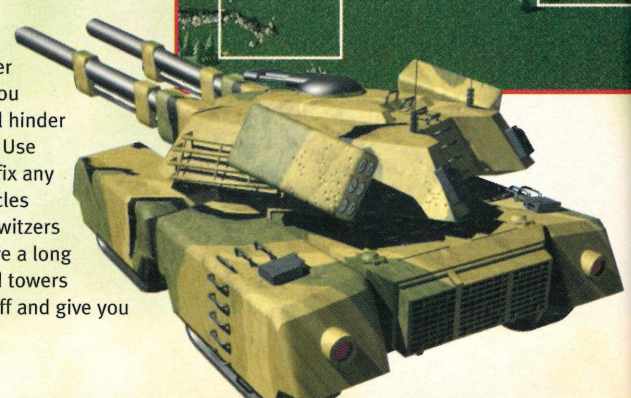
This is a real tricky one, so you'd better be in top shape. No screws ups y'hear? The objective is to protect Professor Mobius, a noted scientist and expert on the effects of Tiberium on humans. Mobius is trying to treat victims of Tiberium poisoning in a small town infested with the extra-terrestrial mineral and his hospital has come under fire by NOD. They want him dead.

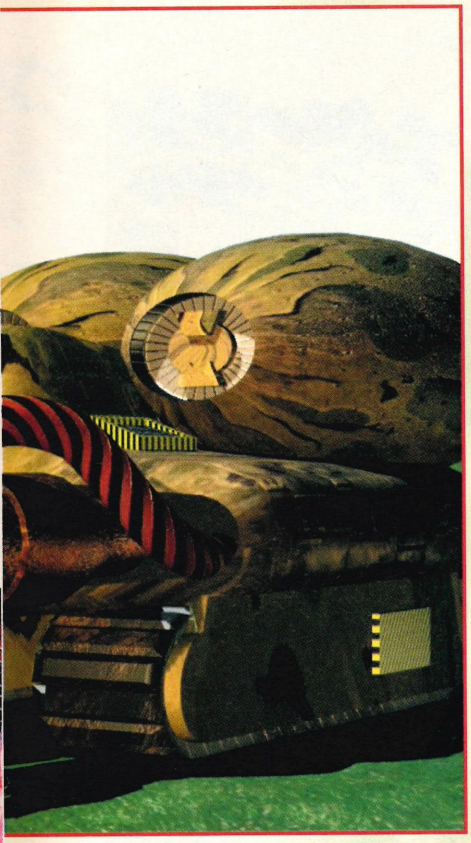
First of all reveal the area immediately to the left of your start position. Across a small bridge is the village and Mobius is the little white dude near the hospital. Permanently station your best men there and get a tank or two to stand guard right next to the puffing Tiberium plant. Build sandbags over from your base which you should have begun, across the bridge in a zig-zag pattern and the bags right above the village. If you uncover this area you will find a stream with only two ways over. Block both of these to prevent NOD entering the village at will.

Do not let your men enter the Tiberium field itself. You can also build sandbags above your base and block off where the two cliffs edges are closest together. The only other way into your quarantined zone for NOD to take is by helicopter and there are two sites he will try time and time again.

The first is by the Tiberium plant, so make sure there are always grenade throwers and tanks nearby to quash the flame-throwing troops as soon as they emerge.

The second landing zone is just left of the bridge. Again, keep lots of missile launchers right there to terminate the chopper when it approaches. Remember to sell the sandbags you don't need as they will hinder your troops' progress. Use the new repair bay to fix any of your damaged vehicles and watch for NOD howitzers from the top. They have a long range, but some guard towers here will finish them off and give you







TOP SECRET

prior warning.

Start building up your offensive forces and storing them in the large area above your base. Your harvester(s) should have plenty of Tiberium to keep you well stocked with cash in this mission. The enemy base you must destroy takes up the entire top of the map and is split into two, with a mountain pass joining them. If you take over one side, you can then pour into the other from the front and behind. The way to do this is build sandbags up to it and then once trapped, use engineers and a strong force of tanks to overwhelm them.

Special note: keep men on Mobius though, because many a mission has been scrubbed because while you're attack their base, a small detachment of NOD has killed him off.

MISSION 6B: AUSTRIA
Password: GTJ2NBE51

You start this mission with a damaged base and a few vehicles, so quickly repair all the buildings to bring them up to full strength. Position a couple of rocket launchers up near your refinery, as one of NODs first attacks is to use howitzers to attack you from there.

Send your harvester out to the small crop of Tiberium to the left and use your humm-vees to explore the surrounding area. You will notice that you don't have an MCY and so cannot build new vehicles, unless you capture the enemy one that is. Send a group of troops over to the far left and kill the four NOD guys guarding the village.

There is a small crate just north of the village containing money, so get that and then leave the guys at the entrance to the hamlet in case NOD attacks your harvester while it's away. There are no sandbags for this mission, so your best bet is to building up a massive stock of men and get that APC filled with engineers.

Take a detachment of rocket launchers up to the front of the enemy base (top left) and wipe out the two gun turrets. Have some grenade men handy to one side to cover your men if any NOD troops come out to attack. Now use a big force to attack the enemy barracks and refinery on the right and while NOD is distracted, get that APC and some grenade men up to the left side of the base, wipe out the lone howitzer gun, and then take over the NOD MCY, power stations and silos for extra cash.

Now you can build a NOD airport at your own base and begin churning out tanks and howitzers. With the latter you can bombard the remaining NOD forces from afar and gradually take the rest of the base.

Special note: There is a path up the right side of the map which leads above the enemy base and allows you to bomb from them with impunity.

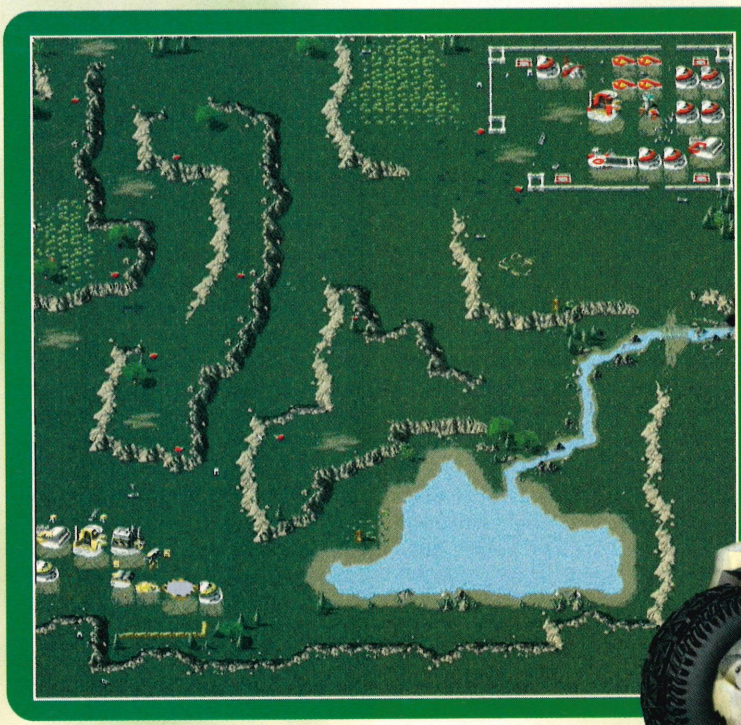
MISSION 7: HUNGARY
Password: WJ6Q1MI7L

In order to strike the base using gunboats, your mission is to first wipe out the gun turrets on the banks of the river. First of all get your base camp established at the top of the map and set up a refinery near the Tiberium. Now destroy both turrets at the bottom using your troops who have been dropped off by the Chinook helicopter. When you've finished, send them over to the left where there is a cash crate waiting. Now get in the chopper and join the rest of your forces.

After the first area of Tiberium has run out, there is a huge supply across the bridge below. Do not attack the last two gun turrets for now, as they will release a GDI gunboat which will be instantly destroyed by the NOD laser tower in their base at the bottom left. The best way to succeed in this mission is to build your base and completely isolate it from the left side of the map using sandbags. Fortify the area with guard towers and tanks and then wait for the money to come rolling in.

The weak point of the enemy base is reached by going around the top left of the map and down across a bridge into the open gates. The laser tower cannot reach this side of the base. Send in a small attack force and destroy any resistance, then send in an APC with engineers and take over the airport, MCY and as many power stations as possible to rid the NOD of their laser capability. Also build a barracks and send more engineers and troops into the base. Build guard towers to keep the NOD at bay.

Now destroy the two gun turrets near your base and GDI boats will attack the base from the river. Block off the NOD barracks with sandbags from your captured buildings and then attack the base with a proper force from the front, taking out the barracks first and then the rest.

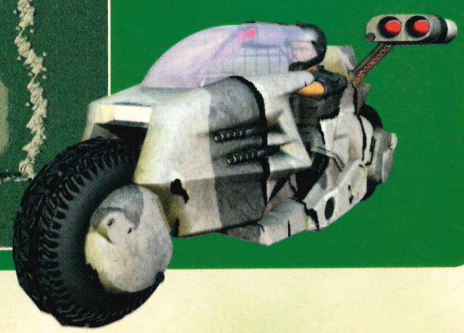


And that's all we can cram in this month folks. Next month we'll have the final part of the GDI strategy guide, plus the first part of NOD. Until then, here are some more passwords to keep your appetite for destruction fully whetted.

MISSION 8: ROMANIA
Password: LW32DZZSX

MISSION 9: GREECE
Password: SH4AD9KVC

MISSION 10: BULGARIA
Password: C9NPZHVN9



TOMB RAIDER

SOLVED

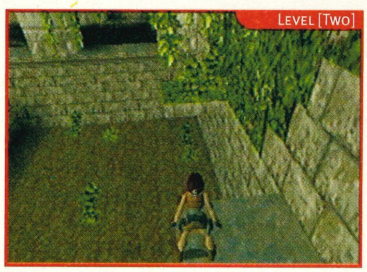
STILL SEARCHING FOR THOSE ELUSIVE SECRET AREAS IN CORE'S AMAZING ACTION ADVENTURE? LOOK NO FURTHER: WE'VE DISCOVERED THE LOCATION OF EVERY SINGLE ONE.



[LEVEL 1]

Caves

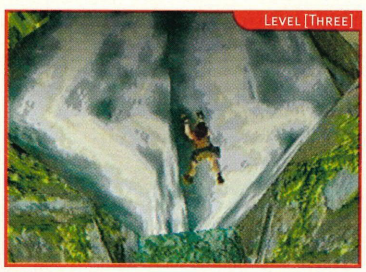
1. Jump to ledge from the sloped rock in the large square room near start to get small medikit.
2. In cave to the left of where bats first attack, go right into the corner with the snowdrift and climb up to ledge above for small medikit.
3. In room with stairs, wolves and timed door switch, jump from the rocks in corner to ivy-covered ledge to find large medikit.



[LEVEL 2]

City Of Vilcabama

1. Pull lever in underwater chamber (to right of first pool) to open door in pool with serpent fountains (to left of first pool), leading to small medikit and Magnum clips.
2. Pull other lever in underwater chamber to open a hatch to the room above for small medikit.
3. Go upstairs to the left of the locked gate and gold idol imprint. Opposite the switch (which turns off the swinging blades) is a secret tunnel leading to Uzi clips.



[LEVEL 3]

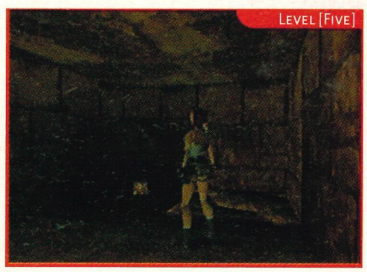
Lost Valley

1. Climb ledge to right of the right waterfall at end of valley for shells.
2. Climb up twice between the two waterfalls, jump over to ledge and shimmy to middle-top of right waterfall, pull yourself up to find shells and Uzi clips.
3. Heading for temple to left of main valley, climb ledge in right cliff, then jump left to second ledge. Grab the third ledge, then leap and grab fourth ledge. Do one more giant leap onto temple roof for large medikit, Magnum clips, Uzi clips and shells.
4. On the bridge by the cog mechanism, drop off and grab side, shimmy left and drop onto a rock. Go up and turn left for large medikit.
5. Swim down flooded channel (to right of cog mechanism) and surface in room with shells and small medikit.

[LEVEL 4]

Tomb Of Qualopec

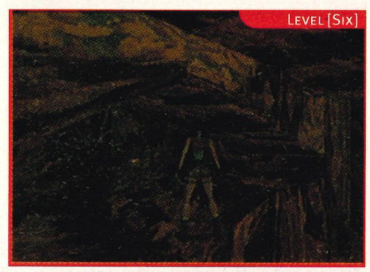
1. In passage leading to Scion room, climb up just to the right of last dart pipe, squeeze next to idol and run across room of crumbling tiles to get shells in left corner.
2. After Secret 1, drop off ledge and shimmy to outside wall and drop onto the spiked floor. Walk (don't run!) through spikes and collect Magnum clips under ledge you were just on. Walk through all spikes to the door above and climb up and out.
3. Before finishing off Larson in the final shoot-out, swim to bottom of pool and find small tunnel leading to large medikit and Magnum clips.



[LEVEL 5]

St Francis' Folly]

1. In main hall, climb push-block and jump to ledge on right wall. Leap onto the left slope, jump again to somersault backwards onto the opposite slope, jump and grab the platform. You must repeat the process on the upper slopes to reach the secret area with large medikit and shotgun shells.
2. Through upper doorway, slide forwards down slope towards water and jump just before you reach the end to land on small ledge. Jump across and grab doorway to get shells and small medikit.
3. In water channel, swim up into first opening to get shells.
4. Tricky! After pulling lever to open Thor door, jump to the right to land on a grey square which opens the secret door on the bottom level. You have to be fast to reach it before it closes. Immediately turn right and run: as you reach edge, roll so Lara flips over and falls (grab edge to lessen damage of fall). Run forward and use the same roll technique at the edge. Run forwards, shoot the two bats, and fall over edge (a long, damaging fall) to reach secret door and collect large medikit and Magnum clips.



[LEVEL 6]

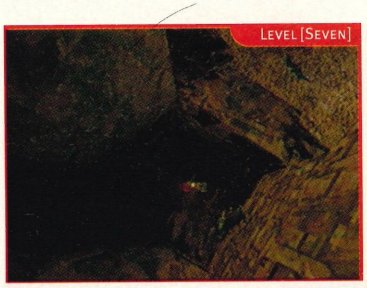
Colosseum

1. From ledge leading to the crocodile pit, slide down slope and jump when you reach bottom to land on small ledge, then look to left of water for hidden passage. Do running jump into it to collect shells.
2. Shimmy along crack above crocodile pit and climb up to find shells.
3. In the colosseum corner room with lots of pillars, walk right up to one of them and you'll hear a door opening. If you look up you can see it on a two-block platform. Now jump forwards onto the smallest block, sideflip right, backflip, sideflip left, jump forwards, and run through the door for two large medikits, Uzi clips and the Magnums!

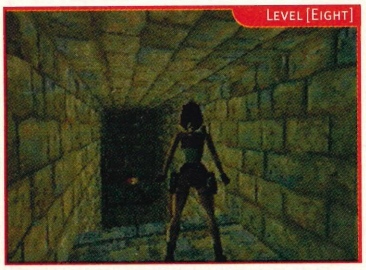
[LEVEL 7]

Palace Midas

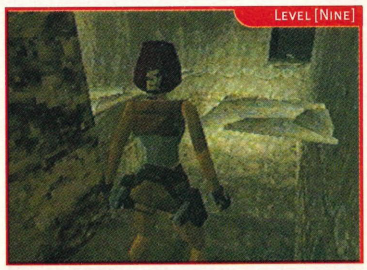
1. Jump into T-shaped pool and swim through to another cavern. Climb the rocks to the right until you can go no further, then jump forwards twice to reach small medikit and Magnum clips in left corner.
2. Grab and drop off edge of T-shaped



pool to find shells, Uzi clips and small medikit.
3. Returning from Midas room, go to right corner of garden, next to entrance gate. Shuffle right behind tree to find concealed switch to open gate to right. Enter and jump through snapping doors to find shells, Magnum clips and small medikit.

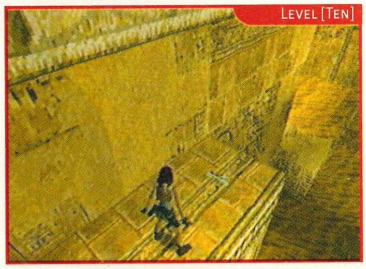


[LEVEL 8]
Cistern
1. In room with flood switch, jump onto ledge on right, then jump up and grab ledge above. Get medikit then jump to top of slope on right. Turn left, grab ledge, and climb up for secret shells.
2. In main pool, swim through small tunnel in west side for Magnum clips.
3. Go up stairs to locked silver doors, turn left and push block into wall. Enter room and jump back off slope to ledge for large medikit and two Magnum clips.

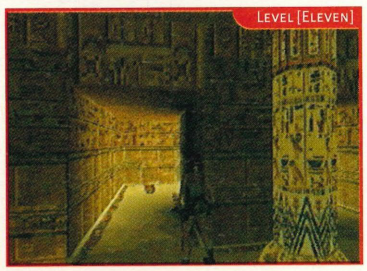


[LEVEL 9]
Tomb Of Tihocan
1. Go down past snapping doors to large crocodile pit. Step on the three grey-edged floor panels (look down from stairs to seem them more clearly) to open a door in the corner. Enter and turn to face the door, jump left and hold the button to make multiple leaps to shells and a medikit.
2. When sliding down the slope into the large pool, keep jumping left just before the end to discover a secret room. You need to jump across a set of crumbling platforms: turn so Lara's right side is facing the first tile, then jump right, forward, right, right, back, right to reach Uzi and Magnum clips.

[LEVEL 10]
City Of Khamoon
1. In large room with crocodile, slope and pool, climb up ledges to left of cat-statue temple. Turn left to find a secret room containing Magnum clips and large medikit.
2. After climbing via golden bridge into room above the upper pool, head for silver gong and jump to left ledge. Turn

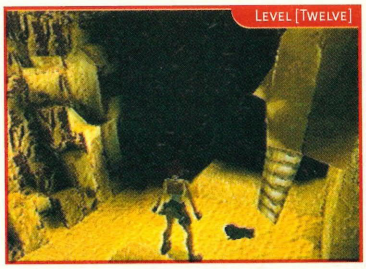


right and jump to rock ledge and go to end for Magnum clips. Slide down slope to left and get medikit, then jump to paw on your right. Jump to green ledge on your left and get Magnum clips. Get on slope, then jump to ledge above ramp for secret Uzi clips.
3. In darkened room with panthers, go to far-right corner and run along back wall until you hit a ledge: climb up to reach a bridge. Cross over it to middle ledge, go to left and shoot panthers below. Jump to alcove in corner for secret shotgun shells.



[LEVEL 11]
Obelisk Of Khamoon
1. In upper chamber above room with slopes, take a running jump from left of ledge to the top of the obelisk in the bridge room for Uzi clips and medikit.
2. From the obelisk top, locate the silver gong below and run-jump to reach it for Uzi clips and medikit.
3. Go through north door in bridge room and climb stairs to left. Grab crevice and shimmy right until you can pull yourself up. Turn and jump to ledge on right and enter tunnel for Magnum clips and large medikit.

[LEVEL 12]
Sanctuary Of Scion
1. Just the one secret on this level, but it's a good one. After using the two Ankhs at the top of the Sphinx's head, walk along left side of head until you can't go any further. Look down to see a gun clip floating magically in midair. Jump over to it and land on an invisible ledge to collect the long-awaited Uzis plus ammo!



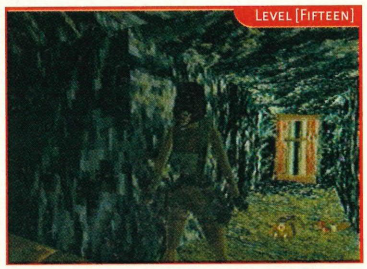


[LEVEL 13]
Natla's Mines
1. After lowering the hoisted cabin, climb onto its roof and jump up to the tunnel in the east wall. Climb up to the right of the tunnel and go through the opening gate to find a trapdoor between two slopes. Turn around, slide down backwards and grab hold of the ledge when the door opens (revealing lava below) – haul yourself back up to close the trapdoor. You can now climb up to into the adjacent secret room for large medikit and Uzi clips.
2. In the long lava chamber with pillars, jump to the left one, then to the next middle pillar. Jump across to the tunnel entrance on the right. Immediately run forward and push the block to avoid the rolling boulder. Climb up in the corner of the room to find Uzi clips and large medikit. (From here you can run down the tunnel in the corner and drop to some more tracks to find a large medikit, Uzi clips and the shotgun.)
3. After killing the Uzi-toting skateboarder, look for the hole with water instead of lava. Dive in and swim through the gate for Uzi clips and small and large medikits.

[LEVEL 14]
Atlantis
1. After opening the central door in the far wall of the first hall, go to the ledge above the square lava room and drop backwards to grab onto the block below. Climb up into the secret tunnel for Uzi clips, Magnum clips and large medikit.
2. After jumping via the dark ledges across the pyramid slope (by pool),



there are some more invisible ledges leading to a secret area at the top-right. From the furthest dark ledge, jump forward-left, then forward-right twice, and climb to the tunnel on the right for Uzi clips, Magnum clips and large medikit.
3. In the long red hallway, go into the corner opposite the entrance to activate a hidden pressure plate, then immediately run up the hallway – blasting the demons which attack – and get through the door on the right side before it closes to find a large medikit, Uzi clips and shotgun shells.



[LEVEL 15]
The Great Pyramid
1. In the lava room with two slopes, jump via the dark ledges: turn right and do a standing jump, then another one forwards. Turn left and jump to the ledge on the opposite slope, then turn right and jump to the next ledge on the original slope. Now, if you look back to the start of the room, you'll see that a bridge has been raised. Jump back the way you came and cross the bridge before it drops to find a secret room with large medikit, Magnum clips and shotgun shells. (Use the switch twice to raise part of the bridge again.)
2. In the long room with the sloped pillars, you can jump to the crevice (via the first pillar) on the left side of the next room and shimmy across to the upper ledge at the end for large medikit and Uzi clips.
3. When you reach the long drop (to the tiny pool) and the swinging blade, there's a secret area behind the latter. To reach it, walk to the edge of the sloping ledge and take a couple of steps backwards, then hop back once. When the blade is at its lowest, do a running jump over to the crumbling platform, holding forward and jump to leap onto the ledge behind. Go through to find a large medikit and Uzi clips.

TWISTED M

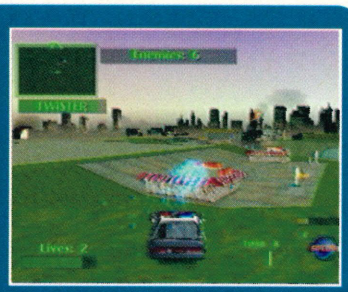
SOLVED

SINGLE TRAC HAS ABSOLUTELY STUFFED *TWISTED METAL 2* WITH LITTLE CHEATS AND SECRETS. WE HAVE COMPILED THE LOT FOR YOUR TWISTED PLEASURE...

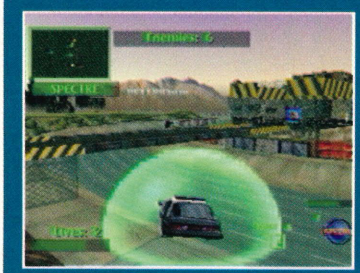
If you've taken our advice from last month and got yourself a copy of the explosion of manliness that is *Twisted Metal 2*, then chances are you would be interested in a comprehensive guide to the many secrets and tricks within the game. Take some time out from Calypso's tournament, hose the pedestrian entrails from your headlights, rinse the diesel out of your hair, and gear up with the best information before you return...

ADVANCED ATTACKS

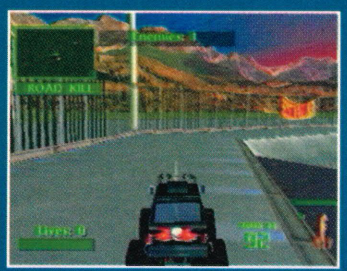
Above your Special Weapon HUD you will see a small bar. This is the Advance Attack Energy Bar. Each Advanced Attack uses around a quarter or a third of this energy. When you don't have enough left you will have to wait for it to recharge itself before you can perform another attack.



L, R, U – Freeze Burst



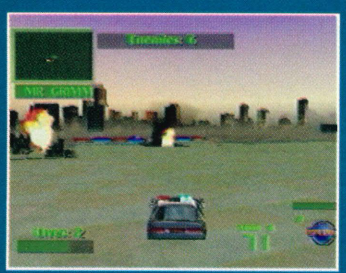
U, U, R – Shield



L, R, D – Rear Attack (fires current weapon from back of car)



R, L, U – Napalm



U, U, L – High Jump



R, L, D – Mine



R, D, L, U – Cloaking Device (three seconds invisibility)



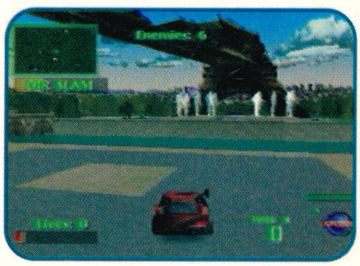
EXTRA LEVEL CODES

On the track selection screen for a two-player Challenge match, enter these codes for some familiar scenery. If you have entered a code correctly, there will be a loud noise and you will be presented with the character selection screen.



D, U, L1, R1 – Cyburbia level (The most attractive level from *Twisted Metal* wasn't available for two-player gaming, but now, it is!)

FINGS WHAT BLOW UP



PARIS – Lay a remote bomb right under the Eiffel Tower and get to minimum safe distance before detonating it. The fallen part of the tower now provides a handy path to the rooftops of Paris. New power-ups can be found, new strategies can be formed...



NEW YORK – Launching missiles at the Statue of Liberty will initially light the good lady's torch, and a few more will destroy her clothes. After taking in the splendour of her scarlet bikini, shoot her more to blow her up completely!

ETAL 2

KEY:

L – Left
R – Right
U – Up
D – Down

MONA LISA CODE

U, D, L1, R1 – This code is hidden behind the Mona Lisa painting in the Louvre on the Paris level. Entering it just as the Single Trac screen changes should play a secret video clip.

EXTRA VEHICLE CODES

Choose a one player Tournament game and enter these codes at the car selection screen. These cars can now also be used on the other modes of play. As *Twisted Metal 2* doesn't use the memory card, you will have to re-enter these codes each time you load the game



U, L1, S, R – Makes Sweet Tooth selectable to drive





L1, U, D, L – Makes Minion selectable to drive



D, L, R1, D – Rooftops level (Certainly the most terrifying of all the levels on the first game, and big enough to provide some lasting fun while you destroy your mates again and again!)



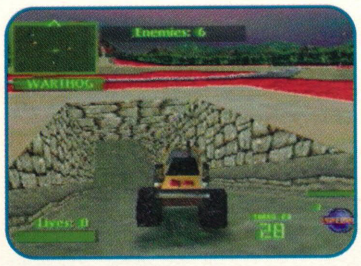
U, D, R, R1 – *Jet Moto* level (Rumoured to be based on a level from Single Trac's multi-surface racing game, Jet Moto. Very nice to look at anyway.)



Los Angeles – You can torch the Hollywood sign. Okay, so it doesn't do anything, but it's there. There is also a rumour that you can actually jump the perimeter fence and explore the city beyond, but this is unconfirmed as we couldn't do it.



Holland – Er, the windmills explode. Like, hooray. You can also get totally lost in the crop fields. You are given away by your dust trail, but a good tactic is to stop when you're submerged and wait to take your opponent by surprise.



Amazonia – Destroy any suspect statues, and before long you'll find a power-up-packed tunnel that takes you under the lava. There is also a hidden island which you can teleport to which is full of bonuses.



Moscow – You can destroy the lightning generator in the centre by shooting it from the end of the ramps or setting off a remote bomb. Use a bomb on the blue pad in the centre to bring all of the ramps down in glorious fire. The signs also explode.

PIERCING

CASTLEVANIA X

It looks like

Konami might be about to climb back to the top of the gameplay list with their forthcoming Castlevania title. Carrying on the story where *Castlevania IV* left off on the Super NES, you begin exactly as that game ended – fighting with old Dracula himself. After he has transformed into his true, beastly form, he kills you. Short game, you might think, but this is not the end, it is only the beginning...

From this point the game switches many years forward in time, and you now control the son of the vampire hunter in what looks to be an absolutely massive game. Konami has thrown options and features at an already detailed 2-D platform game, with RPG elements coming into play like the ability to assign weapons individually to each hand, buy useful items from a shop in the castle, and collect swords and the like from felled enemies.

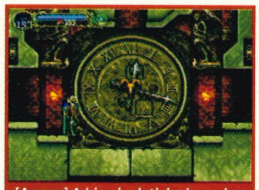
In the neck

As everybody knows, vampires are forever at this shape-shifting lark, and so there are three forms which the main character can cycle through, using a finite source of magical power (similar to *Blood Omen*) to perform the change: Regular Bloke, Bat, and Mist. Most obligatory platformer functions as well as the fights use the normal bipedal mode of transportation, but certain higher platforms on-screen can only be accessed in the smaller, screeching winged mode, and in your gaseous form you can do smart things like float through iron grills.

When fighting the various enemies, you can use some familiar *Street Fighter 2*-style pad presses to unleash special moves on their evil bodies, with some suitably fiery graphics sprouting forth from the little blood sucker.

And get this: there are well over 500 rooms to find within the castle (yes, okay, it's a big castle) and more than 50 of the collectible vital vampire accessories to find or buy, each appearing graphically on your character when selected for the task at hand.

Castlevania IV was an undisputed classic on the Super NES, and the PlayStation version promises all included in that game and more. In the full review to come soon, we will be asking if this is enough to tease you back to 2-D.



[Above] A big clock ticks in real-time in the center of the castle, atop two slabs that can be broken away. What does it all mean?



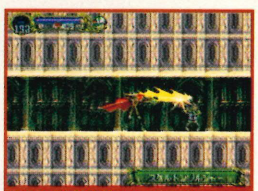
[Above] The big wolves in the first room spontaneously combust after being well goaded with your sword. Various comments about the similarity of the situation to certain Chinese take-away's methods would be distasteful here.



[Above] This special coin is a weapon that will deflect off the walls and floor until it connects with an enemy. A neat toy.



[Above] You can manoeuvre some blocks into more advantageous positions, enabling you to jump onto them and reach the tricky bits.



[Above] Wielding your new Flaming Sword™ when it's in full effect can be hazardous, and should not be attempted indoors or without adequate supervision.

PLAY INFORMATION

Name: Castlevania X
Publisher: Konami
% Complete: 30% (translation)
Release Date: Summer '97



The confrontation between our *Castlevania IV* hero and Dracula begins as a fair fight...



...but starts to look a tad unfair when he pulls shape-changing tricks like this...



...and suddenly begins to rise and change, arms outstretched...



...into this! The whole room has broken away into little pieces, and Drac looks moderately irritated.



With a scorching case of halitosis formerly unknown to medical science he sets you alight!



And finally, you rise from your smoky grave to destroy the beast! On with the adventure!

LINEKER

INT SUPERSTAR SOCCER PRO

Remember Sega's *Virtual Striker?* Well, those Sega lightweights claimed that the same sort of graphical excellence and sophisticated gameplay couldn't be emulated on a home system. Well have a gander at this and think again Sega!

Konami has redeemed themselves big-time with a fantastic display of excellence in spite of their recent run of howlers. So the big question now is why? Why release a direct port over from the Super NES (*ISS Deluxe*), and then eight weeks later churn out probably the greatest football game that the PlayStation is ever likely to see?

ISS Pro is the football game that everyone has been waiting for, they just don't know it yet. In fact, hardly anyone knew about it. It would appear that *ISS Deluxe* was nothing more than a smoke-screen to buy some time until this over-inflated bladder bursts into a stadium already heavily populated by panting pitch invaders.

Blimey! It's 'im!

ISS Pro is nothing short of spectacular. For a start, each and every player has been motion-captured (yeah, we know it's old hat, but...), and as we speak the programmers are crafting in the unmistakable likenesses of the world's cream to ensure gasps aplenty as you play and notice Baggio glance-in a header, or Gazza munching on the half-time pies.

There are also three distinct views that enable you to watch things from a-far, or get right into the thick of the action so that you're so close that you feel as though you can almost reach out your hand and perform a Vinnie Jones knacker-knobbler!

Place your bets!

The graphical appearance of the game, especially in the aforementioned near-view, is breathtakingly superior to anything see before, and in good old *ISS* tradition, the game is heaving with realistic touches and traits to make the hairs on your neck stand on end the first time you see them. The game is still at a relatively early stage of development, but even now we can see that it is going to be the one to beat.

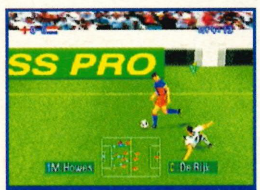
Import shoppers may have noticed that the Japanese import version is already available to buy, but Konami UK has stressed to us that the game is going to undergo many extreme alterations before its official release, including the insertion of international sides and more player intelligence to make for an even more enjoyable experience. Full review soon, but it looks like *Actua Soccer* has some serious competition at last.



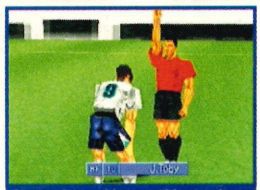
[Above] A glory run ends in frustration as the ball is mercilessly stripped from beneath your feet.



[Above] And now it's over to Andy Grey for the half-time screen-scribbling!



[Above] With defenders like this, who needs enemies?



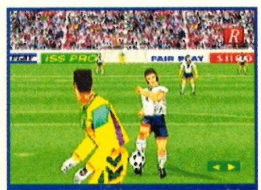
[Above] A reckless tackle results in the inevitable booking and ear-bashing from the b*****d official.



[Above] God save the Queen; it could almost be Euro '96 all over, let's hope the Lions dish out the same punishment onto the Dutch.



[Above] A fantastic first-time touch sees the ball glide effortlessly into the net.



[Above] The bloke between the sticks really isn't in a very good position for saving the impending shot.



[Above] Marvel at the detail as this chap bounds-up to catch the ball on the volley at full stretch.

PLAY INFORMATION

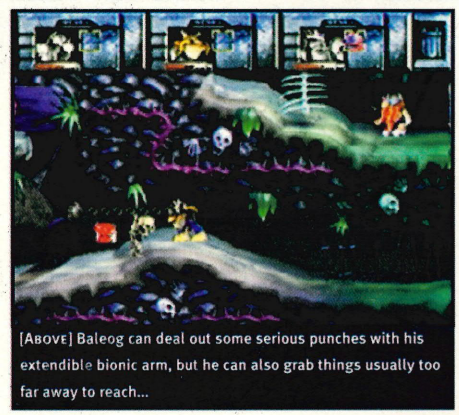
Name: ISS PRO
Publisher: Konami
% Complete: 60%
Release Date: April '97

NORDIC LOST VIKINGS

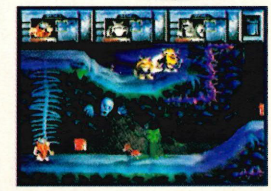
When the original *Lost Vikings* game was released to the Super NES-owning members of the public in 1993 it brought a fairly original concept to a considerably large audience. This sequel, *Lost Vikings 2: Norse by Norse West*, sees the return of the unfortunate bungling Viking brothers, who are continually thrown around in time like rag dolls in a tornado.

They go by the names of Erik the Swift, Olaf the Stout and Baleog the Fierce, and the quirky part of the gameplay comes from the necessity to use each of the characters' unique abilities to negotiate the various puzzles that stand in their way, instead of the usual idea of one central character who can do everything. Using some handy technologically advanced gadgets which the boys stole from their captor, Tomator, they embark on a great adventure spanning five worlds, to find the only thing that can send them back home – the time machine.

After meeting a strange witch-type who promises to transport these squat little pillagers back to the time machine, you must go on your merry way and find her the items needed for her spell.



[Above] Baleog can deal out some serious punches with his extendible bionic arm, but he can also grab things usually too far away to reach...





[Above] At some point in the game you befriend Scorch, a cute little dragon who can fly. Who else could make it over those spikes?

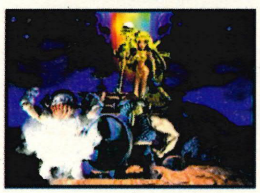


[Above] The twisted alien time bandit, Tomator, monitors your progress. There are several parts of FMV story line throughout.

charges walls. Baleog punches and uses his sword. And cute little Olaf guards with his shield and passes wind. There is a comprehensive method of teaching the player how to use the resources of the brothers effectively, so you will slowly learn how to think in a way the game was designed for.

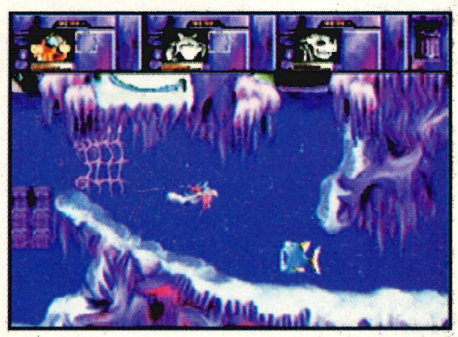
With its cartoony graphics and unique gameplay aspects, Lost Vikings 2 looks like it could be a runaway success in the coming year, but there is little evidence of the PlayStation hardware being pushed to any degree.

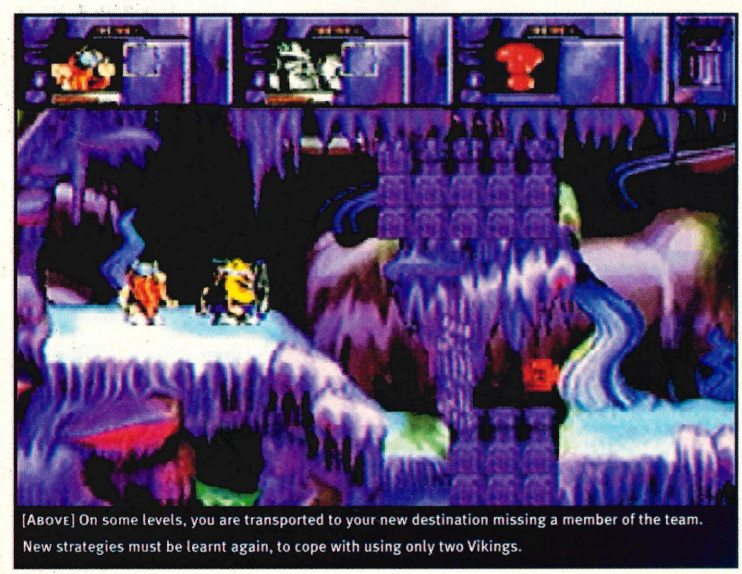
Watch for the full review soon, where we will put it through our rigorous testing scheme and reveal whether the intriguing gameplay is enough to make it stand out from the crowd.



Olaf Uber Alles!

All three Vikings are present simultaneously, the L1 and R1 buttons shifting your control from character to character, and this kind of thinking is going to be new to many PlayStation fans. Your previous gaming knowledge is pretty much redundant here and each Viking has essentially two abilities that the others are incapable of. Erik jumps high and





[Above] On some levels, you are transported to your new destination missing a member of the team. New strategies must be learnt again, to cope with using only two Vikings.

PLAY Information

Name: Lost Vikings 2
Publisher: Interplay
% Complete: 85%
Release Date: March '97

SKILL

"The fourth emergency service" Play Magazine.



ALL FORMAT PLAYSTATIONS
Full Speed-Full Screen-
Full Colour £229 with demo

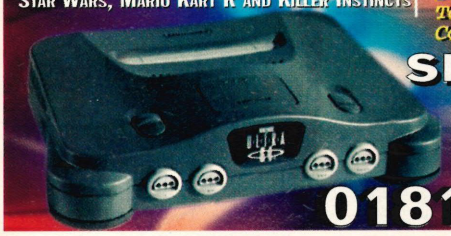
JAPANESE GAMES

Zero Divide	£14.99
Boxers Road	£14.99
Prime Goal	£14.99
Jumping Flash II	£64.99
Motortoon II	£64.99
St. Fighter Alpha II	£64.99
Rave Racer	£64.99
Final Fantasy 7	£64.99
Soul Edge	£64.99
Bushido Blade	£69.99
Time Crisis	£69.99

US NINTENDO 64
OUT NOW £239
STAR WARS, MARIO KART R AND KILLER INSTINCTS

AMERICAN GAMES

WWF Wrestlemania	£24.99
Warhawk	£24.99
Doom	£39.99
Fade To Black	£44.99
Defcon 5	£19.99
Track & Field	£39.99
Alien Trilogy	£39.99
Ridge Revolution	£44.99
Resident Evil	£49.99
Die Hard Trilogy	£49.99
St. Fighter Alpha II	£49.99
Tekken II	£49.99
F1	£49.99
Spot Goes To Hollywood	£49.99
Final Doom	£44.99
Mortal Kombat Trilogy	£44.99
Soviet Strike	£49.99
Pandemonium	£49.99
Wipeout 2097	£49.99
Twisted Metal 2	£49.99
Star Gladiators	£49.99
Destruction Derby 2	£49.99
Tomb Raiders	£49.99
Command and Conquer	£49.99



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

WONDERBOY GAMES

TELEPHONE FOR FREE LIST OF GAMES: 0181 539 4505

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

PLAYSTATION

	SELL	BUY
ACTUA GOLF	32	18
ANDRETTI RACING	28	16
BLAZING DRAGON	28	14
BROKEN SWORD	30	16
BUBBLE BOBBLE	25	15
BUST-A-MOVE 2	25	15
CHRONICLES / SWORD	30	16
COMMAND & CONQUER	32	18
CRASH BANDICOOT	32	20
DESTRUCTION DERBY 2	35	25
DIE HARD TRILOGY	32	20
EARTHWORM JIM 2	28	14
EXTREME GAMES	28	14
FADE TO BLACK	25	12
FIFA '97	30	16
FINAL DOOM	30	16
FORMULA 1	35	20
HARDCORE 4X4	30	17
IRON & BLOOD	28	14
KONAMI OPEN GOLF	28	14
LOMAX	30	16
MORTAL KOMBAT TRILOGY	30	15
NAMCO CLASSICS VOL 1	32	16
NAMCO CLASSICS VOL 2	30	15
NAMCO CLASSICS VOL 3	30	15
NAMCO SOCCER	30	15
NBA JAM EXTREME	30	15
NBA LIVE '97	32	16
NHL '97	30	15
ONSIDE SOCCER	30	15
PANDEMONIUM	32	20
PGA TOUR GOLF '97	30	15
PRO PINBALL	28	14
RE-LOADED	30	15
RESIDENT EVIL	33	18
RIDGE RACER REVOLUTION	30	15
ROAD RASH	28	14
SIM CITY 2000	32	16
SOVIET STRIKE	30	15
STAR GLADIATOR	30	15
STEEL HARBINGER	32	16
STREET FIGHTER ALPHA 2	32	18
TEKKEN 2	35	22
TOMB RAIDERS	33	20
VICTORY BOXING	32	20
WARHAMMER	32	18
WIPEOUT 2097	32	18
WWF IN YOUR HOUSE	32	18

SUPER NINTENDO

	SELL	BUY
ALADDIN	22	10
DONKEY KONG 2	28	10
EARTHWORM JIM 2	28	14
ILLUSION OF TIME	18	8
ISS SOCCER	18	7
ISS SOCCER DELUXE	28	14
KILLER INSTINCT	15	6
MARIO KART	20	8
SECRET OF EVERMORE	28	15
SECRET OF MANA	22	12
WWF ROYAL RUMBLE	20	10
YOSHI'S ISLAND	28	15

SEGA MEGADRIVE

	SELL	BUY
ALADDIN	18	9
BRIAN LARA '96	25	12
EVANDER HOLYFIELD'S	18	8
FIFA '97	25	15
JIMMY WHITE'S SNOOKER	22	10
JUNGLE STRIKE	18	8
LION KING	25	10
MEGA BOMBERMAN	18	8
MORTAL KOMBAT 3	30	15
PHANTASY STAR 4	22	10
PREMIER MANAGER	20	8
SONIC 3	24	10
STREET FIGHTER	18	8
TOY STORY	26	16
VIRTUAL RACING	28	12

SEGA SATURN

	SELL	BUY
BUBBLE BOBBLE	25	12
BUST-A-MOVE 2	25	12
COMMAND & CONQUER	32	16
FIGHTING VIPERS	32	16
NEED FOR SPEED	30	15
RAYMAN	28	12
ROAD RASH	30	15
SEGA RALLY	30	14
SIM CITY 2000	28	12
STREET FIGHTER ALPHA 2	32	18
THEME PARK	28	14
TOMB RAIDERS	32	16
VIRTUAL COP 2	35	18
VIRTUAL GOLF	30	14
WORLD WIDE SOCCER	32	17

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

Send all games or cheques to:
Wonderboy Games, 5 The Pavement, Hainault Road, Leytonstone, London E11 1EG Tel: 0181 539 4505

Please send £1.20 for posting and packaging. It is advisable that you send any money or games by recorded delivery.
Please make sure all games are boxed with instructions and are PAL copies.

FINISHED IT? DON'T LIKE IT? BORED WITH IT?
THEN SWAP IT FOR A DIFFERENT ONE

£5 USING OUR UNIQUE SYSTEM IT IS POSSIBLE TO PLAY UP TO TEN DIFFERENT GAMES FOR THE PRICE OF ONE BOUGHT OFF THE HIGH STREET!!!!*

SWAPS

PRICE INCLUDES:
24 hr DESPATCH ON STOCK ITEMS
ALL POSTAGE & PACKING
PERSONAL SERVICE

£5

PLAYSTATION
SATURN

CALL NOW 01588 673400

megamart

MEGAMART, P.O. BOX 12, CRAVEN ARMS, SHROPSHIRE SY7 9WH

* We operate a simple price banding system.
Offer applies to used games within the same price band.

WILD IMPORTS

NINTENDO64 PlayStation

Specialist Importers

TEL: 01908 640040 FAX: 01908 640162 TEL: 0410 566515

Universal PlayStation
(Plays UK, JAP + USA Games)
1 Joypad, Demo Disk, RF Lead
£229

Nintendo 64
Mario Kart 64
Shadows of the Empire
Doom 64
Starfox 64
Rev Limit
Perfect Striker
+ More

US Nintendo 64,
Mario 64, RGB Compatible,
1 Joypad,
110v Stepdown Power Pack
(Plays US + JAP)

N64 BACKUP SYSTEM
Built in CD Drive, 128 MEG,
Plays Video CD, PC Compatible
Call for details and price

£ CALL FOR LATEST PRICE

PLAYSTATION CONVERSION

Have your PSX converted to run UK, US + JAP games without need for disk swap.
Only £29.99 with full fitting instructions (Professional fitting service £10).
Next day delivery available.
PlayStation repairs undertaken. Call for details.

WILD IMPORTS, 1 RIBBLE CRESCENT, BLETCHLEY, MILTON KEYNES, MK3 7QF

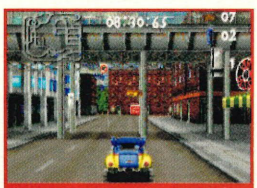
INJECTED

WRECKIN' CREW

Fiendishly tailing

the leader until the final straight on the last lap, you smile inwardly as the red shell sends Princess Mushroom into a terminal spin.

Without a shadow of a doubt, the seminal *Super Mario Kart* has reigned supreme as the definitive racing experience on any platform. Gamesplayers everywhere agree that nothing else even comes close when it comes to perfect handling and realistic inertial response of the kart. Enter *Wreckin' Crew*. As nothing similar has reared its ugly head on PlayStation so far apart from *Street Racer*, there has never been a better opportunity to rectify this. Let's be honest, this is a tall order, but when you see what is actually on offer here, there's good reason to be optomistic.



[Above] Interaction with the scenery plays a significant role – mind those bridge supports.

Catch the pigeon

According to Steve Pearce, head honcho at developer, Quickdraw, *Wreckin' Crew* is a straight 3-D hot-rod race, where the player utilises various tricks and tactics (shortcuts, interaction with road-side objects, handbrake turns, teleports etc) to get from A to B. There are a total of five huge stages to battle through, each one, according to Pearce, is larger than all of the tracks on *Street Racer* put together – flippin 'eck. There are over half a million polygons per track, running at a healthy 30 fps. The on-screen polygon count weighs in at an impressive 2,500-3,000, with over 1,000 on the ground alone.

There are eight basic and two hidden hot rods to choose from, which vary in speed and utilise different combat capabilities. For example, if one car seems slightly sluggish it will compensate by packing more powerful weapons. To break up the action, there are also hidden bonus levels where additional power-ups can be grabbed.

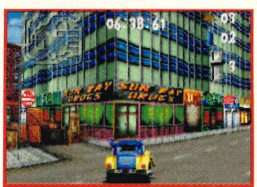
As you can see from the screenshots, *Wreckin' Crew* is shaping up very nicely indeed; let's just hope that developer, Quickdraw gets it right in the gameplay department. Review soon.



[Above] Let's hope the gameplay matches the visuals, because they're lusherama.



[Above] Can I have a go on the pirate Daddy, can I, can I?



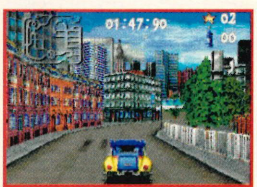
[Above] Your brakes have failed and there's a huge drug store ahead. Now you don't wanna do that



[Above] Each level has more than one way to reach the goal... Now, was it left. No, it was right. No...(Make your mind up – Ed).



[Above] In the final game, you can choose from eight standard and two secret hot rods.



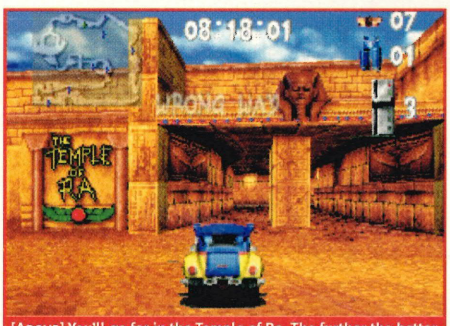
[Above] At 30 fps the roadside scenery should absolutely fly by.



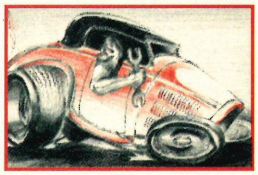
[Above] From broad, twisting highways to narrow, snaking paths; *Wreckin' Crew* caters for every taste.



[Above] Suddenly, you're not half the car you used to be. Avoid the pendulum at all costs.



[Above] You'll go far in the Temple of Ra. The further the better. Note the great level of detail on the walls.



PLAY INFORMATION

Name: Wreckin' Crew
Publisher: Telstar Electronic Studios
% Complete: 90%
Release Date: March '97

Swap your old console for a new one

PlayStation • Saturn • Nintendo 64

Super Nintendo • Megadrive • Gameboy

Swap games from £7 including p+p

Console Exchange, 25 Greig Street,
Inverness, IV3 5PX

Tel/Fax 01463 221173

Business hours 10am - 5pm

Out with these hours call
03744 95958

VISA

Access

Visions

Part Exchange Specialists

U.K. and Import always available.

Large selection of new releases
and used games.

Nintendo 64 now in stock

Fast delivery - All main formats stocked

Call, fax or write for details.

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

7 days
Till 9.30 pm

TEL/FAX
0113 261 3424
Next Day Delivery

MAD ANDY'S GAMESTATION LTD



NEVER
UNDERESTIMATE
THE POWER OF
MAD ANDY!

For the best in sales and exchanges come to 30 Union Court, Richmond, Surrey
or phone us on 0181 332 1101.
2nd shop opening at 93 Stanly Rd, Teddington.

CONSOLE CONNECTIONS

CORNWALL'S
NO 1
OFFICIAL PLAYSTATION STOCKIST

All the latest titles FIRST!

DESTRUCTION DERBY 2 NOW AVAILABLE

USED games bought, sold & exchanged

Shop at

19 Kenwyn Street, Truro
Tel (01872) 261065

Mail order service also available

Sony PlayStation	Call	Need for Speed	£33.99
Broken Sword	£33.99	NFL Gameday	£33.99
Bubble Bobble	£24.99	NHL '97	£33.99
Casper	£30.99	Primal Rage	£33.99
Chronicles of the Sword	£33.99	Rayman	£30.99
Command and Conquer	£36.99	Resident Evil	£36.99
Crash Bandicoot	£36.99	Return Fire	£33.99
Destruction Derby 2	£35.99	Skeleton Warriors	£33.99
Die Hard Trilogy	£33.99	Soviet Strike	£33.99
Disc World 2	£35.99	Star Fighter 3000	£32.99
Earthworm Jim 2	£30.99	Street Fighter Alpha 2	£33.99
FIFA Soccer '97	£33.99	Tekken 2	£37.99
Final Doom	£31.99	Time Commando	£33.99
Frank Thomas Big Hurt	£31.99	Tomb Raider	£34.99
Galaxian 3	£33.99	Top Gun	£33.99
Gex	£33.99	Toshinden 2	£34.99
Gunship	£32.99	Wipeout 2097	£37.99
Iron Man X/O	£35.99		
Iron and Blood	£35.99		
Jumping Flash 2	£34.99		
Konami Open Golf	£34.99		
Krazy Ivan	£34.99		
Loaded	£34.99		
Namco Museum Vol 2	£33.99		
NBA Live '97	£33.99		

Open Seven Days 10am to 10pm
Tel 0958 301895
Please make Cheques and
Postal Orders Payable to M. Sha
M. Sha & Co, 157 Field Road,
Forest Gate, London. E7 9DH

SEGA SATURN

PlayStation

VIDEO GAME CENTRE

WE STOCK:- PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD), NINTENDO 64.

PLAYSTATION (UK/PAL)		PLAYSTATION (IMPORT/MISC)		PLAYSTATION SALE (UK/PAL)	
Destruction Derby 2	£44.99	Soul Edge (JAP)	£74.99	Alien Trilogy (USA)	£19.99
Re-Loaded	£29.99	Rage Racer (JAP)	£74.99	Toshinden (USA)	£19.99
Streetfighter Alpha 2	£39.99	Toshinden 3 (JAP)	£69.99	Defcon 5 (USA)	£14.99
PGA Golf '97	£39.99	Suikoden (USA)	£54.99	Warhawk (USA)	£14.99
FIFA '97	£39.99	Dark Forces (USA)	£49.99	Skeleton Warriors (USA)	£19.99
Resident Evil	£39.99	2 Xtreme (USA)	£39.99	Sampras Tennis (UK)	£29.99
Sim City 2000	£34.99	Virtual Tennis 2 (JAP)	£69.99	Shellshock (UK)	£24.99
Bubble Bobble	£24.99	Speed King (JAP)	£69.99	Tekken (UK - USED)	£20.00
Adidas Soccer	£29.99	Streetracer (USA)	£29.99	Actua Soccer (UK)	£24.99
Namco Vol 2	£39.99	Formula One (USA)	£49.99	Thunderhawk 2 (UK - USED)	£20.00
Broken Sword	£39.99	Ridge Racer Revolution (USA)	£39.99	D (UK)	£29.99
Wipeout 2097	£44.99	Project Overkill (USA)	£29.99	Zero Divide (UK)	£19.99
Williams Arcade	£29.99	Final Round Golf (USA)	£19.99	Raging Skies (UK)	£29.99
X-Com 2	£39.99	Tobal No 1 (USA)	£59.99	NHL Face Off (UK)	£24.99
Motortoon GP2	£39.99			Descent (UK)	£29.99
+100s More in Stock		+100s More in Stock			

+ WE HAVE LOADS MORE GAMES IN STOCK

1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR

VISA **TEL/FAX-01202 527314** Access

To advertise in

PLAY

Call Alex Taylor on:
01202 200236

THE POWER STATION

24A Honeyborough Green, Honeyborough, Milford Haven, Pembrokeshire, SA73 1RG

Fed up with being charged the earth to swap your unwanted games ?
Then join our nationwide swappers database
with hundreds of games to swap !!

GAME SWAP ZONE

Phone, e.mail or send an S.A.E. for full registration details

PREDATOR LIGHT GUN for only £25-00

01646 600380

Phone NOW for the latest prices on all NEW Playstation hardware and software

e.mail - the.power.station@virgin.net

MYSTICAL

EXCALIBUR 2555 AD

She's slim, sexy, loves subterranean adventure and wields an enormous chopper. You could be forgiven for assuming that we're talking about the heavenly Lara Croft, but in the burgeoning arena of third person adventuring, there's is a new pretender to the crown. Coincidentally, our pig-tailed protagonist is also a pretty, young filly looking for action, who finds herself sent on a death or glory mission to retrieve the legendary sword of Excalibur that has been wrongfully stolen by raiders from the future.

In what promises to be a graphical tour-de-force, you play Merlin's humble (and horny) assistant, Beth, who is thrust mercilessly into the future armed with only a limited knowledge of spellcasting and a sword.



[Above] "I'm not letting you past unless you give me one of your sandwiches," boomed the angry Knight.



[Above] The real time light-sourced graphics are a joy to behold.

PLAY INFORMATION

Name: Excalibur 2555 AD
Publisher: Telstar Electronic Studios
% Complete: 95%
Release Date: March '97

MY KINGDOM FOR A SWORD

First impressions of *Excalibur* look very promising indeed, and if what Bill Pullen (MD of developer, Tempest) claims, actually comes to fruition, PlayStation owners are in for a real treat. The game is set over 13 levels and contains over 600 locations, 80 different characters, realistic light sourcing and 65Mb of speech throughout. Sounds impressive, and when you consider that the whole game runs in a third person perspective and in real time, it's fair to say that *Resident Evil* and *Tomb Raider* have some serious competition.

According to Pullen, the finished product will be a cross between *Zelda* (general wandering around and interaction with NPCs) and *Prince of Persia*. Using the controller for general exploration, Beth can also access one of three action buttons – Interact, Use and Run, as well as using two modes of play (explore and fight) to aid her in the quest. Additionally, there are two camera modes – a third person perspective, and an external mounted camera which zooms in and out as neccessary.

Undoubtedly similar to *Tomb Raider*, *Excalibur 2555 AD* looks like adding something fresh to what is probably the best game currently avilable on PlayStation. We wait with baited breath as to whether Tempest can pull it off.



[Above] You play the role of Beth who, more often than not, finds herself being accosted by the non-too-friendly locals.



[Above] Fun and games with switches. One of the more familiar aspects of adventuring.



[Above] Substantial interaction with the denziens of each level are promised, varying in length and complexity.



[Above] In order to reclaim Excalibur you'll need to hop into one of these – a teleporter.

ABOUT TIME!

In true gaming fashion, the scene is set via an FMV intro. Raiders from the future have stolen the beloved sword of Excalibur – the buggers!



THE PLAYSTATION SWAP SHOP

- THE UK'S FAVOURITE SWAP SERVICE
- JOIN OUR 1000'S OF SATISFIED CUSTOMERS
- FRIENDLY AND HONEST SERVICE

PHONE FOR WRITTEN DETAILS

FROM JUST

£5 PER SWAP*

NEXT DAY DELIVERY
+ NO EXTRA POSTAL CHARGES
£1 VOUCHER WITH EVERY ORDER

OPEN 7 DAYS A WEEK 8AM - 7PM

CALL 0121 - 423 - 1969 NOW!

* games are swapped on an age and quality basis

New PlayStation games for your old ones

Send us any old PlayStation game for a brand new title!
From £20 - Please ring for confirmation

NEW GAMES

Actua Golf	£37	Mortal Kombat Trilogy	£35	Sampras Tennis	£37	Tilt	£37
Bedlam	£35	NFL Quarterback Club '97	£35	Sim City 2000	£37	Time Commando	£37
Bubble Bobble Trilogy	£28	Onside Soccer	£37	Skeleton Warriors	£37	Top Gun	£35
Casper	£37	PGA '97	£37	Slam N Jam	£29	Tunnel B1	£37
Die Hard Trilogy	£37	Pit Bull	£37	Starfighter 3000	£37	Virtua Golf	£37
Dungeon Keeper	£35	Powerplay	£37	Streetfighter Alpha 2	£37	Virtual Pool	£37
Exhumed	£35	Prowler	£37	Streetracer	£37	Wild Animalympics	£37
Final Doom	£35	Raw Pursuit	£37	Super Motor Cross	£37	William Arcade Grt Hits	£29
Formula 1	£39.50	Re-Loaded	£35	Swagman	£37	Wipeout 2097	£39.50
Hardcore	£35	Resident Evil	£39.50	Tekken 2	£39.50	X Men	£37
Heavy Heat	£37	Return Fire	£37				
Iron & Blood	£37						

NEW GAME - BARGAIN PRICES OR SWAP FROM £10

3D Lemmings	£29	Doom	£29	Need for Speed	£33	Striker '96	£18
Actua Soccer	£27	Gex	£25	Off World Interceptor	£23	Tekken	£25
Alien Trilogy	£33	In The Hunt	£23	Olympic Games	£33	Thunderhawk 2	£25
Alone in the Dark	£20	Jumping Flash	£24	Olympic Soccer	£27	Toshinden 2	£33
Bust A Move 2	£25	Kileak the Blood	£17	Parodius	£23	Total Eclipse	£21
Criticom	£22	Lone Soldier	£25	Primal Rage	£33	Tunnel B1	£29
'D'	£25	Magic Carpet	£22	Raiden Project	£25	Viewpoint	£29
Defcon 5	£25	Mickey's Wild Adv.	£29	Ridge Racer	£25	WWF	£25
Descent	£23	NBA in the Zone	£25	Street Fighter Alpha	£25	X2	£29
Destruction Derby	£29	NBA Jam TE	£19				

SECOND HAND GAMES - SEND US ANY OLD PLAYSTATION GAME & SWAP FROM £7

Alien Trilogy	£20	Doom	£24	Mortal Kombat 3	£20	Ridge Racer	£20	Thunderhawk 2	£19
Command & Conquer	£27	Extreme Pinball	£17	NBA in the Zone	£21	Road Rash	£19	Toshinden	£15
Cybersled	£15	Fade to Black	£24	Novastorm	£19	Shellshock	£23	Total Eclipse	£15
'D'	£21	Kileak the Blood	£15	Parodius	£15	Starfighter 3000	£21	True Pinball	£18
Destruction Derby	£21	Krazy Ivan	£23	Pro Pinball	£23	Tekken	£22	Twisted Metal	£20
		Loaded	£22	Return Fire	£27	Theme park	£19	Wipeout	£21

also

PlayStation £179.99; PlayStation Pads £12.99; Official PSX Carry Case £14.99; Linx Cable £12.99; Scart Lead £19.99; Memory Card £14.99; Multi Tap £18.99; £1.50 p&p per game. All prices subject to availability.

All returned games must include Box and Rules.

VIDEO GAMES SERVICES

12 West Street, Ware, Herts. SG12 9EE
Tel. 01920 486482/3. Fax. 01920 486484.

HACKS / TIPS / CHEATS / CODES WIN AT CONSOLE GAMES WITH THE CONSOLE HELPLINE

0891-318-400 .... INFORMATION LINE & INDEX
0891-318-401 .... PLAYSTATION CHEATS / CODES / HELP
0891-318-402 .... ULTIMATE MORTAL KOMBAT / SATURN
0891-318-403 .... ADVENTURE GAMES FULL SOLUTIONS!
0891-318-404 .... MEGADRIVE CHEATS / GOLDEN OLDIES
0891-318-405 .... SONIC I & II HINTS, TIPS, CHEATS
0891-318-406 .... GOT A MODEM? CALL THIS NUMBER FOR 1000s OF CHEATS
0891-318-407 .... NEW RELEASE LINE, CHEATS, HELP & TIPS
0891-318-408 .... MEGADRIVE CHEATLINE (LOADS OF GAMES HELP HERE)
0891-318-409 .... SEGA SATURN / CHEATS, TIPS, HINTS
0891-318-410 .... SEGA SATURN & MEGADRIVE GAME HELP
0891-318-411 .... PLAYSTATION!!! 190 CHEATS & TIPS, THE WORKS
0891-318-412 .... GOT A MODEM? CALL THIS NUMBER FOR 1000s OF CHEATS
0891-318-413 .... MORTAL KOMBAT III, CODES, CHEATS, TIPS & MOVES
0891-318-414 .... CHEATS ALL KINDS OF CONSOLE GAMES
0891-318-415 .... MORTAL KOMBAT II, CODES, CHEATS, TIPS & MOVES
0891-318-416 .... PLAYSTATION NEW RELEASE CHEATLINE
0891-318-417 .... SEGA SATURN NEW RELEASE / CHEATS / HINTS / HELP

NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.
PLEASE HAVE PEN & PAPER READY FOR INFO.
SEE US ON THE INTERNET AT HTTP://WWW.GATES.CO.UK

IF YOU ARE UNDER 18, PLEASE ASK PERMISSION TO USE THIS SERVICE.
CALLS COST 39P CHEAP & 49P PER MIN PEAK.

HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

GAMEplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

PRICE! CHOICE!

THESE HAVE MADE U
ORDER SUPPLIER



THE WORLD'S MOST POWERFUL CONSOLE AT BRITAIN'S LOWEST PRICE!!

£185.99

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

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

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sony and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine British warranties. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will **COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!**

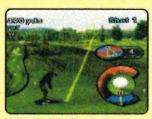
SONY PLAYSTATION & MEMORY CARD & EXTRA CYCLONE PAD	£205.99
SONY PLAYSTATION & DOOM	£210.99
SONY PLAYSTATION & TOMB RAIDER	£216.99
SONY PLAYSTATION & FIFA '97	£221.99
SONY PLAYSTATION & RESIDENT EVIL	£218.99
SONY PLAYSTATION & FORMULA 1 OR TEKKEN 2	£224.99
SONY PLAYSTATION & DIE HARD TRILOGY & GUN	£239.99

SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW SONY PLAYSTATION!

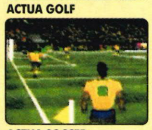
1MB MEMORY CARD	FOR JUST £14.99
8MB MEMORY CARD	FOR JUST £24.99
CYCLONE OR SAITEK PAD	FOR JUST £12.99
DUST COVER	FOR JUST £ 5.99
LINK-UP LEAD	FOR JUST £ 9.99
MAD CATZ/GAMESTER STEERING WHEEL	FOR JUST £61.99
RGB SCART CABLE	FOR JUST £ 8.99

UK PLAYSTATION GAMES


AYRTON SENNA KART DUEL


ACTUA GOLF


BUST A MOVE 2


ACTUA SOCCER

3D LEMMINGS	£35.99
ACTUA GOLF	£35.99
ACTUA SOCCER	£35.99
ADIDAS POWER SOCCER	£36.99
AGILE WARRIOR	**£19.99**
AIR COMBAT	£36.99
AIV GLOBAL EVOLUTION	£37.99
ALIEN TRILOGY	£35.99
ALONE IN THE DARK 2: JACK IS BACK	£31.99
ANDRETTI RACING	£36.99
AQUANAUTS HOLIDAY	£36.99
AREA 51	£31.99
AYRTON SENNA'S KART DUEL	£30.99
BATMAN FOREVER	£35.99
BEDLAM	£30.99
BLACK DAWN	£36.99
BLAM! MACHINEHEAD	£33.99
BLAST CHAMBER	£30.99
BLAZING DRAGONS	£30.99
BRAINDEAD 13	£32.99
BREAKPOINT	£35.99
BROKEN SWORD	**£34.99**
BUBBLE BOBBLE & RAINBOW ISLAND	£25.99
BUBBLE BOBBLE 2	£35.99
BUBSY BOBCAT 3D	£36.99
BURNING ROAD	**£36.99**
BUST A MOVE 2	£24.99
CASPER	£35.99
CHEESY	£35.99
CHESSMASTER 3D	£34.99
CHRONICLES OF THE SWORD	£35.99
COMMAND & CONQUER	**£37.99**
CRASH BANDICOOT	**£39.99**
CRITICOM	£19.99


COMMAND & CONQUER


BLACK DAWN


BURNING ROAD


DISRUPTOR

CRUSADER NO REMORSE	£36.99
CYBERIA	£34.99
D	£26.99
DARK STALKERS REVENGE:	
NIGHT WARRIORS	£35.99
DAVIS CUP TENNIS	£34.99
DEATHDROME	£36.99
DEFCON 5	£27.99
DESCENT	**£23.99**
DESTRUCTION DERBY	£30.99
DESTRUCTION DERBY 2	**£39.99**
DIE HARD TRILOGY	£36.99
DIE HARD TRILOGY & GUN	**£59.99**
DISCWORLD 2	£39.99
DISRUPTOR	£35.99
DOOM	**£29.99**
DRAGONHEART FIRE & STEEL	£35.99


CRASH BANDICOOT


DESTRUCTION DERBY 2

DUNGEON KEEPER (DUE MARCH)	£36.99
EARTHWORM JIM 2	£32.99
EXTREME PINBALL	£36.99
FADE TO BLACK	£35.99
FINAL DOOM	**£32.99**
FIFA '97	**£36.99**
FIRO & CLAWD	£30.99
FORMULA 1	**£40.99**
FRANK THOMAS BIG HURT BASEBALL	£36.99
GALAXIAN 3	£35.99
GEX	£29.99
GRID RUN	£35.99

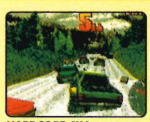




DIE HARD TRILOGY & PREDATOR LIGHT GUN FOR JUST £59.99!

GUNSHIP 2000	£32.99
HARDCORE 4X4	£31.99
HI OCTANE	£24.99
HYPER MATCH TOUR TENNIS	£35.99
IMPACT RACING	£30.99
INCREDIBLE HULK: PANTHEON SAGA	£35.99
INT'L SUPERSTAR SOCCER DELUXE	£35.99
INTERNATIONAL TRACK & FIELD	£34.99
INTERNATIONAL MOTOCROSS	**£35.99**
IRON MAN - XO	£36.99
IRON & BLOOD	£36.99
JUMPING FLASH	£34.99
JUMPING FLASH 2	**£36.99**
KILEAK THE BLOOD	£24.99
KILLING ZONE	£30.99
KONAMI OPEN GOLF (LINKS)	£36.99


FIFA '97


HARDCORE 4X4

LOADED	**£31.99**
LOMAX IN LEMMINGLAND	£35.99
MAGIC CARPET PLUS	£34.99
MAGIC THE GATHERING	£36.99
MEGAMAN X3	£35.99
MONSTER TRUCKS	£34.99
MORTAL KOMBAT 1 & 2 COMBO	£25.99
MORTAL KOMBAT TRILOGY	£33.99
MOTOR TOON GRAND PRIX 2	£34.99
MTV'S SLAMSCAPE	£35.99
MYST	£35.99

NAMCO MUSEUM VOLUME 1
INCLUDES PACMAN, POLE POSITION, GALAGA, RALLY X, NEW RALLY X, TOYPOP AND BOSCONIAN **£35.99**


JUMPING FLASH 2


MOTOCROSS INTERNATIONAL

NAMCO MUSEUM VOLUME 2
ANOTHER 6 CLASSIC ARCADE GAMES INCLUDING SUPER PACMAN AND XEVIOUS **£33.99**

NASCAR RACING	£35.99
NBA IN THE ZONE	**£22.99**
NBA IN THE ZONE 2	£35.99
NBA JAM TOURNAMENT EDITION	£27.99
NBA JAM EXTREME	£35.99
NBA LIVE '96	**£27.99**
NBA LIVE '97	£35.99
NEED FOR SPEED	£35.99
NFL GAMEDAY	£37.99
NFL MADDEN '97	£35.99
NFL QUARTERBACK CLUB '97	£33.99
NHL FACE-OFF	£37.99
NHL HOCKEY '97	£36.99
NHL POWERPLAY HOCKEY	£36.99
OFF WORLD INTERCEPTOR	£24.99
OLYMPIC GAMES	£34.99
ON-SIDE SOCCER	**£34.99**
PANDEMONIUM	£35.99
PERFECT WEAPON	£36.99
PGA GOLF '96	£31.99
PGA GOLF '97	£34.99
PITBALL	£35.99


MOTOR TOON GP2


LOMAX IN LEMMINGLAND

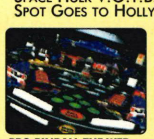

P'OED


SUIKODEN


WARHAMMER

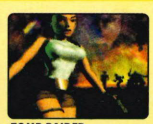

SOVIET STRIKE

PLAYER MANAGER 2	**£35.99**
PO'ED	£36.99
PRIMAL RAGE	£35.99
PRIME GOLD	£35.99
PROJECT OVERKILL	£36.99
PRO PINBALL THE WEB	£32.99
PSYCHIC DETECTIVE	£36.99
RAGING SKIES	£37.99
RAIDEN PROJECT	£32.99
RAYMAN	£31.99
RELOADED	£32.99
RESIDENT EVIL	**£37.99**
RETURN FIRE	£34.99
RIDGE RACER REVOLUTION	£37.99
RISE 2 - THE RESURRECTION	£36.99
ROAD RASH	£35.99
ROBOTRON X	£33.99
SAMPRAS EXTREME TENNIS	**£33.99**
SHADOW WARRIOR	£37.99
SHELL SHOCK	£24.99
SHOCKWAVE ASSAULT	**£22.99**
SIM CITY 2000	£36.99
SKELETON WARRIORS	£36.99
SLAM N JAM '96	£30.99
SOVIET STRIKE	**£36.99**
SPACE HULK V.O.T.B.A	£35.99
SPOT GOES TO HOLLYWOOD	£35.99


PRO PINBALL THE WEB


STREETFIGHTER ALPHA 2

STAR GLADIATOR	£36.99
STARBLADE ALPHA	£22.99
STARFIGHTER 3000	£32.99
STREETFIGHTER ALPHA	**£27.99**
STREETFIGHTER ALPHA 2	£35.99
STREET RACER	£36.99
SUIKODEN	£35.99
SUPERSONIC RACER	£37.99
SYNDICATE WARS (DUE MARCH)	**£36.99**
TEKKEN	£29.99
TEKKEN 2	**£39.99**
TEMPEST X3	£34.99
TEN PIN ALLEY	£36.99
TILT	£35.99
TIME COMMANDO	£34.99
TITAN WARS	£32.99

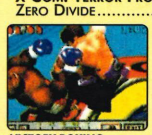

TOMB RAIDER


STREET RACER

TOMB RAIDER	**£35.99**
TOP GUN	£33.99
TO SHIN DEN 2	£35.99
TOTAL NBA '96	£37.99
TRANSPORT TYCOON	£33.99
TRUE PINBALL	£32.99
TUNNEL B1	**£29.99**
VICTORY BOXING	£35.99
VIEWPOINT	**£24.99**
VIRTUAL GOLF	£31.99
VIRTUAL OPEN TENNIS	£36.99
WARHAMMER:	
SHADOW OF THE HORNED RAT	£35.99
WHIZZ	£32.99
WILD ANIMALYMPICS	£35.99

WILLIAMS ARCADE CLASSICS
INCLUDES DEFENDER, ROBOTRON, JOUST, STARGATE (DEFENDER 2), SINISTAR AND BUBBLES **£26.99**

WING COMMANDER 3	£37.99
WIPEOUT 2097	**£39.99**
WORLD CUP GOLF	£30.99
WORMS	£24.99
WRECKING CREW	£35.99
WWF IN YOUR HOUSE	£36.99
X-2	£33.99
X COM: TERROR FROM THE DEEP	**£32.99**
ZERO DIVIDE	£29.99


VICTORY BOXING


WIPEOUT 2097

TOP TEN

1. DIE HARD & GUN
2. TOMB RAIDER
3. FIFA '97
4. WIPEOUT 2097
5. COMMAND & CONQUER
6. TEKKEN 2
7. FORMULA 1
8. CRASH BANDICOOT
9. VICTORY BOXING
10. SOVIET STRIKE

COMPILED FROM GAMEPLAY SALES 1/12/96 - 4/1/97

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

Gameplay only supplies official UK products. All products guaranteed by Gameplay and Sony CEE or their respective manufacturers. Gameplay is an unofficial Playstation reseller and is Britain's largest mail order supplier of Playstation games. All rights reserved. All trademarks recognised.

QUALITY! SERVICE!

S BRITAIN'S LARGEST MAIL OF PLAYSTATION GAMES!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat)
0113 234 0666
CUSTOMER SERVICES (Mon - Fri)

JOYPADS



SONY JOYPAD
STILL THE HIGHEST QUALITY SPARE JOYPAD ON THE MARKET
£22.99



WILD THINGS ARCADIA ARCADE JOYSTICK
8 BUTTONS INDIVIDUALLY PROGRAMMABLE. TURBO/AUTO-FIRE & SLOW MOTION. CHUNKY DESIGN
£24.99



PHASE 9 CYCLONE PAD
ERGONOMIC PAD WITH TURBO-FIRE, AUTO-FIRE AND SLOW MOTION. VERY RELIABLE AND EASY TO HOLD
£15.99



ASCII ARCADE JOYSTICK
ARCADE STYLE FIGHTER STICK WITH INDEPENDENT ADJUSTABLE BUTTON SPEED CONTROL AND AUTO-TURBO WHICH FIRES UP TO 36 PUNCHES PER SECOND!
£45.99



FIRE HYPER PAD
AN EXACT COPY OF THE OFFICIAL SONY PAD FOR ALMOST HALF THE PRICE! A GOOD ALTERNATIVE
£14.99



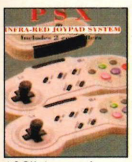
SAITEK MEGAPAD
INDEPENDENTLY ADJUSTABLE BUTTONS WITH TURBO-FIRE, AUTO-FIRE & SLOW MOTION. MICROSWITCHED D-PAD
£14.99



SONY MOUSE
IDEAL FOR GAMES WHICH USE A CURSOR, E.G. SIM CITY, THEME PARK, DISCWORLD, BROKEN SWORD
£22.99



SONY MULTI-TAP
ALLOWS UP TO 8 PEOPLE TO PLAY AT ONCE ON GAMES WHICH ARE COMPATIBLE (PADS NOT INCLUDED)
£27.99



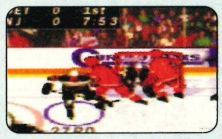
FIRE INFRA-RED JOYPAD SYSTEM
COMPLETE WITH TWO 8 BUTTON JOYPADS AND A RECEIVER. EACH JOYPAD HAS TURBO-FIRE AND SLOW MOTION FEATURES. SUPERB VALUE FOR MONEY!
£29.99

ASCII ARCADE JOYSTICK	£45.99
MOUSE	£22.99
MULTI TAP	£27.99
SONY JOYPAD	£22.99
VRF1 ARCADE STEERING WHEEL	£49.99
PHASE 9 CYCLONE PAD	£15.99
FIRE HYPER JOYPAD - AVAILABLE IN WHITE, BLUE, RED OR GREEN	**£14.99**
FIRE INFRA-RED JOYPADS	£29.99
JOYPAD EXTENDER CABLE	**£8.99**
WILD THINGS ARCADIA ARCADE JOYSTICK	£24.99
SAITEK MEGAPAD XII	**£14.99**

COMING SOON ON THE SONY PLAYSTATION



HEART OF DARKNESS *DUE APRIL*



NHL POWERPLAY *DUE FEB*



MICRO MACHINES 3 *DUE FEBRUARY*



SYNDICATE WARS *DUE MARCH*



TOBAL NO 1 *DUE MARCH*



TEMPEST X *DUE FEBRUARY*



COOL BOARDERS *DUE FEBRUARY*



MONSTER TRUCKS *DUE FEBRUARY*



BLAST CHAMBER *DUE JANUARY*



PLAYER MANAGER 2 *DUE JANUARY*



WAR GODS *DUE MARCH*



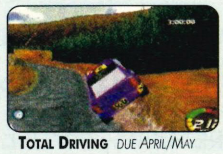
X MEN COTA *DUE GOD KNOWS WHEN*



NASCAR *DUE DEC*



TRANSPORT TYCOON *DUE MARCH*



TOTAL DRIVING *DUE APRIL/MAY*



DUKE NUKEM 3D *DUE MARCH*

OTHER ACCESSORIES



SONY/DATEL 15 SLOT MEMORY CARD
SAVE UP TO 15 HIGH SCORES, LAP TIMES AND GAME POSITIONS
£16.99



PREDATOR LIGHT GUN
COMPATIBLE WITH DIE HARD TRILOGY, HORNED OWL AND ANY FUTURE LIGHT GUN GAMES. ALSO WORKS WITH SEGA SATURN
£23.99



DATEL 120 SLOT MEMORY CARD (8MB)
EIGHT TIMES BIGGER THAN THE OFFICIAL SONY MEMORY CARD FOR LESS THAN DOUBLE THE PRICE!! EXCELLENT VALUE!
£27.99



VRF1 STEERING WHEEL
TRUE ANALOGUE WHEEL WITH PROGRAMMABLE BUTTONS FOR THE ULTIMATE DRIVING SIMULATION
£49.99



DATEL 360 SLOT MEMORY CARD (24MB)
THIS ENORMOUS MEMORY CARD IS ONLY FOR THE TRULY OBSESSED! THE LED DISPLAY SHOWS WHICH OF THE 24 PAGES YOU ARE ON
£39.99



GAME KILLER CHEAT CART
CONTAINS PROGRAMMED CHEATS FOR 17 POPULAR GAMES INCLUDING F1, TEKKEN 2, WIPEOUT 2097, RESIDENT EVIL, CRASH BANDICOOT, ETC
£21.99



RGB SCART CABLE
IMPROVES SOUND AND PICTURE QUALITY. ALSO FREES THE AV PORT SO THE PSX CAN BE CONNECTED TO A HI-FI
£9.99



LINK-UP CABLE
ALLOWS 2 PSX CONSOLES TO BE JOINED FOR LINK GAMES
£10.99

SONY/DATEL 15 SLOT MEMORY CARD	£16.99
DATEL 120 SLOT MEMORY CARD (8 TIMES BIGGER)	£27.99
DUST COVER	£7.99
RGB SCART CABLE	£9.99
SPEAKER CABLE - ALLOWS SPEAKERS TO BE CONNECTED TO YOUR PSX WHEN USED WITH AN RGB SCART CABLE	£4.99
LINK-UP CABLE	£10.99
REPLACEMENT RF LEAD - ALSO COMES WITH AN ADAPTOR TO ALLOW YOU TO CONNECT YOUR PSX TO A HI-FI	£15.99
PREDATOR LIGHT GUN FOR DIE HARD TRILOGY	£25.99

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



GAMESTER/MAD CATZ PSX STEERING WHEEL

COMES COMPLETE WITH WORKING GEARSTICK AND FOOT PEDALS AND SUCKERS TO MOUNT ONTO A TABLE OR FLOOR. SUITABLE FOR USE WITH ALMOST ALL DRIVING AND FLIGHT GAMES, EG WIPEOUT 2097, NEED FOR SPEED, RIDGE RACER REV'N, DESTRUCTION DERBY 2, HARDCORE 4X4, BURNING ROAD, ETC.

£64.99



SPECIAL OFFER !!
BUY A GAMESTER STEERING WHEEL AND GET £2 OFF ANY DRIVING GAME!!

RELEASE LIST

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

AREA 51	END JANUARY
A TRAIN	FEBRUARY
CASTLEVANIA	FEBRUARY
COOL BOARDERS	FEBRUARY/MARCH
CRUSADER NO REMORSE	7TH FEBRUARY
DARK FORCES	APRIL
DARKLIGHT	MARCH
DESTRUCTION DERBY 2	18TH JANUARY
DUKE NUKEM 3D	MARCH/APRIL
DUNGEON KEEPER	MARCH
EXCALIBUR	MARCH
EXHUMED	END FEBRUARY
GENSO SUIKODEN	24TH JANUARY
GRID RUN	FEBRUARY
HEXEN	APRIL
INT'L SUP/STAR SOCCER DEL	JANUARY
LEGACY OF KAIN	EARLY FEBRUARY
LOST VIKINGS 2	FEBRUARY/MARCH
MAGIC THE GATHERING	MARCH
MICRO MACHINES 3	END JANUARY
MONSTER TRUCKS	FEBRUARY
MORTAL KOMBAT 1&2	END JANUARY
MTV'S SLAMSCAPE	EARLY FEBRUARY
NASCAR RACING	FEBRUARY
NBA IN THE ZONE 2	17TH JANUARY
NFL QUARTERBACK CLUB	FEBRUARY
PERFECT WEAPON	END FEBRUARY
PFA SOCCER MANAGER	END FEBRUARY
PLAYER MANAGER	END JANUARY
POWERPLAY HOCKEY	FEBRUARY
RAW PURSUIT	MARCH
ROBOTRON X	END JANUARY
SPOT GOES TO HOLLYWOOD	FEBRUARY
SUIKODEN	24TH JANUARY
SWAGMAN	MARCH
SYNIDCATE WARS	MARCH
TEMPEST X	END JANUARY
TEN PIN ALLEY	END FEBRUARY
TEST DRIVE: OFF ROAD	FEBRUARY
THE DIVIDE: ENEMIES WITHIN	FEBRUARY
TILT	EARLY FEBRUARY
TOBAL NO.1	MARCH
TRANSPORT TYCOON	MARCH
VR POOL '96	FEBRUARY/MARCH
V TENNIS	END JANUARY
WHIZZ	END JANUARY
WING COMMANDER 4	MARCH
X MEN: COTA	WHO KNOWS???

SO, LIKE, WHAT'S THE POINT OF THIS FREE CATALOGUE THEN?
Well, it's got news, reviews, free gifts, competitions, puzzles, letters, really cheap games, new releases, cheats, and more stuff like that. And it's FREE!
WHAT THE HELL ELSE DO YOU WANT?
GET YOUR FREE GAMEPLAY CATALOGUE HERE. JUST ASK WHEN ORDERING.



It's coming...
The launch of the UK Nintendo Ultra 64 is on 1st March 1997. If you don't reserve one soon, you won't get one. You have been warned...

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON
0113 234 0770
(24 HOURS A DAY)

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

- ***SALES LINES OPEN:*** MON-FRI 9am - 8pm; SATURDAY 10am - 7pm; SUNDAY 10am - 4pm
- ***NO QUIBBLE EXCHANGE POLICY*** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4), WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION).
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ***ORDER WITH CONFIDENCE*** FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY! OVER 600,000 SOFTWARE ITEMS SUPPLIED SO FAR AND YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL DESPATCH!***
- WE PROVIDE ONE OF THE ***FASTEST*** DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE)*
- ***1ST CLASS DELIVERY FREE OF CHARGE*** TO U.K. MAINLAND. NEXT DAY DELIVERY FROM £4. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- ***1000'S OF TITLES AVAILABLE.*** WE ALSO STOCK GAMES & ACCESSORIES FOR SEGA SATURN & OTHER CONSOLES AND PC SOFTWARE.

GAMEplay

Cut out this order form and post to:
GAMEPLAY, UNIT 3 TAVERNERS WALK, NORTH STREET, LEEDS, LS7 1AH

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

ADDRESS:.....

.....

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

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

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

Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item.

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

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

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

PL2 (3)

arena

views · questions · criticisms · ideas

VIEWS · QUESTIONS · CRITICISMS · IDEAS

THE PART OF THE MAGAZINE THAT'S ENTIRELY DEVOTED TO GIVING YOU YOUR SAY. IF YOU HAVE ANY QUESTIONS YOU WANT TO ASK US, OPINIONS ON GAMES, OPINIONS ON OUR REVIEWS OF GAMES – THEN PUT PEN TO PAPER OR FINGER TO KEYBOARD AND WRITE TO US AT : *ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH 1 2JS*. OR E-MAIL US AT: PLAY@PARAGON.CO.UK. ALL LETTERS ARE READ AND THE BEST ONES ARE PRINTED. TO STAND THE BEST CHANCE OF AIRING YOUR VIEWS TO SOME 35,000+ *PLAY* READERS, MAKE THEM FUNNY, INFORMATIVE AND ABOVE ALL, HAVE A POINT. THRILL US WITH YOUR ACUMEN...

DEAR PLAY,

I am writing to you because I am very pissed off about the lack of decent footy games for the PlayStation. I have played every footy game and the only two half decent ones are *FIFA '96* not bad but a bit slow. The other one is *Olympic Soccer* which was good. But I want to play with English teams not just international ones.

I have just splashed out £50 for *FIFA '97* and my first impression was what a load of bollox! It is so slow, you can only score from close range because when you take a long shot the ball just goes straight up in the air. The passing is crap, and the whole game is about as exciting as watching old car veteran runs. The only good footy game EA has ever made was *FIFA '96* on the Mega Drive. Why can't they just transform that game onto a CD? I think I will have to go and buy another Mega Drive just so I can satisfy my footy playing needs. And why has the Saturn got a good game like *Worldwide Soccer?* Any chance of seeing this on the PlayStation? Please print this letter as I would like to know your views on my point. Pass this onto EA and it might do something.

Yours a pissed off FIFA '97 **owner.**

Absolutely. The PlayStation needs a definitive football game which merges the instant accessibility of *Olympic Soccer*, with the complex behind-the-scenes work of *FIFA. FIFA '97* is a shocking game, considering the team behind it and the resources they had, but hope comes in the form of *Actua Soccer 2* (and *Club Edition*), *UEFA Champions League* (European club sides) and perhaps even the legendary conversion of *Sensible World of Soccer. Worldwide Soccer* will not be coming to the PlayStation, but even so, although the graphics are impressive, the gameplay is less so, with dead cert ways to score the order of the day. The ultimate football game is still to come – can it really be so hard to develop? Hopefully Jon Ritman's development company, Cranberry Source can come up with the goods on PlayStation this year. He did co-write *Matchday* (the best football game on the Spectrum - Ed) after all.

DEAR PLAY,

This isn't going to be another one of those boring old PlayStation Vs Saturn/Nintendo letters. However, I would be grateful if you could answer the following questions. I own a Saturn, PlayStation and a Nintendo 64 and I'm curious to know what exactly the term "3-D" actually means?

All three machines are excellent in different ways but the graphics are so different! Having recently purchased a Nintendo 64 I noticed that the graphics are of "real" 3-D quality, whereas the PlayStation and Saturn are what I'd call "flat" 3-D. I know that gameplay is the important thing and there is no way I would part with my PlayStation but I'm curious to know what qualifies a game to be 3-D. For example, how can companies advertise games such as *Doom*, *Alien Trilogy*, even *Tomb Raider* on the Saturn, as being 3-D when they're so obviously not? Also what is the difference between these machines concerning the main processing "brain" of the systems? I know these questions aren't particularly relevant to the overall quality of a game, but I'd like to know anyway.

Sarah & Rob Lawson, York

The term "3-D" is given to anything which fools the brain into thinking you are looking at something in three dimensions. That is: length, width and depth. But it is an often mis-used and over-generalised term. *Tomb Raider* is a fully 3-D game, which means you can walk "into" the screen and explore your surroundings in exactly the same way as you could in real life. There are no limitations.

Doom is described as a 3-D game because you can walk into the screen and explore, instead of just running across or up and down the face of your TV. *Fade to Black* is another good example of a 3-D game, because the camera pans around and you can see and manipulate objects from all angles. On the other hand *Bust-A-Move 2* and *Street Fighter Alpha 2* are both 2-D games because you can merely move left/right, up/down.

I do not know how you can possibly say that *Tomb Raider* is not as three-dimensional as, say *Mario*

64. Both games allow you to do exactly the same things, it's just that *Mario* is in a higher resolution and uses vivid cartoon colours whereas *TR* is depicted in muted but realistic hues. The only way the Nintendo 64 has the edge in the 3-D world is that it anti-aliases the graphics close up so that you don't notice the joins between texture maps. Fly close to the land in *Pilot Wings 64* for example, and the surface blurs. All that happens on the PlayStation is that the graphics remain sharp, but you notice the joins more. The N64 tackles the problem from a different angle that's all. You must also remember that the N64 represents the latest technology, but the PlayStation is now two years old (in Japan). It is unfair to compare them technically. What really matters is how many games will be available, how good will the majority be, and what sort of price can you be expected to pay? In the case of the N64, there are not that many decent titles out for it and they look like being £60-80 each! As you possess both machines you are in the rare position of being able to compare them directly, why not report back in a few months and tell PLAY readers your findings.

DEAR PLAY,

I've just started collecting your mag and already I'm buying back issues. I have a couple of queries which I hope you could answer. I'm a big fan of *The X Files* and I've heard that the game is coming out early next year for the PSX. Do you know whether it will be a *Doom* type perspective or a game like *Tomb Raider?* Is there any more info about this game that you know? Secondly, will *Formula 1 Part 2* be coming out for the PSX? Thirdly, could you point me in the right direction as to which football game I should get out of *Adidas Power Soccer, Actua Soccer*, or *FIFA '97*. Finally, is there going to be a DECENT PSX footy management sim? Please answer my questions as there are a few other people here dying to know the answers to them.
Ricky Smith, Leics.

A game based on the mega-successful *X-Files* series is in production at Fox Interactive in America but details of the game are like a Leonardo Divinchi notepad - sketchy. It will most certainly be an adventure, and *X-Files* creator, Chris Carter is keeping a close eye on the project, but to be honest all we've seen so far is a video of the PC game, which shows a cursor clicking through some CIA files. Not exactly thrilling stuff. Worst case scenario is that it will be a horizontally scrolling beat-'em-up where you can play Mulder or Scully who has acquired a nifty karate kick. But you never know, it might be fantastic. We're all just pessimists here y'know.

Formula 1 Pt 2 – ha, ha, ha, ha, ha, ha. Nope. *Actua Soccer* is the one for you out of those lot, but you should check out *Olympic Soccer* from Eidos. Finally, Ricky, *FIFA Manager* will be out in the middle of the year, and *Player Manager* is out now, but we didn't like it very much, so *FIFA's* your best bet.



A game of the X-Files is on the cards from Fox Interactive. That should please Ricky Smith.

DEAR PLAY,

I thought I'd write in to give some general observations on the PlayStation scene after owning one since December 1995 (I've been playing games since the VCS in 1978!).

Sony's machine is very good. It could probably have a bit more RAM – but any hardware is only the sum of its software - and I personally have never owned any machine with such a brace of "must have" games. The quality is superb.

My Top Ten games so far for Sony's machine are:

1. Doom (my all-time best)
2. Wipeout
3. Formula 1
4. Wipeout 2097
5. Madden 97
6. Ridge Racer Revolution
7. Tekken
8. Total NBA '96
9. PGA Golf '96
10. X2 (Ocean)

From this you can probably guess I don't like beat-em-ups very much (boring) or puzzle games. I like other genres but the PSX still hasn't had any decent platformers (in my opinion) – and I haven't got *Tomb Raider* or *Command & Conquer* yet!

Your Playback section is a great idea - but how about an overall top ten (as above). Also *Madden '97* is a superb sim and must be in the top three sports sims! *Doom* is miles better than *Alien Trilogy* (more adrenaline) and just because *Wipeout* has an excellent sequel doesn't mean the original shouldn't be top five. So, roll on 1997! PlayStation will undoubtedly stuff Nintendo who only have three games including some stupid idea about a plumber with a silly moustache whose name escapes me...
John, Wimbledon

The RAM problem could well be sorted with add-on game-packs, but personally it would be better if Sony brought out a new console in a couple of year's time which would make the best of the current technology, including memory, custom chips and of course an eight or ten speed CD drive – that dual speed one is a piece of junk! The overall top ten is a good idea, but whatever we put down will undoubtedly conflict with everyone else. We like racing games for example, and so our top ten would be biased to those style of games, perhaps to the detriment of worthy contenders like *Broken Sword* or *X-Com*. Whilst I recognise that they are good games, I wouldn't touch them with a ten foot pole! At least with individual lists you can make your own mind up about which genre you like the best. And then have a go at us for not agreeing with you. We can't win.

DEAR PLAY,

Huge respect deserved for such a vibrant and good value magazine. I'd rather pay £2.95 for a decent mag like yours than spend £5 upwards for some other mags (mentioning no names) with a disk slapped on the front. Anyway, enough grovelling. I'm going to have to commend *Resident Evil*, nice one Capcom. Although I've one qualm – the acting! Barry Burton and Jill Valentine – no Oscars there guys.

What is James Holden's problem (Christmas issue – 15) about the speed factor of *Tekken 2?* Personally, I think its faster than a whippet on steroids – excellent in every respect. Roll on *Tekken 3!*

Well done Simon Baxter from Manchester – his idea of putting old classics like *Spy Hunter* as sub games is excellent (although US Gold made this in the Eighties, not Elite as you said).

Keep making excellent products, Sony. Thanks a lot, PLAY!
Stewart Miller, Bradford.

Now if we could just convince people to convert more classic games to the PlayStation then we'd all be laughing.

DEAR PLAY,

In issue nine of PLAY, I noticed in a Sony snippet a little information on *Twisted Metal 2: World Tour*, and it said it'd have more information next issue, but when I looked in issue ten of PLAY I have yet to find any information on the game. Could you please tell me when you will be reviewing *Twisted Metal 2: World Tour?*

I am also writing to ask why it said that the original *Twisted Metal* was a disappointment. I myself and all my friends who have played it thought it was a very, very good game. And just one more thing, *WarHawk* only got a mere 69% in your rankings, and *Gunship* got 90%. I have played both and in my opinion *WarHawk* is a much more exciting and thrilling game. But I suppose that's my opinion.
Steven Cherry, Manchester
PS Please could you tell me when *Soul Edge* will be for sale.

Twisted Metal 2 was reviewed last issue where it got 88% and we think it is one of the most addictive two players games ever – just ask Graham – I couldn't get him off the damn thing all month! I thought the first game was a little disappointing

compared to what it could have been. Thankfully, the sequel is far far better and you will love it. Buy it now on import or wait for an official release in the next month.
PS March in the UK, out now on import.

Dear Play,

I would personally like to congratulate you on making such an excellent PlayStation magazine. I read virtually all the North American video game mags and let me tell you, Play is just as good if not better than most of the stuff that comes out of the US. Your reviews, previews, interviews and video gaming news are all well written, entertaining and up-to-date. I never thought a video game mag from the UK could be so informative on the entire gaming scene, thanks for proving me wrong.

The reason I have written is because I need some information on a game. It's called *Jonah Lomu Rugby*. I would love to have this game but I doubt Sony will release it over here. I was wondering, is it possible for me to mail order the game through one of the advertised companies listed in you magazine and if so, will the game work on my North American PSX, or will it need an adapter?

Thank you for taking the time to read my letter and I would really appreciate it if you could help me out.

Louis Kim, Canada.

Thanks for your praise, Louis. Now here's something in return. *Jonah Lomu Rugby* is not produced by Sony, but a small British software company called Codemasters, who were pioneers in the classic Spectrum days. The game looks to be very good and should be released in Europe in February. The game will be coming to Canada, but not the USA because they have American Football. But if you call Codemasters on (01926) 814132 then they can give you more information on the title.

Dear Play,

Love your magazine and would you please give me the full story about "PAL conversions," specifically:
1. What problems arise from it?
2. Are all game genres affected?
3. Do you review the PAL version?
I was the sad owner of a Saturn (since sold) and was disappointed with *VF2* – the fighters were sluggish and some move combinations were simply impossible. Was this because of the PAL conversion? Is *Tekken 2* the same?
Keep it flying.

Derek Lawless, Dublin



An age old problem of PAL conversion is a slower general speed and the dreaded borders. Will this problem ever be solved asks Derek Lawless?

Ah, the age old problem of differing TV standards. The problem arises Derek because of the different power outputs and lines per TV of the different countries of the world. Both America and Japan for example use the NTSC standard which runs at 60MHz, whereas the UK and parts of Europe has PAL. This means that our TVs have more lines which make up the picture; therefore giving us higher picture quality. You only have to watch American TV to know how much better BBC 1 really is. The problem for videogames and consoles is that make large games are created in Japan or the States and for the NTSC standard. A PAL conversion basically involves enlarging the picture to make it fit on our TVs and optimising the code so that our lower power (50MHz) output means the game runs at the same speed. Games running slowly after PAL conversion have simply been ported directly and not enhanced in any way – the speed deficiency is because there is less power going to the system. A Japanese game and PlayStation running from a UK power supply highlights the problem. Perfect PAL conversions should ensure that the game runs as it was intended in its native country, and that the display fills the entire TV screen. A common problem with PAL conversions is that borders occur at the top and bottom of the screen giving the appearance of being viewed through a letterbox. This is very annoying and all genres are affected because it is something technical and nothing to do with the type of game. At Play we generally review PAL copies of games if they are from UK software houses or if the publisher specifically has the PAL copy from the foreign software house. In the case of import software, such as *Rage Racer*, it will of course be an NTSC version, but we will endeavour to re-review, perhaps in the news section, the PAL version when it arrives. Hope that helps.

Dear Play,

I would just like to compliment you on your magazine, it is far better than all the other PlayStation magazines and since the face-lift it has improved. The reason why I have written in is because I want to know if there are any rumours or actual facts that Sony are planning to bring out a hand held game system. Just one more thing; I would like to know why the PlayStation is referred to as the PSX as I was away when that issue came out.

Paul Holloway, London.

The rumours are at the moment just that, Paul. Sony has not announced any plans to release a hand-held version of the PlayStation and it would be an incredibly costly venture because as was proved by Nintendo's attempt to produce a colour Game Boy, the battery technology is not yet advanced enough to give long playing times with a colour screen. I'm sure you wouldn't want to play your PSX games on the move in black and white. The PSX is a nickname that has been with the PlayStation since its inception when it was referred to as the PlayStation X. It is far less poncy than abbreviating it to just "PS" and we much prefer it, although Sony would like to drop it entirely.

Dear Play,

First of all thanks for such an informative and enlightining mag! Being a new PlayStation owner (1 month old!) I now eat, sleep and breathe PlayStation and after reading issue 15 of Play I am now a full fledged subscriber, so impressed was I.
Anyway, I digress. The main reason I'm writing in is that on Saturday morning I was watching a show and there was a competition to give away a PlayStation. But the unusual thing about it was that it was customised on the cover with the picture of the game *X2*. Are there different covers you can get for the PlayStation? And if so, where can I buy one?
How about doing an article on customising your PlayStation. I'm sure many readers would like to know how to do this. Also, how about doing a column on different computer fairs and events around the country? I eagerly await your reply.

Darren Roberts, Leeds

You are just one of many thousands of new PlayStation adoptees this Christmas, Darren, and Play welcomes you to the most exciting console known to man. We hope you stick with us for the mountain of top notch software that's on the way. The special *X2* PlayStation you are referring to could be one of two things. Either it's a special game bundle, which has *X2* in it and therefore the game has been put on the standard box by the retail chain, eg Argos or Dixons. Or the *X2* logo was physically stuck on the Playstation lid itself. If the latter is the case then it's just a one off. We are considering doing a feature on customising your PlayStation though, so stay tuned.

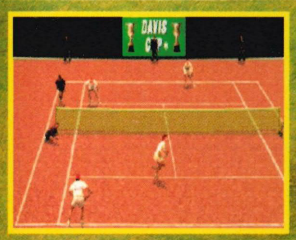
We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.

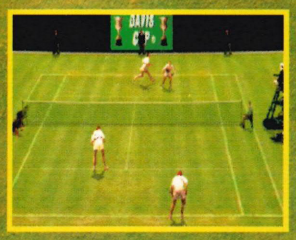
"Shhh! He really thinks he's playing tennis...

ITF © 1983 ITF Licensing (UK) Ltd.
OFFICIAL LICENSED PRODUCT

...perhaps he is!"

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







COMPLETE™ DAVIS CUP TENNIS

PlayStation

SEGA SATURN

PC CD-ROM, PLAYSTATION & SATURN

Telstar Electronic Studios Ltd., The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
Tel 01932 222232 **Fax** 01932 252702 **web site** www.telstar.co.uk **e-mail** telstar@dial.pipex.com

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

TELSTAR

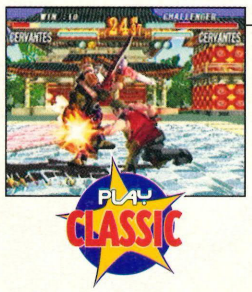
playback

スチハオケチスヌ

BUYERS GUIDE · BUYERS GUIDE · BUYERS GUIDE · BUYERS GUIDE

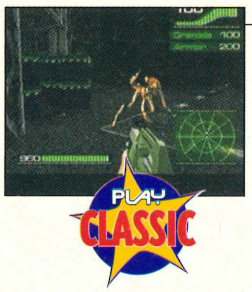
PLAYBACK IS YOUR ESSENTIAL GUIDE TO WHAT'S HOT AND WHAT'S NOT IN THE WORLD OF PLAYSTATION GAMING. THE LISTS BELOW HAVE BEEN COMPILED BY THE ENTIRE PLAY TEAM IN WHAT STARTED AS AN AUTHORITIVE DISCUSSION BUT QUICKLY TURNED INTO A VIOLENT DRUNKEN BRAWL. IN OUR OPINION THEY REPRESENT THE BEST GAMES IN EACH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



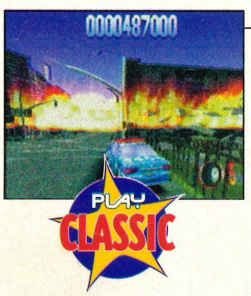
	Game	Developer	Publisher	Review Date	Review Score
1.	Soul Edge (import)	Namco	Sony	March '97	96%
2.	Tekken 2	Namco	Sony	May '96	95%
3.	Street Fighter Zero 2 (import)	Capcom	Capcom	Oct '96	94%
4.	Tobal No.1 (import)	SquareSoft	Sony	Oct '96	94%
5.	Mortal Kombat Trilogy	Williams	GT Interactive	Dec '96	92%
6.	Star Gladiator	Capcom	VIE	Feb '97	88%
7.	Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
8.	Tekken	Namco	Sony	Nov '95	95%
9.	Darkstalkers	Capcom (Japan)	Capcom/VIE	Aug '96	88%
10.	MK3	Williams	Sony	Nov '95	93%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS



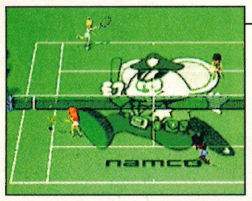
	Game	Developer	Publisher	Review Date	Review Score
1.	Alien Trilogy	Probe	Acclaim	Easter '96	91%
2.	Doom	id Softwave	GT Interactive	Jan '96	93%
3.	Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Apr '96	90%
4.	Tunnel B1	Neon	Ocean	Aug '96	87%
5.	Descent	Interplay	Interplay	Apr '96	85%
6.	PO'ed	Studio3Do	Warner Interactive	May '96	87%
7.	Shellshock	Core Design	Core Design	Apr '96	85%
8.	Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
9.	Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
10.	Lone Soldier	Tempest	Telstar	Dec '95	92%

ARCADE SHOOT-'EM-UPS



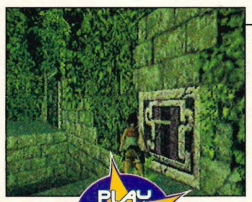
	Game	Developer	Publisher	Review Date	Review Score
1.	Die Hard Trilogy	Probe	Fox Interactive	Aug '96	93%
2.	Twisted Metal 2	Single Trac	Sony	Feb '97	88%
3.	Soviet Strike	EA	EA	Dec '96	83%
4.	Tempest X3	Interplay	Interplay	Feb '97	86%
5.	X2	Team 17	Team 17	Jan '97	77%
6.	Project Overkill	KCEC	Konami	Nov '96	89%
7.	Gunship	MicroProse	MicroProse	Jun '96	90%
8.	Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
9.	Starfighter 3000	Krisalis	Telstar	Jun '96	85%
10.	Return Fire	Silent Software	Warner Interactive	May '96	84%

Sports Sims



	Game	Developer	Publisher	Review Date	Review Score
1.	Smash Court Tennis	Namco	Sony	Feb '97	86%
2.	Total NBA '96	Sony	Sony	Mar'96	94%
3.	Olympic Soccer	Silicon Dreams	US Gold	Jul '96	84%
4.	Int Superstar Soccer Deluxe	Konami	Konami	Mar '97	83%
5.	Actua Golf	Gremlin Interactive	Gremlin Interactive	Aug '96	88%
6.	Int Track & Field	Konami Japan	Konami	Jul '96	85%
7.	Victory Boxing	JVC	JVC	Nov '96	90%
8.	Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
9.	Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
10.	CoolBoarders	UEP Systems	Sony	Feb '97	82%

Strategy/Adventure Games



	Game	Developer	Publisher	Review Date	Review Score
1.	Tomb Raider	Core Design	Eidos Interactive	Dec '96	94%
2.	Resident Evil	Capcom	VIE	Jun '96	95%
3.	Fade to Black	Delphine	EA	Jul '96	90%
4.	X-Com: Terror from the Deep	MicroProse	MicroProse	Jan '97	88%
5.	Suikoden	Konami	Konami	Feb '97	80%
6.	Space Hulk	Key Games	EA	Aug '96	84%
7.	X:Com: Enemy Unknown	MicroProse	MicroProse	Apr '96	82%
8.	Command & Conquer	Westwood Studios	VIE	Feb '97	79%
9.	Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
10.	Wing Commander III	Origin	EA	Apr '96	82%

Puzzle/Party Games



	Game	Developer	Publisher	Review Date	Review Score
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



	Game	Developer	Publisher	Review Date	Review Score
1.	Rage Racer (import)	Namco	Namco	Feb '97	94%
2.	Wipeout 2097	Psygnosis	Psygnosis	Nov '96	93%
3.	Formula 1	Psygnosis	Psygnosis	Sep '96	94%
4.	The Need for Speed	EA	EA	Apr '96	94%
5.	Ridge Racer Revolution	Namco	Sony	May '96	90%
6.	Destruction Derby 2	Psygnosis	Psygnosis	Dec '96	82%
7.	Supersonic Racers	Supersonic Software	Mindscape	Sep '96	91%
8.	NASCAR Racing	Papyrus	Sierra	Jan '97	80%
9.	Street Racer	UbiSoft	UbiSoft	Dec '96	84%
10.	Hardcore 4x4	Gremlin	Gremlin	Jan '97	81%

Platformers



	Game	Developer	Publisher	Review Date	Review Score
1.	Pandemonium	Crystal Dynamics	BMGie	Jan '97	90%
2.	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%

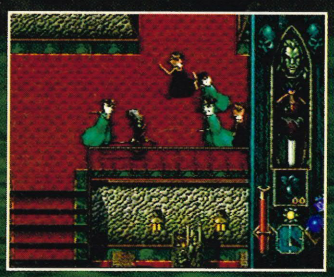
PLAYED OUT...

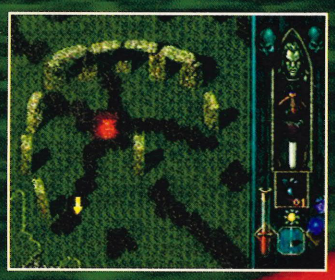
NEXT MONTH IN PLAY

BLOODY HELL!

Next month join us for the full review of *Blood Omen: Legacy of Kain*. Be afraid, be very afraid...







PLAY ISSUE 18, ON SALE 27 FEB, DON'T MISS IT!

PLUS!

PORSCHE CHALLENGE
MORE COMMAND & CONQUER MAPS

And don't forget lots of this! *Batman & Robin, Jonah Lomu Rugby, High Velocity, Conquest Earth, Micro Machines V3, Moto Racing, Actua Soccer: Club Edition, PFA Soccer, Crypt Killer, Nightmare Creatures, Tenka, Monster Trucks, QAD, Riot, Time Crisis, Nanotek Warriors, Mechwarrior 2, Iron & Blood 2, Psychic Force, The Need for Speed 2, Spider, Swagman, Mass Destruction, Tomb Raider 2* and many more...

ABC 27, 678
Member of the Audit Bureau of Circulation

PLAY

Managing Editor
Damian Butt
gecko@paragon.co.uk

Staff Writers
Graeme Nicholson
silencio@paragon.co.uk
Tom Sargent
tomsargent@paragon.co.uk

Designer(s)
Tim Peach
Ian Feeney

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Contributors
Cat Bucannon, Ryan Butt, Phil King, The Masked Reviewer.

Advertising Manager
Alex Taylor
Direct line (01202 200236)
advertising@paragon.co.uk

Thanks to:
Gavin at BMG for the Bloodstation, Guy at Sony for official-ness, Simon at Acclaim, Steve Starfish at Eidos, Jon at Konami, a special hello to Jo at STA Travel, and as always the invaluable Skill Academy (phone 0181 567 9174) and GAME in Bournmouth for lending us the games that were sneakily released over Christmas.

That lot:- Advertising Production Dave Osborne, Ross Andrews **Circulations & Marketing Manager** Michael Robinson **Marketing Assistant** Andy Youings **Production Manager** Jane Hawkins **Systems Manager** Alan Russell **Bureau Manager** Chris Rees **International Account Executive** Catherine Blackman **Jt Managing Directors** Di Tavener & Richard Monteiro (richardm@paragon.co.uk)

Subs/Mail Order
Tel: (01202) 200200
Fax: (01202) 299955
Subscription Rates
Annual Rate (12 Issues)
UK: £27.00
Europe: £40.00
Rest of World: £58.00

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

PLAY is fully independent and is in no way an official Sony-licensed publication thank god. The views expressed within are not necessarily the opinions of Sony Computer Entertainment Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 1997 Paragon Publishing Ltd.
Play: ISSN 1358-9474

Predator

FOR SONY PSX SEGA SATURN

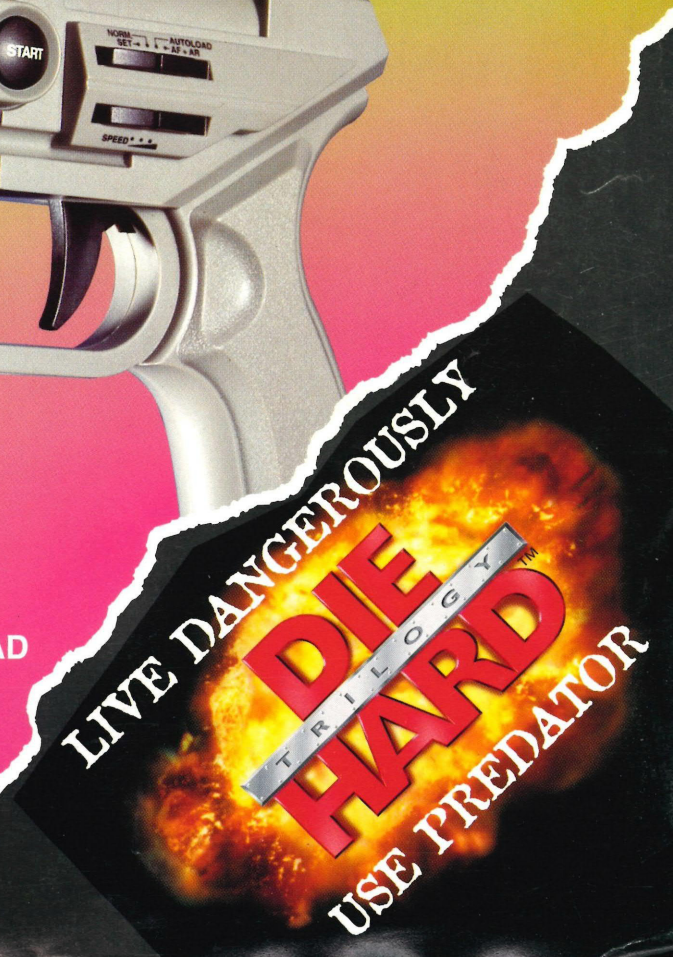
DUAL FORMAT AUTOMATIC GUN

The hottest PlayStation and Saturn peripheral this year can be used to maim, mutilate or merely as a means of savage scare-mongering but only if you're a video game baddie that deserves to have his worthless hide drenched in a hail of imaginary bullets.
Yep, the predator Gun from Logic 3 at last arrives to satisfy even the most sadistic of games-blasting needs and what a lot it has to offer!

This feature-packed piece of weaponry comes complete with remarkable Auto Load and Auto Fire facilities, plus an Auto Speed selection and a thrilling LED shooting effect.
If that wasn't enough, you can also share it with your PlayStation or Saturn owning mates because the **PREDATOR GUN** is compatible with both systems!
"Hasta la Vista, Baby".



- AUTO FIRE
- LED SHOOTING EFFECT
- AUTO SPEED SELECTION
- AUTO LOAD BULLET MODE
- AUTO LOAD WITH AUTOFIRE MODE
- DUAL FORMAT FOR PSX & SATURN
- PRESET QUANTITY OF BULLETS IN AUTO-LOAD



Logic 3

SPECTRAVIDEO
Unit 27, Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex, HAO INW, U.K.
Tel: 0181 902 2211 Fax: 0181 903 6625

All trademarks or trade names are the registered property of their respective companies. Logic 3 is a registered trademark of Logic 3 International Ltd., Wembley, U.K. Die Hard Trilogy ™ is a © 1996 of 20th Century Fox Film Corporation.

PLAY

Do Not Underestimate The Power Of Play!



Paragon Publishing Ltd

9 771358 947002 02

printed in the UK