

ROSCO MCQUEEN • TOMB RAIDER 2 • ACTUA SOCCER2

issue twenty three august '97

£2.95

PLAY

ギオカオバン

100% Unofficial Worldwide PLAYSTATION Magazine!

SOMETHING SURVIVED...

See the film, play the game...
FIRST LOOK at EA's *Lost World!*



V-RALLY

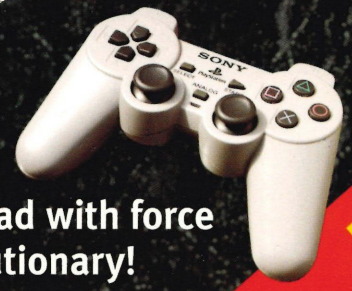
FULL REVIEW! How does Ocean's peppy young upstart rate against Sony's *Rally Cross?*

FIGHTING FORCE

"I'm the daddy!" Full report on Core's new beat-'em-up!

IT'S HERE!

We test Sony's new Dual Analogue joypad with force feedback. It's revolutionary!



FREE CHEATS BOOK with this issue

"It's so frighteningly real, only a safety harness could hold you back."

Ari Vatanen- Multiple WRC champion,
official consultant and lead tester on V-Rally

- **Official cars from 1997 WRC season**
- **Multi-player mode**
- **Varied weather and terrain driving conditions**
- **Real time 3D imaging and Dolby™ Surround Sound™**







- **42 Tracks - the largest number ever**
- **Totally realistic rally road handling**
- **Real engine sound and radio communication with professional co-drivers**

PlayStation

INFOGRAMES

© 1997 Infogrames Multimedia

V-RALLY

97 CHAMPIONSHIP EDITION

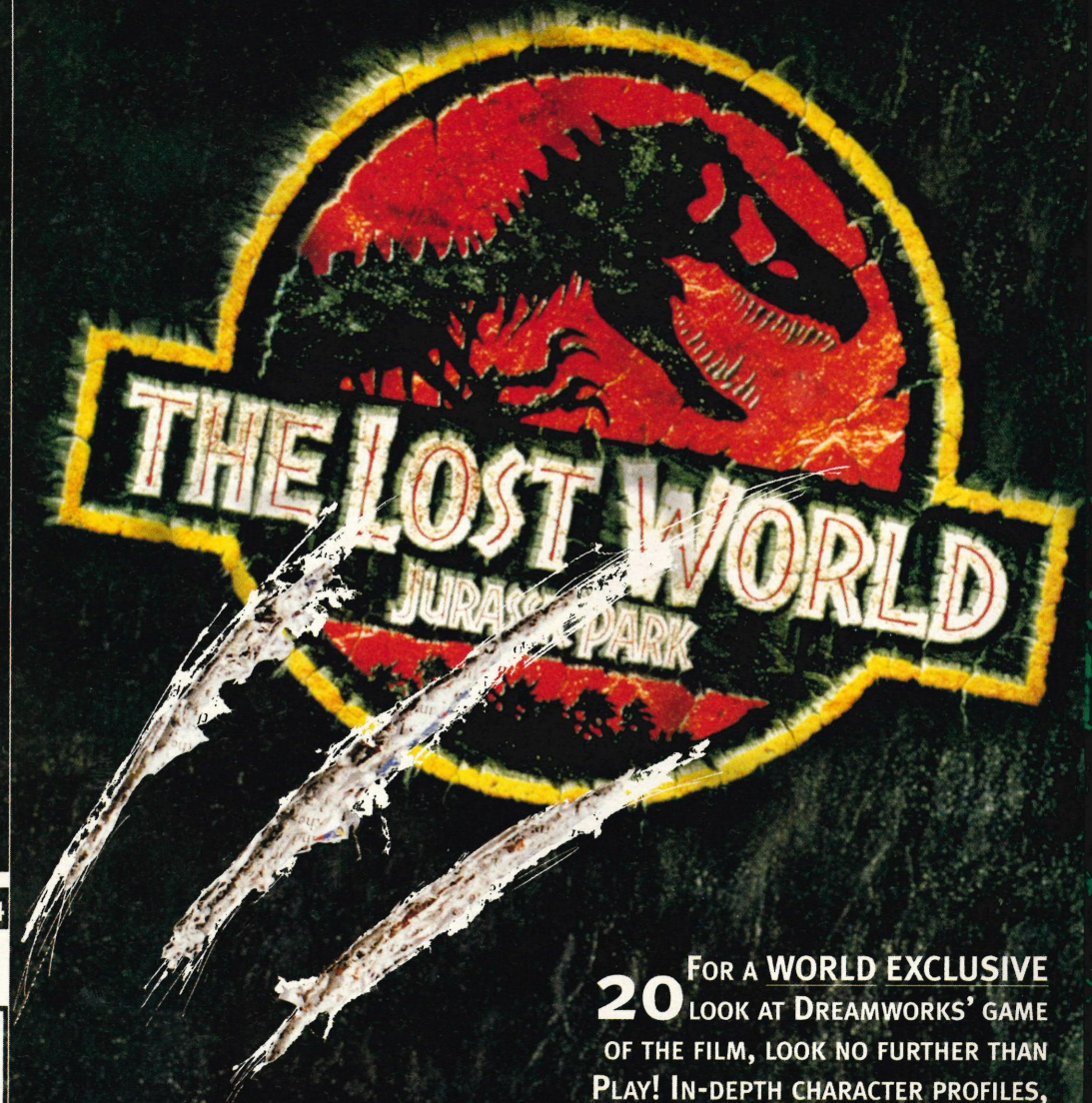
Heart Racing Action



"HELLO, IS THAT THE RAC? GOOD. LOOK, MY CAR HAS BROKEN DOWN IN THE MIDDLE OF THE JUNGLE. HMM, COMPLETELY DEAD – MUST BE THE SOLENOID. WHAT? YES I'LL HOLD..." LOST WORLD ON PLAYSTATION. TURN TO PAGE 20 NOW!

SOMETHING SURVIVED...

(AND MADE IT TO PLAYSTATION!)



20 FOR A WORLD EXCLUSIVE LOOK AT DREAMWORKS' GAME OF THE FILM, LOOK NO FURTHER THAN PLAY! IN-DEPTH CHARACTER PROFILES, INTERVIEWS, AND OF COURSE NEVER-BEFORE-SEEN SCREENSHOTS OF THIS MONSTER PLAYSTATION GAME!

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 The very latest news from Planet PlayStation – first looks at brand new games, exclusive screenshots, wry articles on the games scene, and of course our definitive top fives!

[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. This month we give you the first part of a complete moves guide for *Tobal 2*.

[STATION MASTER]
72 The very best solutions every month. Maps, cheats, tips and your gaming queries answered.

ISS PRO TACTICS	74
LITTLE BIG ADVENTURE PT4	76
BLOOD OMEN PT4	78

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

[ARENA]
92 This is where you really get a chance to talk to the members of the PLAY team and air your views to the entire PLAY readership. We want your opinions on the mag and the industry as a whole – get writing now!

[THE PLAYLIST]
96 A completely new section with reviews of every PlayStation game every covered in PLAY, plus our Playback recommended games, long term tests and any other cool features we can stick in to make this the ultimate buyers' guide!

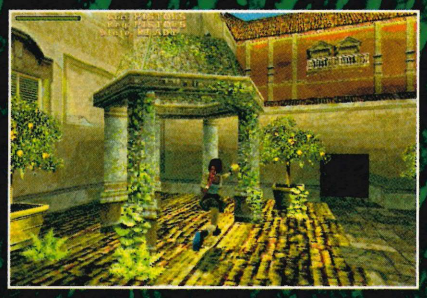
inside PLAY

issue twenty three

100% Unofficial Worldwide PLAYSTATION Magazine!

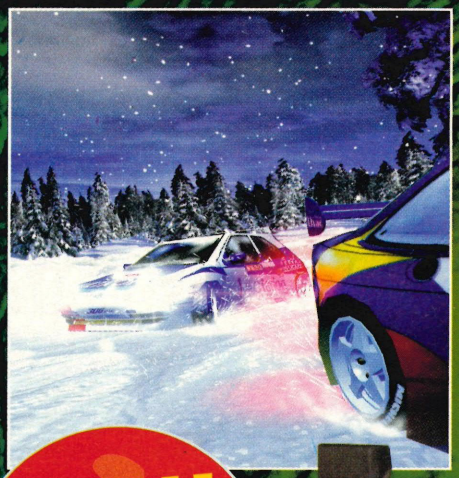
TOMB RAIDER II

07 We get to play the hottest PlayStation sequel of all time!



V-RALLY

38 Many mags have already proclaimed this the best rally game on PlayStation. Do we agree?



F1 '97

32 Loads of new screenshots – a full report!



RESIDENT EVIL – DIRECTOR'S CUT

08 Yes, now that *Resident Evil 2* has slipped until March 1998, Capcom has another trick up its sleeve...

ROSCO MCQUEEN

30 Sony's new mascot for '97 is this heroic character – a firefighter who means business!



FIGHTING FORCE

34 Core Design hopes this 3-D version of the old classic, *Renegade* is just what the PSX needs.

WIN!

17 A complete surround sound system with Electronic Arts!



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!

The Lost World	20
Squaresoft	26
One (ASC Games)	28
Rosco McQueen	30
Actua Soccer 2	32
Fighting Force	34



WIRED UPS

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

F1 '97	82
Psygnosis '97-'98	83
Motor Mash	84
Parappa the Rapper	86
Air Race	89



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.

V-Rally	38
Runabout	42
Namco Museum Vol 4	44
Carnage Heart	46
Actua Golf 2	56
Tiger Shark	58
Ray Tracers	60
Xevious 3D/G	62
Fighters' Impact	64
VR Baseball	66
Ace Combat 2	68
Lost Vikings 2	70





THE IMPOSSIBLE has happened. The officially packaged *Rage Racer* arrived in the PLAY office and the packaging and overall presentation is actually much better than the import game. Sony Europe has finally got its act together and given us a game which is on a par with our extravagant Japanese friends.

If you're smart and been reading PLAY for the past six months, then you can't have failed to notice that we like *Rage Racer*, a lot. As reported last month the PAL transition is fine, and apart from the slight boarders, the speed is almost the same and it still offers exceptional value for money, especially if you have a steering wheel.

The UK game has gold lettering on the front, a sticker from PLAY recommending it, a coloured CD with the Namco girl on the side, and best of all – a FREE Namco sampler CD with *Namco Museum Vol 4*, *Smash Court Tennis*, *Soul Blade* and *Time Crisis!* All rolling unfortunately, but it is still a great gift from a company that usually leaves these things out of the PAL version (remember *Tobal No. 1?*).

We've also got one of the first Dual Analogue pads from Japan and given it a right going over with games like *Porsche Challenge*, *Rally Cross*, *Tobal 2* and *Ace Combat 2*. This is a serious bit of kit and worth every penny of the £40 import price we paid. And unlike the N64's similar Rumble Pak, it doesn't need batteries.

But of course the biggest event this month is our first look at Dreamworks' *The Lost World*, a game based on the hit film and one that looks fantastic; truly pushing the PlayStation to its limits. Check out our exclusive extended look on page 20 and wait for a full report on this and every new game coming out for the next year in our E3 report next issue.

Hope you enjoy the mag!

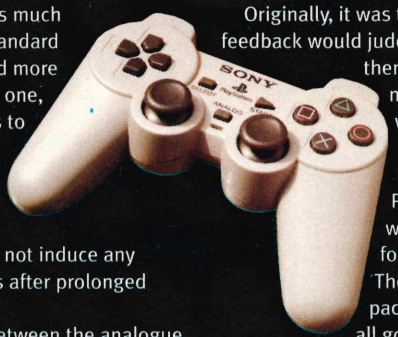
Damian Butt
Managing editor

DUAL IN THE CROWN

SONY'S NEW DUAL ANALOGUE PAD TESTED!

JOYS OF JOYS Sony's highly anticipated Dual Analogue joypad is now out in Japan and PLAY was one of the first magazines to get hold of one and test it properly.

First impressions were good, as the build quality is well up to standard and the two analogue controllers feel smooth and manoeuvrable on the thumbs. You also get larger L2 and R2 buttons to compensate for the fact that your hands are in slightly different positions.



The pad itself is much larger than the standard Japanese pad, and more like the European one, with longer stalks to provide wrist and thumb support. It's very easy to use and more importantly, does not induce any soreness or aches after prolonged play.

A button sits between the analogue plinths which switches the pad from normal to analogue, and a further press makes it use the same control method as the twin flight stick which has been available for some time and is useful for flying games like *Ace Combat 2*.

The analogue control is of course far more preferable than the standard pad, particularly for driving games, although *Tobal 2* shows off the fact that combos and special moves which require rotations of the direction control are much easier with this pad.

The other great feature which the Dual Analogue pad offers is force feedback, which basically means the whole thing buzzes and vibrates according to impacts during the game, examples being hitting the sides in *Porsche Challenge* and getting struck by a missile in *Ace Combat 2*.

Originally, it was thought that the feedback would judder the sticks themselves, but this is nonsense, and it works in the same way as the Nintendo Rumble Pak, although without the need for batteries.

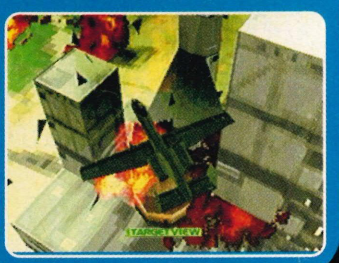
The Dual Analogue pad is available from all good importers priced at £40 and now replaces the quirky Namco NeGcon as the perfect controller for many types of games.

We strongly recommend the import version, and we've heard from Sony that when it first comes out over here there won't be any force feedback because the technology is too expensive. That will come later...

DOUBLE THE FUN!

There are two kinds of Dual Analogue game, one lets you use the analogue alone, and the other has force feedback vibrations. Here's a list of the games we know about so far...

1. Bushido Blade (Feedback)
2. Rally Cross (Feedback)
3. Ace Combat 2 (Feedback)
4. Need for Speed 2
5. Tobal 2 (Feedback)
6. Wing Commander IV
7. Porsche Challenge (Feedback)





INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



DAMIAN BUTT
As soon as the new Dual Analogue pad came in, our leader was first to rip open the frail cardboard and 'test' it out on *Porsche*, *Rally Cross* and *Tobal 2*. He also had fun with *Lost World*. **play@paragon.co.uk.**



GRAEME NICHOLSON
Graeme has rather sadly been devoting far too much time to *Actua Golf 2* and *Rosco McQueen* this month, which is about the closest he will ever come to actually venturing into the outside world. **silencio@paragon.co.uk**



TOM SARGENT
Tom's great report on *Fighting Force* provided the backbone of another exciting month in PlayStation gaming and *Ray Tracers* and *Fighter's Impact* also transfixed the Yorkshireman. **tomsargent@paragon.co.uk**

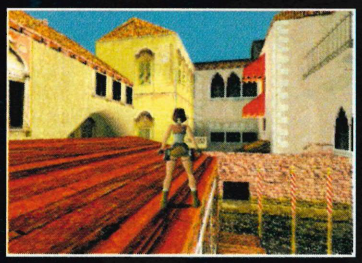
TOMB RAIDER 2

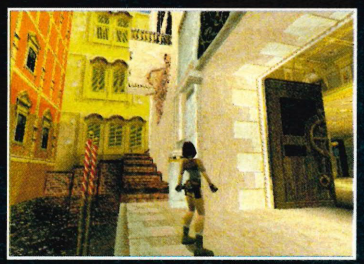
WE'VE PLAYED IT! Yes it a recent visit to Core Design's offices in Derby for the *Fighting Force* feature (page 34) we had the chance to see and play with a running PlayStation version of *Tomb Raider II*.

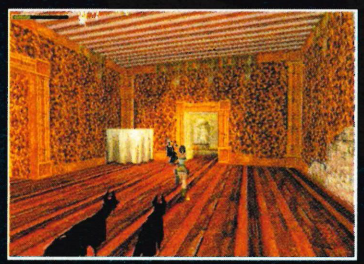
First impressions were good, with the camera positioning and movement of Lara herself having been smoothed out to avoid the awkward jolts that plagued the first game. Lara now has more complex moves such as an impressive climbing motion for scaling sheer walls, and thanks to the pioneering 3-D engine from the first game, she now has the chance to try out new costumes, and sports a natty long pony tail.

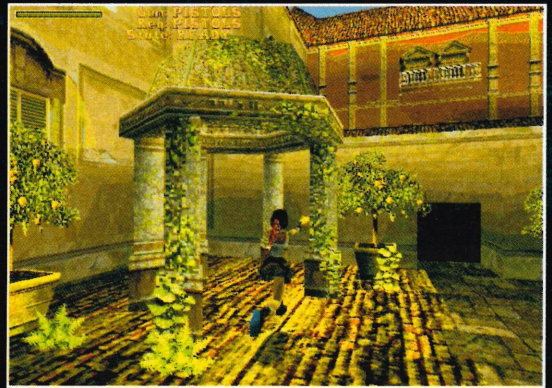
The levels will also be far larger and more textured, as these screenshots from Venice and the surrounding area clearly show, and it is thought that Lara will once again have a training area, although not her own home. One exciting feature that comes with the outdoor settings is dynamic lighting, which means as the level wears on, it will slowly get darker and pose more problems.

TR II will be out in November and we'll have an exclusive Workstation in the October issue.

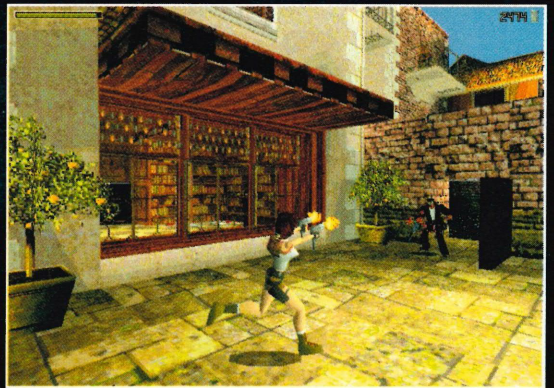








[ABOVE] **Lara will have improved pistols to start with, and also a harpoon gun for underwater fights, and also a two handed weapon.**



[ABOVE] **Beautiful it certainly is, and credit must go to the level designer. Lara can also now jump through windows and shatter the glass too.**

NOZIN' AROUND

NOZIN' AROUND

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

We have just heard that Kallisto, who is producing *Nightmare Creatures* for Sony is also working on a game based on the Luc Besson and Bruce Willis film, *The Fifth Element*. Details are scarce, but we will have more in our E3 report in issue 24 and we do know that it is expected to ship in early 1998 and that it uses the *Nightmare Creatures* engine.

The rumour mill has revealed that there will be a sequel to the excellent *Broken Sword*, released in December '96. *Broken Sword 2: The Smoking Mirror* is thought to be set in the world of drug smuggling and is supposedly coming out in September, although this has not been officially confirmed.

Acclaim will be releasing *Bust-A-Move 3* in September, the sequel to the fantastically playable bubble puzzle game.

We have heard that EA has signed up an exciting new range of games which no-one has even heard a whisper about yet. The release schedule we have includes *Road Rash 3D* (an updated and enhanced version of the cool violent biking game) due to come out in November, *Test Drive 4* (mentioned in this very column last month) out in November, *Populous: The Third Coming* (November), and *Under Pressure* (October), which is an underwater action game with you controlling mini-subs, very much like *Tigershark*. This is as well as *Lost World* and *Nuclear Strike*.

RESIDENT EVIL – THE DIRECTOR'S CUT!

NEW VERSION FEATURES PLAYABLE *RE2* DEMO!



HOT NEWS from Japan is that Capcom is allegedly bringing out a modified version of the horror game *Resident Evil* called the *Director's Cut*.

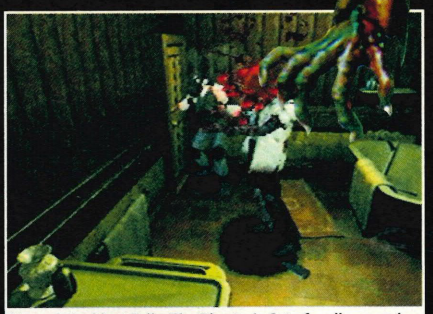
The main differences between this and the original game are different camera angles for many of the rooms and it offers a far tougher challenge. *The Director's Cut* is also apparently fully uncut, although whether it makes it over here in that state is another matter. Surely with the right rating, it should be no problem.

But by far the most exciting news with this cynical and obvious stalling/ money making scheme is that the new game will come with an eight room playable demo of *Resident Evil 2*, and that means guaranteed sales worldwide if the demo is available in all territories.

We at PLAY hope that unlike *Tobal No.1*, the demo should be available here in Europe, as there are thousands of people who need to be kept happy as *RE2's* release date continues to slip.

The really bad news for fans of *Resident Evil* is that fact that the sequel has now been confirmed as having slipped to March 1998 – a year later than originally planned. Apparently this is due to increasing the size of the game environment and adding more features, but it seems like an excessive amount of time to put finishing touches to a game which should already be out.

Resident Evil – The Director's Cut is a curious diversion and should be out in the autumn on import, but buyers beware – it's basically the same game with few frills.



[ABOVE] *Resident Evil – The Director's Cut* – funnily enough it will look like this...



[ABOVE] ...Only viewed from different camera angles and it will take more hits to kill enemies.

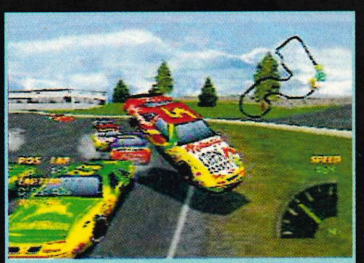
AN ANDRETTI BY ANOTHER NAME...

EA SPORTS has just announced *NASCAR '98*, an American stock car racing/crashing-almost-fatally simulation.

Featuring the official NASCAR licence, the game contains all the correct cars and drivers and aims to take a chunk out of *Destruction Derby 2's* market by giving you all the denting, wheel wrenching action coupled with an ultra fast racing engine.

NASCAR '98 has 17 tracks including eight ovals (yawn) and is thought to be using a beefed up *Andretti '97* game engine with similar realistic car handling. It goes without saying that EA Sports has also included all the tweaking and tuning of the cars that goes on between races and it is compatible with the new dual analogue pad.

NASCAR '98 is out in October in the USA, but there is no confirmed UK release date.



[ABOVE] Not only do the cars dent and crumple realistically, you can also flip them.



[ABOVE] Is there a market for this sort of game over here? Of course there bloody well is!

CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	SOUL BLADE	NAMCO	SONY	96%
2.	MICRO MACHINES V3	CODEMASTERS	CODEMASTERS	92%
3.	TOMB RAIDER	CORE DESIGN	EIDOS INT	94%
4.	DESTRUCTION DERBY	PSYGNOSIS	PLATINUM	86% (OLD)
5.	FIA FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
6.	DARK FORCES	LUCASARTS	VIRGIN	75%
7.	FADE TO BLACK	DELPHINE	PLATINUM	90% (OLD)
8.	PORSCHE CHALLENGE	SONY	SONY	82%
9.	TEKKEN	NAMCO	PLATINUM	95% (OLD)
10.	WORMS	OCEAN/TEAM 17	OCEAN	92%

READERS' MOST WANTED

VOTED BY THE PLAY READERS BY FAX, E-MAIL OR LETTER...

POS	GAME	DEVELOPER	PUBLISHER
1.	FINAL FANTASY VII	SQUARE	SONY
2.	TEKKEN 3	NAMCO	SONY
3.	DRACULA X	KONAMI	KONAMI
4.	RESIDENT EVIL 2	CAPCOM	VIRGIN
5.	BREATH OF FIRE III	CAPCOM	VIRGIN

RALLY CROSS

"RALLY CROSS WILL ROCK YOUR WORLD!"

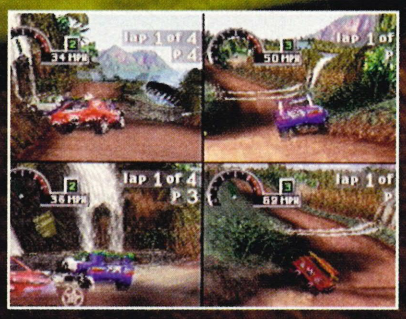
Play Magazine

89%

RALLY CROSS £34.99 RRP. PLAYSTATION GAMES FROM £19.99 RRP.







SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Developed by Sony Interactive Studios America. © 1997 Sony Computer Entertainment America Inc. All Rights Reserved. Published by Sony Computer Entertainment Europe.

NUCLEAR EMERGENCY!

APOLOGIES for the lack of a *Nuclear Strike* exposé last month, but because EA was going to showcase the game at the E3 show in June, the developers didn't want us to spoil the surprise beforehand.

Fortunately, just before the show we have obtained yet more shots of the game, showing new vehicles and details before the release in September.

The plot concerns a notorious villain, Henri LeMonde, who has stolen a tactical nuclear bomb and plans to sell it to North Korean with the intention of kicking up the Korea war again. Now LeMonde has taken over an ICBM base and threatens to vape the world back to the stone age! That's where you come in.

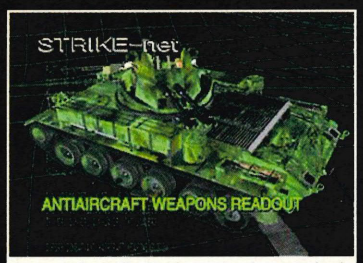
If you read PLAY regularly then you may already know that you can now take control of many different aircraft, not just the Apache of the previous games, and these are now confirmed as being a Super Commanche and Apache, Harrier Jump Jet, Airboat and even an Abrams tank.

The developers claim a faster general frame rate and the explosions have also been improved and made more realistic which would certainly address complaints made of *Soviet Strike*. At present there are five campaigns planned and a new weapon selection system.

As you can see from the screenshots, the Strike.Net format has been retained, as well as more of the startling FMV created by Palomar Pictures and shot on location in Thailand. Many of the characters from *Soviet Strike*, such as Andrea Grey and General Earle will also appear. Expect an in-depth report soon.



[ABOVE] **Graphically, *Nuclear Strike* doesn't seem to have improved much, but it's still early and we know the cosmetic details will be one of the last things changed. Plenty of detail though.**



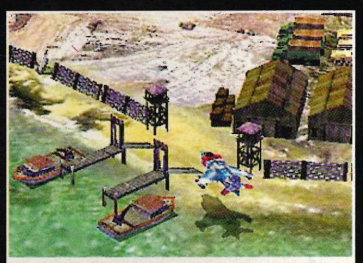
[ABOVE] **The Strike.Net format has been retained for *Nuclear Strike*, with detailed readouts.**



[ABOVE] **Apparently the developer is working on improving explosions and shrapnel.**



[ABOVE] **Campaigns are largely set in Korea and culminating at the ICBM bunker.**



[ABOVE] **A Harrier jump jet is now the preferred mode of transport when attacking bases.**

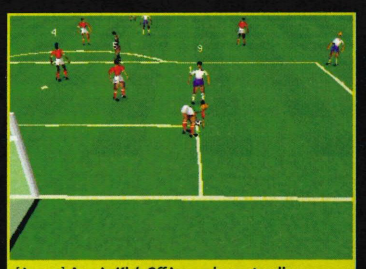
KICK OFF COMES TO THE PLAYSTATION

AND THESE football games just keep on coming, don't they? Latest to jog out of the tunnel and onto the pitch is Anco's *Kick Off '97* which is being published by Maxis and claims to be "the first football game to truly replicate the beautiful game." Bold words indeed, especially with *ISS Pro* and *Soccer '97* currently riding high in the PLAY office.

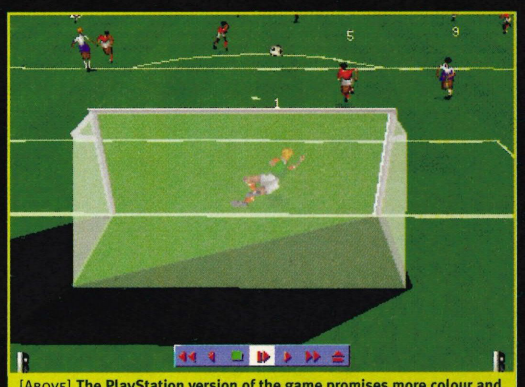
Kick Off '97 is a direct descendent of the classic Amiga title, but the PlayStation version boasts more colours and a rendered stadium, although the players do still suffer from fatigue, which means the age old trick of hacking your opponent's player down and thus making them slower might still work.

Motion capture work was done with messrs Wright, Seaman and Vieira doing the honours, plus a choice of International and Premier teams, plus 14 European Championships and 15 European leagues.

This is impressive if Anco can actually pull it off, because *ISS Pro* has only fictional teams lampooning the real ones, and *Soccer '97* is Premiership only. There is still a gap for a football game that has it all. Expect a release in September.



[ABOVE] **Anco's *Kick Off '97* – a long standing heritage, but is there room for another footy game?**



[ABOVE] **The PlayStation version of the game promises more colour and texture than the PC game, and here you can see the replay in action.**

TOP FIVE...

TENUOUS GAME-RELATED FREEBIE DRINKIES!



You probably don't know this, but, like a hit movie, when a new game comes out, there is often plenty of merchandise dolled out to us Journo types to 'soften us up.' Badges, lighters, T-shirts, pens, hats – we've had 'em all, but this is best of all...

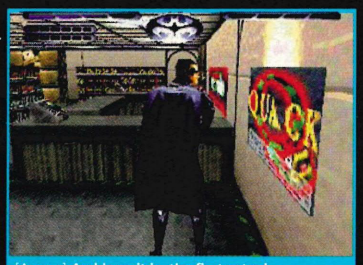
1. Tomb Raider beer
2. Soviet Strike vodka
3. Wipeout 2097 Red Bull
4. Peak Performance (keg of beer)
5. Braindead 13 white rum

HOLY OBVIOUS FILM LICENCES, BATMAN!



ACCLAIM never could keep a secret and now the bat's out of the bag with news of its latest hit licence, the visual effect laden fourth Batman film, *Batman & Robin* due out this summer. Developed in Croydon by Probe Software, the game is said to use a variant on the *Die Hard Trilogy* game engine and you can choose from the three principal 'goodies': Batman (George Clooney), Robin (Chris O'Donnell) and Batgirl (played in the film by Alicia Silverstone).

The good news is that Acclaim has ditched its favoured side scrolling platform format for every previous film game, and *Batman & Robin* is a 3-D adventure similar in concept to the *Crow: City of Angels*, but hopefully a lot, lot better (sorry Acclaim).



[ABOVE] **And here it is, the first actual screenshot of *Batman & Robin*. Wow.**

Each character gets his/her own special moves and the levels closely mirror the locations in the film, including final showdowns with Mr Freeze and Poison Ivy (played by Arnie and Uma Thurman respectively in the movie).

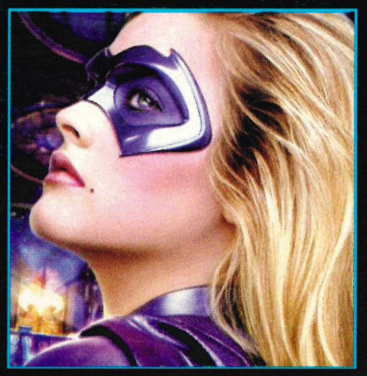
Batman & Robin will have real time plot lines, so that crimes can actually be prevented if you work out where and when fast enough using the Batcomputer. But give your enemies too much time and they can orchestrate an elaborate trap, no doubt involving a sure-fire escape route which Batman always has the right tools for.

Batman & robin will be good because Probe's skills are considerable and the film looks perfect for conversion. Expect big rumblings from Acclaim soon, and hopefully a Workstation. The game is due out in the Autumn.



[ABOVE] **"Ice to see you." Batman faces off with Mr Freeze in Probe's great new game.**





RAY STORM GETS OFFICIAL RELEASE

REVIEWED in issue 19, *Ray Storm* was a decent enough Japanese shoot-'em-up which offered a nifty weapon lock-on system and more pyrotechnics and stuff flying about than a Chris Eubank firework party.

Well now the game is to be released officially by Sony at the £34.99 price point and so it's time to assess what it's going to be like.

Ray Storm is a one or simultaneous two player blasting game, with each of you controlling one of two types of craft, each with separate weapons systems. Every level is a dazzling array of enemy ships and laser bolts flying all over the place, and if you can survive attacks from all directions for the duration, you get to battle with a colossal capital ship at the end. The format may be as old as videogames themselves but it's addictive and good fun for adrenaline junkies.

In the review we singled out the impressive weapons as a key feature, but its main drawback was a prohibitive import price (£80!) and a tendency for your ship to get lost in a swathe of enemy bullets. The PAL conversion is being worked on at the moment and it is known that the number of continues is being lowered, and there are some cosmetic changes to the front end, but otherwise it should be just as fast and frantic.

For £35 it's a mighty tempting good old fashioned shoot-'em-up and we'll let you know how the conversion shapes up nearer to its Autumn release date.



[ABOVE] ***Ray Storm* – you'd be crazy to pay £80 for it, but it's now coming out for just £35!**

THOSE RELEASE DATES IN FULL

JUNE/JULY

4-4-2 (VIE)
Alien Trilogy (Platinum)
All Star Soccer (Eidos)
Battlesport (Acclaim)
Bubble Bobble 2 (VIE)
Bust-A-Move 2 (Platinum)
Dominator joystick
Independence Day (EA)
ISS Pro (Konami)
Machine Hunter (Eidos)
Megaman X3 (VIE)
Namco Museum Vol 4 (Sony)
Psychic Force (Acclaim)
Super Puzzle Fighter II Turbo (VIE)
Swagman (Eidos)
Syndicate Wars (Bullfrog)
Tenka (Psygnosis)
Transport Tycoon (Ocean)
Trash It (GT)
V-Rally (Ocean)
Wing Commander IV (EA)

AND THE SLIPPERS...

GAME (PUBLISHER)	WAS	NOW
Resident Evil 2	Xmas '97	March '98
Tigershark	April '97	July '97
Nightmare Creatures	Spring '97	Nov '97

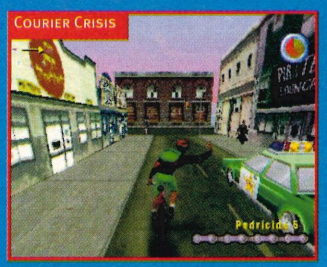
USA ENTERTAINMENT

ENTERTAINMENT USA



CAT BUCANNON brings you all the news on what's hot in the land of massive computer shows and the Klu Klux Klan.

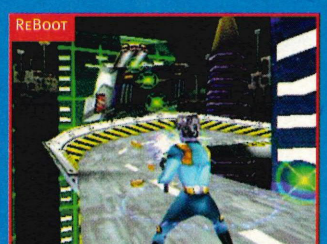
BMG has just shown us a brand new game called *Courier Crisis*, set for a release in October both here and in the UK. As the name suggests, you play the titular dispatch rider who, equipped with your trusty mountain bike, must deliver all manner of packages to places around a vast city populated by courier-haters. Like the aged coin-op, *Paperboy*, the idea is to use various moves to escape collisions with cars and angry pedestrians, and from what we've seen there are plenty of side streets and alleys which can be used as shortcuts. *Courier Crisis* features a clever bike chain damage bar and the game is run against strict time limits – it looks like great fun to be honest and apparently BMG used professional stunt bike riders to advise them on what they could and couldn't include in the game. More news soon.

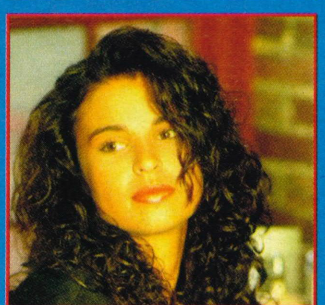


Freakin' Fast is Universal Interactive's latest title in the States, although it will suffer a name change if it is ever exported to the UK. Basically it's a racing game featuring animals instead of humans, with a rabbit, elephant and fox making an appearance, and it's about as basic a game as you can get. Like *Wipeout 2097* there are power-ups to give you advantages over other players (there is a two player split screen mode), and plenty of tracks but from my first look, it doesn't look like anything revolutionary. We'll have to wait and see.



ReBoot from Electronic Arts is a 3-D adventure game/shoot-'em-up based on the world's first fully rendered animated series. First there was the movie *Toy Story*, and now *ReBoot* has carried on the good work. You play Bob, a systems repair man who must mend rips in a vast computer land called Mainframe before viruses created by evil being Megabyte, get in and cause havok. Looks good...





[ABOVE] **Cat Bucannon – One of the few women in computer journalism and we've got her!**





THERE CAN BE ONLY ONE...

SIGN UP now for the Blockbuster PlayStation Games Championship which is due to kick off at the end of July and is organised and held at Blockbuster video stores. All you need to do to enroll is get an application form from your local Blockbuster outlet (there are 750 in the UK) before the 21 July. You will be required to race other competitors at *Rage Racer* in one of the 150 shops which are holding the heats, and if successful you could go through to the final being held at the Sports Cafe in London on 27 August. The winner will be awarded a trip for two in San Francisco, as well as getting a PlayStation, music system and the chance to star in a game! What are you waiting – do it for PLAY!

MICRO PRICE!

MICRO MACHINES V3 was an immense success for Warwickshire-based Codemasters, and even the £50 price didn't seem to deter thousands of you splashing out for the game which we rated 92%.

Well if you held back your cash because you thought five tenners was just too much for a cartoon racing game then listen up, because you can now get *Micro Machines V3* for just £34.99; making it one of the best value deals for the PlayStation.

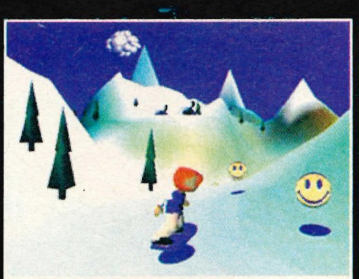
Of course, like the N64 price cut, this is bound to annoy the many thousands of you who paid full whack, and this is becoming a worrying trend. Should we ever pay the full price when the publisher might well discount soon afterwards? It is admirable that Codemasters has lowered the price, but if it could afford to do it so soon after launch, why not sell it for £35 in the first place? The good news is that if games sell well, can we expect more companies to take Codemasters' lead as sales of *MMV3* will no doubt rocket one again. Cunning.



[ABOVE] **Thanks to *Micro Machines'* new low price, it has shot to number two in the charts!**

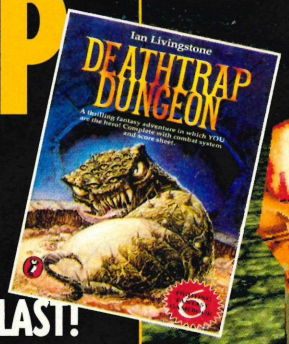
PSYB...WHAT?

NEW FROM Psygnosis is *Psybadek*, a mad new arcade adventure featuring two hover-boarding characters called Mia and Xako. The 50 landscapes appear to be completely free roaming and very similar in appearance to *Mario 64*, with smooth graduated textures and many surreal enemies. Details are scarce on this title, but we hope to have a more complete picture in our E3 report next month. *Psybadek* is expected to be released at Christmas.



[ABOVE] ***Psybadek*** **– a new 3-D adventure from those Psygnosis boys.**

DEATHTRAP DUNGEON



32-BIT FIGHTING FANTASY ARRIVES AT LAST!

IAN LIVINGSTONE is a name that will be familiar to many thousands of twenty-somethings in the UK because be helped form Games Workshop and co-wrote the Fighting Fantasy series of adventure game books.

Together with ex-White Dwarf editor, Jamie Thompson, Livingstone has brought the most famous of the game books to the PlayStation in the form of Eidos' *Deathtrap Dungeon*, coming out on PSX in September.

As you can no doubt tell, *DD* is 3-D adventure game similar in appearance to both *Tomb Raider* and *Excalibur 2555AD*, but the level of detail is immense, and it also features some of the biggest polygonal monsters we at PLAY have ever seen. Just check out the T-Rex and giant rat if you want proof.

Although still in development, the version we played was solid and contained many different enemies (there will be 55 in all), ranging from dragons, to stone monsters and three sword-wielding she-demons in natty red thongs. Unlike *Excalibur 2555AD*, there is no loading of each room, and the complex levels (which are packed with traps in keeping with the theme of the book) are ornately detailed and not at all repetitive. In all there are 100 levels.

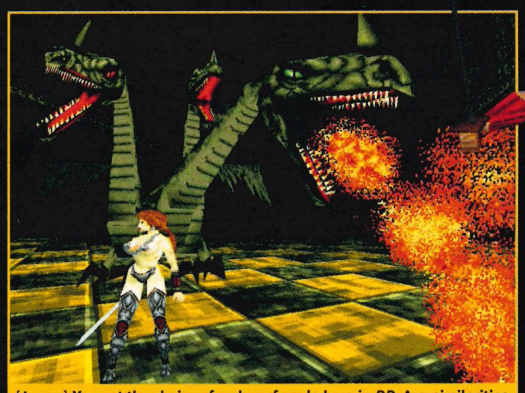
You control a man or woman adventurer in the Trial of Champions, and the object is to simply escape the realm of Baron Sukumvit alive to claim the ultimate prize. The dungeon of the title is a multi-layered maze packed with creatures, puzzles and traps, lots of traps; ranging from spikes, to shooting darts, collapsing floors, and... well you'll just have to find out.

The combat system has you hacking divots out of opponents who actually fight back and will chase you if provoked. Some characters will parry your blows, others will just sit there with a bemused expression on their face – it all depends on their intelligence and mood.

Deathtrap Dungeon looks very promising indeed and if the developers keep their promises, it should beat both *Tomb Raider 2* and Kallisto's *Nightmare Creatures* to the shelves. Expect a Workstation soon.



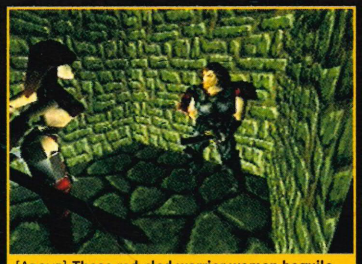
[ABOVE] **Check out the textures on the main character in *Deathtrap Dungeon* and the menacing blood-stained hand that tries to grab him. Is this PlayStation gaming at a higher level?**



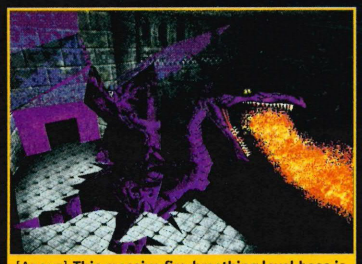
[ABOVE] **You get the choice of male or female hero in *DD*. Any similarities between this woman and *TR's* Lara Croft are entirely intentional.**



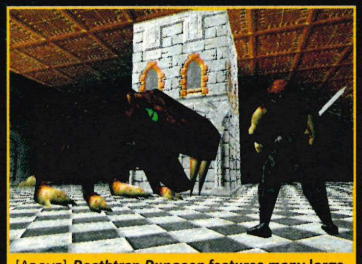
[ABOVE] **Each creature has its own weakness to a certain weapon. Will this sword have any effect?**



[ABOVE] **These red-clad warrior women beguile you with their great chests before attacking...**



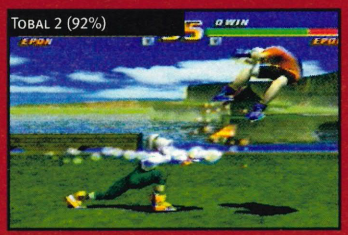
[ABOVE] **This massive fire-breathing level boss is an example of how awesome *DD* can be.**



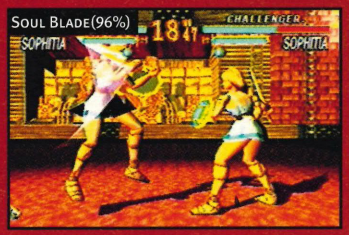
[ABOVE] ***Deathtrap Dungeon* features many large monsters – all incredibly well detailed.**

PLAY RECOMMENDS...

TOBAL 2 (92%)



SOUL BLADE(96%)



RAGE RACER (94%)



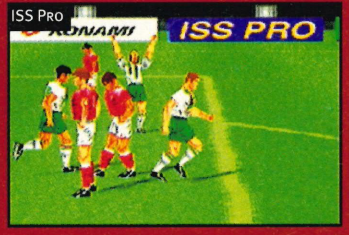
SYNDICATE WARS (85%)



SUPER PUZZLE FIGHTER II TURBO (90%)



ISS PRO



JAPS EYE

ALL THE LATEST GAMING NEWS FROM JAPAN – THE HOME OF THE SONY PLAYSTATION!

This month's Japs Eye is devoted to just one game – Konami's *Metal Gear Solid*, which looks the most likely candidate to fill the gap caused by *Resident Evil 2* being delayed until March 1998. *Metal Gear Solid* is a deeply atmospheric game set in the dangerous world of International nuclear arms terrorism.

The idea is that with the Cold War over, many nuclear bases are relatively undefended and so easy pickings for nutters with their eyes on world domination. One such group is Foxhound who has got hold of an arms depot but reckoned without the dubiously named Solid Snake (you), who must infiltrate the group and prevent world catastrophe.

Coming across as a kind of *Resident Evil* game with *Mission Impossible* elements, it certainly looks like a killer title and was recently shown to the press here in Japan. A key part of the game is stealth. Throughout the many levels there are alarms and trip wires to avoid triggering, plus you get to interrogate members of Foxhound when you come across them. And if you want to find out the group's plans, you must eavesdrop on important conversations and use high tech surveillance equipment to gather evidence.

But of course this all works in real time, so if you blunder into an alarm early on, expect more guards on duty and some areas to be sealed off.

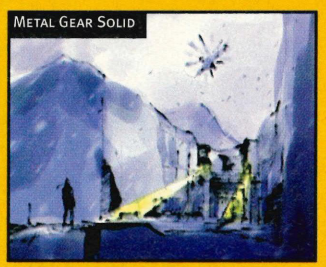
Metal Gear Solid has tons of realistic weapons on offer, and the developers have worked with Heckler and Koch to portray many of the very latest ones accurately. Although stealth is important, there are times when a good old fashioned fire-fight is the only way to succeed, and this is where the *Resident Evil* comparisons begin, as your 3-D character moves in a similar way through the many rendered and sombre locations.

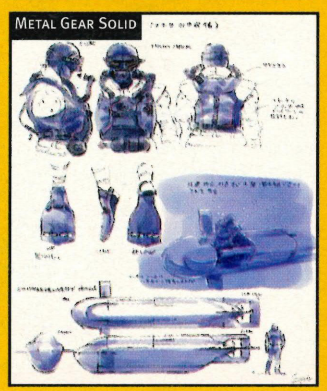
Clothing is also important, with bullet proof jackets and helmets affecting the look of Solid, and you will need specific items to get past well defended areas, such as keycards, IR goggles and mines. *Metal Gear Solid* is one hot title – expect a Workstation soon.











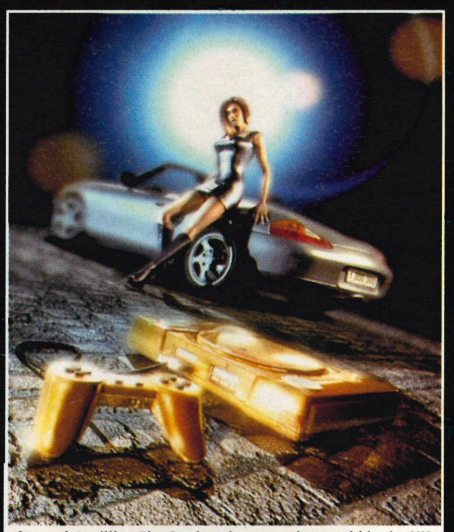
SONY SELLS A MILLION!

21 MONTHS after its launch in September '95, Sony has finally sold the millionth PlayStation in the UK – a momentous achievement.

Sony plans to have sold 1.6 million PSXs by the end of the year, and it certainly looks likely to hit that target. According to Sony itself, the PlayStation has an 80% share of the UK market despite recent drops in price by Nintendo (£149 for the N64) and Sega (£99 for the Saturn). Current audits estimate that the PlayStation is out-selling its nearest rival by 10 to 1. Ray Maguire, the Managing Director of Sony Computer Entertainment said of the news:

"The millionth sales has been an important target for us, and achieving it at this time puts us ahead of schedule. PlayStation's UK performance is record breaking in every way and has brought 'next generation' video gaming to millions of people."

To celebrate the news Sony is pumping in excess of £10 million worth of sponsorship into the 1997/98 UEFA Champions League, which attracted 3.6 billion viewers last year in 50 countries. Expect to see the PlayStation all over the stadiums in the new season then. At the time of going to print, the PlayStation has sold nearly 16 million units worldwide.



[ABOVE] **A million PlayStations have now been sold in the UK, and to celebrate, here's one specially made from solid gold.**

WELCOME TO THE PLEASURE DOM!

LOGIC 3'S latest PlayStation peripheral should be music to the ears of those of you waiting for Namco's *Ace Combat 2*.

The PS Dominator (ooer, obviously) is a proper joystick for the PlayStation and means it is perfect for flight sims and other analogue games. The Dominitrix, sorry, Dominator features four way hat control (the thumb buttons near the central trigger), eight fire buttons, hands free auto-fire, slow motion and even an ickle LED display panel.

The Dominator is out now priced at £29.99 and we'll be having one on long term test to see how it fares during the rigours of PLAY office testing.



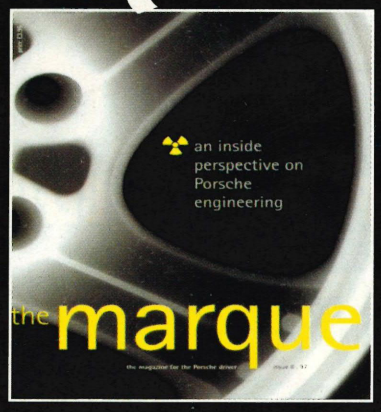
TOP MARQUES

WE ARE ALL multi millionaires at PLAY and so obviously have at least three Porsches each. We also get the company magazine which this month featured the Sony PlayStation in the guest slot.

The article written by car industry veteran and wit Russell Bulgin is all about *Porsche Challenge*, obviously, and gives the affluent car owners the chance to win five PlayStations and copies of *Porsche* itself.

Pascal Jarry, the team leader at SCEE is interviewed and gives a remarkably similar account of his trip to the Weissach test track as the one featured in our interview in issue 16.

The question we want answering is whether a real Porsche Boxster owner would really want to go home and play a game featuring the same car. If you've got the real thing, surely the game is a bit pointless?





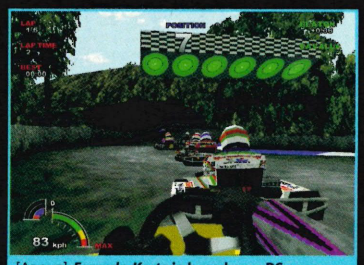
BLOW ME!

FORMULA 1 may well be the buzz word on PlayStation at the moment thanks to Eidos and Psygnosis' imminent games, but Telstar is hoping to attract some die-hard karting fans with *Formula Karts*, a conversion of the PC game which features go-karts hacking round tracks at speeds of over 70mph.

As you'd expect on the PlayStation, *Formula Karts* is detailed and colourful, although at the time of going to press, many of the textures had yet to be included. The game features a two player split screen and link option (perfect for speed-junky nutters like us!) and there will be eight different karts and teams. Looks good, but you'll have to wait until 1 September.

The second new game from Telstar is *Joe Blow* (hence the amusing headline – Ed), which is a 3-D adventure game set in *Swagman* territory, Dreamworld.

Joe is a monkey equipped with a skateboard, chewing gum and spray can, and having been elected the people's champion, he must find out what's causing all the children's nightmares. It's all very twee, although the game itself is a promising 3-D *Tomb Raider* clone. *Joe Blow* is out on 25 September.



[ABOVE] ***Formula Karts*** **is based on a PC game and looks great fun, especially in split screen.**



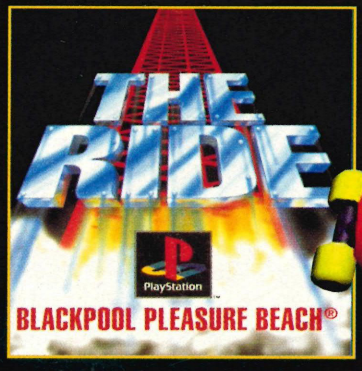
[ABOVE] **A first person perspective is just one of the features, and we can't wait to play it.**

PLEASURE PLAYSTATION!

BLACKPOOL is now the place to go if you want to truly immerse yourself in the world of PlayStation.

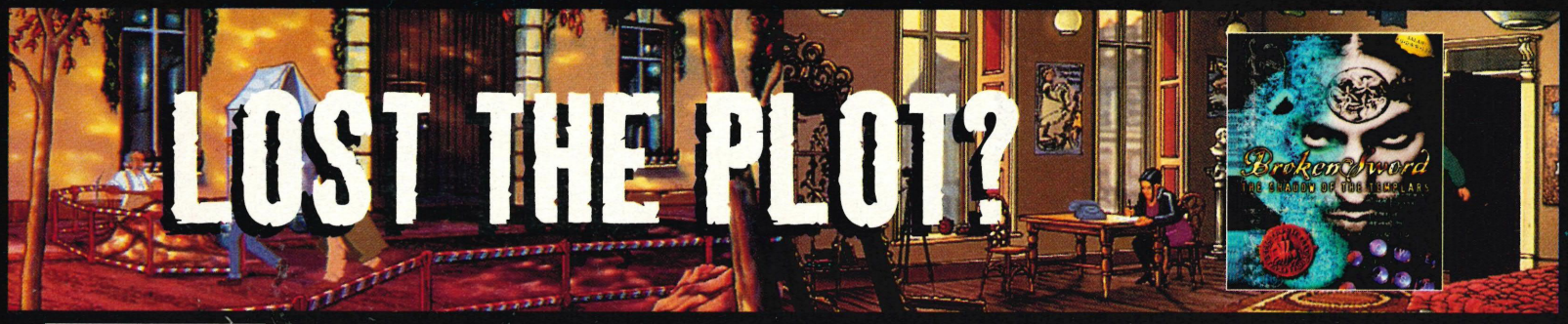
Launched at the end of May to the accompaniment of Boyzone, PlayStation – The Ride hit the pleasure beach and is now open for business.

A flypast of the Red Arrows marked the first ride on the rollercoaster by the Chairman of the beach. What next – N64 the breakfast cereal?





[ABOVE] ***Joe Blow*** **– another nail in the coffin of 3-D adventures, or a *Mario* 64 beater in the making? We decide... soon.**



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

CALL 0881 505 505

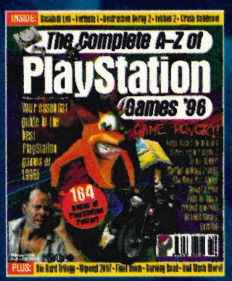
FOR HELP ON BROKEN SWORD AND OVER 60 PLAYSTATION GAMES

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.

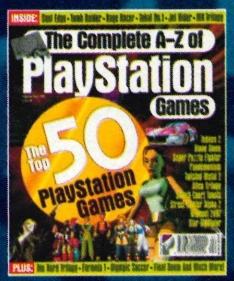
Back ISSUES

MISSED A MAGAZINE OR BOOK? SNAP IT UP NOW BEFORE IT'S TOO LATE!



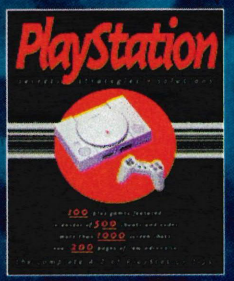
A-Z VOL 1

A huge 162 page A-Z of PlayStation games taken from the pages of PLAY! £5.50



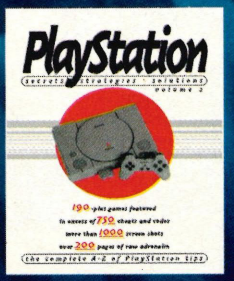
A-Z VOL 2

The top 50 PlayStation games (taken from reviews in PLAY magazine.) £5.50



PSX SECRETS & STRATEGIES 1

200 page high quality tips and cheats book – essential! £14.95



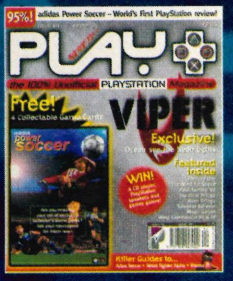
PSX SECRETS & STRATEGIES 2

The second volume of this stupendous tips & cheats tome! £14.95



ISSUE [5]

Tekken 2 issue! World first look and massive feature.



ISSUE [6]

Viper and *Tunnel B1* exposed, *adidas Soccer* FREE postcards.

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 ...../...../.....

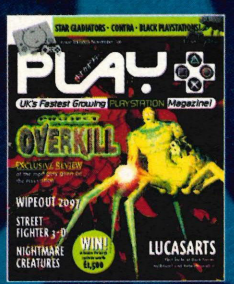
Card number ...../...../...../.....

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

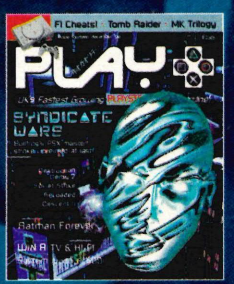
It won't cost you a penny in stamps if posted in the UK. Alternatively, call our **credit card hotline** on **(01202) 200200** or **fax** us with your details on **(01202) 299955**.

PLAY ISSUES ONLY £3.50!



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!



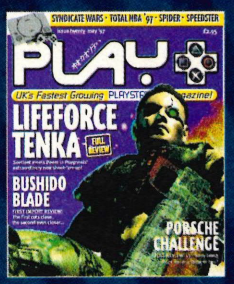
ISSUE [16]

Rage Racer reviewed, *Porsche Challenge* in-depth look, *Tekken 3* news!



ISSUE [19]

Stunning *LBA* exclusive review, plus *Rally Cross*, *Micro Machines V3* and *Apocalypse!*



ISSUE [20]

Full review of *Tenka*, massive *Syndicate Wars* preview, plus *Porsche* and *Bushido Blade!*



ISSUE [21]

Exclusive look at *Eidos F1*, preview of *Tobal 2*, and hot reviews of *NFS2* and *Peak Performance.*



ISSUE [22]

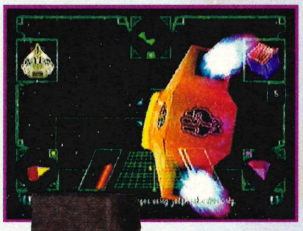
First import review of *Tobal 2! Syndicate Wars, Actua Soccer 2, Overblood* and *MDK!*

TURN YOUR LOUNGE INTO YOUR OWN PRIVATE ODEON!

WIN A HOME CINEMA KIT!









When you're playing *Darklight Conflict* on your television at home, the absolutely gorgeous light sourced graphics may be all you're thinking about. But that's down to those little tinny speakers, cheaply soldered onto the side of your TV in six seconds by a single mother in some Korean sweat shop!

You should hear it in powerful Dolby Pro Logic Surround Sound!

Gunfire shakes the ground, ships woosh all over the room, it's incredible. Luckily for you, we have teamed up with Electronic Arts to bring you a fantastic Home Cinema Kit.

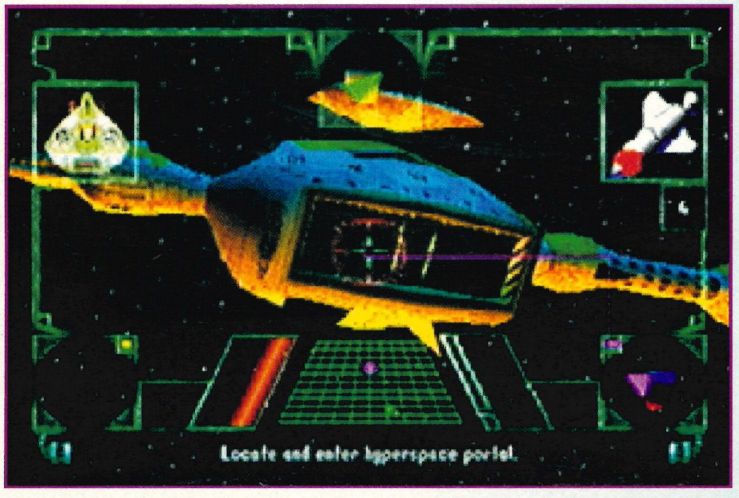
Of course, Electronic Arts is notoriously good at including surround sound in its games, and both *Need for Speed* titles are no exception, with the engines and police sirens of your opponents clearly audible behind you when they are tailing you.

This really is the ultimate way to play games. All you have to do is tell us the answer to this simple question, and you could win this fantastic set-up and a copy of *Darklight Conflict*:

Electronic Arts' forthcoming motorbike game is called:

A. Roto Macer
B. Moto Racer
C. Groto Chaser

Four runners up will each receive a copy of *Darklight Conflict*.





Send your entries, along with your name and address, on a postcard or stuck down envelope to:

I'm Ready to Rumble!
PLAY Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

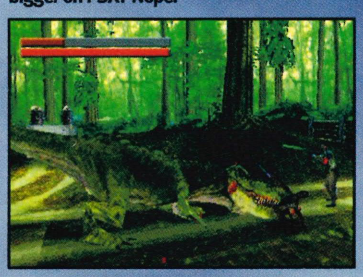
THE EDITOR'S DECISION IS FINAL. NO CORRESPONDENCE MAY BE ENTERED INTO. EMPLOYEES OF PARAGON PUBLISHING OR ITS SUPPLIERS ELECTRONIC ARTS MAY NOT ENTER. THE CLOSING DATE IS 6 AUGUST 1997. ALL WINNERS WILL BE AVAILABLE IN WRITING ON REQUEST FROM PARAGON PUBLISHING. THE SPONSORS RESERVE THE RIGHT TO SUPPLY A PRIZE OF EQUIVALENT VALUE RATHER 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 Based on the Michael Crichton novel, *The Lost World* is about to hit cinemas in the UK and a generation dazzled by *Jurassic Park* will be gob-smacked once again. In a timely expose, we report exclusively on Dreamworks' monster of a PlayStation game which boasts massive rendered dinosaurs which you can actually control and cutting edge technology used simultaneously in the film. Is there anything bigger on PSX? Nope.



GUIDE TO THE GRADES

1 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.

36-50 Games that should be avoided by everyone except die-hard fans of the genre and masochists.

0-35 Complete tripe. Avoid at all costs! Duly awarded the PLAY Putrid. Yuk!

PLAY PUTRID

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

Dual Analogue

ES

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

The GAMES THAT Time Forgot

You'll see this ominous logo every time a games publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that often means the game is rushed or of poor quality.

WORKSTATIONS

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

LOST WORLD	20	ROSCO MCQUEEN	30
SQUARESOFT	26	ACTUA SOCCER 2	32
ONE	28	FIGHTING FORCE	34



CHALLENGE BOX

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

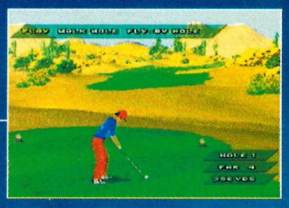


PLAY REVIEWS

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.

V-RALLY	38
RUNABOUT	42
NAMCO MUSEUM VOL 4	44
CARNAGE HEART	46
ACTUA GOLF 2	56
TIGER SHARK	58
RAY TRACERS	60
XEVIOUS 3D/G	62
FIGHTERS' IMPACT	64
VR BASEBALL	66
ACE COMBAT 2	68
LOST VIKINGS 2	70









WIRED UP

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

F1' 97	82
PSYGNOSIS LINE-UP	83
MONSTER MASH	84
PARAPPA THE RAPPER	86
AIR RACE	89





THE LOST W

PLAY magazine August 1997

Written By Damian Butt

VORLD



[Above] Trapped on a dinosaur-infested island off the coast of Costa Rica and you've only gone and forgot your umbrella...

It's four years since the dinosaurs took over *Jurassic Park* and now nothing remains. But there was another site. More dinosaurs running amok. Welcome to the Lost World.

"If I hadn't found a story I was interested in, *Jurassic Park* would have remained just a nice memory for me," said Steven Spielberg. Thankfully Michael Crichton knew a money spinner when he saw one and quickly penned the sequel to his best selling novel, called it *The Lost World*, and Spielberg had his latest pet project and another chance to break the box office.

"It's important in these movies that animals never be characterised as villains..." David Koepp.

The Lost World is about to be released here in the UK and expectations are high due to the film's outstanding performance in the US; grossing $90.1 million in just four days. But what many of you won't know is that Spielberg's joint-owned company, Dreamworks, has been working on an interactive PlayStation game of the same name which aims to break the curse of poor movie-game conversions. And from our exclusive first look, we can confirm that indeed, *The Lost World* on PSX is definitely something to get excited about...

THE BIG GAME

The film and book are very different, although some ideas remain untainted and the game has borrowed concepts from both of them. Good films don't necessarily make decent games, remember.

The plot concerns a secret island called Isla Sorna, owned by the same company in *Jurassic Park* (InGen) where mass dinosaur breeding was carried out to supply the original park with disease-free specimens. The infamous Site B was where the dinosaur DNA

Blueprint

Publisher: EA
Developer: Dreamworks
% Complete: 65%
Expected Release Date: September '97
Origin: USA
No of Players: 1

JURASSIC PARTS

They say you can tell whether an actor is playing a baddie or a goodie depending on how similar they are in appearance to a velociraptor – bad news for Pete Postlethwaite then.



JEFF GOLDBLUM
Old curly locks is back, but this time he's a lot more serious and still recovering from his gammy leg inflicted by the T-Rex at the end of first film. In a word: Smartarse.



RICHARD ATTENBOROUGH
Hammy Hammond makes it back for the sequel, even though he was killed off at the end of the first book. Expect quaky Scottish accent and says "Spared no expense a lot." In a word: Bumbling.



JULIANNE MOORE
Newcomer and semi-girlfriend of Ian Malcolm. Moore is a tenacious paleontologist who is lured to Site B by the chance to study dinosaurs in their nature habitat. In a word: Love-interest.



ARLISS HOWARD
John Hammond's evil nephew has control of the InGen corporation and wants to exploit the dinosaurs at Site B and sell them off as circus exhibits. In a word: Hiss.

HUNT THE HUNTED!

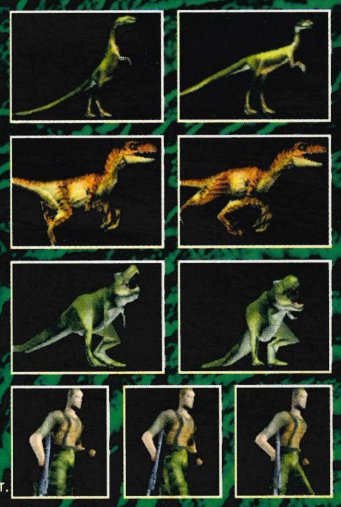
Instead of just playing the humans in *Lost World*, Dreamworks has taken the novel approach of giving you the chance to play some of the dinosaurs too. Why shoot a Stegasarous with a dart gun when you can bite its head off as a T-Rex? Undoubtedly this makes the game far more interesting, especially when you consider that each character follows a different path.

COMPSOGNATHUS (COMPY)
DESCRIPTION: Tiny lizard creature (40 inches long).
STRENGTHS: Very fast and can leap great distances.
WEAKNESSES: Only a mouthful and easy to attack.

VELOCIRAPTOR (RAPTOR)
DESCRIPTION: Six foot long aggressive lizard.
STRENGTHS: Big teeth. Can leap high. Fast.
WEAKNESSES: A bit small, needs to hunt in packs.

TYRANNOSAURUS REX (T-REX)
DESCRIPTION: Big, bad, hungry.
STRENGTHS: Massive jaws. Fast runner. Tall.
WEAKNESSES: Susceptible to mass raptor attacks.

HUMAN HUNTER (BLOKE)
DESCRIPTION: Six foot tall. Carries big gun.
STRENGTHS: Intellgient. Adaptable. Long range weapon.
WEAKNESSES: Puny. Easy to crush. Out of natural habitat.



was extracted from insects trapped in amber. After the collapse of InGen, Jurassic Park was closed down and all animals exterminated. Site B fell into disrepair and the infant dinosaurs were left to roam free and breed unchecked. This is the lost world many scientists still search for and the setting for the book, movie and game.

HAMMOND ORGAN

In the film, Lord Attenborough returns as the visionary billionaire John Hammond, who leads an expedition to study and record the dinosaurs of Site B in their natural habitat.

Hammond is joined by Ian Malcolm (Jeff Goldblum) reprising his role as the chaos theorist who always seems to predict things are going to hell. Dr Sarah Harding is the love interest and pioneering palaeontologist played by Julianne Moore. Nick Van Own (Vince Vaughn) is a video expert who must film the goings on at Site B. Eddie Carr (Richard Schiff) sorts out the huge mobile labs which are used to travel about. Finally (and inevitably – it *is* Spielberg after all), there is an annoying kid who stows aboard and creates all kinds of extra problems. In this case, the said child is Kelly Curtis (Vanessa Lee Chester). Expect her to be goofy, but ultimately incredibly intelligent, just like the two in the first film.

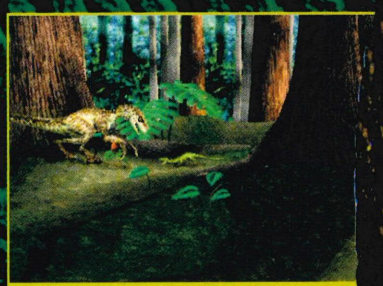
The conflict this time comes from Hammond's nephew, Peter Ludlow (Arliss Howard) who has taken over control of InGen and plans to exploit the wild dinosaurs at Site B by selling them to circuses and shows all around the world. Ludlow's team of mercenary hunters and trackers is headed up by none other than Pete Postlethwaite as Roland Tembo.

Obviously with the InGen guys nicking dino eggs left right and centre, and avenging parents ripping the island apart looking for their little ones, there is plenty of scope for intense action and many more cliff-hanging moments than in *Jurassic Park*. There will also be far more CGI monsters legging it about the place causing havok, and not one, but two T-Rexs thrown into the mix.

"The lost world is exactly what it implies," says Spielberg. "A lot of people who think they can control nature are very presumptuous about their role in the scheme of things and wind up on the short end of the food chain!" Steven Spielberg.



[Above] The obligatory fire level has you controlling this raptor as it leaps feet first at a docile Triceratops. The textures on these dinosaurs is incredible.



[Above] The life of a Compy is never simple, especially when he is perpetually hunted by eagle-eyed raptors.



[Above] The PlayStation can easily handle these massive polygon creations resplendent with their realistic texture maps.



[Above] Jeff Goldblum and Julianne Moore suffer yet another terrifying ordeal at the hands of a T-Rex-o-gram in *The Lost World*.



[Above] Yes okay so it's a platform game at the end of the day, but which would you rather be, a blood-thirsty raptor with razor sharp claws, or Crash Bandicoot? I rest my case.



[Above] Now tell me you're not impressed by this actual PlayStation screenshot. Playing as the T-Rex, the most fun to be had is munching on the hunters who are tracking you through the jungle.



[Above] "Start god damn it, start!" One of the hunters in the film suffers an inopportune RAC moment. Luckily there are no T-Rexs about...



short end of the food chain."

As in the first film, there is a tendency to cast the dinosaurs as the bad guys, but *Lost World* paints them in a more sympathetic light. Screenplay writer David Koepp explains.

"It's important in these movies that animals never be characterised as villains, because they are not. They're just doing what they do. It's when the humans come into conflict with one another that they may find themselves at the mercy of the animals."

RAPTOR ROUND YOUR FINGER

The PlayStation game is radically different from the film in one major area. Instead of just controlling the human side of the equation, you get to actually become a T-Rex and munch those evil hunters whenever possible. In fact there are five characters: Raptor, human hunter, Compy (small scavenger), T-Rex, and a secret one.

The Lost World is a 3-D platform affair, with lush jungle and the buildings of Site B providing the bulk of the levels. Dreamworks claims that there will be over 20 different types of dinosaur populating the game and 40 levels in all, encompassing the major locations in the film.

Expect battles to take place in the aluminium observation hide, the laboratory and the T-Rex nest to name but a few. As you can see from the first screens to be released from the developers, the graphics are extraordinarily well drawn and textured, and special attention has been paid to the dinosaurs themselves, because like the film, they will make or break the game.

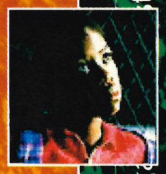
As Mr Spielberg went to work on the film, Dreamworks studied the copious storyboards created for the film and used them to work out how to make the game perspectives different from the celluloid versions. Catherine Yuh created hundreds of pages of hand drawn sketches which were used to embellish the game's many scenes and will be different according to which character you choose.

ALL IS LOST

After that it was down to conceptual artist, Matt Hall to start working on fleshing out the dinosaurs using

JURASSIC PARTS cont.

VANESSA LEE CHESTER



Token kid and therefore annoying, and the one you always want to get bitten in half by the carnivores. Vanessa stows aboard, but probably saves the day. In a word: Adolescent.

RICHARD SCHIFF



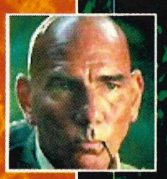
Dependable Eddie Carr is in charge of the mobile exploration vehicles used on the trek which run on solar power. He is also nifty with a high powered dart gun. In a word: Handyman.

VINCE VAUGHN



Nick Van Owen is in charge of filming the sights and sounds of the Lost World for John Hammond. Van Owen is a brand new character who wasn't in the book. In a word: Snapper.

PETE POSTLETHWAITE

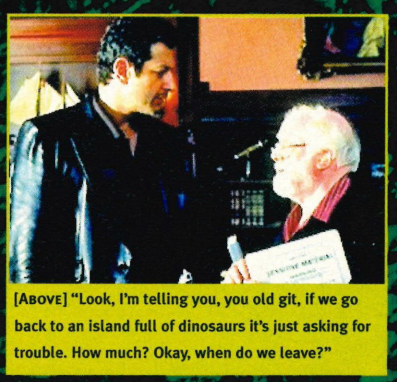


The leathery skinned hunter and star of *Brassed Off* leads the InGen team in search of dino eggs. Will he end up in the T-Rex's nest. Hopefully. In a word: Snake.





[Above] The Compy is a tiny creature which is highly agile, but susceptible to attack from anything larger than a dust mite. Stick with the T-Rex we say.



[Above] "Look, I'm telling you, you old git, if we go back to an island full of dinosaurs it's just asking for trouble. How much? Okay, when do we leave?"



"*Lost World* on the PSX is definitely something to get excited about..."

DOYOUTHINK HESAWUS?

JUST AS THIS FEATURE WAS BEING WRITTEN, WE HEARD THAT OCEAN IS PLANNING TO ADVERTISE *V-RALLY* BEFORE EVERY SHOWING OF *THE LOST WORLD* IN THE UK. IF YOU HAVEN'T YET CHECKED OUT THE REVIEW ON PAGE 38, THEN WE STRONGLY ADVISE YOU TO DO SO. SURELY THOUGH, THE GAME OF *THE LOST WORLD* SHOULD HAVE OCCUPIED THIS SLOT?



[ABOVE] Very reminiscent of *Alien Trilogy*, the human character has this cool flame thrower to keep the raptors at bay. This level is set in a mine.

a computer airbrush and a pressure sensitive pen to draw each one and apply the correct textures for the computer artists to create accurate real time rendered 3-D models which can then be animated.

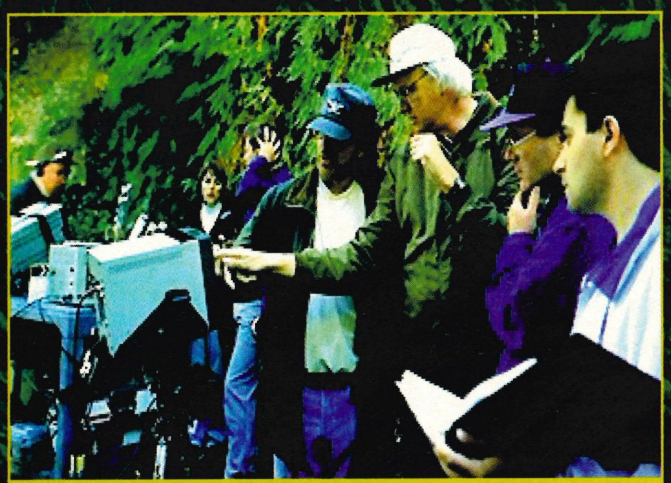
"When conceptualising a dinosaur, I wanted to make sure everything could be backed up by the latest scientific theories regarding posture and musculature. When selecting colour, I had much more freedom, but an effort was made to study natural colour patterns of animals which exist today."

Once the texture was mapped onto the polygons, the designers could then move the dinosaurs around and test to see how the skin flexed and the muscles looked as they moved.

Animators then took the process a step further, using modern day animals to judge how the dinosaurs might have moved 65 million years ago and implementing the frames using Dreamworks' own MorphX engine. Each of the five characters in *The Lost World* has 80+ moves and it would have taken almost all of the development time just making each one realistic if it wasn't for the fact that pioneering work had already been done on dinosaur animation for *Jurassic Park* on creatures like the Velociraptor, T-Rex and Brachiosaur. This speeded up the learning process for the game, enabling the release date to be that much closer to the film.

SOFTOGRAPHY

This is the first game Dreamworks has produced for the PlayStation



[ABOVE] Spielberg directs *The Lost World*. "Drama is often like rubbing two sticks together and watching what it sets aflame."

SHOOT HER!

One interesting new twist for the game is that each of the five characters under your control will have a different agenda and aims. The human hunter, for example, will at first be attacked by a group of Pachycephalus in a canyon, and if you escape, you must take on the rest of the creatures on the island with just a flame thrower and some grenades.

The Compy on the other hand is extremely agile and can leap great distances. The only trouble is, he's tiny, and can easily be crushed by the larger animals or eaten. With this little guy you need to build up his instinct attack level to survive the perils later on. It would seem long term play is assured because if you get bored with one character, there are four more diverse ones just waiting to enter the lost world. The only thing this game hasn't got is a two player mode.

The Lost World will be shown almost in its entirety at the E3 show in Atlanta and by the time you read this, we will have a playable version of the game for preview. Initial playtests prove that under all the gloss and high technology, it is a relatively simple platform game, but the varied characters and extraordinary on-screen presence of the rendered dinosaurs make it the most exciting piece of eye candy since *Tomb Raider*. As ever, PLAY will bring you more news on this game, as well as a first review before its release in September. Something has survived... and it's on PlayStation!

LOST DISCREPENCIES

THE TRANSITION FROM BOOK TO FILM IS NOT ALWAYS A HARMONIOUS ONE, AND IN THE CASE OF THE TWO *JURASSIC PARK* BOOKS, MANY KEY SCENES WERE FORGOTTEN FOR THE SCREENPLAY. HERE'S OUR TOP FIVE.

1. IN THE NOVEL OF *JURASSIC PARK*, TWO RAPTORS ACTUALLY STOW AWAY ON A BOAT TO THE MAINLAND, AND THAT MEANS GETTING THE POWER BACK ON IN THE PARK IS EVEN MORE IMPORTANT SO THAT THEY CAN WARN THE OUTSIDE WORLD.
2. THERE IS A LONG SCENE IN THE BOOK OF *JURASSIC PARK* WITH THE T-REX ATTACKING THE KIDS THROUGH A WATERFALL WHICH WAS COMPLETELY REMOVED FOR THE FILM.
3. JOHN HAMMOND IS KILLED AT THE END OF THE BOOK OF *JURASSIC PARK* AND CONSEQUENTLY DOES NOT SHOW UP IN THE SEQUEL. HE IS IN BOTH FILMS THOUGH BECAUSE HE IS A CUDDLY OLD MAN AND PEOPLE DON'T WANT TO SEE DICKIE BEING EATEN BY COMPYS.
4. IN CRITCHTON'S *THE LOST WORLD*, SARAH HARDING ARRIVES LATE TO THE ISLAND AND ONE OF THE INGEN TEAM TRIES TO MURDER HER BEFORE SHE REACHES THE OTHER TEAM. IN THE FILM SHE'S ALREADY THERE BEFORE THE OTHERS ARRIVE.
5. DODGSON, WHO IS THE INGEN EMPLOYEE WHO BRIBES NEDRY IN THE FIRST BOOK AND FILM IS THE MAIN BAD GUY IN THE BOOK OF *THE LOST WORLD*, BUT ISN'T EVEN IN THE FILM.



RAGE RACER

"A STUNNING GAME"

Play Magazine

94%

"RAGE RACER BREAKS ALL THE MOULDS, PUSHING EVERYTHING TO THE LIMIT"

PlayStation Plus

93%

namco

RAGE RACER £39.99 RRP. PLAYSTATION GAMES FROM £19.99 RRP.







SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Rage Racer™ & © 1996 NAMCO LTD., All Rights Reserved. Namco is a registered trademark of NAMCO LTD.

SQUARE



THEY MADE THE WORLD'S FAVOURITE ROLE PLAYING GAMES, AND THEY MAKE THE COOLEST GAMES FOR YOUR PLAYSTATION, BUT YOU PROBABLY DON'T KNOW ANYTHING ABOUT THEM...

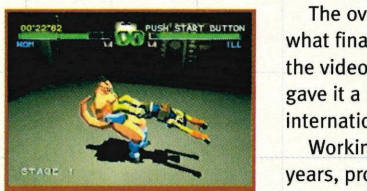
Written By Graeme Nicholson

You will have seen some of Square's work at one time or another. The staff there are responsible for the hugely successful *Final Fantasy* series on the old NES and Super NES formats. An RPG series which ran for a *Nightmare On Elm Street*-rivalling six games, with a few bizarre offshoots along the way like *Final Fantasy USA* (*Mystic Quest* in America and Britain).

The overwhelming demand for these titles is what financed Square's rise to fame and power in the videogame capital of the world, Japan, and gave it a name that is still recognised internationally as a guarantee of quality.

Working so closely with Nintendo over the years, producing 28 games across the NES, Super NES and Game Boy, the big N mistakenly expected that Square would follow the tradition and continue to produce games for the N64, but Nintendo didn't have a clue what was coming.

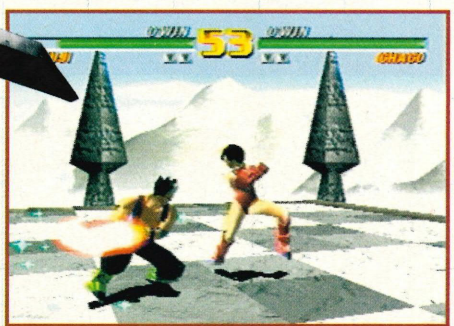
Square's ideas had been evolving and growing along with the company, and its next major planned title, *Final Fantasy VII*, was positively huge. The amount of pure data involved was 1,500 megabytes, meaning that if Square was to release it on the N64's cartridge medium, the cart would be slightly larger than the average refrigerator and would cost around £9,375 per copy. Alternatively, Square would have had to spread it across 23 of the Nintendo's 64DD cartridges. Square announced on 10 February, 1996 that it was dropping support for the Nintendo 64 in favour of the PlayStation, with its infinitely cheaper and larger CD storage format.



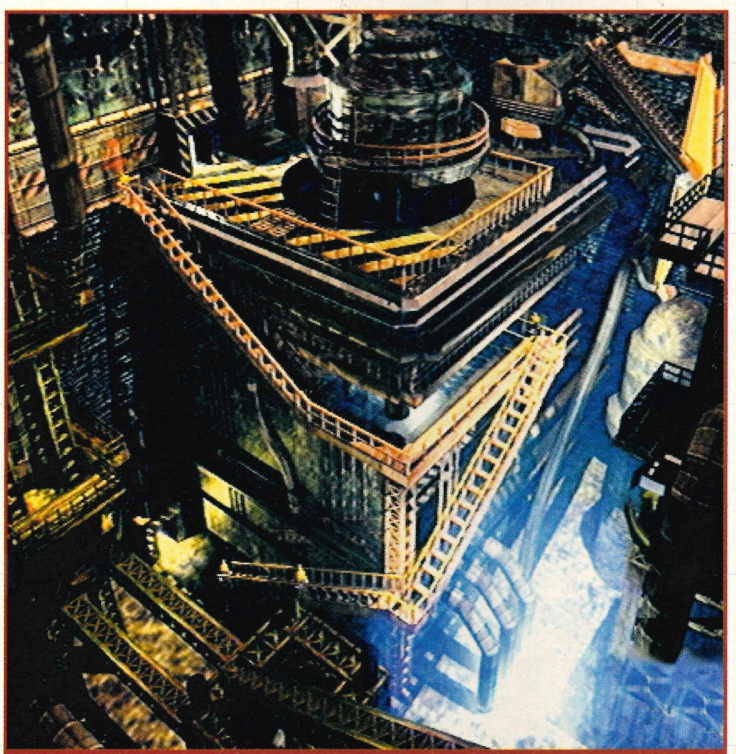
[Above] *Tobal No. 1* could only be criticised for being slightly plain, due to the absence of texture mapping.



[Above] Cloud, the hero of *Final Fantasy VII*, makes up in strength and bravery what he lacks in hair control and gender confusion.



[Above] *Tobal 2*, with glowing fireballs, sharper backgrounds and perfectly smooth character graphics, they managed to beat *Tobal No. 1*.



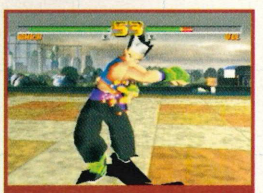
[Above] Looking at scenes like this you can see why 100 people had to work full time on *Final Fantasy VII!*

"A name that is recognised internationally as a guarantee of quality..."

HIRONOBU

It doesn't take such a keen eye to spot that the works of Square on the PlayStation are consistently astounding, kicking off with *Tobal No.1*. Not only was it the company's first game on a whole new format, it was Square's first attempt at a beat-'em-up of any kind, and it was amazing.

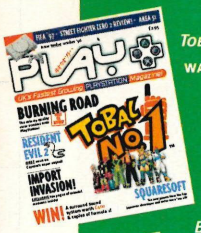
Well over a year after the PlayStation's Japanese release, nobody else had figured out how to make a game completely in high resolution, and Square did it with motion blur on



[Above] The usual texture warping, tearing and clipping problems are absent from Square's games – how do they do that?

KNOWLEDGE IS POWER

"Square look like a right smart bunch of blokes! I'd like to know more about their brilliant PlayStation games!"



Tobal No.1 (94%) was reviewed in issue 12

Final Fantasy VII was previewed in issue 18

Bushido Blade (94%) was reviewed in issue 20

Tobal 2 (92%) was reviewed in issue 22



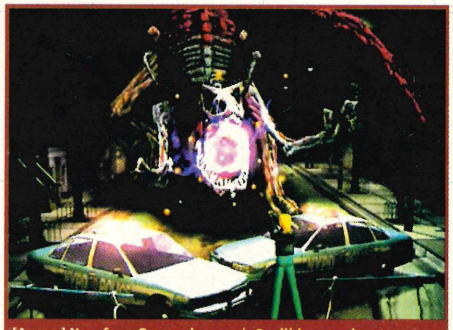
SOFTOGRAPHY

NES
3D-Worldrunner
Final Fantasy
Final Fantasy II
Final Fantasy III
King's Knight
Rad Racer
Rad Racer II

GAMEBOY
Final Fantasy Legend
Final Fantasy Legend II
Final Fantasy Legend III
Final Fantasy Adventure

SUPER NES
Bahamut Lagoon
Breath of Fire
Chrono Trigger
Final Fantasy IV
Final Fantasy V
Final Fantasy VI
Final Fantasy USA
Front Mission
Gun Hazard
Live A Live
Romancing SaGa
Romancing SaGa 2
Romancing SaGa 3
Seiken Detentsu 2
Seiken Detentsu 3
Rudra's Treasure
Treasure Hunter G

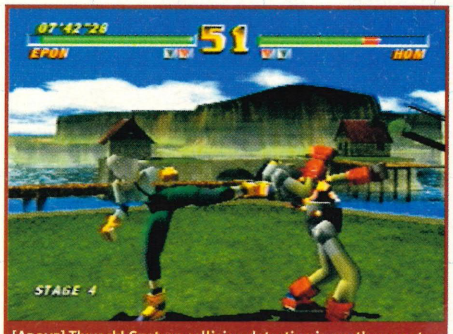
PSX
Tobal No. 1
Final Fantasy VII
Bushido Blade
Tobal 2



[Above] New from Square in 1997/98 will be an adventure called *Parasite Eve*, but more will be known about this game after the E3 show.



[Above] The massive world of *Final Fantasy VII* is home to a wide plethora of painstakingly designed evil beings. And it's coming here in November!



[Above] Thwack! Spot-on collision detection is another great feature of *Tobal 2*



[Above] *Chrono Trigger*, from the early days when the Super Nintendo was king.

the characters' limbs, a perfect frame rate and a revolutionary quest mode for a long and challenging adventure element just in case you got bored fighting.

Then, with a record estimated 1.5 million pre-ordered units, *Final Fantasy VII* hit stores in Japan during March of this year, bringing with it many innovations, not to mention three stuffed CDs in each box. The excellent real time battle system invented for the old 8-bit *Final Fantasy* games was brought into full, glorious 3-D, and the game proved to be the biggest and most involving of the series.

FMV sequences and backgrounds were mixed with live game scenes seemlessly, and the 100-strong team that worked full time on the title did an unmistakably profound job. *FFVII* is currently being translated for the English-speaking market, due for official release here in November.

SAKAGUCHI

Bushido Blade was Square's next fighting effort, notable for the lack of any health bars and the ability to run freely all over the many sets, even climbing walls to get an advantage. Still without a US or British release, we fell in love with the import version, although there were a few gamers outside of Japan who "didn't get" the new and unique combat system and the occasional single-hit deaths.

Most recently came *Tobal 2*, again with that vibrant high resolution screen, but with much more detailed characters, backgrounds and arenas. The Industrial Light and Magic quality fireballs were a fantastic new addition too, as was the bigger and better quest mode.

The repeated surpassing of everyone else's attempts, at least technically, has brewed theories about how Square must have stumbled upon something in the PlayStation technology that they are keeping secret, a set of sacred software routines perhaps. The only thing you can be sure of is that Square is doing great things with the PlayStation, and its future releases are going to be even more stunning.

SQUARE USA

Square is based in Meguro, Tokyo, but the only other place worth being if you're in the entertainment business is Los Angeles, and that's exactly where Square stuck its tent.

Square USA is used almost exclusively as a research centre for the mother company, and was created last year modelling itself on a Hollywood film studio rather than a software house.

With a staff poached from the movie industry, television ad companies and music video production houses, they work purely in visual concepts, sitting around in the $10 million facility overlooking the Pacific with several Silicone Graphics WorkStations all day, rendering scenery, art and FMV sequences for Square games.



ONE

UNDER CONSTRUCTION

PERFECT WEAPON WAS COOLLY RECEIVED IN THE UK, AS WAS TEN PIN ALLEY, BUT CAN ASC'S BRAND NEW GAME, ONE, TAKE THE BIG BOYS ON AT THEIR OWN GAME?

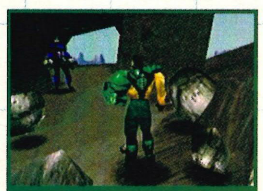
Written By Damian Butt

It is very unlikely that you will have heard of American Softworks' latest game, the curiously named, *ONE*, because apart from a tiny piece in Cat Bucannon's US column last month, no other UK magazine has covered, or even heard of it.

But that's all set to change because ASC hit the UK this month in the form of Jayson Bernstein and we were treated to a presentation of the company's next trio of PlayStation titles: *ONE*, *Colliderz* and *Hardcore 2*. The latter being the sequel to Gremlin's *Hardcore 4x4* released at the end of last year.

ONE is not in fact a homage to U2's song featuring buffaloes wandering the plains in the video, but a new 3-D platform shoot-'em-up which upon first glance looks suspiciously like ASC'S last PSX game, *Perfect Weapon* (65% PLAY #19). However the two are radically different, with smooth real time scrolling landscapes replacing the dated flip screen format, and new polygon enemies and sensational graphical lighting effects courtesy of an ex-Probe guy who worked on *Die Hard Trilogy*.

"The mechanical arm which initially is thought to be a curse, turns out to be invaluable..."

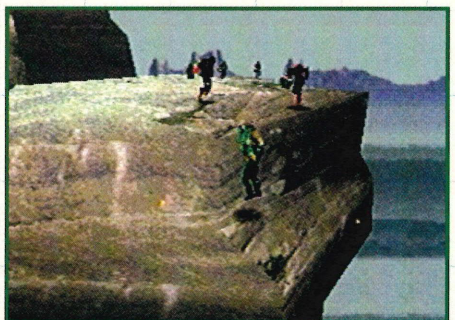


[ABOVE] You cannot control the camera angles in ONE, but you can zoom in at any time.

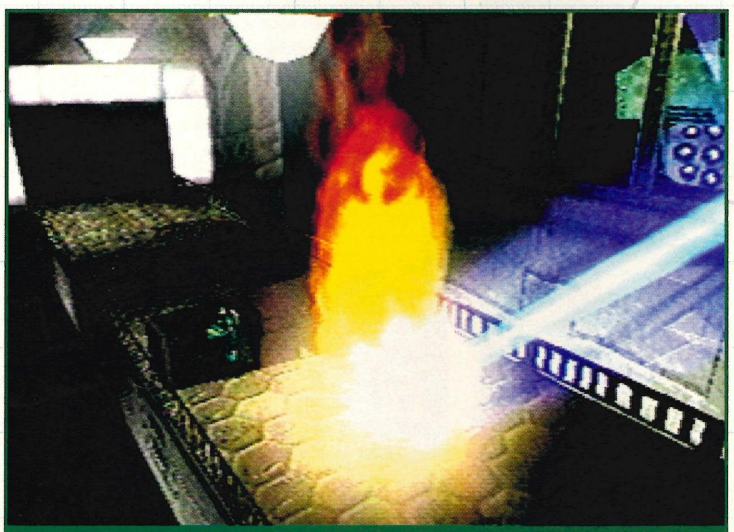
ONE MAN

You play John Cain in a futuristic adventure set 40 year's hence. At the start of the game you awaken to find a hideous mechanical arm has been transplanted onto your body without a by or leave and this is just the first of many surprises guaranteed to ruin your day.

Like the 2000AD character, Mean Machine Angel, Cain thrives on rage to keep him going throughout *ONE*'s five levels and your 'Rage meter' is topped up by fighting anything in



[ABOVE] You even have the nifty fingertip move from *Tomb Raider* to fall back on, and you can use it to edge around this rock face to catch the guards by surprise.



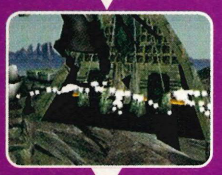
[ABOVE] The explosion and lighting effects on just the first level are amazing. Here, John is chased by a large assault craft firing through windows at the walkway ahead.

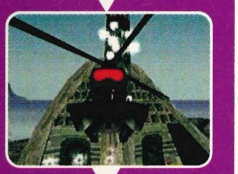
Blueprint

Publisher: Not confirmed (likely EA)
Developer: Visual Concepts (ASC Games)
% Complete: 40%
Expected Release Date: November (US) Xmas (UK)
Origin: USA
No of Players: 1

AN EARLY LEVEL GUARDIAN IS THIS HELICOPTER WHICH TRIES TO KILL YOU USING ROCKETS. THE WAY TO DEFEAT IT IS TO LEAP OUT OF THE WAY AND LET IT SLOWLY DESTROY THE ENTRANCE TO THE POWER STATION BEHIND. ONCE A HOLE HAS BEEN MADE, YOU MUST JUMP IN AND TAKE OUT THE POWER NODES BEFORE THE WHOLE STRUCTURE DISINTEGRATES.











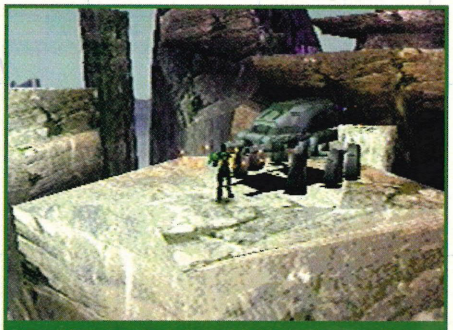
Blocky it may be, but at least *Colliderz* from ASC is fast and playable, which is more than can be said for *Ballblazer Champions*.

COLLIDERZ SCOPE

ALSO FROM ASC IS *COLLIDERZ* – A FUTURISTIC SPORTS GAME WHICH MIMICS THE PLAYING STYLE OF ICE HOCKEY, WITH ITS PASSING PLAY, BUT LOOKS REMARKABLY LIKE LUCASARTS' *BALLBLAZER*. THANKFULLY, *COLLIDERZ* IS MUCH FASTER AND SMOOTHER THAN THAT GAME, AND YOU GET SIMULTANEOUS TWO PLAYER ACTION VIEWED FROM MANY DIFFERENT CAMERA ANGLES. THERE IS VERY LITTLE STRATEGY AND IT'S BEST TO JUST THWACK THE SPACE-AGE PUCK IN THE DIRECTION OF THE GOAL AS SOON AS YOU RECEIVE IT. *COLLIDERZ* FEATURES MANY DIFFERENT ALIEN TEAMS AND CRAFT (MANY OF WHICH LOOK LIKE THE ONES IN *WIPEOUT 2097*), AND THERE'S SCOPE FOR BUILDING UP YOUR SHIPS WITH MONEY EARNED FROM SUCCESSFUL MATCHES. ALTHOUGH NOT AS NICE LOOKING AS *BALLBLAZER*, *COLLIDERZ* IS NONETHELESS MORE FUN TO PLAY. THERE IS NO DEFINITE NEWS OF A UK RELEASE DATE, ALTHOUGH EXPECT AN AMERICAN IMPORT IN SEPTEMBER.



[ABOVE] This end of level boss attacks the locomotive you are clinging to with vast swinging scythes. Drop the cargo containers in the background onto his head to defeat him.



[ABOVE] These mechanical guard droids are dropped off by helicopters. Which is nice.

range, although more anger is gained by beating up your pursuers with your fists rather than simply blasting them with lasers. This style of gameplay is reminiscent of the old coin-op *Renegade*, but set in huge free-roaming landscapes.

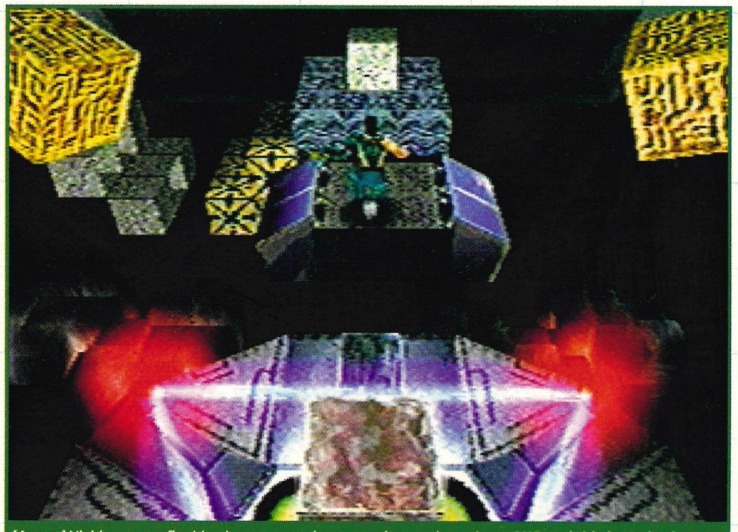
The central character in *ONE* boasts many frames of animation and has many of the same moves in his repertoire as Lara Croft, although obviously he doesn't wiggle about as much as The Great Globed One. In fact *ONE* looks like a cross between *Perfect Weapon* and the soon-to-be-released *Pitfall 3D* by Activision. You can move anywhere in the environment, although the paths ahead are clear with very little chance of getting lost. Approaching a raised walkway, for example, you can abandon the one you're one and climb up to the new level. This is no 'on rails' *Pandemonium*-style game thankfully.

ONE SOLUTION

Cain has a decent number of moves which help you attack each level, including a roll, fingertip grab, somersault and side-step, and there are plans to include a move where the legs can be fixed to give you the chance to swivel or tilt the body for more tricky shots. The mechanical arm which initially is thought to be a curse, turns out to be invaluable, as it gives you a basic laser with unlimited ammo, but more weapons can be looted along the way, including a flame-thrower, missile launcher and an impressive sounding plasma cannon. This obviously ups the body count to Schwarzenneger proportions.

ONE looks to be a more wide-ranging game than *Perfect Weapon* which is good, but we'll have to see whether Visual Concepts can keeping tipping the thrill scales with moments as pant-filling as the opening level where a massive attack craft is blasting the walkway from beneath your feet using lasers and rockets. If this level of suspense is maintained, then *ONE* will be very exciting indeed.

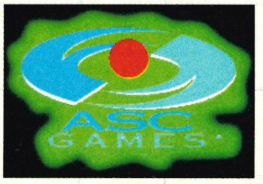
ONE faces tough competition at Christmas though, with other 3-D adventures, most notably *Tomb Raider 2*, *Apocalypse*, and *Pitfall 3D* all vying for your cash. Expect a review of *ONE* in November.

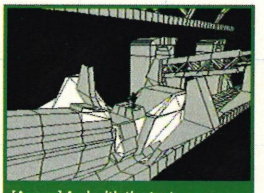


[ABOVE] Vivid memory flashback sequences keep popping up throughout *ONE*, and this is to slowly reveal the plot. Something about aliens, but isn't it always...

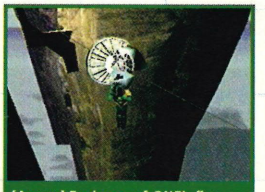


[ABOVE] The resemblance to *Perfect Weapon* is undeniable, especially on this mountain level. Fortunately it's a lot better.



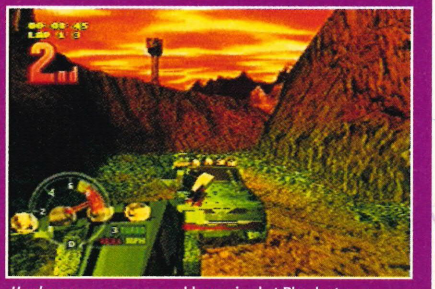


[ABOVE] And with the textures turned off, it moves even faster... Wouldn't this be a cool cheat mode?



[ABOVE] Each one of *ONE*'s five multi-layered levels is incredibly varied. Here you escape by using a deathslide.

TWICE AS HARD



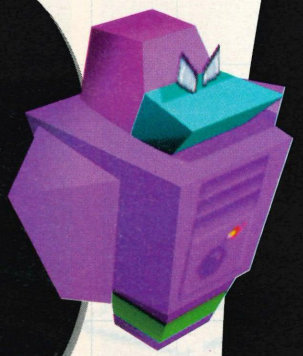
Hardcore 4x4 was reasonably received at Play last year; attaining a score of 81%. However, long term play brought to light many deficiencies in the gameplay and it is with ASC's sequel, *Hardcore 2* that these problems aim to be rectified. Expect more damage and a two player split screen.



SOFTOGRAPHY

Perfect Weapon (PSX)
Ten Pin Bowling (PSX)

ROSCO M



WHEN YOU WERE LITTLE, DID YOU EVER WANT TO BE A FIREMAN? SONY KINDLY STEPS IN WITH THE FIRST EMERGENCY SERVICES SIMULATOR!

Written By Graeme Nicholson



Blueprint

Publisher: Sony
Developer: Slippery Snake Studio
% Complete: 70%
Expected Release: Sept '97
Origin: UK
No of Players: 1

Strolling into Sony Motion Pictures in Golden Square as if we were regulars, a small journey through the thick marble hallways, brushed chrome staircases and high ceilings studded with hundreds of tiny spotlights led us to what we really wanted to see: a PlayStation booth like those you would find in a high street music and video store. The differences were that a blue debugging PlayStation sat beneath the perspex, and it was running the latest version of *Rosco McQueen*, Sony's forthcoming action game.

Looking like *Fade To Black* at the circus, you control 21st century fireman, Rosco McQueen, using the third person perspective as you make your way through the gleaming primary-coloured levels of a burning building, doing everything in your power to douse the flames and reach the top floor.

IT'S RED HOT

Not only are you pitted against the horrendous conditions and unpredictable dangers of a towering inferno, you are battling with the genius of disillusioned architect, Sylvester Square. Square was once greatly respected for his profession, enjoying world-wide success and even being commissioned by notoriously picky brickwork critic Prince Charles, now King Charles (we're well into the 21st century remember!)

His most recent design, the hugely ambitious Tower XS building was his downfall, and was forced to close down by the public who discovered that the massive funding needed to sustain the tower would cause their taxes to skyrocket.

Square went berserk when news of the decision reached him, and he began plotting an insane revenge on the people. Accessing the tower through one of his many secret entrances, he set about reprogramming the cybernetic appliances and round-the-clock robotic staff to kill any humans they encounter and burn down the building until it collapses onto the busy town! Square sits now on the top floor of his burning creation, monitoring the blaze and your attempts to tame it.

7800° FAHRENHEIT

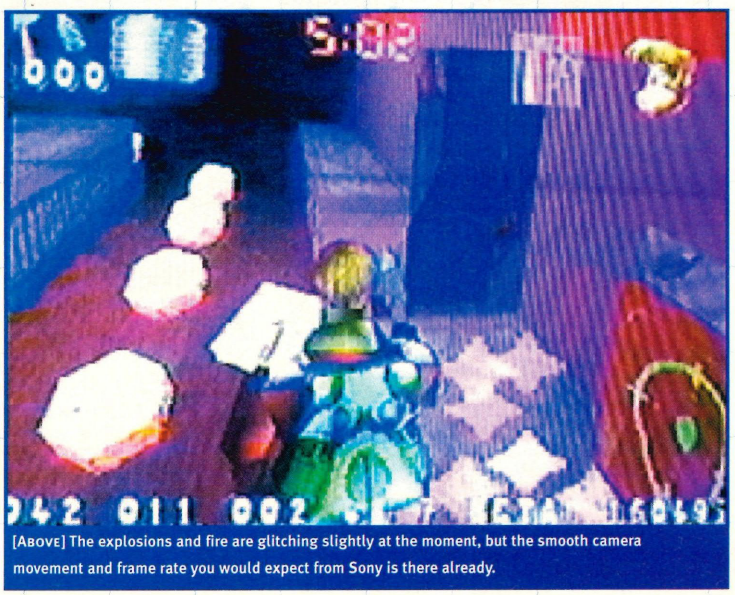
Beginning in the laundry in the basement of Tower XS, you have only a hose and an axe to help you out. The axe will always be with you and is used mainly for cleaving into the heads of persistent robots or, as is intended by the fire department, breaking down doors.



[Above] Dynamic lighting effects play a part in *Rosco McQueen's* pretty appearance, and even with the light sourcing switching on and off in this version you could get the idea.

"Rosco may even be a more successful mascot than old Crash Bandicoot..."





[Above] The explosions and fire are glitching slightly at the moment, but the smooth camera movement and frame rate you would expect from Sony is there already.

McQUEEN

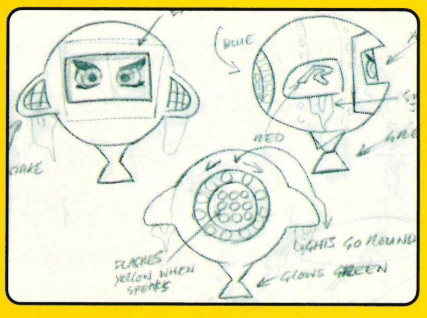




[Above] Don't be distracted with just the pick-ups you can see, there are items waiting for you in the lockers if you break them open with the axe.

DIGIT

When Rosco became an official superhero, the town council realised that although he was good at what he did, he wasn't particularly intelligent. They decided at this point to send a Digital Interface General Intelligence Transmat (DIGIT) droid to follow and assist him in his work. DIGIT speaks with a female voice, detects bombs, and generally makes up for Rosco's mentally challenged personality – every superhero should have one!

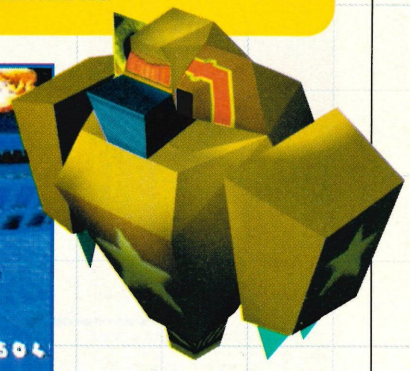




[Above] A few of the room puzzles involve the *Fade To Black*-style door switch brain teasers, and you may have to look anywhere for that missing button!



[Above] With the Super Axe power up, even the strongest of bad mannered vacuum cleaners will fall prey to a fiery end. It's just a shame more screenshots didn't arrive from Sony...



The hose runs from a finite source of water held in a tank in your backpack, and you must seek out bottles of water to replenish the tank as you use it up on the flames around you.

You'll find many items scattered around that are more effective against the problems facing you. Like carbon dioxide for extinguishing electrical fires, water bombs for putting out bigger fires and smothering Sylvester Square's time bombs, a throwable axe to hit enemies and switches from a distance, and even milk to restore your health.

A thermometer on the screen lets you keep an eye on the overall temperature of the current floor, because if it gets too high the whole building will explode with the heat.

Aside from running around hosing the fires and working out the various door-switch puzzles, there are also a few civilians who have become trapped within the tower's burning walls for various reasons. A construction worker, a rich Zsa Zsa Gabor-style multiple widow, a lazy janitor – they're all terrified and you have to get them out of there.

You can be sure that Sony is going to be making a big deal about *Rosco McQueen* over the next few months, and the game definitely has some promise with its vibrant graphics and clever new fireman angle.

With Rosco being the traditional muscle-bound American comic book hero, he may even be a more successful mascot than old Crash Bandicoot.

SOFTOGRAPHY

Rosco McQueen is Slippery Snake's first game.

ACTUA S

UNDER CONSTRUCTION

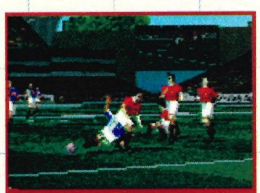
ACTUA SOCCER 2 IS HERE! WELL ALMOST. ONE OF THE MOST ACCLAIMED FOOTBALL GAMES EVER IS SET TO CONQUER THE PLAYSTATION ONCE MORE. IN FACT GREMLIN HAS GONE ACTUA CRAZY WITH BOTH *TENNIS* AND *ICE HOCKEY* JUST AROUND THE CORNER.

Written By Tom Sargent

Ping-pong balls

attached to black body stockings. You could be forgiven for thinking that we've been sent to London to watch the opening performance of some weird Modern Art Forum, but you'd be wrong. We did that last week.

Anybody who's played the original *Actua Soccer* released back in 1995 will be acquainted with the term Motion Capture and all of the technical jiggery-pokery that comes with it. Suffice to say that Gremlin has milked this technique for all its worth, and why not; if it ain't broken, why fix it, as the old saying goes.



[Above] It wouldn't be the Premier League without crunching tackles.

Blueprint

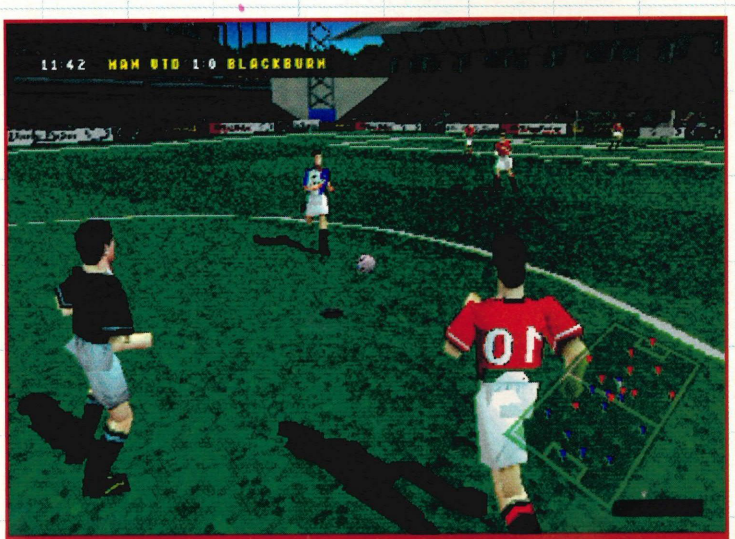
Publisher: Gremlin Interactive
Developer: In House
% Complete: 60%
Expected Release Date: October '97
Origin: UK
No of Players: 1-2

HAMSTRING

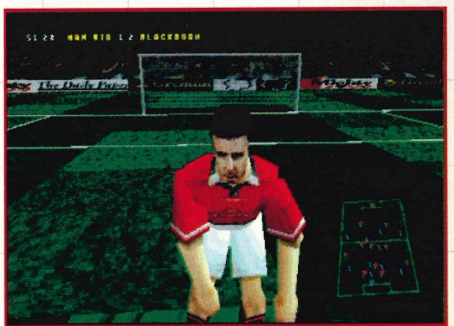
Gremlin is not shy in announcing that it expects *Actua Soccer 2* to be "the greatest game of football you'll ever play," but we could have put money on them saying that. The first game was undoubtedly a pioneer of polygons as opposed to sprites in a football game, and for the sequel expect to see some brand new player models with a state-of-the-art True 3-D engine draped over them.

All 92 English Football League clubs are going to be in there, ranging from giants such as Leeds United and Newcastle to lower division minnows Darlington and Scarborough. Each of the summer transfers will be implemented at the last minute ensuring that the squads are correct for the forthcoming '97-'98 season.

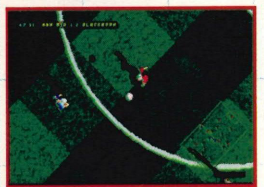
In an attempt to make the whole game more authentic, many of the Premiership's famous faces will be digitised; so expect the likes of Shearer, Fowler and Wright to put in a photo-realistic appearance. Whether His Royal Frenchness, Eric Cantona makes a guest appearance or not is up to Gremlin, but it would



[Above] The detail of the player polygons is exceptional. Lets hope that they move like greased lightning.



[Above] Whether Monsieur Cantona makes an appearance is unknown at this stage, but just look at that facial detail.

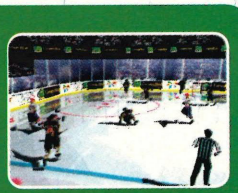


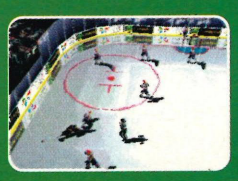
[Above] The most radical change to *Actua Soccer 2* is the fact that the ball doesn't stick to the players feet anymore. Wow.

"Expect the likes of Shearer, Fowler and Wright to put in a photo-realistic appearance..."

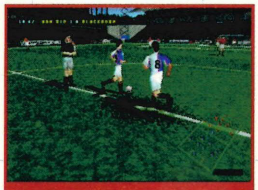
JOLLY HOCKEY STICKS

AS WITH THE OTHER TWO GAMES IN THE ACTUA SERIES, *ICE HOCKEY* WILL BE PUT THROUGH ITS PACES IN THE TRUE 3-D STADIUM AND BOASTS MOTION CAPTURED PLAYERS AND BY THE LOOK OF IT, SOME GORGEOUS LIGHTING EFFECTS. LOCAL FAVOURITES, THE SHEFFIELD STEALERS HAVE BEEN INVITED TO SHOW OFF THEIR SKATE-RELATED DEXTERITY VIA A TEN CAMERA MOTION ANALYSIS SYSTEM WHICH ALLOWS A LARGER CAPTURE AREA AND MORE BODY MASS TO BE COVERED BY REFLECTIVE MARKERS. EXPECT A RELEASE AT CHRISTMAS.

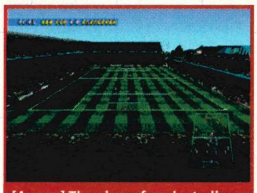




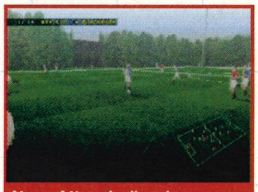
OCCER 2



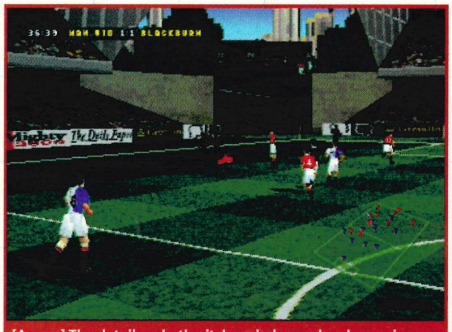
[Above] The detail of each player is impressive. They strut around the pitch very smoothly.



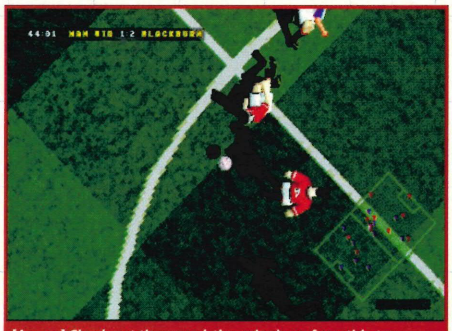
[Above] The view of each stadium is quite spectacular. Each one exactly mimics the real location.



[Above] Not a badly-taken screenshot, but a foggy November afternoon.



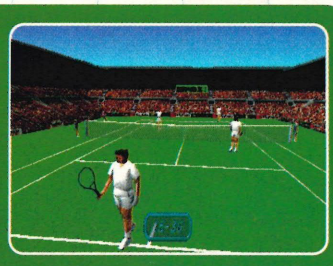
[Above] The detail on both pitch and players has been given a major overhaul. Notice the way the radar slants too.

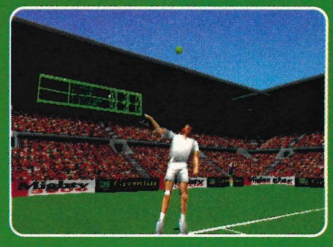


[Above] Check out those real-time shadows from this top-down perspective.

TENNIS FROM HEAVEN

Gremlin aims to cause quite a racket (sigh) with the release of *Actua Tennis*. They must have the Actua programming team on Pro-Plus or something stronger, judging by the delights in store for us here. *Actua Tennis* will bring a degree of style and playability yet to be seen on a next generation console. Expect to all the trademark features that come as standard with this series, such as the very latest motion capture technology, providing the full, fluid movement (and sweating) of the pros. Matches will take part in True 3-D courts, with every imaginable camera angle thrown-in for good measure. Also featured along with two, as yet undisclosed professional commentators, is a full range of playing options, including Professional and Amateur tournaments and tours, singles, doubles and mixed doubles. In fact the only thing missing is a free bowl of Actua strawberries and cream.







SOFTOGRAPHY

Actua Soccer
Actua Golf
Actua Soccer Club Edition
Actua Golf 2
Loaded
ReLoaded
Hardcore 4x4

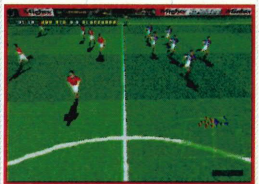
be cool to see him strutting around the pitch.

The good news as far as stadiums are concerned is that every ground in the Premier League – and several others – have been lovingly recreated. Football fanatics will instantly recognise the likes of Elland Road, Old Trafford and Anfield in addition to some of the lower division stadiums, such as Huddersfield's MacAlpine Stadium. As you can see from the screenshots, some pretty spectacular weather conditions are to be included this time around too. The foggy conditions look particularly impressive, but you can also look forward to sun, snow and rain in true British tradition.

Groin Strain

Night matches with individually configured floodlights are also going to feature, giving that 'mid-week away fixture' feel to the proceedings, and when you consider that real-time shadows are to be included, it promises to look pretty spectacular. The commentary looks like being one of the most comprehensive ever and according to the team, they've developed a system called 'ambient realism,' where every sound in the game is going to be context sensitive, from the cheering crowd to the in-game commentary.

We've saved the most radical change until last, however. Are you ready for this? The control system will feature the free-flowing style as perfected in Sensible soccer. This is a fundamental change which Gremlin claims will add to the gameplay immeasurably. There you have it. All we can do now is sit tight and give you a constant stream of updates, but one thing's for sure, *Actua Soccer 2* is looking seriously good. We can only sit and pray that the finished product lives up its early promise, until then, stay tuned for more.



[Above] Players dash onto the pitch in a realistic fashion.

FIGHTIN

UNDER CONSTRUCTION

EVER DREAMED OF PLAYING *FINAL FIGHT* IN 3-D? WAKE UP! THE FUTURE'S HERE AND CORE DESIGN IS ABOUT TO DELIVER A KNOCKOUT PUNCH.

Written By Tom Sargent

After what felt like a full circumnavigation of every major road in England, the PLAY team somehow managed to find the retreat of Derby-based Core Design, which is an achievement in itself, unless you've been there before or possess the nose of a bloodhound.



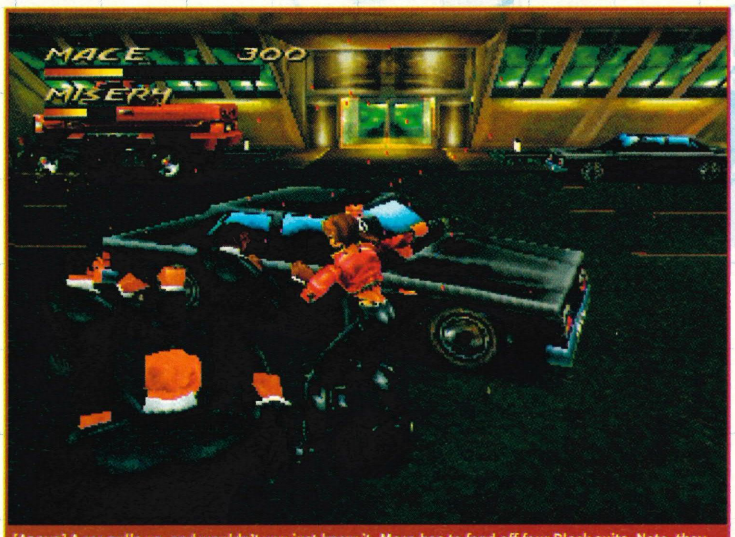
Hidden deep within the idyllic confines of a stately mansion, the air of expectancy is heavy and there's a genuine buzz about the place. And who can blame them, with the phenomenon that is Lara Croft still raking in dosh by the skip-full and another major project, *Fighting Force*, set to add a twist to the beat-'em-up theme just around the corner.

Blueprint

Publisher: Eidos Interactive
Developer: Core Design
% Complete: 85%
Expected Release Date: September '97
Origin: UK
No of Players: 1-2

CORE BLIMEY

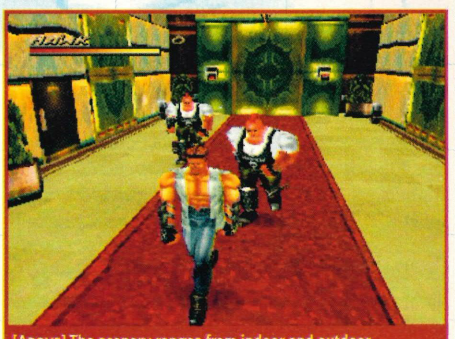
Fighting Force eschews the much-travelled 3-D arena-based beat-'em-up in favour of a scrolling 'go anywhere, punch anything' approach. This sort of casual strolling violence idea was big on the 16-bit consoles, but then Namco brought out *Tekken* and close quarters combat was the order of the day. It's surprising that somebody hasn't hit upon the potential of taking the old *Renegade/Streets of Rage* concept and bringing it up-to-date before, but that's exactly what the developers at Core have now done. Lead programmer Mark Avory explains: "We wanted to do a game in the style of the old 16-bit scrolling beat-'em-ups like *Streets of Rage* and *Final Fight*. As far as we know, nobody else has done this in 3-D, so we see this as an opportunity to take the standard one-on-one fighting game one stage further. We've got two modes for the game. One is an arena mode, where you can take each other on as you would say in *Tekken 2*, and there is a second, main section of the game where you can fight alone or



[ABOVE] A car pulls up, and wouldn't you just know it, Mace has to fend off four Black suits. Note, they all attack at once.



[ABOVE] Nice Truck. After destroying it, there'll be plenty of objects, such as tyres and even the engine to rip out and throw at anyone who gets in the way.

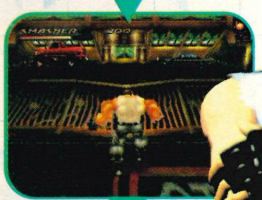


[ABOVE] The scenery ranges from indoor and outdoor locations. Here Hawk is accosted by two mid-level bosses.

SUPER, SMASHING, GATE

THE TEAM AT CORE HAVE ENSURED THAT LARGE PIECES OF SCENERY CAN BE DEMOLISHED TO REACH NEW AREAS. IN THIS SEQUENCE, SMASHER BREAKS DOWN A HUGE IRON GATE.





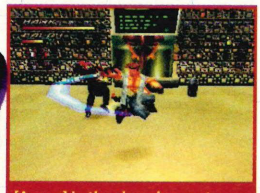




GFORCE



[Above] Another example of the devastating use of the sweeping kick.



[Above] In the shopping centre Hawk tries out a reverse roundhouse kick.

CAST OF THOUSANDS

There are four main characters to choose from: Hawk, Smasher, Alana and Mace. Each has his/her own special moves and abilities and it's up to the player to find out what they are and who is best to complete the game. As with any beat-'em-up, there's a huge quantity of nasties to wade through, some of which are shown below.



Alana

Able to use smaller objects, such as a pistol or bottle.



Hawk

A good All-rounder and Charlie Sheen look-alike



Smasher

Packs a punch, but can't pick up smaller objects.



Mace

Another good all-rounder with various abilities.



Dr Zeng

The token megalomaniac in the game. You'll meet him on the final stage.



Black Suits

You'll be running into these FBI-types at regular intervals. Pretty easy to dispatch.



Brown Caps

Similar to the Black Suits, but a bit tougher. Found on the later levels.



Street Punk

One of a number of female aggressors They're similar to those found in Final Fight.

"We wanted to do a game in the style of the old 16-bit scrolling beat-'em-ups like *Streets of Rage* and *Final Fight*..." Mark Avory, Core Design

work in tandem with another player against the baddies in the streets."

The plot revolves around the megalomaniac Dr Zeng, a self-proclaimed harbinger of doom and all-round bad egg, who after falsely predicting the end of the world by the year 2000, has taken it upon himself to destroy the world by creating his own apocalypse through biological warfare and a loyal army of brainwashed disciples.

Luckily for the planet, four volatile heroes: Mace Daniels, Ben (Smasher) Jackson, Hawk Manson and Alana McKendrick are prepared to go the whole hog in a do or die showdown with Zeng and his cronies. This involves bloody knuckles, bodies being thrown through shop fronts, and copious stomping on the enemy's family jewels. A good old fashioned ruckus in other words.

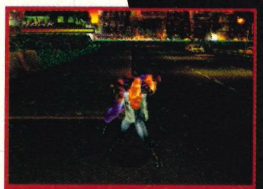
Clobberin' Time

The action in *Fighting Force* action takes place over a total of eight huge levels, each one of which has been split into three smaller stages. The emphasis has been put on creating a game, which not only gives the player total freedom of movement in each location, but positively encourages you to destroy it. Roberto Crillo, the leading artist on the project is particularly proud of this aspect of the game.

"There's a lot more freedom of movement. You can walk anywhere. It's basically up to you. There are loads of standard weapons too, but it's up to you to find new ones. For example, you may have to break off bars from railings, or pick up pipes; basically just experiment and interact with your surroundings."

All the standard weapons will be there for the taking, such as flame throwers, pistols, machine guns and rocket launchers. You can destroy pretty much anything, apart from the buildings themselves; this we we're told with a smile, would be saved for a possible sequel.

Even so, absolutely anything that's standing within each location can be destroyed, from parked cars to skips and gates. We've seen some of the carnage that you can inflict on the immediate surroundings, from the



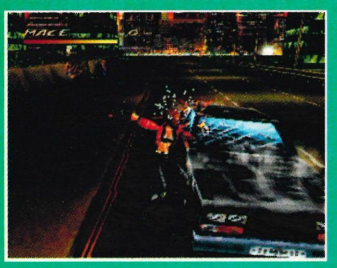
[Above] Hawk too has the ability to pick up and throw enemies.



[Above] Mace takes out two baddies with one spinning punch. This is just one of 40-50 moves.

DESTRUCTION DERBY

Trash everything you can in *Fighting Force*. Even cars are there to be wrecked, but unfortunately not driven. Then you can throw the discarded wheels and even the engine against enemies!



Mace softens up the black Limo with a few punches to the windscreen.



Smasher, rips the bonnet off.



Hawk really lays into the car with a well-timed roundhouse kick. The wheels fly off.



Once they've been ripped off, you can throw the tyres at the Black Suit enemies.

ROCKET IN YOUR POCKET

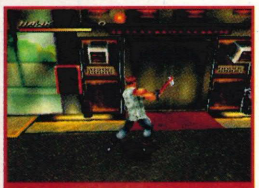
Fighting Force is littered with all sorts of weapons, ranging from knives, sticks, bottles and pieces of debris, to the more cumbersome yet destructive brutes shown below. Expect to be wielding flame throwers, rocket launchers, Uzis, shotguns and machine





[Above] Smasher has the ability to effortlessly pick up enemies and toss them away like rag dolls.





[Above] Pick up various objects and try them out on your immediate surroundings.

enormous single-shot cobra assault cannon taking out passing cars to the smoke trailing rocket launcher obliterating shop windows. It's enormously satisfying, even at this stage to randomly blast everything in sight and we haven't even mentioned the close combat yet.

RENEGADE

There's a heavy quotient of bone-crunching street fighting, where working as a team is encouraged. One player will be able to hold a bad guy down, while the other gives him a good pasting.

Some special routines have also been included so that the game will be able to handle up to six adversaries, plus two players on-screen simultaneously without any slowdown! And we've played it and can testify the validity of this claim.

Each character has a limited number of moves, but the number is increased when you batter the buttons as combos are strung together. This is no *Tobal 2* or *Tekken 2*, as there are significantly less moves, but who wants to try and work out a flaming dragon punch when you just want to pummel some guy's head into a fire hydrant?

There will additionally be a number of special moves unique to each character, which we're told, will not be too difficult for the first time player to activate. Each player will have his or her own strengths and weaknesses; for instance, Alana and Mace won't be able to pick up heavy objects, but they will be able to use the smaller objects such as a pistol that Smasher will not be able to pick up. Roberto Crillo adds:

"The AI has been given some special attention for many enemies. If you keep attacking them with the same move, they'll adapt and start to block. You must keep mixing it up with a variety of attacks to beat them."

DEVASTATION

The locations in *Fighting Force* will be chock-a-block with wave after wave of psychopathic goons who come in various forms and guises. But whether they're black-suits, killer vamps, or street punks, each one is hell-bent on your destruction. Expect four on one attacks at regular intervals, although the corpses will not remain on-screen due to memory constraints.

Interestingly enough, the team has plumped for one 'intelligent' camera angle, which will provide the player with the best view at all times.

With a few months left to tweak Fighting Force's finer points, there's plenty to get excited about. It's a simple 16-bit concept that's been given the next generation treatment and one that Core is justifiably proud of. Everything that they can possibly add is being squeezed in, such as secret areas, more bosses, a choice of routes to take for added replay value and analogue joypad compatibility. Scheduled for a September release, *Fighting Force* should be with us for a full preview soon.



"Copious stomping on the enemy's family jewels!"

SOFTOGRAPHY

Tomb Raider
Swagman
Johnny Bazookatone
FireStorm: Thunderhawk
Shellshock

Break-neck racing for 1-8 addicts. 48 Head-spinning 3D tracks. 32 Vehicles. Loads of weapons.

"THE GREATEST MULTI-PLAYER GAME FOR THE PLAYSTATION"

PlayStation Plus, 94%

Starting's easy. Stopping's the hard part.







MAXIMUM MULTI-PLAYER RACING

THE ORIGINAL
Micro Machines
SCALE MINIATURES
V3





9/10 Official PlayStation magazine, 9/10 PlayStation Pro, 94% PlayStation Plus, 92% Play magazine, 9/10 PlayStation Power, 91% Gamesmaster, 5/5 C&VG.

PlayStation Magazine STARPLAYER

Codemasters pure gameplay

SHARED CONTROLLER OPTION
1 2
double the no. of players

www.codemasters.com

© The Codemasters Software Company Limited, ("Codemasters") 1997. All Rights Reserved. Codemasters and pure gameplay are trademarks being used under license by The Codemasters Software Company Limited. Micro Machines is a registered trademark owned by Lewis Galoob Toys Inc. Codemasters is using the Micro Machines mark for this product pursuant to a licence. Codemasters is not affiliated with Lewis Galoob Toys Inc. "PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

V-RALLY

AN EXTRAORDINARY AMOUNT OF HYPE HAS PRECEDED THE RELEASE OF THE TITLE THAT EVERYONE HOPES WILL BE THE LAST WORD IN PLAYSTATION RACING. AND YOU HAVEN'T EVEN SEEN THE CINEMA AND TV ADVERTS YET...



[ABOVE] No cockpit mode, but playing from the inside view is still the best way to drive accurately.

Written By Graeme Nicholson

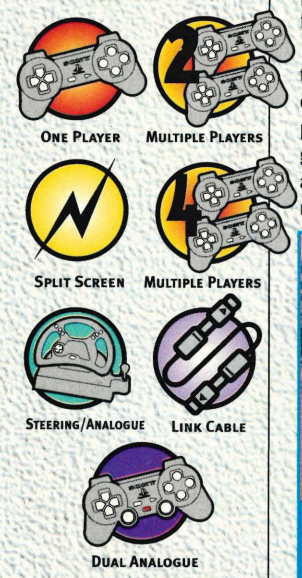
For ages the PlayStation audience has moaned about how there were no rally games on the PlayStation, and Saturn owners would taunt us about how they had the admittedly brilliant *Sega Rally* because they had wisely chosen Sega over Sony back in the great console war of '95.

Demand for this gaping hole in the market didn't go unnoticed however, as this summer British gamers are going to be confronted with Sony's bouncy and delightful *Rally Cross*, the Eutechnyx-produced *Total Drivin'*, and this, *V-Rally* from developers Infogrames.

Looking at the lush graphics of the tracks, the powerful four-wheeled beasts on offer and the acrobatics that are possible, it's very likely that you'll want to get right in there and start screaming around a few laps in your whining motorcar. However, as sure as the sun rises in the morning, it is guaranteed that you won't get 50 V-meters down the V-road before you undergo the indignity of your first V-crash. It's *that* hard.

PLAY INFORMATION

Publisher: Ocean
Customer support: 0161 832 6633
Price: £44.99
Release date: Out now





[ABOVE] The Subaru Twins, as they have become known, can reduce a grown man to tears with their incessant bullying.



[ABOVE] Driving at night is very atmospheric, but we have yet to see any wildlife stumbling into the glare of the headlights.

ARI VATANEN

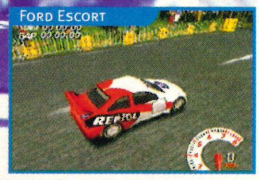
If fate is on your side you might get off lightly, merely being fish-tailed by the excruciatingly determined computer cars so that your fender is forced into the foliage at the road side and you are no longer a threat.

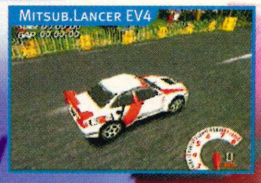
It is entirely possible though that you could foolishly manage to get up to a higher speed on the first straight, and in attempting to avoid another car or follow a bend you glide the wheels over a grassy knoll, culminating in the kind of major accident that people usually have to be cut out of by a fireman wielding an oxy-acetylene torch.

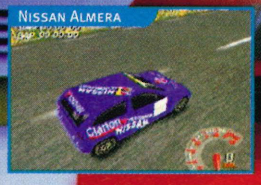
The immediate difficulty of controlling











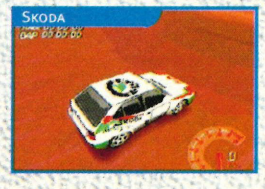


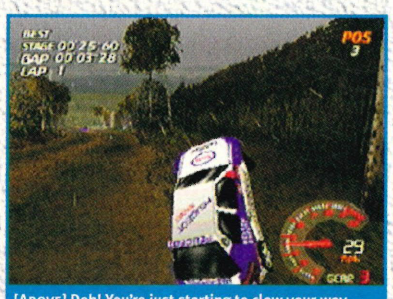












[Above] Doh! You're just starting to claw your way back up the grid when you fluff a turn and go airborne.



[Above] The camera gets a bit excited during the really brutal crashes.

"You'll be navigating the curves and rapidly shifting through the gears with inhuman efficiency!"

even the game's most harmless cars has its good and its bad points. On the negative side, new players are obviously going to be put off and those friends that you get round to play the split screen mode will rapidly lose interest when it seems beyond the realms of their physical ability to complete a lap in under an hour.

On the positive side, if you buy the game and put in the time needed to hone your driving skills and reactions to those of a chemically aided navy seal, you'll be doing healthy 90-second laps while navigating the curves and rapidly shifting through the gears with inhuman efficiency.

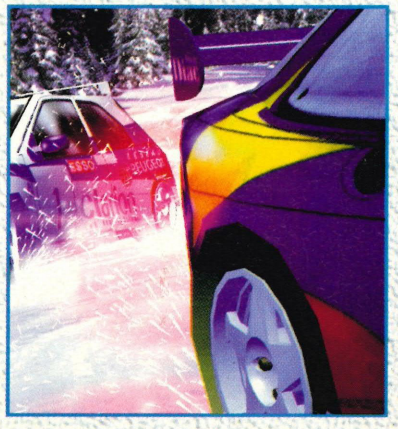
When you reach this stage you can clearly see that the cars were only so hard to drive because they're hyper-sensitive, which isn't really a bad thing once you're used to it! Setting up your car with the necessary tyres and tuning can be critical too, but the most important factors are concentrating on getting a feel for the game and learning to powerslide your way to victory.

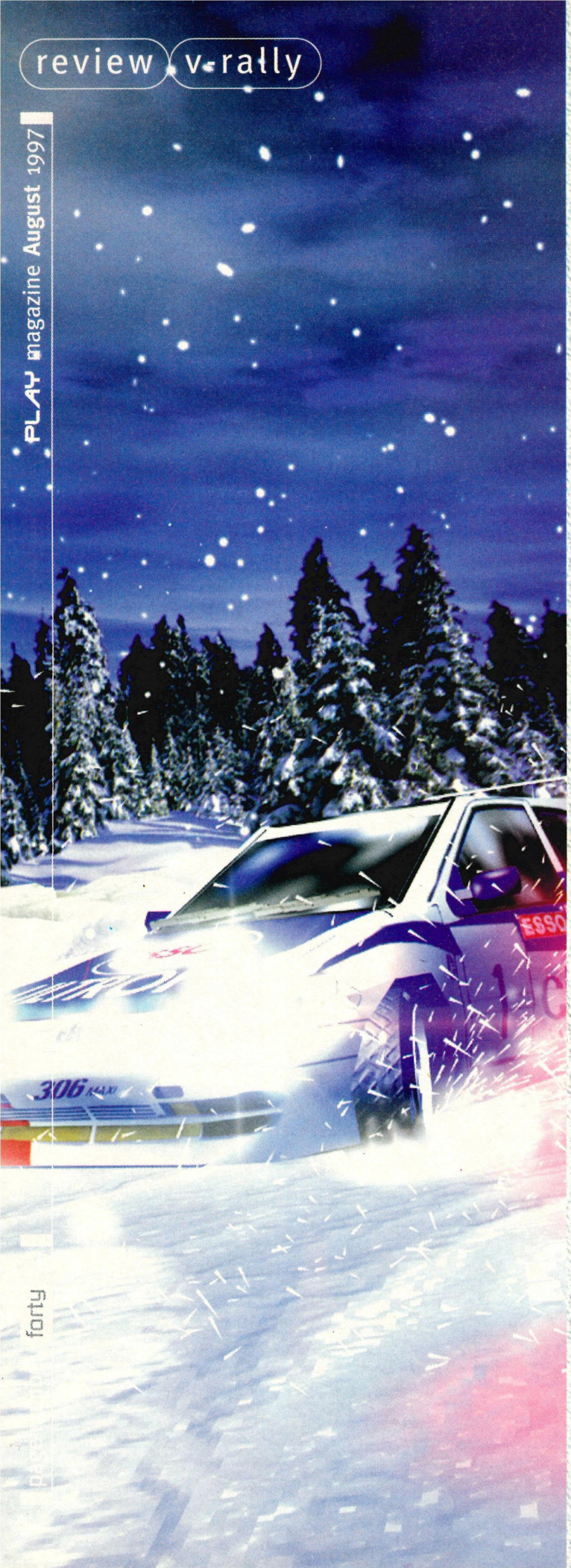
I GO DRIVING

V-Rally has nearly every feature you desire, with ten real cars, 45 gorgeous courses, endlessly varied driving conditions, link and split screen options that can be

CONFUSED?

By now you're wondering whether to buy *Rally Cross* or *V-Rally* over the next couple of months. Rest assured, they are both games of good quality and you couldn't be disappointed with either, but the main differences are the sheer volume of tracks *V-Rally* has (45) compared to the six courses on *Rally Cross* with three variations of each, and *V-Rally* is linkable. However, two player *Rally Cross* kept us hooked for many more hours than two player *V-Rally* did, so the best recommendation is to buy *V-Rally* if you usually play alone and *Rally Cross* if you're into split screen racing. Also, *V-Rally* is much more like a serious simulator than *Rally Cross*.



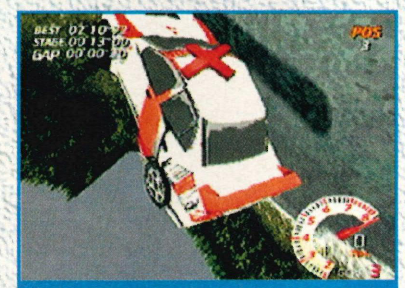




[Above] When the arrow appears, it doesn't mean you should turn in that direction immediately...



[Above] The computer controlled cars are good, but thankfully they're not perfect and are prone to some spectacular crashes.



[Above] For the authentic rally experience, the car rolls and flips during a smash while retaining the inside view.

combined for four player gaming and every possible mode of play imaginable. This is why its few omissions are more surprising than in a game of lower standard.

It's fair enough that the computer controlled cars are tough to catch once they get away from you, it just means you really have to push yourself to the limit to take first place. But unfortunately there isn't any overhead course display to let you see how near or far the three cars are from you – something which nearly every other racing game has.

The other missing detail concerns the rev counters in two player mode. There aren't any. A tiny thing like that actually changes the gameplay quite a bit, as it means you are each forced to use automatic gears, because the roar of two equally excited engines makes it hard to tell who should be changing up or down.

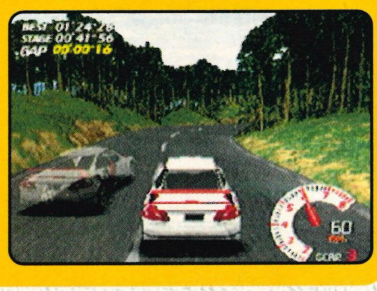
Still, it's hard to be bitter. With your co-driver shouting the easy rights and the hard lefts like you'd find in a professional rally.

You'll find yourself winding through the mountain roads in the Corsica stages, sliding sideways on the pink sands of Indonesia, trudging over the thick snow of

GHOSTBUSTERS

As well as the extensive Arcade and Championship modes, there's an excellent Time Trial mode which gives you a ghost car driving your own previous lap to race against. You can play for as long as you want on a course, and this is really the way to improve quickly.





THE SECRET OF MY SUCCESS

To make any progress in *V-Rally*, you have to get the hang of cornering once you've made sure the correct tyres are selected. Here's how it works...



1. See the arrow? They are colour-coded. Green means easy, yellow means medium and red means hard.



2. Hit the foot brake a good distance from the bend – notice that you are already being shown the arrow for the next corner.



Turn well early, this isn't *Rage Racer* with its super traction you know. You will begin to skid around the bend.



Engage reverse steering to keep the car from spinning round, and the corner will just slip out of the way!



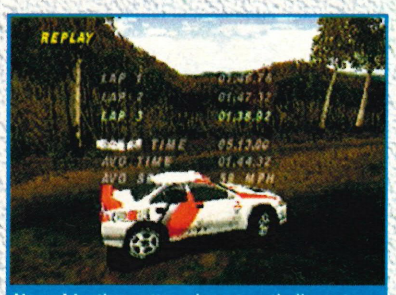
[Above] The daytime courses are of course crammed with the lens flare effect.

DOUBLE UP

Playing with the split screen mode doesn't affect the frame rate at all with *V-Rally*, which is an impressive achievement. You can also choose to have the screen halved vertically instead of horizontally, but that's not so good without a widescreen TV.





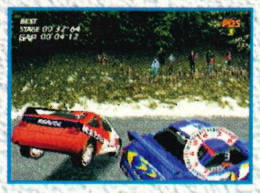


[Above] A rather pretty replay automatically starts when you cross the line, showing the car from lots of nice angles.

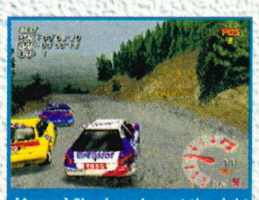


[Above] The driving corridor is huge, so you can go flying off the track at each side. Or down an embankment.

"*V-Rally* is certainly worthy of your money and attention!"

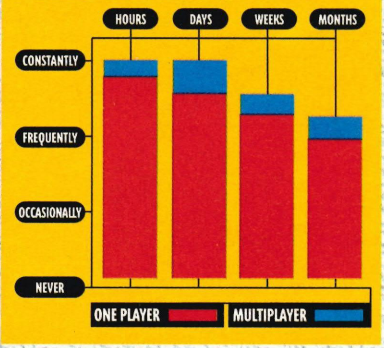






[Above] Check you've got the right tyres on, on gravel like this you need all the grip you can get!

LONG TERM PLAY...



the Swedish tracks or throwing the tail out on the gravel and dirt of the typically overcast English courses.

IN MY CAR

Some races are held in the gleaming midday sun, some at sunset, and occasionally in the dead of night, meaning you drive using only the headlights of your car – a very challenging way to race! Add the smart rain effect and the odd shallow ford and you've got enough driving conditions to keep your eyes glued to the screen for a long time.

Yes, *V-Rally* has been made with realism and variation in mind, and the result is a very playable title. There's support for the holy new official controller, the Dual Analogue pad, and it works with your steering wheels and NeGcons too.

Surprisingly, the sensitive and precise nature of the control system appears to be easier to handle with the standard digital pad, which seems a bit of a shame after implementing all these new contraptions!

If you are prepared for a seriously tough game to master, and you're ready to endure the feeling that you are in fact a video game retard until you figure out the handling, then *V-Rally* is certainly worthy of your money and attention.

Without a doubt this is the prettiest racing game so far and there's plenty to see and do, but as for the difficulty level, just don't say we didn't warn you...

PLAY

Looks	8
Sounds	8
Gameplay	7
Value	8
Options	9

PLAYED 87%

It's fast, it's big and it's fun!

Alternatively:
Rally Cross (89%)
Total Drivin' (August '97)

RUNABO

"ARE YOU BORN TO DRIVE?" SNARLS THE PACKAGING OF *RUNABOUT*. BUT IT SHOULD READ "ARE YOU BORN TO CRASH?"

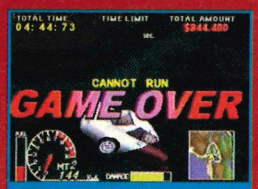
The whacky nature of PlayStation titles imported from Japan often means that the idea is lost on western players. Outside of huge releases like *Tobal 2* and *Rage Racer*, *Runabout* is certainly one of the most enjoyable games to come our way from the far east in quite some time.

The game starts off with two courses to choose from: one set at the seaside and the other set in a busy city. Whether you pick the low-rider truck, the BMW or even the Vespa scooter, you're going to be in for the ride of your life!

You see *Runabout* isn't your usual slightly dodgy Japanese *Rage Racer* clone, it's a seriously quick game that openly invites you to break every rule of its sprawling public road system.

It plays like an entire game made from the *Die Hard With a Vengeance* part of Fox Interactive's brilliant *Die Hard Trilogy*, with so many similarities that Fox could well be getting hot under its corporate collar if the *Die Hard* game engine hasn't been officially licenced for *Runabout*.

The freedom to drive absolutely anywhere you think a car would fit is there. The graphics and movement are practically identical. And there's even the option of having a pull-away camera shot of your car when you do something heroic.



[Above] A frantic chase though the streets ends in tears as you plunge into the ocean and sink.



[Above] Complete the game and you get a big garbage truck and this stretched limo.



[Above] The shopping mall in Metro City won't know what hit it when you come crashing in through the glass doors and run riot down the isles.

However, there is more here than just a rip-off of something you already own. The control of the cars is far better than *Die Hard*'s, handling much more like a racing game should, which helps make *Runabout* so playable. The vehicles are also larger and more detailed, and you can tune them *Peak Performance*-style to get the most out of them.

WRECKLESS

With the small radar display as your guide, you have to track down and ram certain objects, like the stretched limo on the seaside track, and then get to the end of the level before the timer hits zero. There are many detours by way of forks in the road, sneaky shortcuts reached by smashing through billboards, and each level has multiple routes leading to the end.

On your travels you will notice that almost everything is destructible, and a readout at the top of the screen keeps track of how much damage you're doing to other people's property, in dollars.

Tables, chairs, windows, cars – they all have a cost which is added to the total.



[Above] Battering over seemingly harmless objects can turn up some frightening discoveries, like a box of explosives!



[Above] The little Mini with the Union Jack on the roof is cute and manouevrable, but don't expect it to look too good after a collision.

LOVE WILL BUILD A BRIDGE

On the Seaside level there is a huge draw bridge to be found on a little detour next to a field of cows. Normally it's closed and in its upright position, but with the destruction of a few selected objects it moves down enough to just make a jump between the two sections possible, as seen here.

PLAY INFORMATION

Publisher: Climax
Supplier: The Video Game Centre on 01202 527314
Price: £74.99
Release date: Out now (import)

One Player | Memory Card

Written By Graeme Nicholson

UT

"More arousing auto-destruction than David Cronenberg's *Crash*!"

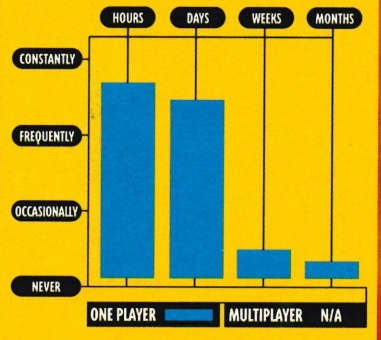


[Above] Work off that road rage when you get home by playing *Runabout* and burning out an ordinary road car like this 3 Series BMW!



[Above] Believe it or not, the sorry crumpled wreck you see before you is actually a Nissan Skyline that is less than three minutes old.

LONG TERM PLAY...



Rather than penalising you at the end, this is actually your score in the game, meaning you get to enter your initials if you do particularly well trashing your surroundings on the way to the finish line!

One level even has a speed camera that flashes you as you tear past, and you are rewarded according to how much you were over the limit. It's a terrific idea, although you can't run over pedestrians who get in your way which is a bit disappointing. They just scream and hop off to safety.

DEMOLITION DERBY

Part of what makes *Runabout* so entertaining is the real time damage that your own car suffers. By the time you make it to the end of a level you can be driving something which is barely recognisable as the same car you set out in.

All vehicles have different resistance levels, but after a good few miles of abuse from you they will all end up looking like twisted and wrinkled wrecks, with flame and oily black smoke billowing from their undersides. Keep an eye on the car damage meter though, as they will eventually grind to a halt and lose you the game if you're not careful.

Each time you finish a track, you get two new cars to play around with which are all fun to try, from a Honda NSX, to a full sized bus. But here lies the big problem – there are only three missions for you to complete, which we did within hours of the game arriving.

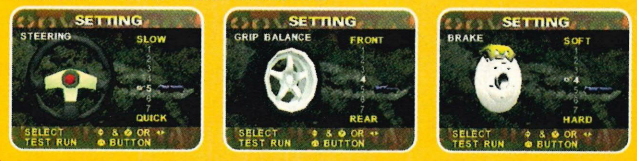
There's a test circuit thrown in as well to try out your carefully tuned creations, but that doesn't really count as it's fairly dull and there's nothing much to do.

For this reason it is very hard to recommend *Runabout*, as it's a bit of an anti-climax to make it to the end of the third level so soon after loading the game and realise that you're watching the FMV and end credits that signal you've finished the whole thing. Thoroughly exhilarating while it lasts, with more arousing auto-destruction than David Cronenberg's *Crash*, but it's over too quickly. Bring on the sequel!



DON'T WANNA BE YOUR MONKEY WRENCH

IT MIGHT LOOK LIKE IT'S JUST A MAD ARCADE BRAWL, BUT *RUNABOUT* ALLOWS YOU TO TUNE THE CARS TO A SURPRISINGLY HIGH DEGREE. THE FRONT AND REAR SUSPENSION CAN BE ALTERED INDEPENDENTLY, THE BRAKES CAN BE TIGHTENED OR SOFTENED AND THE STEERING CAN BE MADE MORE OR LESS RESPONSIVE ALONG WITH A FEW OTHER BITS AND PIECES. IMPRESSIVE.

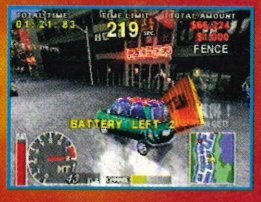


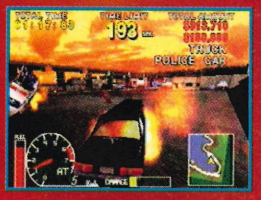


[Above] The Honda NSX is the car with the least grip, but it's still gorgeous and fast.









PLAY

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

PLAYED 77%

Fun while it lasts!

ALTERNATIVELY:
DIE HARD TRILOGY (92%)
TWISTED METAL 2 (88%)

NAMCO MUS



REVISIT THE GOLDEN AGE OF GAMING ONCE MORE IN THE FOURTH INSTALLMENT OF NAMCO'S BURGEONING MUSEUM SERIES. ARCADE MASTERPIECES OR TIRED-OLD TAT?

Written By Tom Sargent

There's absolutely no letting up in the current deluge of retro-gaming packages currently overloading the shelves. Other than the three previous compilations from Namco, we've been subjected to two other memory-jolting collections from the likes of Acclaim, Virgin (*Bubble Bobble* series) and GT Interactive (*Williams Arcade's Greatest Hits* and *Atari Collection*). There's still a high demand for these incursions into the past, but why should this be so? Perhaps it's the teary-eyed recognition of a gaming era long gone, but not forgotten, or more fundamentally, the way playability was given precedence over the obvious graphical limitations of the early Eighties.

Volume 4 comprises of five more arcade-perfect titles from the seemingly inexhaustible annals of Namco's back catalogue. As usual there are a few prime fillets waiting to be served up, along with a couple of turkeys, which should have stayed dead and buried.

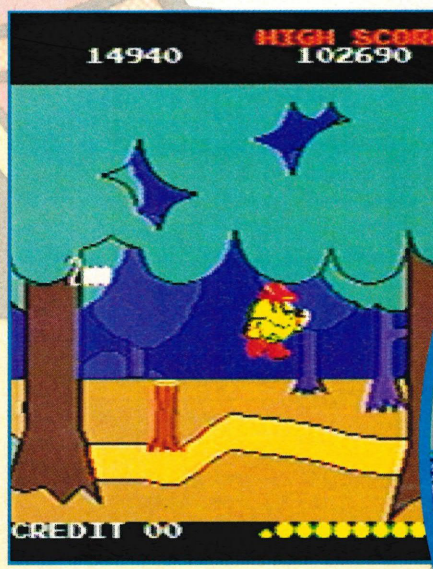
Two words. Pac and Land. This has to be one of Namco's finest gaming achievements of the old school. Not that it's technically mind-blowing. Far from it in fact. The appeal lies in its fiendish simplicity: run from left to right as the scenery scrolls by collecting power pills and secret bonuses while avoiding the tenacious ghosts. Only this time the pesky critters are driving cars, throwing objects out of windows and hopping around on pogo sticks. Excellent stuff.

WACA-WACA

Ishtar is an incredibly crude-looking RPG wannabe, where you take control of two characters on one controller who have to negotiate castles and dungeons collecting keys and spells to defeat the garish inhabitants. There is a save game facility here for those of you who can stomach the mind-numbing tedium and lacklustre presentation.

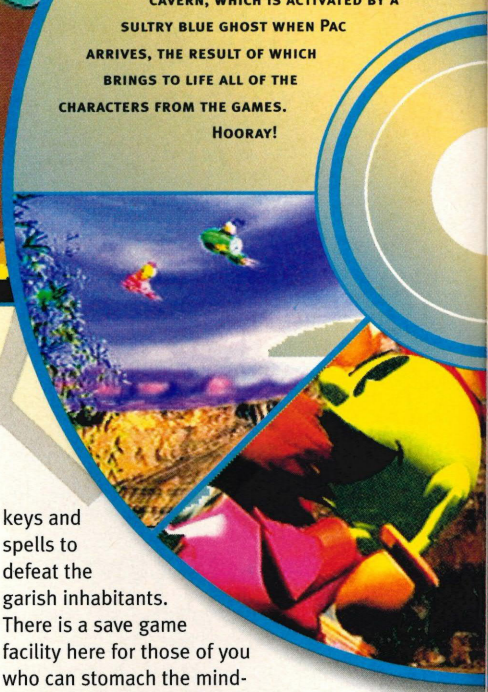
Ordyne on the other hand is a one or two player sideways scrolling shoot-'em-up which utilises a few familiar graphical routines that younger readers will be more accustomed to, such as rotation and sprite-scaling. Collect power-ups, visit the shop to upgrade them; you know the routine. This was all technically brilliant stuff back in 1988, and it remains perfectly playable second time around.

Genpei must have caused a bit stir due to the radical three-games-in-one approach. Still, it plays and looks like an old dog. You begin the game controlling a petite, badly-animated Samurai sprite who shuffles lethargically along a scrolling background. Before long your character grows to ten times his original size, but this fails to instil any impetus to the proceedings. Even the addition of a



RETURN OF THE PAC

PAC'S BACK IN YET ANOTHER FMV, AHEM, 'ADVENTURE' WHICH SOMEHOW MANAGES TO ENCAPSULATE THE FIVE FEATURED GAMES IN THIS DECIDEDLY DODGY INTRO. THE CD IS HIDDEN DEEP WITHIN A CAVERN, WHICH IS ACTIVATED BY A SULTRY BLUE GHOST WHEN PAC ARRIVES, THE RESULT OF WHICH BRINGS TO LIFE ALL OF THE CHARACTERS FROM THE GAMES. HOORAY!



PLAY INFORMATION

Publisher: Sony
Customer Support: 0881 505505
Price: £34.99
Release date: Out August '97



ONE PLAYER MULTIPLE PLAYERS



MEMORY CARD

ISHAR

AN UNFEASIBLY DULL-LOOKING RPG HOPEFUL, THAT LACKS DEPTH AND PLAYABILITY. **6/10**



[ABOVE] The female lead character has found a key to unlock one of the doors. Lucky, lucky her.

ASSAULT

PERHAPS THE MOST TECHNICALLY ADVANCED GAME OF THE WHOLE BUNCH AND A RIGHT-OLD LAUGH TO BOOT. **8/10**



[ABOVE] Beware, death-dealing turrets and tons of eager tanks.



[ABOVE] Driving over a jump pad propels your tank into the air.



[ABOVE] After completing a level, you're escorted to a vortex.

SEUM VOL 4





[Above] There are a fair few spring-board-over water moments to negotiate.



[Above] Ghosts on pogo sticks. Surreal or what! Watch out for water firing-out of the Fire Hydrants.

PAC-LAND

PACLAND

A REAL ARCADE CLASSIC PRESENTED IN THE SAME VEIN AS *WONDERBOY*. **8/10**



[Above] The lava level. There's plenty of on-screen action. It's a two player game too. Flippin' heck.



[Above] The mother ship in it's death-throws. An example of the rotation technique used ny Namco.

ORDYNE

ORDYNE

FAR FROM BEING ORDINARY, *ORDYNE* WAS ONE OF THE FIRST GAMES TO USE 'RADICAL' NEW TECHNOLOGY. **7/10**

"There's just no substitute for pure gamplay..."

pseudo-RPG section found later on cannot save this repetitive mish-mash.

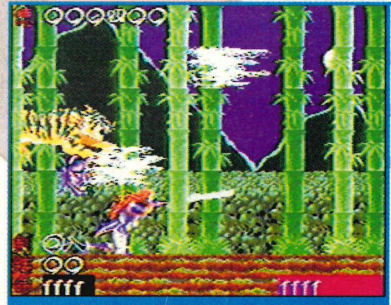
Golden Oldies

To end on a positive note, *Assault* is the final game in *Volume 4* and it's an absolute cracker. Controlling a tank from a plan-view perspective, you must clear wave after wave of enemy tanks by shooting them on the ground, or bombarding them temporarily from above, when activating a kind of mega jump pad. Simple, but effective and including the same rotational and scaling seen in *Ordyne*.

As we draw the curtains on yet another trip down memory lane, it's fair to say that three of the five games in the collection are still extremely playable, which is promising considering the demands of a today's processor-hungry market.

A lesson learned? We think so. There's just no substitute for pure gamplay. *PacLand*, *Assault* and to a lesser extent, *Ordyne* are testament to this. Those of you who are old enough to remember them first time around, tell everyone to buy this.





[Above] Animal activists take note, the tiger gets it in the neck and is served up as an aphrodisiac.



GENPEI

A CONFUSING MISH-MASH OF IDEAS WHICH FALLS DRASTICALLY SHORT OF ENTERTAINMENT. **4/10**

PLAY

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

PLAYED **79%**

A worthy addition to the Namco back catalogue.

ALTERNATIVELY:
NAMCO VOLUME 3 (73%)
ATARI COLLECTION (81%)

CARNAGE HE

ANOTHER ATTACK OF THE GIANT ROBOTS SO SOON AFTER *MECHWARRIOR 2*? YES, BUT IT'S NOT WHAT YOU THINK IT IS...

Written By Graeme Nicholson

The story behind

Carnage Heart is generic, but at least it gives you an idea what you're fighting for. It begins in the year 2025 when the entire natural resources of Earth have been used up by a huge and greedy population. The future is bleak for the human race which depends on such materials, and the only thing that looked certain was extinction.

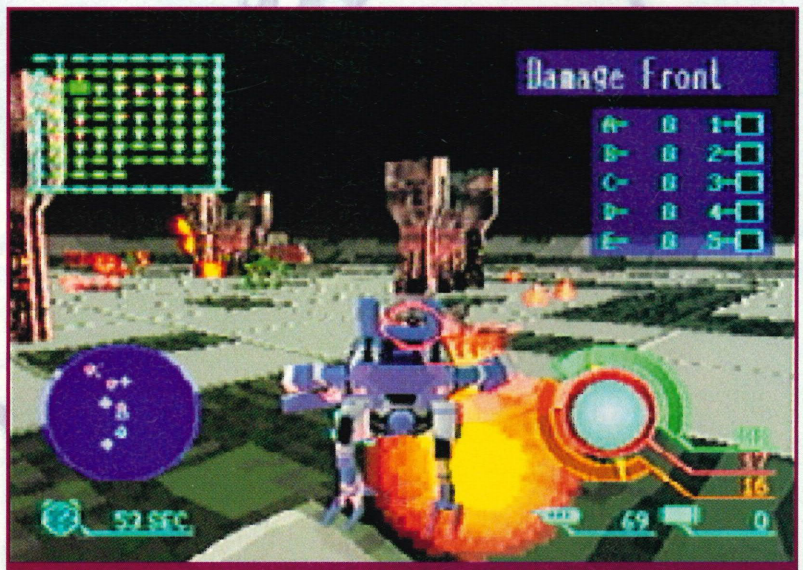
By 2031, America set up its Space Mining division to begin stripping other planets of their minerals and the rest of the world started following suit, culminating in a bitter mining dispute on the Moon between French and Brazilian colonies. During this conflict, France went slightly over the top and revealed their secret weapon – a massive unmanned robot with devastating firepower. Brazil surrendered.

The game takes place in 2073 when the Moon and Mars have already been robbed of their minerals and the ongoing search has led to three of Jupiter's moons: Callisto, Europa and Ganymede. There are now only two forces in competition for these resources, the Drakken Group and the World Federation, and a constant war rages on over the mining territories, fought using modern versions of France's automated killer.

PLAY INFORMATION

Publisher: Sony
Customer support: 0881 505505
Price: £34.99
Release date: Out now

ONE PLAYER MEMORY CARD



[ABOVE] After a long time spent programming in the lab, you can switch on the logic display in the corner to see the CPU make its rapid decisions.

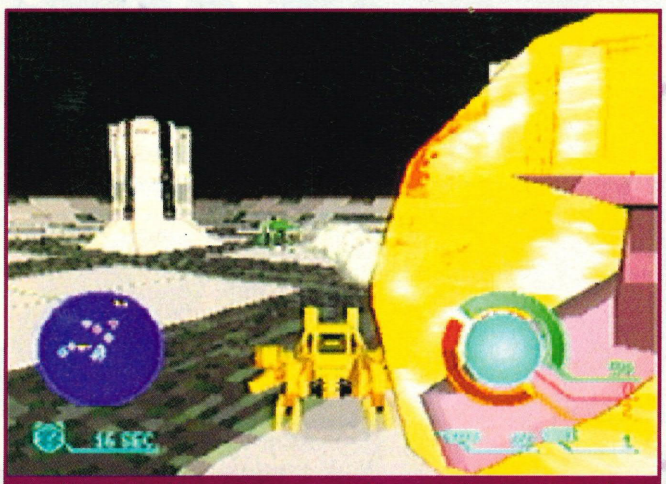
GOSUB

The awesome machines are now known as OverKill Engines or OKEs, and the World Federation has flown you to Europa to take command of their battle against the Drakken Group. Instead of live combat using your fast reflexes and thirst for flaming death, *Carnage Heart* consists entirely of strategic planning and, rather oddly, programming.

You plot where your OKEs travel to using overhead diagrams, with the aim of overwhelming an enemy base. At the same time, the Drakken Group is moving its own robots around the moon's surface trying to take your bases and if they succeed in blasting their way into your final holding, you have failed. Controlling the machines like this you can issue simple commands like Defend Base, Capture Base or Patrol.

Your main concern is designing OKE units within the Factory part of the game, as this is what will make the difference when the opposing forces lock horns in an area and a massive fight ensues. Through a series of menus you build up your monster's hardware, buying the right engine, body, weapons and even CPU to create an unbeatable bringer of doom.

Next you have to "program" the OKE's software to determine how it will react in certain situations. This is done by placing



[ABOVE] Damn it. It would appear I've programmed mine to squat like a dog whenever it's right next to a thermonuclear explosion.

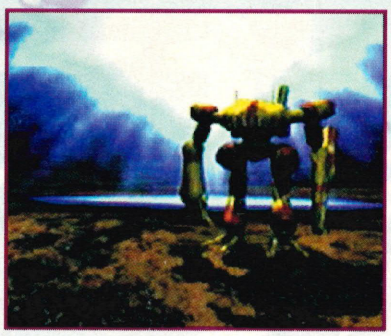


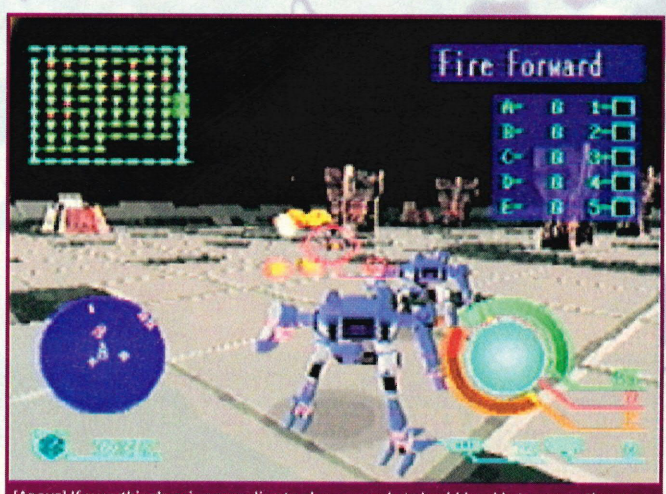
[ABOVE] This is what it really looks like when you move the World Federation OKEs across the planet.



[ABOVE] Setting up realistic test conditions for your recently devised OKE is vital to check how it will do against the same enemies in battle.

ART

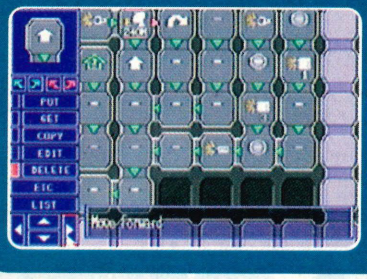


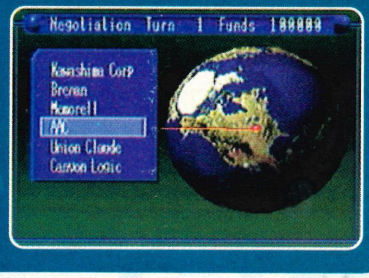


[Above] If everything's going according to plan, your robot should be able to assess threats of its own accord.

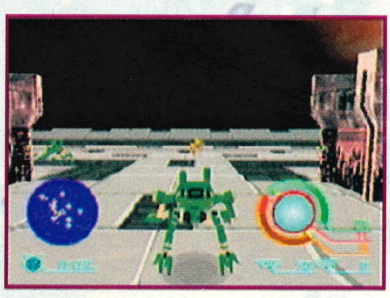
DECISIONS, DECISIONS

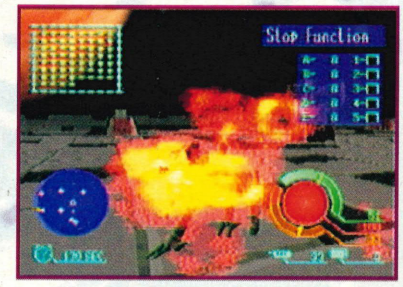
The sharp graphics with their good animation and nice pyrotechnics take a back seat in *Carnage Heart* to the cold 2-D interface of tactical menus and CPU programming screens that you see a lot of. For the hardware and software designing there is the option to have them done automatically for you, but then there really is no point in loading the thing up as you wouldn't be doing anything at all. Next time let's have some live interaction with the battles as well... please!



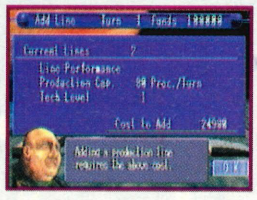


"Bound to alienate almost every PlayStation user not in possession of a Mensa card!"



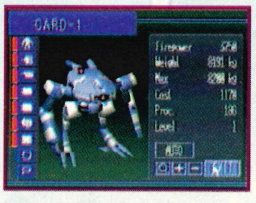


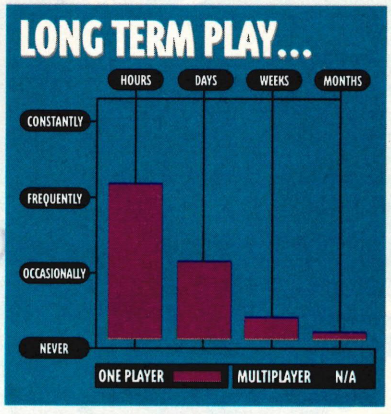












microchips on a screen representing the inside of its head, and unfortunately this is where you are forced to spend a lot of your time when playing *Carnage Heart*.

There are 40 different chips and a lot of space to put them in, and when you've come up with something you think might work, you test the design in a practice battle or send a production model into real combat.

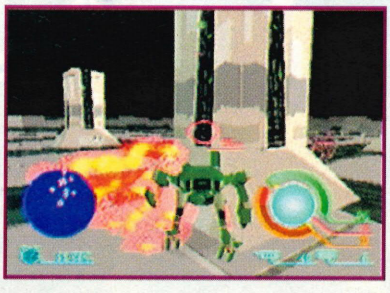
PEEK

The 3-D, light sourced appearance of the conflict scenes is totally wasted because all you do is sit back and watch how your creation copes with an enemy threat. There is no interaction until it gets blown to bits and you go back to your strategy and programming screens to prepare better for next time.

The programming is so complicated that you would have to retreat to a quiet mountain cave for several years with only the extremely huge and unthinkably dull Programming Strategy Guide as your entertainment to fully understand such obsessively fiddly nuances of computer logic.

It's well made in that whoever was working on it clearly understood what it was they wanted to make and achieved their goal, and it is well presented for a strategy game, but it's so depressingly deep that it's bound to alienate almost every PlayStation user not in possession of a Mensa card.

Stick to *MechWarrior 2* for your battling robot needs and Spectrum basic for any secret programming desires – even Sony's own Yaroze must be easier to get started on than this!



PLAY

Looks	●●●●●●●○○○
Sounds	●●●●●○○○○○
Gameplay	●●○○○○○○○○
Value	●●○○○○○○○○
Heart	●●●○○○○○○○

PLAYED **57%**

Bizarre and impenetrable strategy oddity

ALTERNATIVELY:
ALLIED GENERAL (51%)
MECHWARRIOR 2 (91%)

100% PlayStation 0% fair

PowerStation

UK'S BIGGEST MONTHLY TIPS MAGAZINE!

the complete A-Z of PlayStation tips





132 action packed pages featuring the definitive International Superstar Soccer Pro guide, ultimate solution for Suikoden (it's a monster!), massive Spider player's guide, Exhumed solution conclusion, plus Swagman, Actua Soccer Club Edition, Platinum Range and loads more in Britain's brightest and biggest tips magazine!



RESERVATION COPY

Hand this in to your newsagent today to make sure that you never miss out on the UK's Number One PlayStation tips magazine.

Please reserve me a copy of

PowerStation
the complete A-Z of PlayStation tips

name:

address:

postcode: **tel:**

Distributed to your local Wholesaler by Seymour (ISSN 1358-9474)

WALL OF GAME

TOBAL 2

Cheats

Big Players/Little Players

When selecting your character, hold L2, R2 and push the ▲ button. Now during the bouts, you can increase and decrease the size of your character by pressing L2 (shrink) or R2 (grow). This works on all modes except for Quest. It is also a good idea to use the shrink mode in the tournament mode to complete it more easily and obtain the secret characters.

Alternative Costumes

Press ⇧ + ▲ when you select your character and they will enter the battle arena in a different set of clobber.





Hidden Characters

There are simply loads of secret characters in *Tobal 2*. Here's how you get to play as them:

MUFU – beat the game on easy mode.
NORK – beat the game on normal mode.
UDAN – beat the game on hard mode.

TRIX (Toriyama Robot) – beat the game on easy mode using a monster.
D PURPLE – beat the game on normal mode using a monster.
RED ZEPPEL – beat the game on hard mode using a monster.

BLACK ATTACKER – beat the game on easy mode without using continues.
MONO EYE – beat the game on normal mode without using continues.
DARK ELF – beat the game on hard mode without using continues.

TRI HORN – becomes playable after a certain number of replays have been saved.

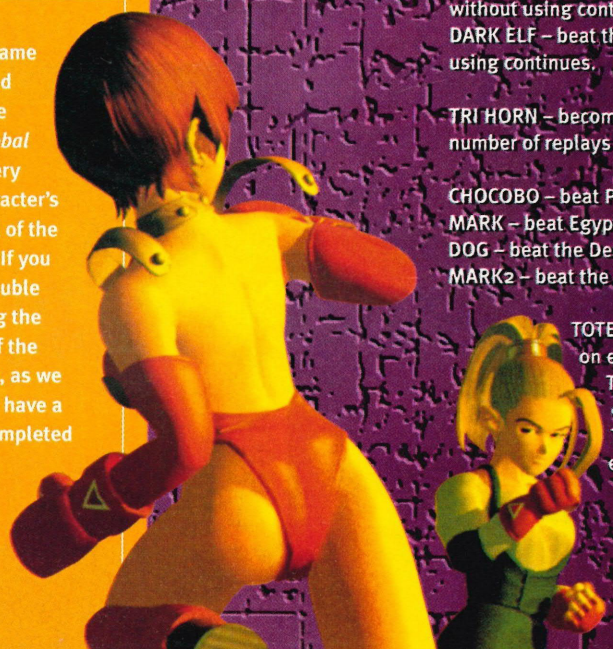
CHOCOBO – beat Practice (1st) Dungeon.
MARK – beat Egyptian Ruins (2nd) Dungeon.
DOG – beat the Desert Spaceship (3rd) Dungeon.
MARK2 – beat the Castle (6th) Dungeon.

TOTEM 1ST – see all ten endings on easy mode.
TOTEM 2ND – see all ten endings on normal mode.
TOTEM 3RD – see all ten endings on hard mode.

PLAY Information

Publisher: Square
Supplier: The Video Game Centre (01202) 527314
Price: £69.99
Release date: Out now (import)

It was our featured game last month and now here's the start of our *Tobal 2* guide to every standard character's moves and all of the game cheats. If you are having trouble understanding the quest mode of the game fear not, as we will hopefully have a translation completed soon.



Character Moves

Here we present the full moves lists for each and every one of the default characters, but first let us cast our eye over the common moves that apply for every character.



Common Moves

Jump – L1/L2
Guard – R1/R2
High attack – △
Mid attack – □
Low attack – ×
Action (Quest only) – ○

Quick dash – ⇨⇨
Run – ⇨⇨ (hold)
Quick retreat – ⇦⇦
Skip backwards – ⇦⇦ (hold)
Roundhouse – ⇦ + R1 + △
Low sweep – ⇦ + R1 + ×



Throws

Grab – R1 + □
Low grab – ⇩ + R1 + □

After grab (offence)...
High punch combos – ⇧
Low leg kick – ⇩
Throw – □
Push back – ⇦



After grab (defence)...
Escape – ⇦⇦
High blow escape – ⇧
Low kick escape – ⇩
Throw – R1 + □

Recovery Moves

Recover from juggles – R1 + □
Stay grounded – L1 + R1
Flip recovery – L1
Recover & high attack – △
Recover & mid attack – □
Recover & low attack – ×

Distance attack (hold back to increase the power, but at the cost of your own life) – ⇦⇦ + □

Projectile Attacks

Every character in *Tobal 2* has a new projectile attack, otherwise known as fireballs. These are performed by pressing ⇦ □ ⇦ (hold). The longer you hold back, the more powerful the projectile becomes. However, it drains your life when it charges, so be careful.

WALL OF GAME NUMBER 23

TOBAL 2

GREN KUTS

Height: 175 cm
Weight: 70 kg
Age: 18



Two punches, roundhouse, mid sweep – ▲, ▲, ▲, ■
Two punches, roundhouse, low sweep – ▲, ▲, ▲, ×
Two punches, mid punch – ▲, ▲, ■
Two punches, mid punch, sweep, double somersault – ▲, ▲, ■, ×, ⇦ + ■, ■
Two punches, mid punch, mid kick, two punches, two overheads – ▲, ▲, ■, ×, ■, ■, ■, ■, ■
Two punches, mid punch, mid kick, two punches, stance – ▲, ▲, ■, ×, ■, ■, ■, ■ (hold)
Two punches, mid punch, mid kick, punch, sweep, uppercut – ▲, ▲, ■, ×, ■, ■, ×, ■
Two punches, mid punch, mid kick, sweep, uppercut – ▲, ▲, ■, ×, ■, ×, ■
Two punches, sweep – ▲, ■, ×
Two punches, sweep, uppercut – ▲, ■, ×, ■
Two punches, uppercut, sweep – uppercut, ■, ■, ×, ■

CHACO YUTANI

Height: 174 cm
Weight: 58 kg
Age: 23



Two punches, double palm strikes – ▲, ▲, ▲, ■
Three punches, double palm strikes – ▲, ▲, ▲, ▲, ■
Double palm strikes – ⇨ + ▲, ■
Two punches, sweep – ▲, ▲, ×
Two punches, scorpion kick – ▲, ▲, ×, ■
Three punches, scorpion kick – ▲, ▲, ▲, ×, ■
Two punches, elbow, uppercut – ▲, ▲, ■, ■
Three punches, elbow, uppercut – ▲, ▲, ▲, ■, ■
Side kick, heel kick – ■, ■
Side kick, high heel kick – ■, ▲
Crouch dash, grab, sidestep – ■, R1, ▲, ⇨
Crouch dash, grab, power roundhouse – ■, R1, ▲, ▲
Crouch dash, grab, mid punch – ■, R1, ▲, ■
Crouch dash, grab, trip – ■, R1, ▲, ×
Crouch dash, grab, trip, air spin kick – ■, R1, ▲, ×, ▲, ▲

DOCTOR V

Height: 202 cm
Weight: 105 kg
Age: 32



Two punches, elbow, side kick – ▲, ▲, ▲, ■
Two punches, side kick – ▲, ▲, ■
Two punches, trip – ▲, ■, ×
Two punches, trip – ▲, ▲, ×
Two elbows, side kick – ⇨ + ▲, ▲, ■
Two elbows, side kick – ⇨ + ▲, ▲, ×
Elbow, two power punches – ⇨ + ▲, ▲, ▲
Elbow, uppercut – ⇨ + ▲, ■
High kick – ⇦ + ▲
Overhead knee – ⇦ + ▲, ■
Straight arrow – ⇦⇦ + ▲
Back attack – ⇦⇦ + ▲, ■
Uppercut – ⇦ + ■
Elbow, knee – ⇨ + ■, ■
Boot kick – ⇨⇨ + ■

MARY IVONSKAYA

Height: 189 cm
Weight: 140 kg
Age: 33



Three punches – ▲, ▲, ▲
Two punches, mid punch, roundhouse – ▲, ▲, ■, ▲
Three punches, gut punch – ▲, ▲, ▲, ■
Two punches, low kick – ▲, ■, ×
Three punches, slap – ▲, ■, ▲, ▲
Three punches, low kick – ▲, ■, ▲, ×
Hook punches – ⇦ + ▲, ▲
Power right hook – (hold) ⇦ + ▲
Hook punches, gut punch – ⇦ + ▲, ▲, ■
Power slap – ⇨ + ▲
Drop kick – ⇨⇨ + ▲
Mid kick, drop kick – ■, ▲
Mid kick, sweep – ⬋, ×
Boot kick – ⇨⇨ + ■
Right hook – ⇦ + ▲

Two punches, three roundhouses – ▲, ■, ▲, ▲, ▲
Two punches, roundhouse, two mid punches, overheads – ▲, ■, ▲, ■, ■, ■, ■
Two punches, roundhouse, two mid punches, stance – ▲, ■, ▲, ■, ■, ■ (hold)
Two punches, roundhouse, sweep, backflip – ▲, ■, ▲, ✕, ■
High sweep – ⇨⇨ + ▲
Uppercut – ⇨ + ■
Gut punch – ⇦ + ■
Gut punch, sweep, uppercut – ⇦ + ■, ✕, ■
Gut punch, punch, two overheads – ⇦ + ■, ■, ■, ■
Overhead kicks – ⇦⇦ + ■, ■
Overhead kick, sweep, backflip – ⇦⇦ + ■, ✕, ■
Delayed gut punch – ⇦ + ■, ✱
Mid sweep – ⇨⇨ + ■
Low kick, double somersault – ✕, ⇦ + ■, ■
Sweep – ⇨ + ✕
Sweep, two punches, overhead kicks – ⇨ + ✕, ■, ■, ■, ■
Sweep, two punches, stance – ⇨ + ✕, ■, ■, ■ (hold)
Sweep, uppercut – ⇨⇨ + ✕, ■
Sweep, double somersault – ⇦⇦ + ✕, ⇦ + ■, ■
Three roundhouses – R1 + ▲, ▲, ▲
Roundhouse, punch, double somersault – R1 + ▲, ■, ■, ■
Roundhouse, punch, sweep, uppercut – R1 + ▲, ■, ✕, ■
Roundhouse, sweep, backflip – R1 + ▲, ✕, ■
Flaming scissors Kick – ⇦ + R1 + ■

Turning Attacks (back turned)
None

Dodge Attacks
Axe kick – ⇩ ⇩ + ■ (or ⇧ ⇧ + ■)

While Standing
Uppercut – (crouch) ⇨ + ■
Double somersault – (crouch) ⇦ + ■, ■
Roundhouse – (crouch) ⇨ + ▲

Throws
Body slam – (grab) ■
Low suplex – (grab) ⇦ + ■
Shoulder drop – (grab) ⇨ + ■
Neck throw – (grab) ⇧/⇩ + ■
Neck throw – (grab) (push) ⇦ + ■
Neck breaker – (side grab) ■
Back toss – (back grab) ■

Close Range
⇦ + R1 + ■

Crouch dash, overhead hammer, elbow, shoulder strike – ■, R1, ⇦ + ■, ■, ⇨ + ■
Crouch dash, double palm strike – ■, R1, ⇨ + ▲, ■
Crouch dash, trip – ■, R1, ✕
Two low kicks – ✕, ✕
Low kick, two spinning heel kicks – ⇨ + ✕, ■, ■
Uppercut swing – ⇨ + ■
Power uppercut – ■, ⇨
Super uppercut – ⇩ + ■, ⇩ (or ⇧ + ■, ⇧)
Spinning heel kick – ⇦⇦ + ▲
Spinning roundhouse – ⇨⇨ + ▲
Double fist – ⇨⇨ + ■
Rolling low kick – ⇨⇨ + ✕
Forward flip kick – ⇦⇦ + ■
Flip kick, overhead sweep – ⇦⇦ + ■, ■
Mid fist, chop – ⇦ + ■, ■
Overhead sweep – ⇦ + ■ + ✕
Infinity overhead (only when blocked) – ⇦ + ■ + ✕, ■, ■
Back dodge, power punch – ⇩ + ✕, R1, ■
Back dodge, double palm strike – ⇩ + ✕, R1, ▲
Scorpion kick – R1 + ✕, ■
Infinity sweep – R1 + ✕, ✕...
Infinity sweep, scorpion kick – R1 + ✕, ✕..., ■
Roundhouse – R1 + ▲

Reversals
Mid/high counter – ⇦ + R1 + ■

Turning Attacks (back turned)
Roundhouse – ▲
Shoulder strike – ■

Dodge Attacks
Side flip kick – ⇧ ⇧ + ▲ (or ⇩ ⇩ + ▲)

While Standing
None

Throws
Shoulder toss – (grab) ■
Body push – (grab) ⇦ + ■
Tackle – (grab) ⇨ + ■
Face punch – (tackle) ▲
Stomach punch – (tackle) ✕
Arm breaker – (tackle) ■
Neck throw – (grab) ⇧/⇩ + ■
Arm breaker – (side or back grab) ■

Close Range
⇩ + ■, ⇩ (or ⇧ + ■, ⇧)



Trip, elbow, roundhouse – ⇨ + ✕, ■, ▲
Trip, elbow, overhead kick, heel kick – ⇨ + ✕, ■, ▲, ■, ■
Low kick, horse kick – ⇦ + ✕, ■
Two left hooks – ⇦ + R1 + ▲, ▲
Left hook, overhead, uppercut – ⇦ + R1 + ▲, ■, ■
Elbow uppercut – ⇨ + R1 + ■
Triple knee – ⇦ + R1 + ■, ■, ■
Knee, high kick – ⇦ + R1 + ■, ▲
Knee, overhead kick, heel kick – ⇦ + R1 + ■, ■, ■
Knee, trip – ⇦ + R1 + ■, ✕
Dodging stance (D) – R1, R1 (hold)
Dodge – (D) ⇦/⇩/⇧/⇨
Triple uppercut – (D) ■, ■, ■
Super punch – (D) ⇨ + ▲
Super overhead hammer – (D) ⇨ + ■

Turning Attacks (back turned)
None

Dodge Attacks
Spinning Elbow – ⇧ + ▲

While Standing
None

Throws
Tackle – (grab) ■
Hold – (tackle) ■
Face punch – ▲ (hold)
Stomach punch – ✕ (hold)
Rolling side throw – ■ (hold)
Guard pull – (grab) ⇦ + ■
Forward trip – (grab) ⇨ + ■
Neck throw – (grab) ⇧/⇩ + ■
Back trip – (back grab) ■

Close Range
⇦⇦ + ▲
⇦⇦ + ■



Overhead chop – ⇦ + ■
Power chop – (hold) ⇦ + ■
Overhead hammer, uppercut – ⇦⇦ + ■, ■
Ali kicks – ⇨ + ✕, ✕, ✕
Ali kicks, mid kick, drop kick – ⇨ + ✕, ✕, ■, ▲
Ali kicks, mid kick, sweep – ⇨ + ✕, ✕, ■, ✕
Ali kick, mid kick, roundhouse – ⇨ + ✕, ■, ▲
Ali kick, two mid kicks – ⇨ + ✕, ■, ■
Sweep – ⇦ + ✕
Jumping roundhouse – R1 + ▲
Sweep, power overhead punch – R1 + ✕, ■

Reversals
High/mid attack counter (also an air catch) – ⇦ + R1 + ■
Low counter – ⇦ + R1 + ✕

Turning Attacks (back turned)
None

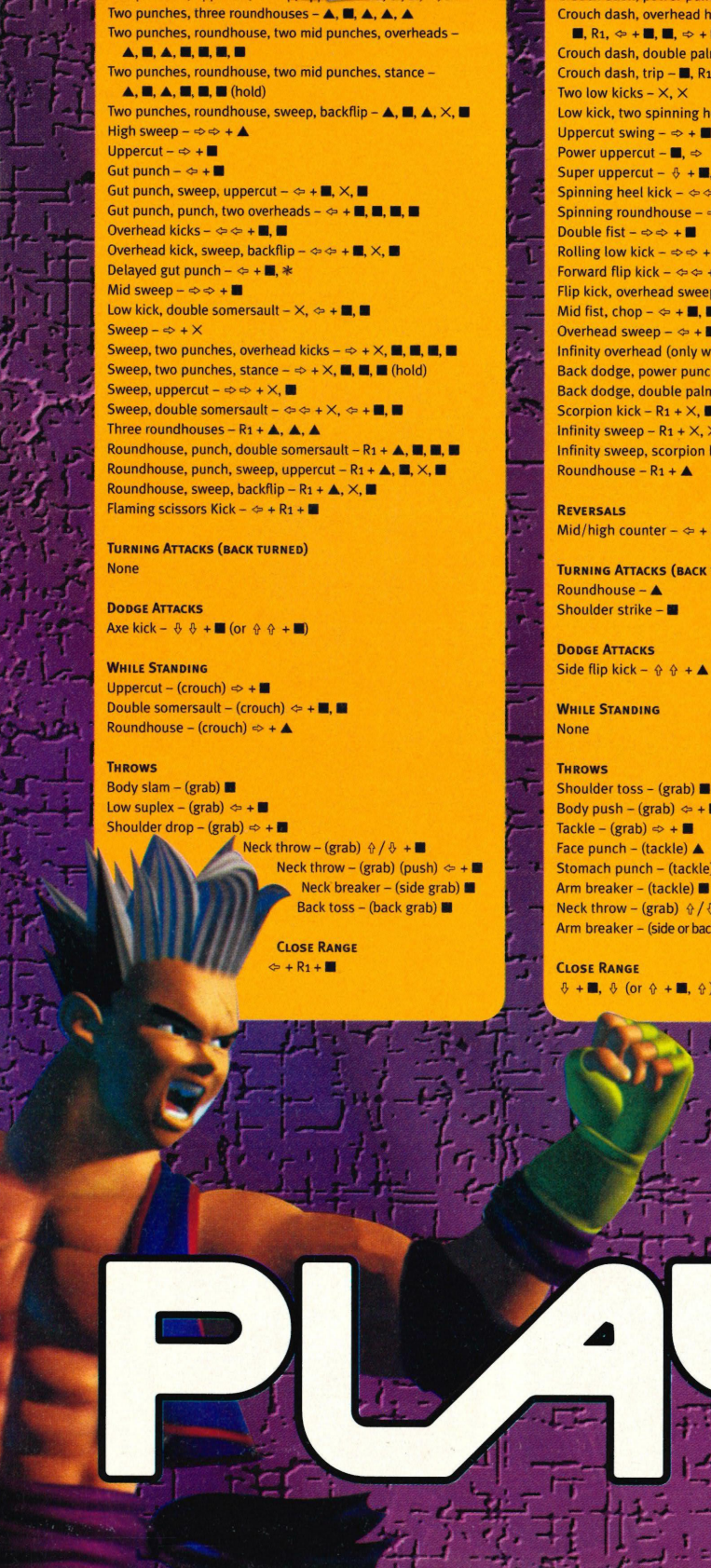
Dodge Attacks
Sweep – ⇩ ⇩ + ■ (or ⇧ ⇧ + ■)

While Standing
Mid punch, roundhouse – (crouch) ■, ▲
Gut punch – (crouch) ⇨ + ■

Throws
DDT – (grab) ■
Delayed suplex – (grab) ⇦ + ■
Body lift – (grab) ⇨ + ■
Back breaker – (lift) ■
Direction drop – (lift) ⇨/⇦/⇩/⇧ + ■
Giant swing – (grab) (push) ⇦ + ■
Neck throw – (grab) ⇧/⇩ + ■
Neck drop/ arm breaker – (side grab) ■
Back suplex – (back grab) ■
Tackle – ⇨ + R1 + ■
Face punch – (tackle) ▲, ▲...
Stomach punch – (tackle) ✕, ✕...
Rolling throw – (tackle) ■
Ground throw (different from each direction) – (hold R1) ⇨⇨ + ■

Close Range
(hold) ⇦ + ▲
(hold) ⇦ + ■
R1 + ✕, ■





PLAY CLASSIC

PLAY GAMEplay



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

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

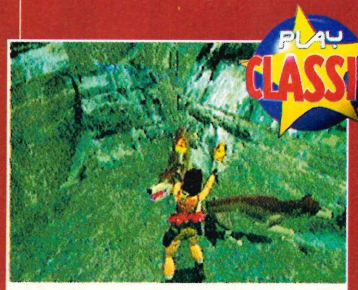




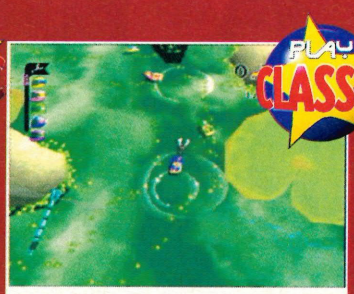
PLAY reviews are the best in the world. Every aspect of the game is laid bare and we try to give you the most honest opinion. Long term challenge, value for money – all things to consider when you whop out yer wonga. We also review more games per month than anyone else. Fact!

SUBSCRI

AND CHOOSE FROM ONE OF THESE GAMES!



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



[ABOVE] *Micro Machines V3* has already gone down a storm with the Play boys – get it now!



[ABOVE] Feel the force of *Soul Blade* – the most accurate and visually stunning beat-'em-up ever!



[ABOVE] *Rage Racer* is without a doubt the fastest and most enjoyable racing game on PSX!



TO

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 2TA.** IT WON'T COST YOU A PENNY if posted in the UK. Alternatively, call our Credit Card line on **(01202) 200200**, Fax on **(01202) 299955**, 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 ☐

Rage Racer ☐

Soul Blade ☐

Micro Machines V3 ☐

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

Name .....

Address .....

.....

.....

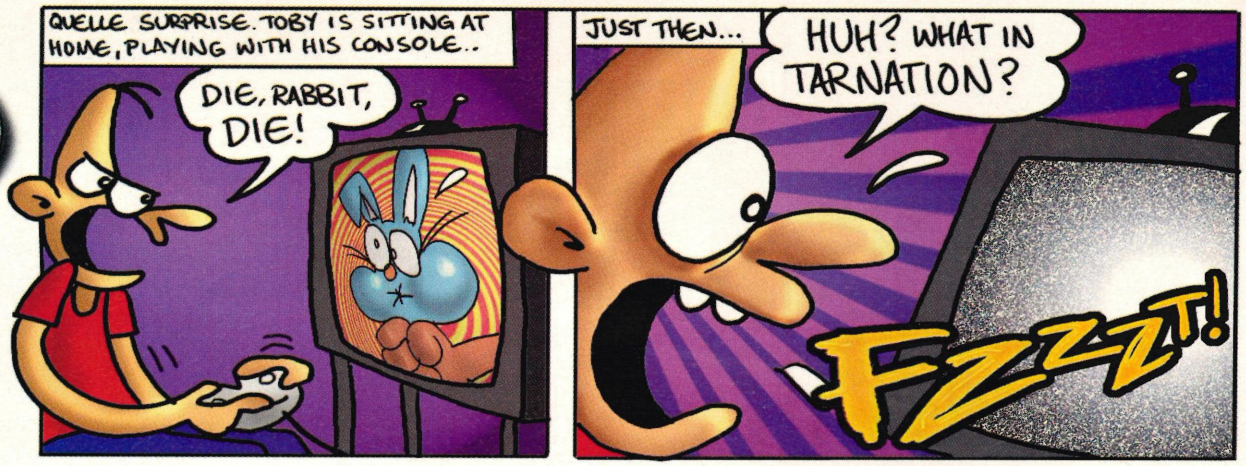
Postcode .....

Phone Number .....

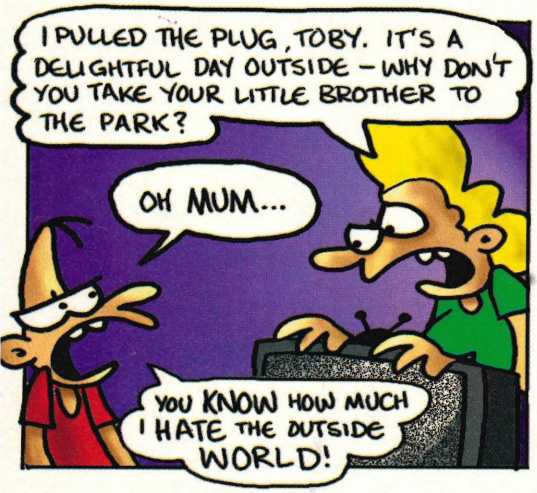
COMPUTER EXCHANGE

Presents...

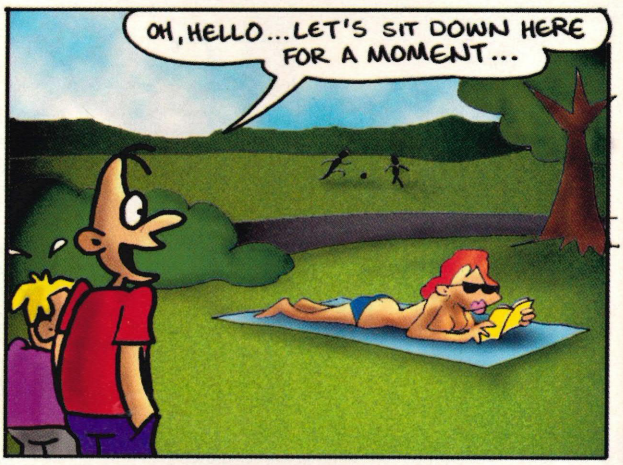
Here's TOBY



CHARLIE BROOKAH!

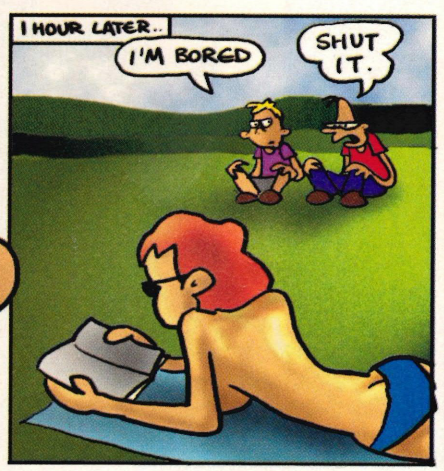


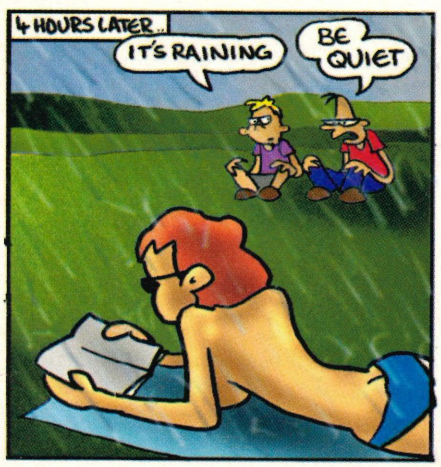


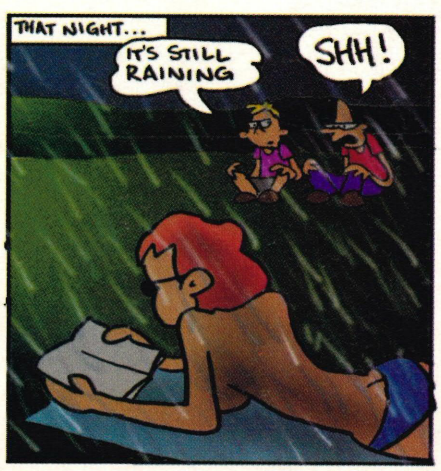






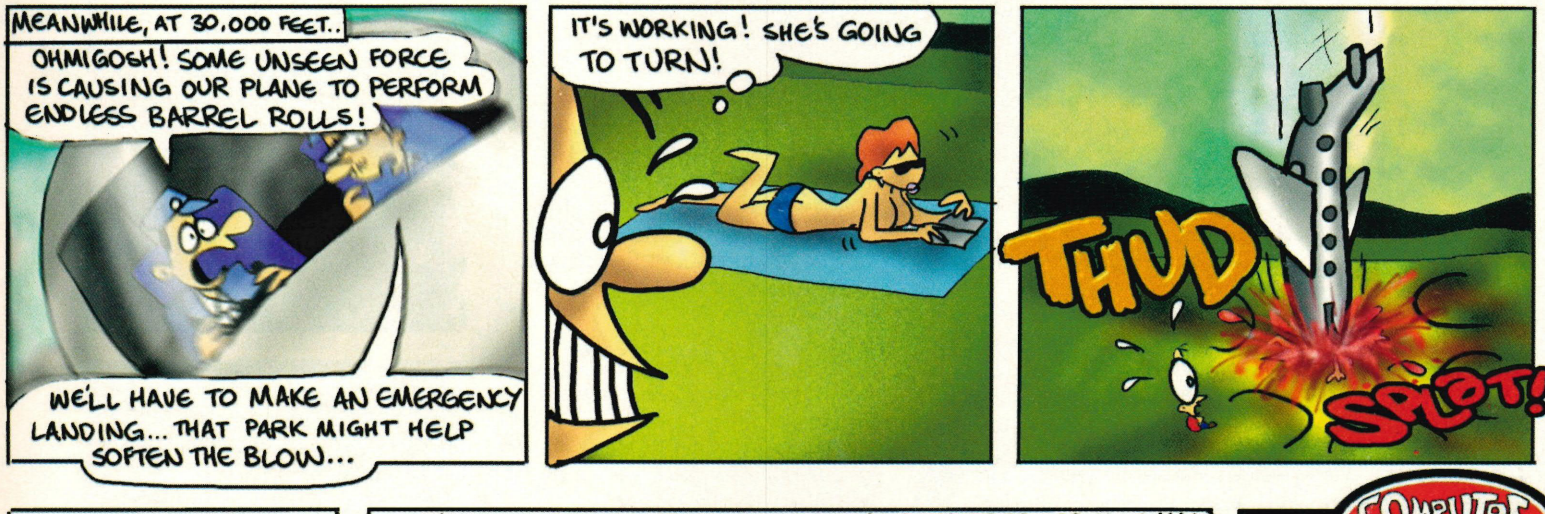
















NINTENDO 64 – NEW RELEASES

GO GO TROUBLEMAKERS (JAP) * REV (JAP) * WILD CHOPPERS (JAP) * STARFOX 64 (US) ROBOTECH (US) * HEXEN (US) * GOLDENEYE (US) * DRIFT KING (US) * I.S.S 64 (UK) KILLER INSTINCT (UK) * MARIO KART (UK)

PLAYSTATION- NEW RELEASES					
TIME CRISIS	JAP	£CALL	TOKYO HIGHWAY BATTLE	UK	£42.99
KING OF FIGHTERS 96	JAP	£CALL	TENKA	UK	£42.99
ARMOURED CORE	JAP	£CALL	SYNDICATE WARS	UK	£42.99
ROBO PIT 2	JAP	£CALL	SATURN- NEW RELEASES		
STREETFIGHTER EX	JAP	£CALL	X2	JAP	£CALL
GHOST IN THE SHELL	JAP	£CALL	GROOVE ON FIGHT	JAP	£CALL
I.S.S. PRO	UK	£42.99	WAKUWAKU7	JAP	£CALL
RAGE RACER	UK	£42.99	ANARCHY IN THE NIPPON	JAP	£CALL
ROAD RAGE	UK	£42.99	FIGHTER TEAM	JAP	£CALL
V-RALLY	UK	£42.99	MARVEL SUPERHEROES	JAP	£CALL
			BIO HAZARD	JAP	£CALL



NEW BRANCH NOW OPEN IN BIRMINGHAM!!!

ALL OUR SHOPS ARE OPEN 7 DAYS A WEEK....
10AM - 7PM MON - SAT, 11.30 - 5.30PM SUN
EVERYBODY WELCOME. ESPECIALLY GIRLS.

CENTRAL LONDON	CENTRAL LONDON	HARROW	BIRMINGHAM
32 RATHBONE PLACE	219 TOTTENHAM CT RD	282 STATION ROAD	90 CORPORATION ST
(JUST OFF OXFORD ST)	(OPP. POLICE STATION)	(OPP. DEBENHAMS)	(UNDER VIRGIN)
LONDON W1	LONDON W1	HARROW, MIDDX	BIRMINGHAM B4
0171 636 2666	0171 419 2590	0181 427 5800	0121 200 2330

CREDIT CARD HOTLINE 0171 636 2666

COMPUTER EXCHANGE

NOTICEBOARD

JOB VACANCIES

So, all jobs **suck** do they?
Not when you're working for us.

1) Assistant Manager, Games Dept.

Hard working, responsible, ambitious gaming freaks required for our rapidly-expanding empire. Opportunities in both London and Birmingham. Starting salary between 8.5K - 10K, depending on experience. First year OTE 12K - 16K. But you gotta be an expert on everything from retro classics to brand new platforms. PC experience a definite plus.

2) Assistant Manager, PC Dept.

Similarly ambitious, hard-working and responsible staff are required for our hardware departments. And we're looking for experts here, too: you'll need to be able to diagnose and upgrade PC hardware, as well as possessing an encyclopaedic knowledge of the inner workings of the machines you'll be selling. Opportunities in London and Birmingham. Starting salary between 10K - 12K, depending on experience. First year OTE 15K - 18K.

Interested in either position? Then call **0171 916 8420** and ask for Bobby, or fax your CV on **0171 380 0910**. Terminal geeks can e-mail their vital statistics to **awarham@cex.co.uk**
Hokey cokey?

ACTUA GOL

WHAT COULD BE LESS TIRING THAN REAL GOLF, AND 8,000 TIMES MORE EXCITING THAN WATCHING IT ON TELEVISION?

Written By Graeme Nicholson

The birds are singing, the wind is blowing softly, and it's a wonderful sunny day. The only thing shattering this peace is your distasteful trousers, fluorescent woollen pullover and bobbled cap. But everyone else seems to be dressed that way too, so you don't need to feel out of place. This is not some bizarre fantasy, but in fact a glimpse of everyday life on the greens and fairways of *Actua Golf 2*.

In the tradition of many PlayStation sequels, it was almost a year ago that the original *Actua Golf* was released, doing well with its real commentary and plain but smooth graphics. So what has changed? Actually, not a hell of a lot.

You and up to three friends can head out onto no less than six full courses. Three of the courses are modelled on real grounds around the world, including the idyllic ambient 18 holes of Carnoustie, and the fictional Orange Rock course situated in Arizona where there are just small islands of grass surrounded by acres of desert.

As the number of courses has always been something that golf simulations have let players down on, the 108 holes provided are more than enough to ensure you won't get bored.

PLAY INFORMATION

Publisher: Gremlin
Customer support: 01142 753423
Price: £39.99
Release date: July '97

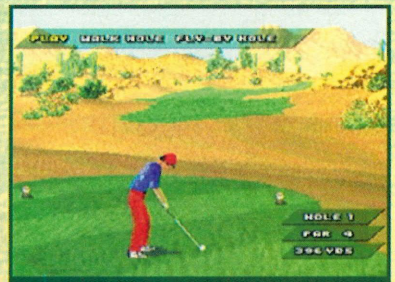
ONE PLAYER MULTIPLE PLAYERS MEMORY CARD

"*Actua Golf 2* is entertaining and addictive..."

I'M TIGER WOODS

Besides some nice motion captured moments of setting the ball on its tee or shaking the putter angrily after a missed shot, the graphics in *Actua Golf 2* are not very attractive it has to be said, especially when you consider what could have been done for a game which doesn't rely on rapidly manipulated texture maps and polygons, or speed of any kind. The ground and even the golfers themselves are pretty rough, with all kinds of sharp angular points poking out where they shouldn't be.

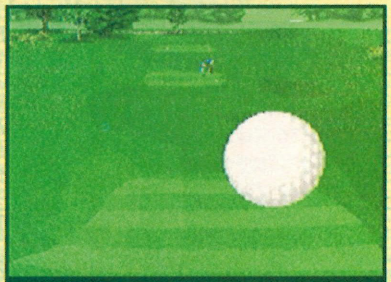
One of the game's strong points though is the total accessibility of it. If you let the clubs be selected automatically, all it takes is five seconds of coaching to teach someone how to play so they can join in. Use left and right to move the transparent arc, showing your shot trajectory and keeping in mind the wind direction. Then press X until the power bar reaches the black line at the



[Above] The surreal Orange Rock course, many miles into the barren Arizona desert, gives you a totally different game from the usual countryside.



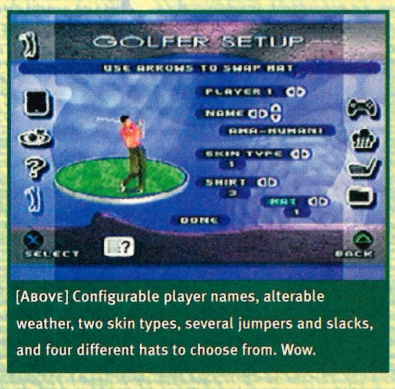
[Above] The replay options are many, offering things like "Multi Split Reverse" and "Track and Pan." Better than the TV replays or what?



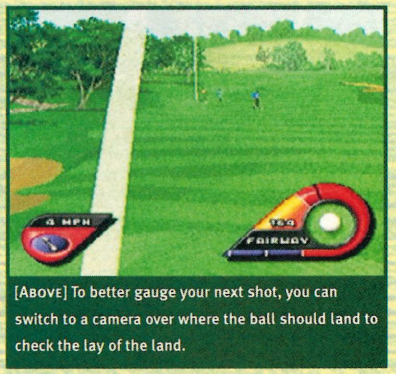
[Above] Unlike other golf games, the ball in *Actua Golf 2* isn't just a couple of white pixels but a whole sprite that occasionally heads right into the camera!



[Above] Rather disappointingly, there's no option to cry "Fore!" and intentionally crack the ball off the skull of your opponents.

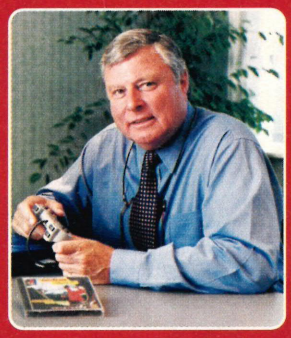


[Above] Configurable player names, alterable weather, two skin types, several jumpers and slacks, and four different hats to choose from. Wow.



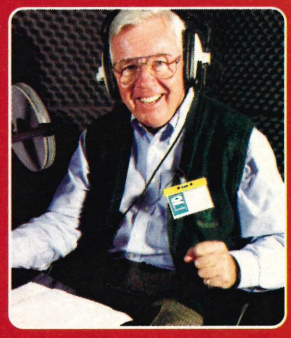
[Above] To better gauge your next shot, you can switch to a camera over where the ball should land to check the lay of the land.

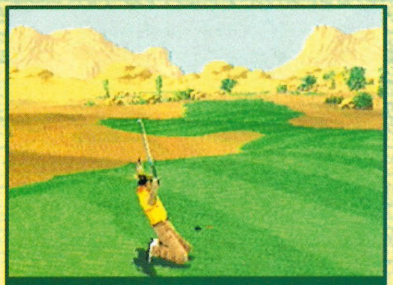
LF 2



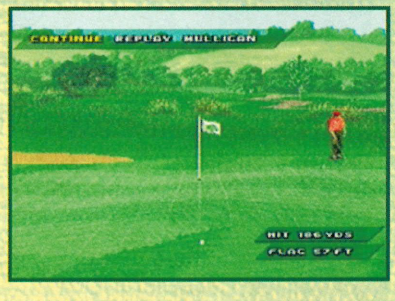
PICKY PETE

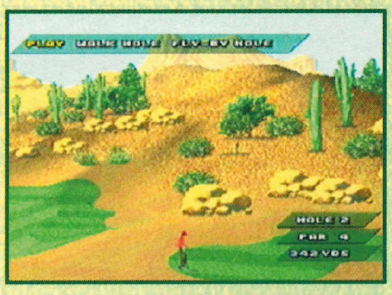
As with the first *Actua Golf*, good old Peter Alliss is back this time to lend his familiar voice to your play. However, you now have the choice of silencing the critical commentary of Mr. Alliss in favour of the slightly less depressed Alex Hay. The final option is to mix the two so that they each take turns in telling you how crap you are, but for the sake of loading times, game fluidity and grating repetition it's actually favourable to gag them both completely!

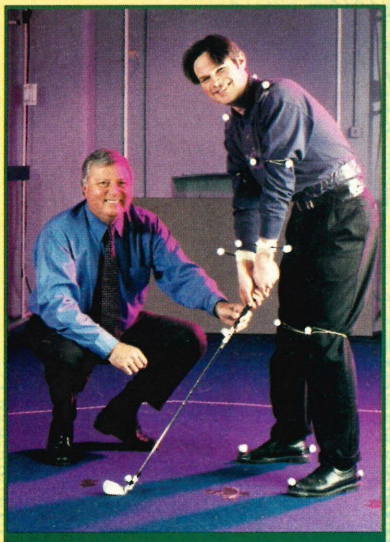




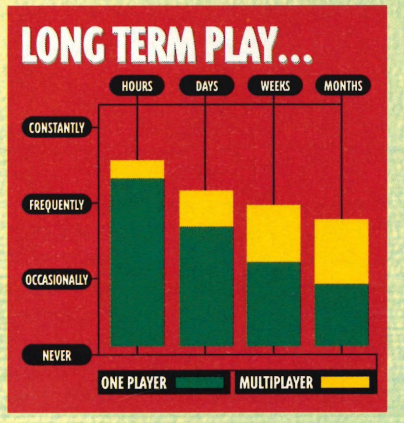
[Above] Greedy golfers can get up to anything when they win a few quid, thanks to the motion captured animations.

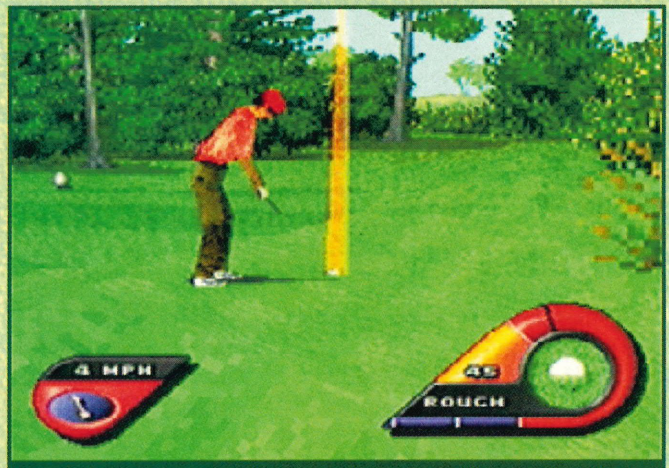




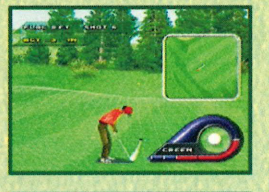


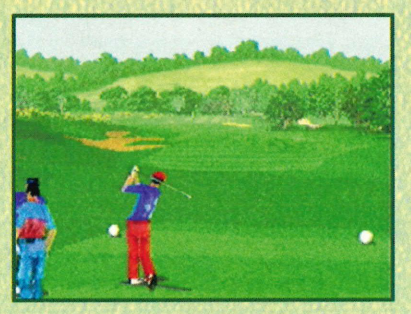
[Above] Pete lends a welcome hand in the motion capture sessions at Gremlin's studio and whispers, "The last time I saw this many balls..."

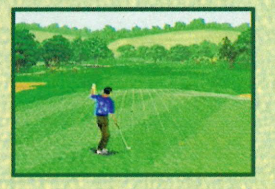




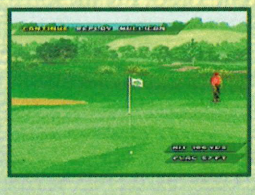
[Above] When the ball arc goes red, you're in trouble. In this case it's warning that taking the chip shot will bounce the ball right into those trees.

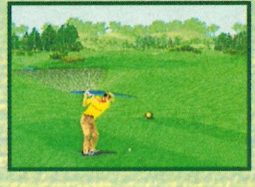












top for the right amount of force and again when it reaches the middle line at the bottom. Either side of that line determines whether you hook or slice the shot, causing the ball to draw or fade accordingly.

COME IN, BOGEY FIVE

The power gauge has been redesigned, as has the wind meter which is now much harder to read unfortunately, but most of the meters and displays are functional and do their job well. Every shot can be replayed an infinite amount of times if you want to get serious and analyse it, with a triple split screen replay being a welcome inclusion even though it was available in the original too.

A couple of amusing faults are that the entire shaft of your club regularly disappears, leaving you holding just the rubber grip with nothing attached. And the enthusiastic crowd noise follows you everywhere – even though not a single soul can be seen spectating apart from your fellow golfers!

Still, if you've got a couple of friends round, even the kind who don't usually play video games, *Actua Golf 2* is entertaining and addictive, and its rather outdated visuals don't detract from the quality gameplay.

PLAY

Looks	7
Sounds	7
Gameplay	7
Value	7
Commentary	8

PLAYED **80%**

Decent multiplayer gaming for fans.

ALTERNATIVELY:
PGA Tour '96 (86%)
Actua Golf (88%)

YOU SANK MY BATTLESHIP!

SINKING HUGE LUMBERING BATTLESHIPS IS SUPREMELY SATISFYING. AS THEY LOOM UP IN THE DISTANCE, IT'S HARD TO DESCRIBE THE SATISFACTION TO BE HAD IN STRAFING ACROSS ITS BOW AND WATCHING IT SLOWLY KEEL OVER AND SINK INTO THE BIG BLUE. VOYEURS AMONGST YOU MAY WANT TO DIVE UNDER THE WATER AS IT HITS THE BOTTOM AND EXPLODES IN A CRESCENDO OF BUBBLES.





TIGER SHA

VENTURE INTO THE DEPTHS WITH GT'S NEW 3-D SUBMARINE BLASTER. TOP TORPEDO OR JUST HOT BALLAST?

Written By Tom Sargent

In 70 year's time, Japan has started to tap into undersea faults around their island to use as a source of energy. Unfortunately, after four years of intense work, a rupture in the Earth's crust sinks most of Japan. Upon further investigation it is discovered that somewhere down the line the Russians have secretly installed their own fault 'taps' and consequently overloaded the system. Your quest therefore is to knock out the remaining Russian taps, otherwise the Pacific Plate will destabilise and the rest of the planet's capital cities may as well rename themselves Atlantis.

Anybody who can remember being gripped with fear watching *Voyage to the Bottom of the Sea* will recognise the similarities between the nifty sub-cum-hydrofoil that you pilot in *Tiger Shark* and the special little saucer which regularly detached itself from the Seaview to fly special missions. In *Tiger Shark* you can nip around either under or along the surface of the ocean at your own leisure and the best way to describe the action is a kind of submarine/hydrofoil combat simulator.



[ABOVE] This oil refinery lurches over to one side, before exploding and sinking. Keep a distance before taking it out or you stand a good chance of taking damage.



[ABOVE] This bulk carrier is a really juicy target, but it is well protected.

PLAY INFORMATION

Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £44.99
Release date: Out Now

ONE PLAYER

SURFACE TENSION

The novel twist is that the transition between crossing above and below the surface is seamless, although the effect used as you go between is pretty poor.

We wouldn't go (ahem) overboard regarding the gameplay either, because although it's good fun darting around underwater, chasing submarines and blowing up 'taps', the gameplay itself becomes pretty repetitive after only a couple of levels.

The controls while submerged are very similar to those in *Decent*, ie flight oriented, including up and down with the option to pitch and roll as well as turn left or right. Different weapons can be toggled and enemies locked-onto via a handy sonar device. You can unleash both homing missiles, machine gun or laser fire on enemies. The latter needing a few seconds rest to stop it from overheating after frequent use. Whether you dive or surface the weapons system automatically kicks in, although you do have limited firepower on the surface.



[ABOVE] Liberally pepper the boats on the surface and bits fly off before they burst onto flames and disappear.



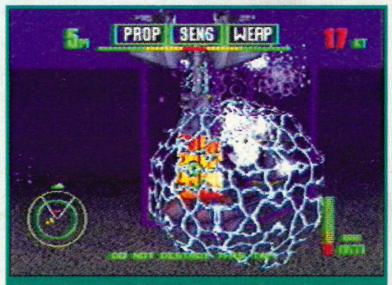
[ABOVE] In order to rescue this Japanese submarine, you have to destroy all of the magnetic mines surrounding it. Then escort it to a waypoint.

WATERY GRAVE

Graphically, *Tiger Shark* is a bit of a mixed



RK



[Above] A surge of electricity in the form of a bubble emanates from the 'tap' before it succumbs.



[Above] A tornado appears later on in the game and if you're careful, you can get whipped up into the air giving you a good view and a tactical advantage.



bag. On the surface sections, the graphical pop-up is quite horrendous and relies heavily on a fogging effect to detract the player from the fact that the horizon is so limited.

The underwater sections, in stark contrast, are quite well implemented, comprising of smooth polygon enemies and large complex shapes like subs, although the textures themselves are fairly basic.

Buildings, sunken ships and even schools of fish loom in and out of the inky darkness creating an ambient atmosphere at times and this is made more exciting by the way the enemy vessels appear from nowhere and attack, before retreating to the blackness. The best part of the game is when you give a large ship on the surface a good peppering and then watch it slowly keel over and begin to sink. If you're quick, you can watch it descend into the depths and explode on the ocean bed.

Other than these brief moments of excitement, the rest of *Tiger Shark's* ten levels leave you yearning for more variety in the gameplay stakes, even though there are four difficulty levels and a training mode. Piloting your ship between the two environments (air and water) is an interesting concept, but one which ultimately fails to spur you on.

Yes, there are some nice touches, such as being sucked up into a whirlwind on one particular level, and escorting trapped submarines. But these are almost token trimmings for a very average game.

SEE THE SEA

There are three views to toggle during the game. Only two of them are practical to use, however.



THIRD-PERSON VIEW. A full view of the Tiger Shark and useful when you need to be accurate.



THIRD-PERSON VIEW (from a greater distance). Totally impractical, but good fun as you can zoom in and out of the distance.



FIRST-PERSON VIEW. This '*Doom* in a sub' view is probably the best for both speed and practicality.



[Above] This bulk carrier is a really juicy target, but it is well protected. A few missiles should see it off.



[Above] This helicopter is in a terminal spin thanks to your machine gun.



[Above] Land-based enemies must be destroyed too. These tanks are defending a beach base.







"Leaves you yearning for more variety in the gameplay..."

PLAY

Looks	6/10
Sounds	6/10
Gameplay	7/10
Value	6/10
Fishy	6/10

PLAYED 62%

Fascinating concept, but ultimately tiresome.

ALTERNATIVELY:
Descent (85%)
Magic Carpet (90%)

CRASH, BANG, WALLOP WHAT A PICTURE

FAIL TO GET AROUND THOSE HAIRPIN CORNERS AND YOU'LL BE SPINNING THROUGH THE AIR LIKE A SPINNY THING.





RAY T

DRIVING ULTRA-FAST SPORTSCARS AND GETTING TO DESTROY EVERYTHING IN YOUR PATH. ROAD RACING HAS NEVER BEEN SO MUCH FUN.

One hundred percent pure unadulterated adrenaline. Imagine spanking around a multitude of twisting open roads in a beefed-up sportscar, eating up the miles like there's no tomorrow. Add to this the fact that you are under strict instructions to smash into everything you come across for bonus points, including roadside objects, cones, barrels and any vehicles that happen to get in your way. Top this off with some enormous boss cars which have an uncanny habit of launching deadly projectiles at your car for fun. Get the picture?





[ABOVE] Have fun leaving the road and riding the hard-shoulders whilst crashing through logs.

If you had to sum up *Ray Tracers* in a couple of words, they would be "speed" and "smashes." As soon as you put the pedal to the metal, the scenery is passing you by in a blur and doesn't abate for a second. It's one of those no nonsense games that substitutes any complicated 'real-life simulation' pretensions for a sweaty-palmed adrenaline fix. This is a speed-junky's dream come true.



[ABOVE] Shunting into the traffic causes huge and vibrant explosions. The vertical bar on the left denotes have far you are from the end-of-level boss.

DESTRUCTION DERBY

Anybody who remembers that aged Taito classic, *Chase HQ* should get a feel for *Ray Tracers* pretty quickly. There are two modes of play, the first of which is Chase, where you must race against the clock through increasingly tricky levels littered with roadside obstacles, cars and last-second diversions.

Before the race proper, you can choose from one of four different cars, each with varying strengths and weaknesses; these come in the shape of Attack, Speed, Acceleration and Steer. Attack denotes the effective ramming strength of each car and Steer relates to the handling. You may be tempted to go for the fastest car, but when you consider how often the car has to broadside around corners through liberal use of the hand brake, you're better off starting with an all-rounder, such as the Spanker (way-hey!).



[ABOVE] As you squeal around the corners, hit the turbo and feel the G-force.



[ABOVE] There are some huge jumps to negotiate throughout the levels in *Ray Tracers*.

PLAY INFORMATION

Publisher: Sony
Customer support: 0881 505505
Price: £34.99
Release date: July '97

ONE PLAYER MEMORY CARD

Written By Tom Sargent

WHO'S THE BOSS?

After completing each arduous course, you have to concentrate like mad in anticipation of smashing the bosses to pieces. Get directly behind them and hit the Nitro button.



The Two Tanks. Found at the end of level one, they're pretty easy to dispose of.



The Helicopter. Wait until this pesky varmint lands, ram him and keep behind him until he lands again.



The Humvee. Wait until he's turned a bend and gets onto a straight piece of road, then mash into him.

TRACERS





[Above] Make your way through the water-filled tunnels avoiding (or hitting!) the resident hover craft.



[Above] Your car lurches to avoid smashing into the chevrons. This is a common occurrence, so be careful.



[Above] The cars can interact with all roadside objects as well as ditches and hills.



[Above] You can't beat the feeling of a full-on broadside, then fighting for control again. Wowzers!

To help you reach your goal, you have a limited Nitro Meter, allowing for a sudden burst of speed. It's always a good idea to save this for the boss that can be found towards the end of each level, as you can effectively 'turbo' into them, thus increasing the damage before the timer runs out.

Chase me

As a consequence of the high frame rate present in *Ray Tracers*, it seems that something had to give and unfortunately that old enemy of many a racing game, Uncle Pop-up, makes an unwelcome appearance. It can become pretty bad at times, but it doesn't detract from the enjoyment too much. The cars themselves handle supremely well, making for an enormously enjoyable roller-coaster ride.

Whether you'll still be playing it in a few weeks time with the likes of *Rage Racer* just around the corner is doubtful, though, as the gameplay's so intrinsically simplistic. Just weave through the swathe of traffic in your way and take out the boss at the end. That's it.

You'll probably have forgotten *Ray Tracers* by the time you take it out of the hot PlayStation, but it's fun while it lasts, if not even vaguely state-of-the-art. This game looks and feels old, but unlike many FMV-based games, it's at least a damn good laugh.

"One hundred percent pure unadulterated adrenaline!"



[Above] Race against another computer controlled cars.











PLAY

Looks	8
Sounds	5
Gameplay	8
Value	8
Demon	8

PLAYED **74%**

A no-messing, quick-fix racer from hell!

Alternatively:
Rage Racer (94%)
Peak Performance (85%)

XEVIOUS 3D/G+

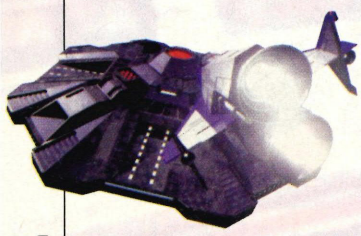
WITH THE *ATARI COLLECTION* AND *WILLIAMS ARCADE CLASSICS* LEADING THE WAY, RETRO SEEMS TO BE THE WAY TO GO...

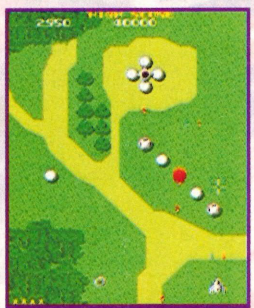
Arcade invasion!

Namco is not content with releasing the five volumes of the *Namco Museum*, stuffed with the classic and not-so-classic arcade games of many years ago. Now they have collected the whole series of *Xevious* games and packed them onto a single disc, in this compilation which has the catchy title of *Xevious 3D/G+*.

All the *Xevious* games are traditional, vertically scrolling shoot-'em-ups in which you have a ground and air attack button independent of each other. Every threat you face will either be ground-based like the stationary turrets and little rolling tanks, or flying in the air like the hordes of alien spacecraft flying in formation and squeezing off shots at you.

Evading enemy fire to make it to the power-ups that you crave and trying to keep track of both levels of combat happening at the same time is all there is to it, and the biggest kick you'll get out of all four games is when the simple gameplay and slightly odd weapons systems become second nature to you, and you're weighed down with over-charged guns, just dodging and blasting with military accuracy.





[Above] This is *Super Xevious*, which you can see doesn't appear to be very different from the first game.

BLIP

The differences between the first *Xevious* game, made in 1983, and *Super Xevious* from 1984 are hardly even detectable which spoils the idea of the collection slightly, but they are both difficult, play well, and charm you with their flat, angular scenery graphics and totally simple enemy sprites.

Next on the disc is *Xevious*



[Above] No prizes for guessing which of the four games this one is!



[Above] Looking like something you'd find on a Mega Drive rather than a PlayStation, *Xevious Arrangement* is the nicest of the 2-D games.



[Above] The original *Xevious*. Plotting the little crosses properly where your bombs will hit is vital to stay in the air.

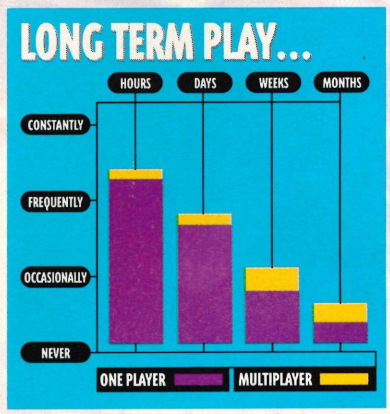
"Stick your TV on its side for the original arcade thrill!"

Arrangement, and you would never guess just by looking at it that it's only from 1995, the year the PlayStation was launched! It really looks like a late Eighties update of the first two games, with better colour and detail throughout and with slightly more grand enemies to destroy, but still with an entirely retro 16-bit look.

The gameplay is identical between these three, and all of them offer either a sparkling high resolution mode with large black side borders or the full screen mode which requires you to stick your TV on its side for the original arcade thrill.

Lastly you have the bang up-to-date *Xevious 3D/G*, with gloriously coloured land and ships made from polygons, with glowing weapons and thickly populated attack waves that keep the action pumping, but exactly the same gameplay style as the older games.

If you always liked the old shooting games like these, your decision will have already been made and you'll be getting good value for money. But if you have no interest in the retro side of the package, there is nothing here which makes *Xevious 3D/G* any better than *Ray Storm* which has been confirmed for a UK release and so will cost you about £30 less.



PLAY INFORMATION

Publisher: Namco
Supplier: The Video Game Centre on 01202 527314
Price: £74.99
Release date: Out now (import)

ONE PLAYER MULTIPLE PLAYERS

MEMORY CARD

PLAY

LOOKS	6/10
SOUNDS	6/10
GAMEPLAY	7/10
VALUE	4/10
SHRAPNEL	6/10

PLAYED 72%

Quadruple arcade action!

ALTERNATIVELY:
RAY STORM (75%)
PHILOSOMA (85%)

Written By Graeme Nicholson

PLAYMATES

PLAYSTATION PERIPHERALS



JT411 PS DOMINATOR
- 8 Fire Buttons
- 8 Semi-Auto or Hands Free Auto Fire Selection
- LED Display Panel
- Hat Switch Control
- Digital, Analogue and Namco Modes Select
- Slow Motion

£29.99

FIRST ANALOGUE/DIGITAL PSX JOYSTICK



JT401 CONTROL STATION PS
- Sony PlayStation Compatible
- 8 Button Controller
- Ergonomic Design
- Extra Long Cord

£9.99



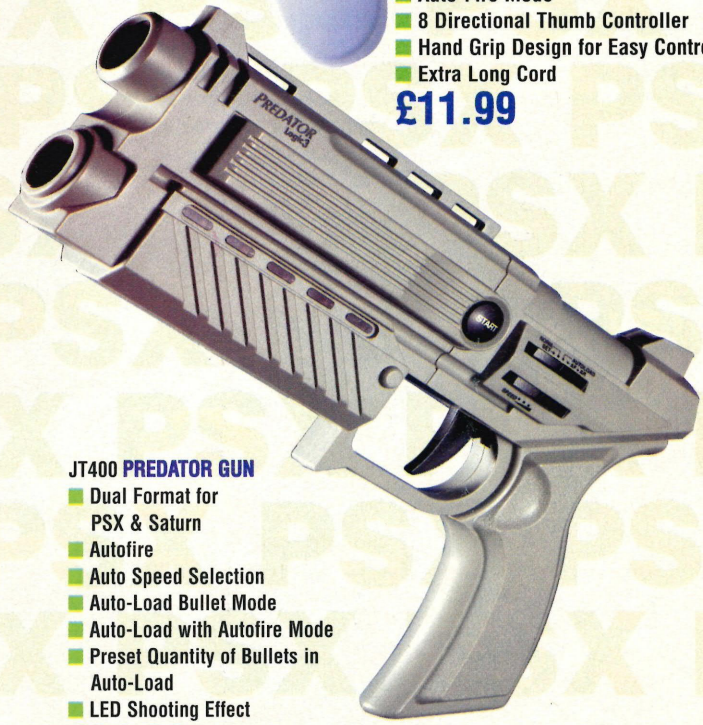
JT403 CONTROL STATION A/F
- Sony PlayStation Compatible
- 8 Fire Buttons
- Auto-Fire Mode
- 8 Directional Thumb Controller
- Hand Grip Design for Easy Control
- Extra Long Cord

£11.99



JT402 STATION MASTER PAD
- Sony PlayStation Compatible
- LED Function Control Panel
- 8 Individual Auto-Fire Modes
- 8 Semi or Hands Free Auto-Fire
- Individual Slow Motion with Speed Control
- 8 Fire Buttons
- 8 Directional Thumb Controller

£14.99



JT400 PREDATOR GUN
- Dual Format for PSX & Saturn
- Autofire
- Auto Speed Selection
- Auto-Load Bullet Mode
- Auto-Load with Autofire Mode
- Preset Quantity of Bullets in Auto-Load
- LED Shooting Effect

£29.99

SPECTRA VIDEO

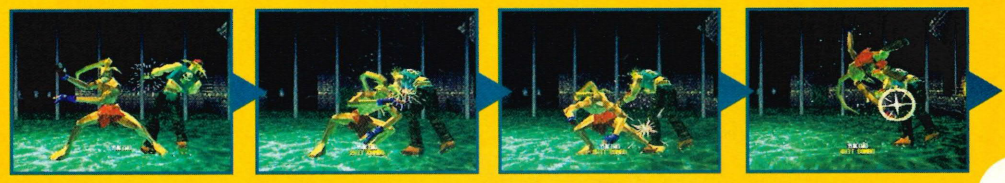
Unit 27, Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex, HAO INW, U.K.
Tel: 0181 902 2211 Fax: 0181 903 6625

Logic 3

All trademarks or trade names are the registered property of their respective companies.

COMBINATION CRACKERS

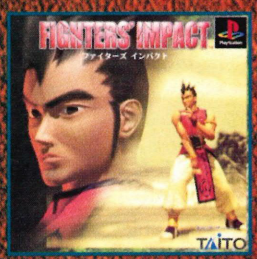
Combination kicks, punches and throws play a major part in *Fighters' Impact*. It's soooo satisfying to watch your opponent take a multi-hit pasting and with this game you can string up to 64 moves together!



FIGHTERS'

Considering the current crop of outstanding beat-'em-ups, can Taito go the distance with its latest super-slick, multi-hit offering?

Tobal No 2 caused quite a stir in the Play office, with its superbly detailed high resolution graphics, multitude of advanced moves, and a quest mode thrown in for good measure. It's perhaps a little unfortunate, therefore, that Taito's latest release, *Fighters' Impact* has made such an untimely appearance hot on the heels of Square's masterpiece and not made much of an impact at all.



Technically, *Fighters' Impact* is competent but lends quite heavily from the likes of Sega's *Fighting Vipers* and *Virtua Fighter*. This is most noticeable when you compare how the fighter's limbs have that squared off look to them, as opposed to the beautifully rounded features seen in *Soul Blade* and the *Tobal* duo.

Glitches appear on the characters far too frequently and there are even times when the whole floor disappears momentarily when some of the more complicated throws are activated.

PoTaito

It's not all doom and gloom, however. The use of shading and dynamic lighting is excellent and if you put to one side the fact that it's not the best looking beat-'em-up of all time, there's a veritable funfest in the offing.

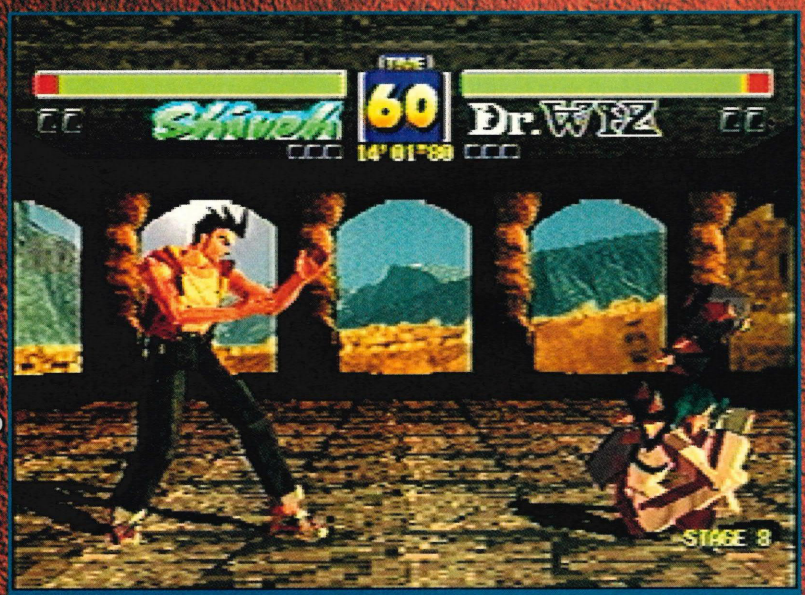
Each of the initial eight fighters move fluidly around their respective arenas and once you've learnt to string a few moves together some huge combos can be pulled-off.

In fact, the instructions stress and encourage you to string as many as possible together via a novel and bizarrely named combo feature – Combo De Manmbo – which allows you to pre-set your own combo strings with up to 64 moves!

The Slide Combo system is yet another feature unique to *Fighters' Impact*. Here, the player can set-up unlimited combos that won't stop until specific forbidden moves are utilised, or if identical moves are used during the sequence. Should the player use an identical move, he or she will overheat and freeze, making them extremely vulnerable. This is an excellent



[Above] One of the unknown (and unpronounceable!) characters makes an appearance on stage four, displaying remarkable dexterity for his size.



[Above] The strange Dr Wiz sits quietly until you approach, then he transforms into your own character before whisking you off to a watery underground arena.



[Above] Yukiwo finishes off the final boss, Barazock with a strangulation death grip in this close-up replay.

PLAY Information

Publisher: Taito
Supplier: Video Games Centre on 01202 527314
Price: £79.99
Release date: Out Now (Import)

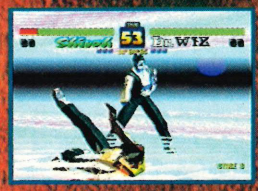
One Player | Multiple Players

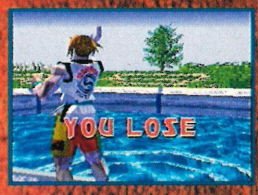
Memory Card

Written By Tom Sargent



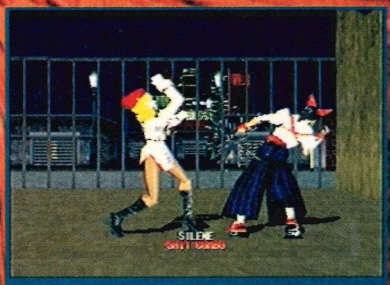
IMPACT







[Above] Hornet, dressed in his street fighter garb takes a swift kick to the nether regions by Hika expert, Shivah.



[Above] Another five-hit combo from Silene. That's what we like to see, two girls beating the crap out of each other!

feature which gives the game an extra dimension.

Multi-hit

Many characters possess three unique fighting styles; one main style and two sub-styles. Styles range from the more traditional disciplines of Karate and Taekwon-Do to the more rudimentary Street Fighting and Wrestling affairs. There's more variety than the London Palladium and each style is visibly unique, providing the player with a lasting challenge. There are allegedly some swanky secret modes to be discovered too, which didn't feature in the arcade version. These include: Super Deformed, Paper-thin, Animal Carrying, Stickman and Shrink modes.



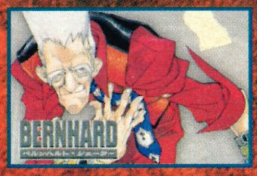
[Above] Each player has a power bar and number of rounds won displayed at the top of the screen.

Although lacking much of the graphical finesse seen in some of the more recent fighting games, *Fighters' Impact* certainly compensates for this shortcoming by the wealth of options available and a neat combo-building feature. This won't be everybody's cup of tea, but considering it runs at an impressive 60 frames per second, we feel that it's a welcome addition to the burgeoning beat-'em-up family. Ultimately, there are many better examples and this is too little too late.



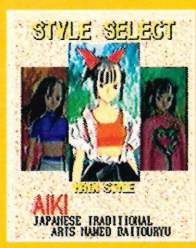






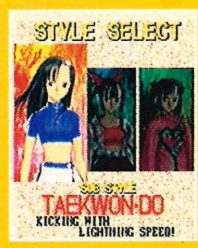
THREE OF A KIND

Seven of the eight characters can fight using three distinct ways: one main and two sub-styles. Each one is completely different and requires individual tactics.



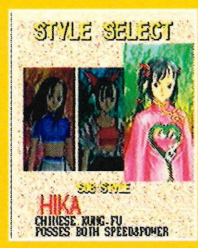
Main style

Aiki (Japanese Traditional Arts named Diatouryu).



Sub-style 1

Taekwon-Do-Kicking with lightning speed.



Sub-style 2

Hika. General all-round discipline.



"*Fighters' Impact* is too little too late..."

PLAY

Looks	●●●●●●●●●●
Sounds	●●●●●●●●●●
Gameplay	●●●●●●●●●●
Value	●●●●●●●●●●
Athletic	●●●●●●●●●●

PLAYED 76%

Competent beat-'em-up with a lasting challenge.

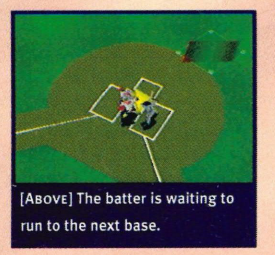
Alternatively:
Tobal 2 (92%)
Tekken 2 (95%)

VR BASEBA

IT'S BEEN A LONG TIME COMING, BUT INTERPLAY IS HOPING TO ADD A BIT OF POLISH TO THE TRADITIONAL FORMULA. HAVE THEY HIT A HOME-RUN WITH *VR BASEBALL'97?*

Written By Tom Sargent

You've gotta hand it to the sports-mad American public. Give them a four-pack with a box of 'twinkies' and they'll watch just about anything. Apparently the latest craze across the pond involves customisation and racing of belt-driven sanding machines along straight tracks in similar style to dragsters. This could only happen in the good-old US of A!



[Above] The batter is waiting to run to the next base.

Although universally popular, baseball is one of those sports that you either love or hate, which is due, in part, to its relative simplicity. One team fields while the other bats and apart from a few pre-set rules which set the game apart from similar games such as rounders, that's about it.

YOU'RE OUTTA HERE!

The most noticeable difference with Interplay's foray into the VR Sports series is the polygonal players. In an attempt to re-invent the game (as seems customary with updated sports sims these days), all 700 Major League players have been adorned with texture-mapped faces, no doubt mimicking their real-life counterparts. Each one of the 28 Major League teams are there too, with accompanying unique stadiums. Once inside each stadium, the crowd react well, especially when you hit a home run, or if the pitcher throws three strikes.

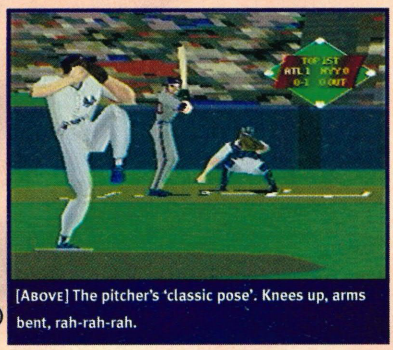
As any aficionado will tell you, baseball simulations live or die by two crucial elements: the control system and the physics of the ball. Failure to capture either of these elements and you may as well hang up your bat and cap.

Fortunately for Interplay, *VR Baseball '97* plays extremely well, especially the pitching, which has been given some careful consideration through the incorporation of menu-less interface. By carefully combining the D-pad with the standard buttons, you can keep the opposition guessing. Batting is a pretty simplistic affair, which revolves around timing the stroke for a good connection, although the strength of your shot can be determined by pressing one of the facia buttons.

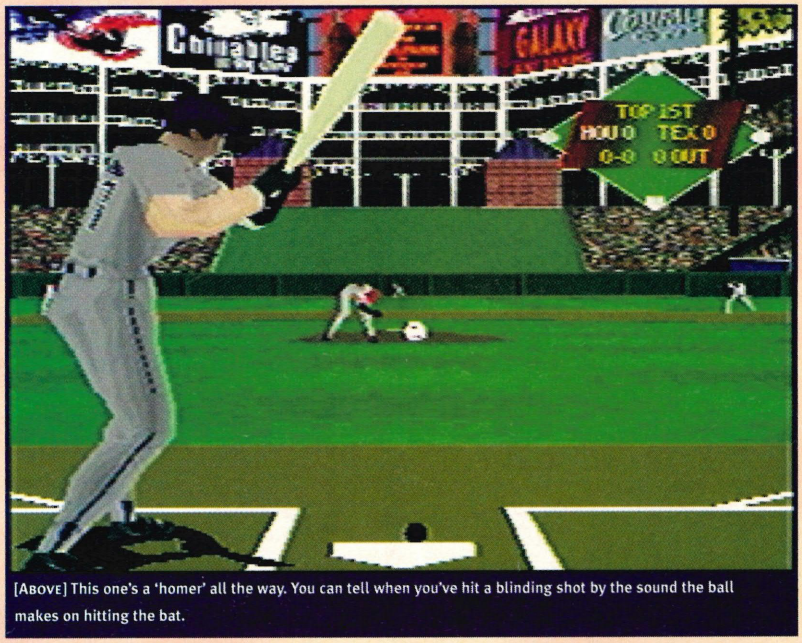
DIGITAL DIAMONDS

Although the graphics have been given a facelift, they're still pretty basic, although they move extremely smoothly. Individual players display a number of mannerisms, adding to the overall atmosphere, which is doubly impressive considering the quick pace of the game.

Where *VR Baseball '97* really goes to town is in its presentation, however. There are four uniform presentations with updated styles and logos for 1997 and instant access to pitch selection, speed and control. There's also a real-time, in-



[Above] The pitcher's 'classic pose'. Knees up, arms bent, rah-rah-rah.



[Above] This one's a 'homer' all the way. You can tell when you've hit a blinding shot by the sound the ball makes on hitting the bat.

PLAY INFORMATION

Publisher: Xxxxxx
Phone for info: xxxxxxx
Expected price: Xxxxxxx
Expected when: Xxxxxxxxx



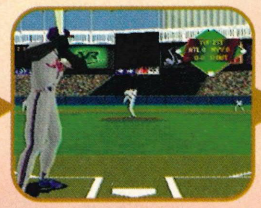
One Player | Multiple Players

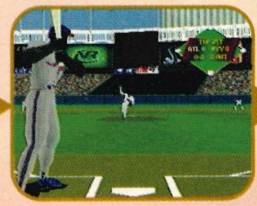


Memory Card

PITCHER THIS

ONE OF THE MOST FUN ASPECTS OF THE GAME IS PITCHING, BUT IT'S ALSO THE HARDEST TO MASTER. IN THIS SEQUENCE, YOU PERFORM THE CLASSIC PITCHER'S POSE BEFORE UNLEASHING A TRICKY 'CURVE BALL' TO THE BATTER. STERRRIKKE ONE! TWO MORE OF THOSE AND YER OUTTA HERE!

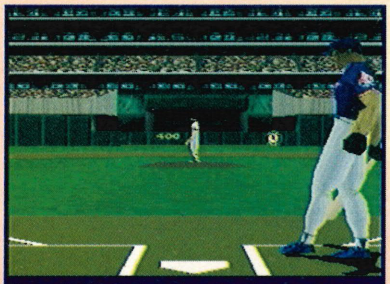




LL '97

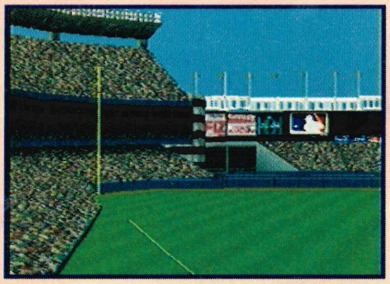


[Above] It's the third strike and the batter has vainly attempted to 'bunt' the ball so that he can run to first base. He's out.



[Above] While the batter is waiting for the pitch, he tests the ground with his feet. Another example of the attention to detail in *VR Baseball*.



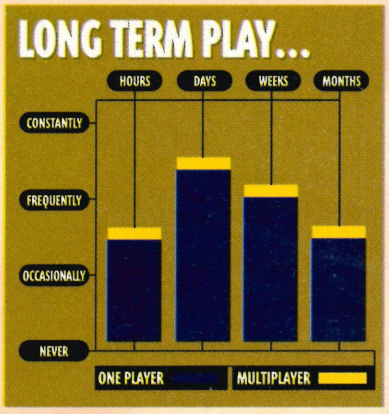


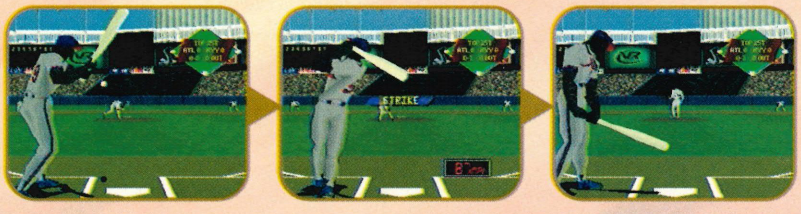
stadium scoreboard which displays play by play statistics, while a huge TV screen broadcasts live.

One of the most malleable features has to be the Virtual Field Vision, which gives you total control of the camera angles. All of the fielding positions can be adjusted to your individual style of play too.

So how does it play, taking into consideration all of the above elements? Well, if baseball's your thing, look no further. Everything you could possibly want for an accurate simulation is present, including a full season simulation (trading, all-star voting, player statistics) besides the usual Exhibition, Home Run Derby and Batting Practice modes.

As baseball games go, *VR '97* will certainly take some beating in terms of authenticity. There is room for improvement graphically, but purists of the sport certainly won't be disappointed by the way that it plays and encapsulates the spirit of the game so well. Whether this will attract new converts is questionable, but followers of baseball will love it.

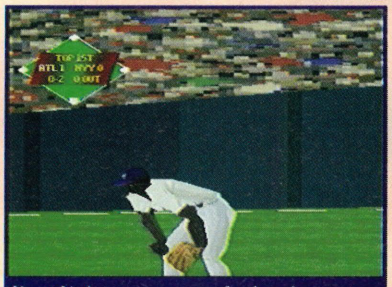




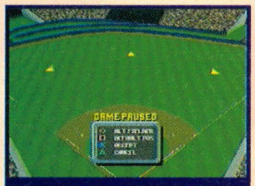
AIN'T MISBEHAVIN'

INTERPLAY HAS DONE A STERLING JOB OF CREATING AN AUTHENTIC-FEELING AND LOOKING SIMULATION OF BASEBALL. BUT WHERE ARE ALL OF THE BAD HABITS THAT PLAYERS GET UP TO? WE'VE COMPILED A LIST OF DISGUSTING BASEBALL-RELATED BODILY FUNCTIONS WHICH COULD BE ADDED IF THEY DECIDE TO RELEASE A SEQUEL.

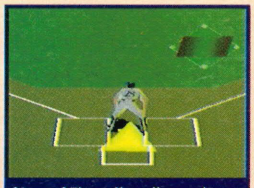
1. PLAYERS SCRATCHING THEIR CROTCHES EXCESSIVELY.
2. SPITTING GREAT GLOBS OF 'BACCY'
3. FIGHTING AMONGST THEMSELVES.
4. PLAYERS WITH HUGE BEER-GUTS.
5. PANICKING COACHES CHEWING GUM
6. STREAKERS (AS IN EVERY OTHER SPORT, INCLUDING SNOOKER!)



[Above] In between moments of action, players display unique mannerisms such as rubbing their hands together and stretching. Excellent.



[Above] During the game, the outfielders can be altered, either as a group or individually.



[Above] The yellow diamond means that you have control of the third base man.



[Above] All of the relative statistics can be accessed during the season simulation.

"Purists of the sport certainly won't be disappointed..."

PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●●●○○
ALL-STAR	●●●●●●○○○○

PLAYED **80%**

Sterrrriiiikke! An excellent simulation

ALTERNATIVELY:
ALL-STAR BASEBALL (NR)
BIG HURT BASEBALL (81%)

ACE COMBAT 2

THE WORLD'S FINEST AIRCRAFT, DEATH DEFYING MISSIONS OF PURE BRAVERY, AND ENOUGH FIREPOWER TO SINK JAPAN – WELCOME TO THE DANGER ZONE!

Written By Graeme Nicholson

"Pull up," an unobtrusive, gentle female voice repeats as you corkscrew towards the ground, hitting speeds that people were never meant to travel at. But it's no good. You've taken more than 60% damage during the dogfight, and trying to climb vertically in the thin air is too much for the A4's single, small jet engine.

"Pull up," the voice says again as you struggle with the throttle in an attempt to make the engine re-light before plane meets hillside and you are engulfed in flame. Instantly your death is replayed from four different angles.

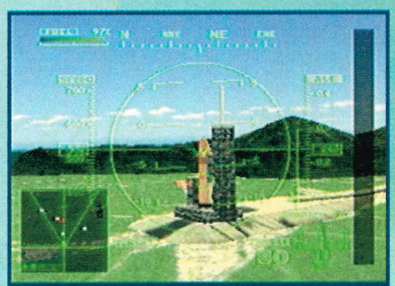
This is life in the skies of *Ace Combat 2*, the thoroughly playable arcade flight game just released in Japan, and due for release on these shores before long under the name *Air Combat 2*. Not that you'll need the British version to understand how to play – the entire step-by-step mission briefing is spoken and written in English, with just small grey subtitles for the poor Japanese even though the game was designed and made there!



[Above] The night levels give you a good feeling of performing a covert operation under the cover of the dark skies.



[Above] An automatic switch to Target View as your hulking great A10 sails through the carnage it has created. Poetry in motion.



[Above] This giant Scud missile will probably wipe out an entire village of no consequence to your cause – let that sucker fly!



[Above] This entire mission is a thrilling high speed ride through a canyon, with a *Star Wars*-style target at the end.

AIR SUPERIORITY

Although the ability to play *Ace Combat 2* with the big dual flightsticks or the wonderful new Dual Analogue controller may cause you to think otherwise, this is not a simulator in the true sense of the word. You get one type of missile, of which you are given several dozen instead of a more realistic six or eight. And in keeping with the arcade simplicity you cannot invert the plane at all.

Even with this basic set-up, it's difficult to get bored while playing *Ace Combat 2* because the objectives and settings are so well varied that even the most demanding players will be kept hooked for hours at a time. Whether you are sinking ships in the harbour, buzzing skyscrapers in the city, or rocketing along tight canyons at night, the adrenaline will continue to flow.

As well as planes with higher detail and a sense of an altogether more sexy product than *Ace Combat*, there are the new cinematic "after attack" views to give some directorial gloss to the battle. This option means that when you destroy a target from either of your two normal views, you get a brief shot of the target and your own plane rocketing past. It looks amazing, but you can disable it if you don't want to be whisked from the cockpit every 20 seconds.

CRASH AND BURN

Every couple of missions a new fighter plane will become available for you to buy using the funds gained from previous wins. Adding to your hangar this way

"It's an altogether more sexy product than *Ace Combat*..."

PLAY INFORMATION

Publisher: Namco
Supplier: The Video Game Centre on 01202 527314
Price: £74.99
Release date: Out now (import)

ONE PLAYER DUAL ANALOGUE

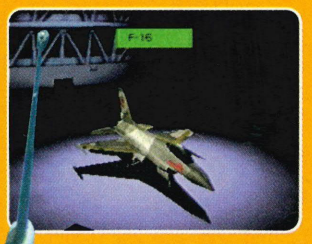
MEMORY CARD

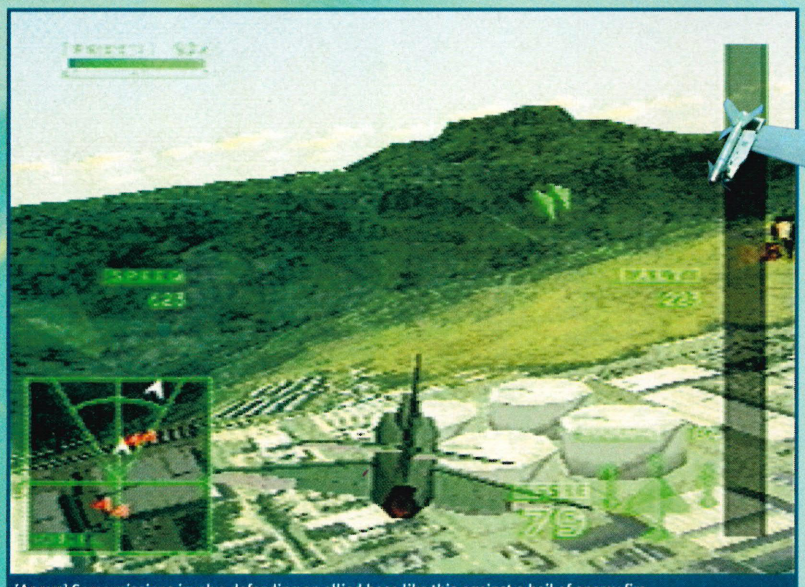
バット 2

MISSION: IMPOSSIBLE

FAR AHEAD OF THE USUAL "NEUTRALISE ALL ENEMY UNITS" CACK, THE BRIEFINGS IN *ACE COMBAT 2* ARE NEATLY PRESENTED, FULLY ANIMATED BLOW-BY-BLOW GUIDES TO YOUR NEXT TASK. A SHARP DISPLAY SHOWS IN 3-D HOW YOUR FLIGHT PATH SHOULD LOOK AS YOU PROGRESS THROUGH THE LEVEL, AS VOICE AND TEXT TELL YOU EXACTLY WHAT NEEDS TO BE DONE AND WHY. WE HOPE TO SEE THIS KIND OF PRESENTATION IN MORE OBJECTIVE-BASED GAMES TO COME, BUT MEANWHILE IT'S WELL DONE TO NAMCO.



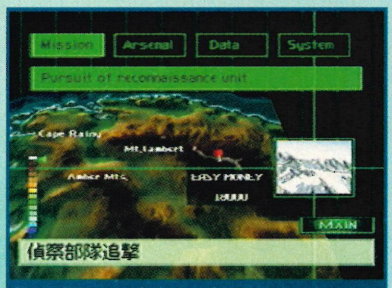




[ABOVE] Some missions involve defending an allied base like this against a hail of enemy fire.



[ABOVE] You only have to find somewhere to land on very few missions, so you don't need to look for a parking space in the city.



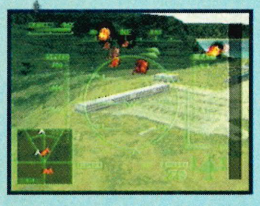
[ABOVE] The pre-mission sections are extensive, letting you buy and sell planes, recruit a wingman and read up on the next battle.

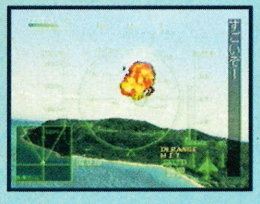
increases your chances of finding just the right aircraft for the job, as the A4 is tiny, light and manoeuvrable for city-based dogfighting, whereas the good old A10 is heavy and slow, but strong enough to withhold a major attack while you meticulously plod along and devastate a ground installation.

The problem that crops up is when you find a particularly hard mission, you need to pay a fee each time you trash the plane. The better and more expensive the plane, the higher the fee and so you have to start balancing aircraft performance against cost to ensure you make it through to the next round.

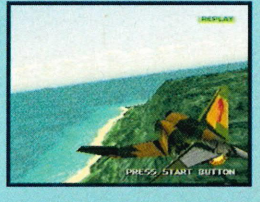
Let there be no doubt, *Ace Combat 2* is good fun. It moves well and the after attack views make it look quite a bit better than the original. The variation between missions is another solid selling point too, but the chunky landscape doesn't look like it belongs in the same game as these lovely smooth aircraft models, and some people might be put off by the restricted abilities of the fighters. At the end of the day it's fast, fun and slickly presented and a worthy addition to the PlayStation back catalogue.

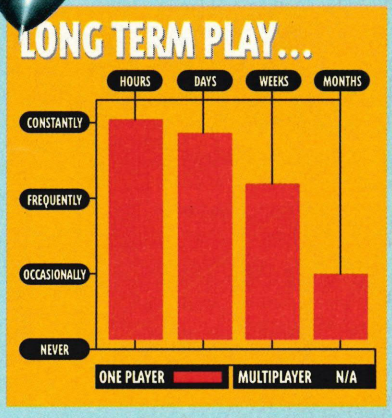


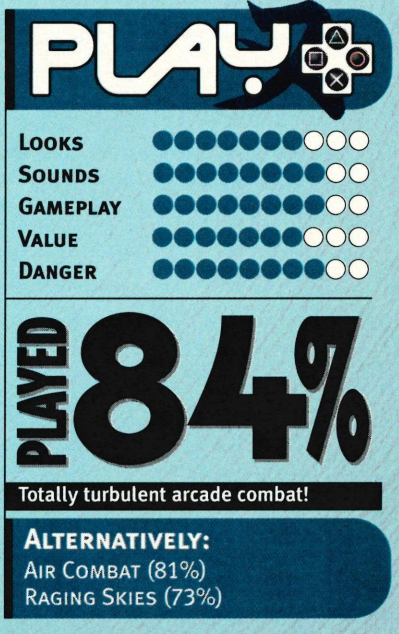












THE LOST VIKINGS 2

THOSE LOST VIKING LADS HAVE GOT THEMSELVES LOST AGAIN. BUT DOES THIS LITTLE ADVENTURE STAND UP TO THE OPPOSITION?

Written By Gwyn Williams

All you old Super NES owners may remember a game called *The Lost Vikings*. This puts you in control of three Vikings who have been trapped in a weird dimension far away from their home. You had to guide them through each level.

Well, now they're back, this time on the PlayStation. Yet again the three Vikings: Olaf the Stout, Erik the Swift and Baleog the Fierce, have been sent far away from their cosy little homes by the evil Tomator. The basic idea of *Lost Vikings II* is that each Viking has a specific ability or strength, and they must co-operate to finish each level.

The first thing you'll notice about this game is that it looks worryingly similar to the Super NES original, with very few graphical enhancements. There's nothing that really makes you go "Wow!" Instead you have very basic, almost 16-bit looking graphics. On the up-side, the characters are animated very well, and the attention to detail is high.



[ABOVE] Olaf can use his shield to block fire balls so the others can pass without being hit.



[ABOVE] Baleog can swing from strange floating crystals, enabling him to get across wide gaps.

THREE STOOGES

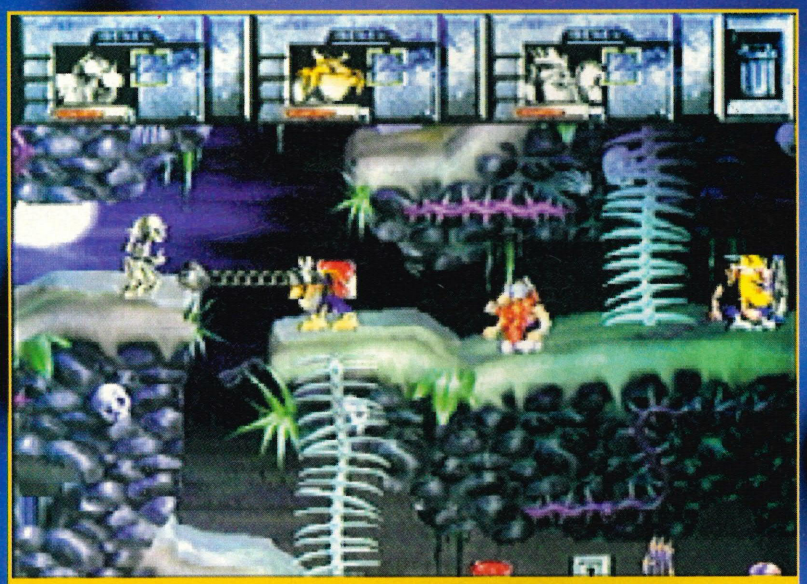
On some levels you will find that one of your Vikings is missing, so you have to go looking for help so that you can get out. This help comes in the form of either Fang the Wolf, or Scorch the Dragon. The former can climb walls, and Scorch is able to fly and breath fire – this obviously adds to the repertoire of moves open to you.

Lost Vikings II is a puzzle/platform game which relies on its clever level construction and huge number of brain teasing situations to keep you interested. There's loads of speech to endear the three central players with plenty of character, but many will feel that such simple presentation does not do the power of the PlayStation justice.

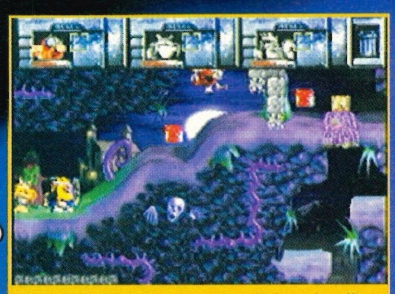
"Relies on its clever level construction..."

The control method is quite fiddly at first, and can become very difficult to handle in the two player mode, where each player has one Viking, and shares the third. This will give you some grief on occasions, as the screen only scrolls with one player.

Fans of the first game will be delighted to see the three friendly faces of the Vikings on the PlayStation, and there is a great deal to keep the long term challenge alive, but at the end of the day this is a 16-bit game converted with few frills. Surely it's time for *Lost Vikings 3-D*?



[ABOVE] Baleog's bionic arm has many uses, including being able to hit enemies a long way away.

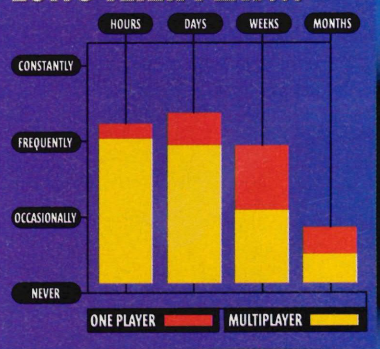


[ABOVE] Eric has the power to smash through walls with his rock 'ard head and rocket boots.



[ABOVE] This little fella is Fang. He'll help you out when you only have two Vikings.

LONG TERM PLAY...



PLAY INFORMATION

Publisher: Interplay
Customer support: 01628 423666
Price: £44.99
Release date: Out Now

ONE PLAYER | MULTIPLE PLAYERS

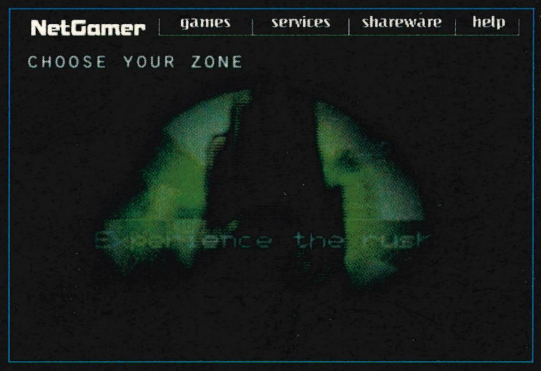
PLAY

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

PLAYED 72%

Playable, but dated already...

ALTERNATIVELY:
ABE'S ODDYSEE (SEPT '97)
RAYMAN (87%)





NETGAMER IS THE FIRST MAGAZINE DEDICATED TO INTERACTIVE MULTIPLAYER PC ONLINE AND INTERNET ENTERTAINMENT. AND IT'S GOT IT ALL!

Please rush me...

Your Details

A SINGLE TRIAL ISSUE – SAVE 25% on newsstand price

☐ UK £3.95 ☐ Europe £4.95 ☐ Rest of World £5.95

SIX-ISSUE SUBSCRIPTION – SAVE 35% on newsstand price

☐ UK £20 ☐ Europe £26 ☐ Rest of World £32

12-ISSUE SUBSCRIPTION – SAVE 40% on newsstand prices

☐ UK £35 ☐ Europe £47 ☐ Rest of World £59

Your Details

Name.....

Signature.....

Address.....

.....

.....

Postcode.....

Phone number [home].....

Phone number [work].....

Email address.....

Method of payment

☐ Cheque/Postal Order [please make payable to Paragon Publishing Ltd]

☐ Credit Card/Switch/Delta [Access, Mastercard, Visa]

Expiry date.....

Card number.....

Issue number.....

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: NetGamer Subscriptions, Paragon Publishing Ltd, Freepost BH1255, Bournemouth BH1 2TA. It won't cost you a penny in postage if mailed in the UK. Alternatively call our 24 hour order line on 01202 200200, fax us on 01202 299955 or email us at subs@paragon.co.uk. You can also order online at http://netgamer.subs.net.

☐ From time to time we will send out additional information which could be of benefit to you. If you do not wish to receive such information, please tick the box.

for further information call 01202 200200 fax 01202 299955 or browse http://www.netgamer.net experience the future, experience NetGamer

NetGamer

on sale now!

Experience it now!

Subscribe to Europe's only multiplayer PC magazine and you'll...

> Get NetGamer delivered to your door before everyone else, so you're always in touch with the hottest news, interviews, previews, reviews and playing guides on the multiplayer PC scene.

> Never miss another issue of your favourite newsstand magazine. Avoid the hassle of going to your newsagent for every issue and the disappointment of discovering the issue has sold out.

> Receive details of exclusive special offers and other savings plus a special subscribers-only letter packed full of extras.

> Take advantage of our special offer and SAVE 40% on newsstand prices!



http://www.netgamer.net

THE FUTURE IS NOW

order online at http://netgamer.subs.net

STATION M

CHEATS ▸ TIPS ▸ LETTERS

TO SERVE AND TO PROTECT. WE DO OUR UPMOST TO PROVIDE A WEALTH OF HINTS, CHEATS AND TIPS FOR THE NEEDY PLAYSTATION GAMER. FOR ALL THE LATEST AND GREATEST SOUNDBITES, LOOK NO FURTHER THAN THIS MONTH'S GENEROUS SPREAD, BUT IF YOU HAVE ANY FRESHLY-BAKED CODES THAT WE COULD PRINT, SEND THEM, POST HASTE TO: *STATION MASTER, PLAY MAGAZINE, PARAGON HOUSE, ST. PETER'S ROAD, BOURNEMOUTH, DORSET, BH1 2JS*. OR E-MAIL PLAY@PARAGON.CO.UK

PEAK PERFORMANCE

SPECIAL CLASS CODES



On the Car Selection screen press:
L1+● in class A
L1+● in class B
L1+● in class C
Now you will be able to select Special Class

DRACULA X

SPECIAL MOVES



Try out these special moves on Alucard. Press ■ or ● after doing the directional movements:

Power up move, sometime takes HP from enemies
Press: Left, Diagonal Up-Left, Up, Diagonal Up-Right, Right

Fireball move, hold up for big flame
Press: Up, Down, Diagonal Down-Right, Right

Homing white fireball
Press: Left, Right, Up, Down

4 homing white fireballs
Press: Hold Up for a few seconds, Diagonal Up-Right, Right, Diagonal Down-Right, Down

Gain HP from enemies and candle flames
Press Left, Right, Diagonal Down-Right, Down,
diagonal Down-Left, Left, Right

NANOTEK WARRIOR



Random Curving
Pause the game during play and press ●, Select, Left, ■, ■, Down, Up, ×. The power-up sound will confirm correct code entry. The tube will curve randomly when play is resumed.

Cockpit View
Pause during play and press ▲, ●, ■, ■, ▲, ▲, Select, Start. The power-up sound will confirm correct code entry. The view will switch to a quasi-first-person perspective.

Rotate Enemy & Obstacle Positions
Pause during play and press R1, R1, Up, ●, ■, ▲, L2, ×. The power-up sound will confirm correct code entry. The next level played will have obstacles and enemies in a slightly different location from their original place.



Camera Lock
Pause during play and press ●, ■, ▲, ▲, ●, ■, ▲, Start. The power-up sound will confirm correct code entry. The view will adjust to keep the ship in the centre of the screen.



Destructible Obstacles
Pause during play and press ■, ●, R2, R2, Left, Up, Down, ×. The power-up sound will confirm correct code entry.

Lock-On Lightning Bolt Special Weapon
Enter ×, ■, ▲, ●, ■, ●, ×, ▲, × as a password.

Black NanoTek Ship
Enter: ×, ■, ×, ■, ■, ●, ×, ▲, × as a password. The ship will be available with four lives and all weapons on level 1.

TOBAL NO. 2

TRICKS



Alternate Player Costumes
Press: Up + ▲ when selecting your player to access Giant or Miniature fighters. Note, this cheat does not work in the Quest Mode.

When selecting your player:
Press: L2 + R2 + ▲, then:
Press: L1 + L2 to shrink and R1 + R2 to grow



ASTER

SUPER BUSTER BROS COLLECTION

BUSTER BUDDIES (PANG 3, TO YOU AND ME) CHEAT

Stage Select: Hold Down on the D-Pad while selecting tour mode
Expert Mode: 1P & 2P select Tour Mode with X simultaneously



SEXY PARODIUS

CODES

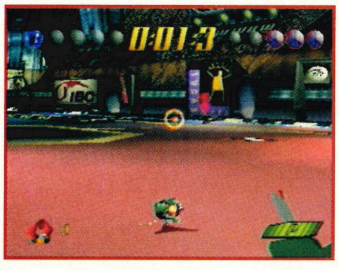
All power-ups:
Pause the game then press: Up, Up, Down, Down, L1, R1, L1, R1, ×, ●. You should hear a 'tone' indicating that the trick has been activated.
Lose all power-ups:
Pause the game then press: Up, Up, Down, Down, Left, Right, Left, Right, ×, ●, then unpause the game.
Your character should now be surrounded by "Oh My God!" for a short time, indicating that the trick has worked.



BUSHIDO BLADE

FOUNTAIN OF BLOOD

Use the Broad Sword and beat your opponent. Now stand beside the opponent's head and move your right hand over it. If you do it correctly, you can watch the blood spray out.



RAY TRACERS

DRIVE TSUMUJI'S CAR

Select time attack mode and choose Tsumuji as your opponent. Finish in first place and his car will be selectable. This status is saved with the game.

BALLBLAZER CHAMPIONS

SHRINKING ROTOFOIL

On the password screen enter:
×, ●, ×, ×, ●, ×
×, ×, ×, ×, ×, ×
×, ×, ▲, ▲, ×, ×
■, ×, ×, ×, ×, ■
×, ■, ■, ■, ■, ×
Note: The code looks like a smiling face!

MASTER DOME

To jump to the Master Dome stadium in the tournament, with the difficulty on Easy and one previous loss on your record, enter this password:
●, L1, L1, R1, R2, L2
×, ■, ■, R1, R2, R1
R2, ▲, L2, R1, L2, ●
L2, R2, R1, ×, L1, R2
■, L2, R1, ×, R1, R1

PLAY Q&A

Stuck-fast in what seems like an impossible situation? Run out of options? If you feel that you have nowhere to turn, drop us a line and we'll do our best to answer your query. Instant enlightenment can be found by writing to the following address: *Q&A, Play Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.*

Dear PLAY,
I have just bought *Broken Sword* and I am stuck in Ireland. I have got to the bit where the man in the yellow coat gets knocked over by a red car. From there on I don't know what to do. Any help you can give me would be greatly appreciated. PS. have you got any guides for it?
A Jenkins, Swansea

We don't have a complete guide for the game, but issue five of our sister magazine, POWERSTATION has a complete walkthrough. Regarding your problem, on arrival to Ireland and assuming that you've done and said as much as you can in the pub (got the snare while Ron sneezes, bought Pat Doyle a beer for information about Fitzgerald, taken the towel and asked about the package), wait until Fitzgerald has left and Maguire has burst in, go back outside.
Turn off the beer pumps by throwing the exposed switch beside the pub door. Go back into the bar and ask Mick Leary for a drink – you'll to finish off your glass if you ordered one earlier. Show him the ID card. Use the snare on the glass-washer's plug. Go to the cellar and undo the bolt holding the trapdoor.
Go back to the street and open the trapdoor, then return to the cellar and collect the gem. Finally, turn on the tap and use it to wet the towel and leave the pub and take the path to the castle gate. Hope this was of some use to you, Mr Jenkins.

Dear PLAY,
I have completed *Resident Evil*, but there is one door that I can't get through. The door has a number code, but I don't know it. Please tell me what it is. It's the door near the bees nest and plant 42.
Owen Weston, Ulverston

You don't actually need the numbers on the paper, as I'll explain later. You can only get through this door playing as Jill. After defeating the second snake in the nursery, meet up with Barry and go through the hole in the floor. However, after she goes down the hole, the rope snaps. Barry tells her to wait while he goes to get another bit, at which point Jill should walk forward and push the button on the gravestone.
Next, walk back under the hole to meet up with Barry again. He pulls her out and gives her a piece of paper with a number on it. You should now be able to go through this door, which as it turns out, is only a shortcut to other parts of the mansion.

Dear PLAY,
I have recently bought the excellent *Overblood*, but I am stuck in the lounge. Every time I try to the plinth or pedestal, the statue keeps falling on top of me. How do I get around this without dying every time?
Graem Dunstit, Bognor

It's quite simple Graem, stand in front of the floating statue and push it over. Now kneel in front of the pedestal it was on and inspect it to find an anti-gravity device. You can now use this useful piece of equipment with the hole in the floor of the main hallway to jump across to the other side.

INTERNATIONAL SUP



GOAL STORM

Like any other football game you'd care to mention, *ISS Pro* has its fair share of top goal-scoring methods. We've naturally found quite a few, so get practising these gems and humiliate your opponents.

RYAN BUTT OF THE MONTHLY TIPS MAGAZINE, POWERSTATION TAKES US THROUGH SOME ESSENTIAL *ISS PRO* SKILLS.

SOLVED

SET PIECES

Dead-ball situations are an ideal opportunity to score goals. Here we examine the best way to utilise those set pieces.

FREE KICKS

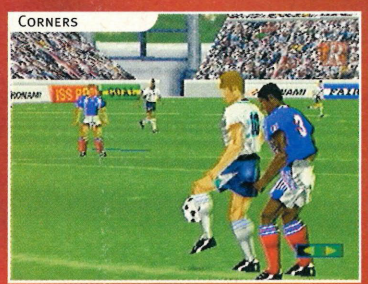
There are several methods of scoring from a free kick, but it all depends on where you are positioned. For example, if you're just outside the area, the chances are that you'll have an unmarked man to one side of the wall, so make a simple low pass to him and he'll have plenty of time to turn and have a free shot at goal. Alternatively, try the direct approach and position your man so that he is facing the far post. Now hammer the ball at goal and use the L2 and R2 buttons to curl it slightly inwards so that it just sneaks inside the uprights.

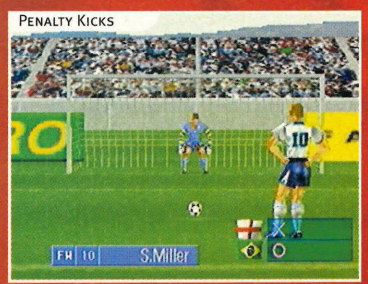
CORNERS

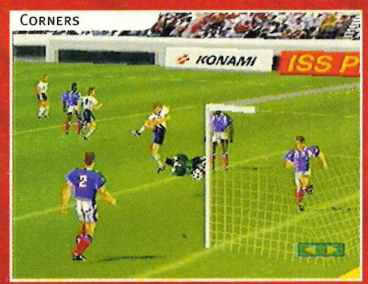
Corners can be taken in two ways. Either go for the direct approach and sail the ball into the goal-mouth – hoping that one of your players will get onto the end of it and head it into the net. Alternatively, pass it short to the player nearby and then run straight upwards towards the outside of the 18 yard box. Now chip the ball high over the face of the goal and more often than not, a player will run in and volley it into the net.

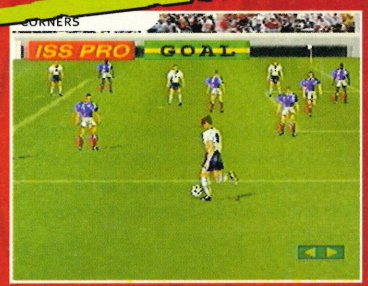
PENALTY KICKS

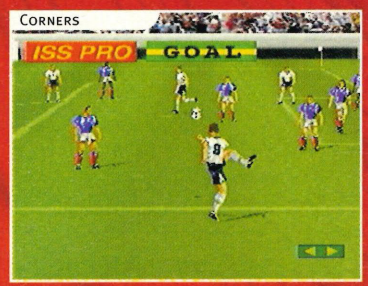
It is a doodle to slot these away, you just have to know where to aim and hope that the goalie doesn't have ESP. Simply use the ■ button to shoot high, or the × button to keep the ball low.



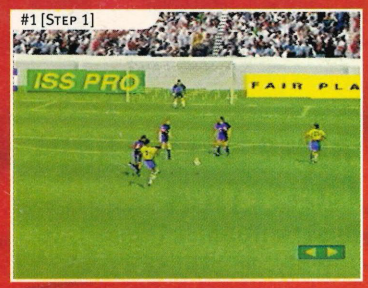




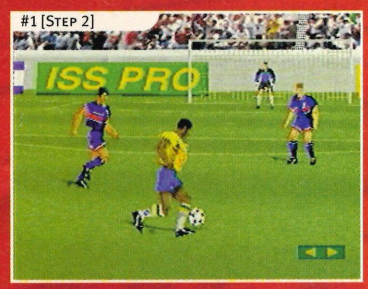




#1: THE THROUGH-BALL ROCKET



Step 1. Attack the goal in a central position, ensuring that you have two team-mates either side of you.



Step 2. Time it just right so that you're able to slot a through ball between the defenders, diagonally up or down to the aforementioned team-mate.



Step 3. When the pass is complete, take a couple of strides towards the touchline and power-up your shooting bar to about halfway.



Step 4. Aim the shot at the near post and, every time, the ball will fly behind the goalie as he makes little or no effort to block it.

ERSTAR SOCCER PRO

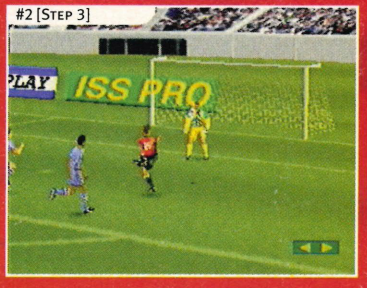
#2: The Intricate Chip



Step 1. Approaching the goal from the wing, time a through ball so that it is met by your man just inside the central defenders.



Step 2. Walk, don't run, towards the face of the goal and wait for the goalie to start running out at you.

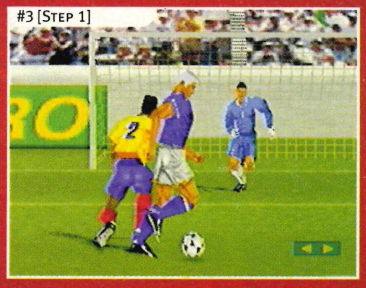


Step 3. When he is a good five paces from his line, gently tap the I button to send the ball sailing over his head.

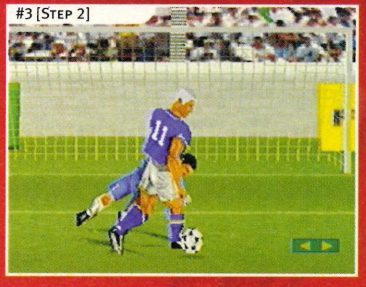


Step 4. If you have timed it to perfection, the goalie will try and back-step and make a flailing attempt to push the ball over the bar, ultimately failing and collapsing whilst the ball sails into the net.

#3: The Squiggle



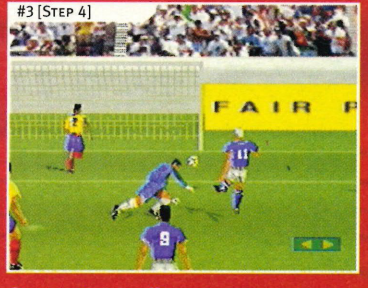
Step 1. By any means, get around the back of the defenders and start dribbling towards the goal.



Step 2. Wait for the goalie to come off of his line and make a beeline for you, whilst all the time holding off the defenders.



Step 3. As the goalie commits and dives at your feet for the ball, turn around and face the opposite direction and step sideways to avoid him.

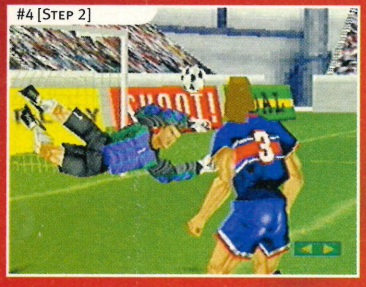


Step 4. Finish off by pivoting and slotting the ball home. You may have to aim it past any lone defenders that have the brains to get back and cover the line.

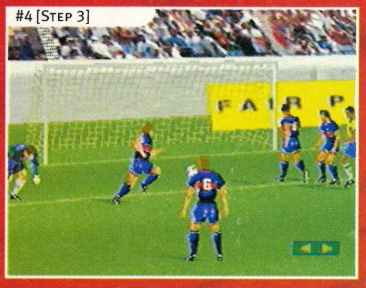
#4: The Rebound



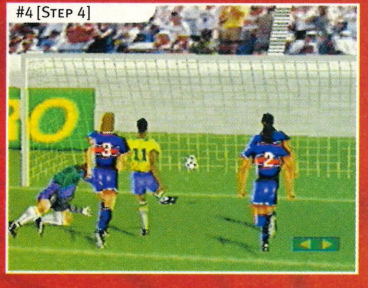
Step 1. More luck than anything, but take a crack at goal, preferably from an angle and then rapidly rotate the D-pad.



Step 2. Hopefully the goalie will be unable to hold the ball and spill it across the face of the goal...

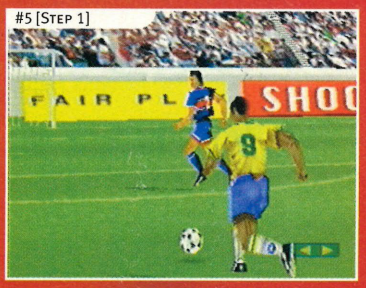


Step 3. So now the path will be clear for your striking partner to pick up the pieces and control the rebound.

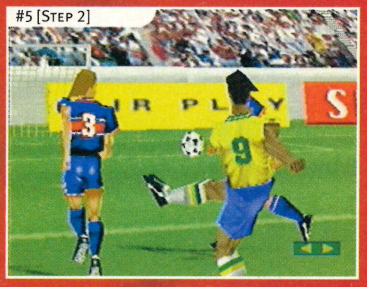


Step 4. Now simply finish up by cracking the ball past the defenders and into the back of the net.

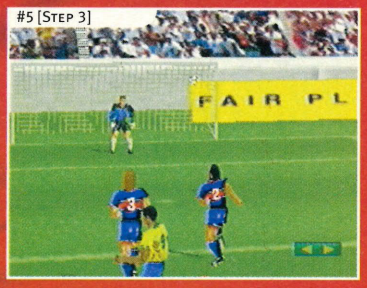
#5 The Straight Crack



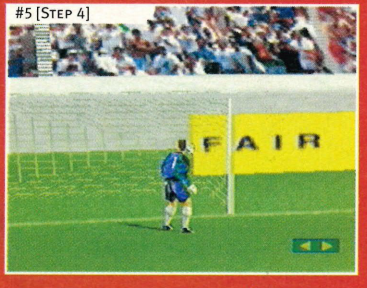
Step 1. Juggle the ball around the defensive line and run diagonally to the centre of the 18 yard box from either the top or bottom.



Step 2. Keeping on a diagonal run, start to charge-up your power bar as you continue to surge forward.



Step 3. Just as you reach the 18 yard line, blast a shot at goal, aiming at the corner of the net which you're facing.



Step 4. As much as the goalie will try, he just won't be able to reach that elusive ball as it sails into the top corner.

LITTLE BIG ADV

SOLVED

AT LAST THE FINAL PART TO OUR EXHAUSTIVE *LBA* SOLUTION. IS THIS ONE BIG GAME OR WHAT? IF YOU HAVEN'T CHECKED IT OUT YET, WE GAVE IT 83% IN ISSUE 19 AND IT'S A WORTHY CONVERSION OF A PC CLASSIC.

REBELLION ISLAND

Talk to the Rabbibunny at the bunker, and drive the buggy to the camp as he says. Once there, talk to the spheroid under the netting who asks you to rescue Colonel Kroptman, leader of the rebellion, but get some fuel and take the buggy back to the harbour before going after him. Talk to the same Rabbibunny again and you will end up in a boat which drops you off at the foot of the mountains.



HAMALAYI MOUNTAINS

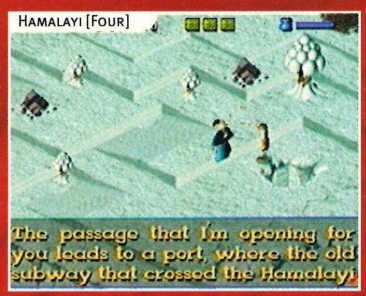
1. Destroy the antenna on the first building to prevent FunFrock's forces requesting back-up, then continue left killing the soldiers and gunners as you go. When your bunny friend mentions using the tank, get inside and watch it shoot the gates open. Two Rabbiclones and a soldier stand in your way, kill them and pick up the key.



2. Go through the doors marked 'F' and continue up the stairs. Kill both guards take their keys, then go through the left door where you have to kill the red Grobo and grab his key too. This key opens the colonel's cell, after which you run right, kill the last Grobo, and escape through the tiny hatch in the wall. An FMV sequence plays.

3. Strapped to a new snowboard, slide between the flagpoles to ski to the bottom of the hill. The ski-lift will take you safely back to the top if you want another go, but head right through the exit when you've had enough.

4. Kill the mutants attacking the village, then have a look at the soup pot in the middle of the village. A Rabbibunny will let you see his Sacred Carrot if you destroy



FunFrock's mutant factory. Agree then talk to the bunny at the bottom of the screen, who will give you a clover (you can do this each time you enter this screen) then head below the village. Speak to the female bunny, then drop down the hatch she opens.

5. Talk to the Grobo waiting at the dock, then go right and kill the red Grobo, remembering to pick up his key. Enter the building behind him and talk to the green Grobo, who opens the shuttle gate. When you get to the shuttle you'll be taken to the mutant factory.

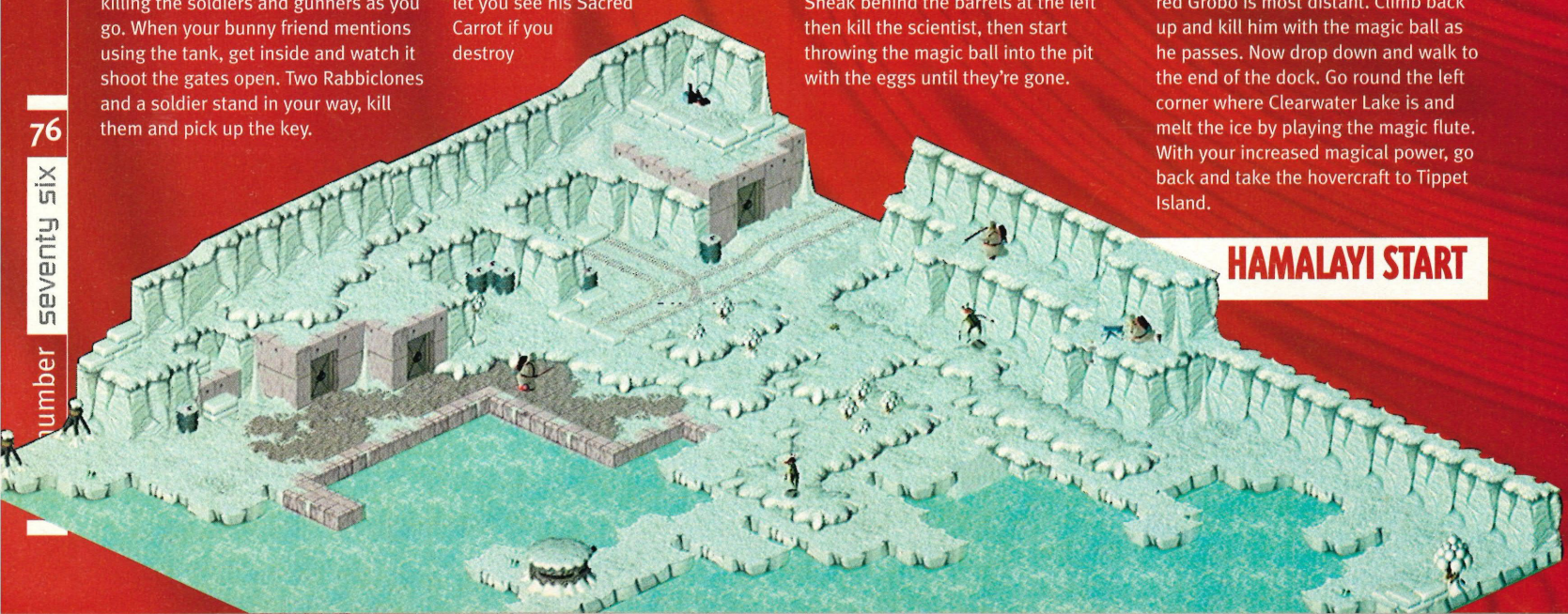
6. Go up the right hall, wait for the lab worker to move left, then kill him. Keep going, kill the Rabbiclone and then kill all the mutants around the corner. Sneak behind the barrels at the left then kill the scientist, then start throwing the magic ball into the pit with the eggs until they're gone.



7. Exit at the top left of the mutant lab, and kill the scientists in the control room. Switch all levers into their top position and go back down towards the pit. Drop down, protecting yourself from any stray mutants then go through the newly opened gate.

8. Take the buggy back to the village, then head for the bowl of soup to alert your Sacred Carrot friend. Follow him inside then head left and kill the guard at the gate. Go upstairs, killing the three guards you encounter and climb the ladder on the left before the bridge, take the pick-up and cross the bridge, using the blue card on the gate.

9. Kill the guard at the top-right and jump down to open the gate when the red Grobo is most distant. Climb back up and kill him with the magic ball as he passes. Now drop down and walk to the end of the dock. Go round the left corner where Clearwater Lake is and melt the ice by playing the magic flute. With your increased magical power, go back and take the hovercraft to Tippet Island.



HAMALAYI START

VENTURE







TIPPET ISLAND

1. Chat with the green Grobo and the Spheroid then go upstairs to buy gas and anything else you want before heading right over the bridge and down to the fisherman. Take the key he catches and go to talk to the disco bunny above who'll sell you information for 10 Kashes. Ask about Teleportation and the Cloning Centres.

2. Enter the metal gates and run past the two Grobos, and go into Twinsun Bar. Talk to the barman and he'll offer to show you a secret passage if you improve the entertainment, and talk to the guy on stage. To get him a guitar you need to go back to White Leaf Desert via the hovercraft to the Himalayi, the Sacred Carrot entrance, the hole in the village and then sail your catamaran back to the desert.

WHITE LEAF DESERT

1. Remember the old man with the guitar? All you have to do is give him your magic flute and he'll give you his space guitar. Get back to Tippet Island the way you came and present the man on stage with the guitar, which he'll start playing. The barman will open the passage for you now.

2. Once in the passageway, walk to the end and wait for a crab to pinch you, at which point you can jump on its back for safe transportation to the bottom of the stairs. In the next screen climb the ladder and drop into the black hole for a key, then climb the ladder again and head through the gate. Run down the stairs to find another ladder. Climb it and talk to the Dino-Fly who will fly you to Fortress Island.



FORTRESS ISLAND

The two Rabbibunnies will offer to dig a tunnel into the fortress if you destroy FunFrock's Teleportation Centre. For the plans to the centre go to Tippet Island where a Grobo will tell you the plans are on Principal Island, in Funfrock's HQ. Go back to the Hamalayi and take the catamaran to Principal Island.

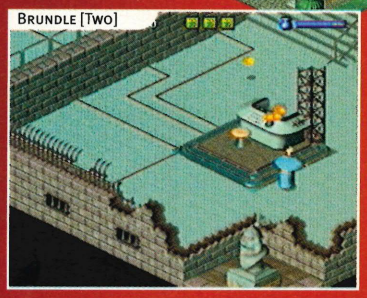
PRINCIPAL ISLAND

1. Approach the HQ after docking and use the keycards to get inside. Set the Rabbibunny free so he tells you about an escape route, then go back to the office where the Doctor will kill his guard before teleporting away. Free the Grobo and open the safe to get the magic sword.

2. The plans have been given to your neighbour's son, so sail back to Citadel Island and walk to your house, which has been demolished. Go to your neighbour's house where the architect will show you the plans and give you his ID card. Go back to the Himalayi and use the old route to find either the hovercraft or Dino-Fly, both of which can take you to Brundle Island.

BRUNDLE ISLAND

1. The ID card will get you behind enemy lines. Use the gate then talk to the painter at the left, and blow Gawley's Horn by the painted wall. Jump through the hole into the Teleportation Centre.



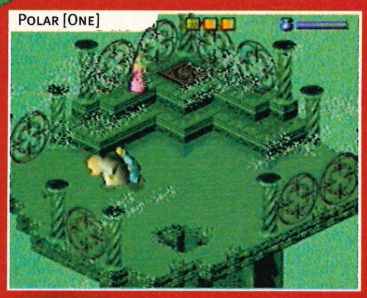
2. In the room with the tape machines, search the barrels for a key to the locked door. Enter it. It's best to use your sword here to kill all the enemies, then hit the five Teleporter switches with your ball to destroy them. Head downstairs and blow up the computer with the ball, then jump over the broken wall in the corner.

3. Drop down to the first room you entered here and get out of the building to take the Dino-Fly or hovercraft to Fortress Island where the Rabbibunny will help you.

FORTRESS ISLAND

1. Drop into the hole that the Rabbibunny makes to get inside. There are all sorts of enemies about, so keep the sword handy. At the top left corner you'll find a mushroom and key and at the top right you'll find a valve to drain the pool with. After doing this, climb the ladder, go through the empty pool and climb the next ladder.

2. After releasing Zoe you'll be trapped, and you must escape just like at the start of the game. Hit the robotic Zoë and pick up the key and get your stuff from the locker. Head into the cloning room and blow the horn at the 'S' symbol, and climb through the resultant hole to read the last runic stone. Now use the flask of water on it to blow up the fortress.



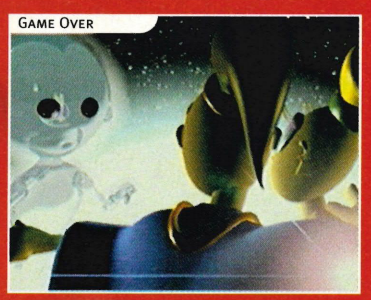
3. Walk up through the ruins to the building site, where you must search for a green Grobo who will give you the keys to the bulldozer at the upper left of the screen. Drive through the site in the bulldozer, and it will take you to a new area.

4. Follow the tracks to the man on the ledge who will leave a key when you kill him, and drop down the platforms to the gate and go through it.

POLAR ISLAND

1. Head right to find a green mountain with workers on it. Kill them all then climb the two ladders up to the top. FunFrock will be holding the real Zoë hostage there, and you must fight him with the magic sword until he falls over the edge.

2. Talk to Zoë, then blow your horn to open a seal and drop down into a cave. FunFrock will show up again, and all you have to do is kill him with your sword to finish the game!



BLOOD OMEN: LEGACY OF KAIN PART 4

SOLVED

At last, and after no end of blood-letting, we present the final, shocking installment of Kain's Legacy. Join us as we visit the ravaged land of Nosgoth for the final showdown with the Dark Entity.

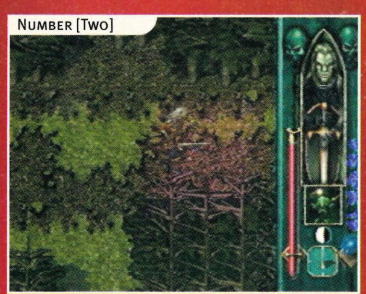
Number [One]



[One]

You should have placed Azimuth's Third Eye in front of the Dimension Pillar having being teleported from the Cathedral. You will then be informed that the next quest is to look for King Otmar of Willendorf. In order to accomplish this however, you will need a disguise: that of a nobleman, to be more precise. So fly back to the last activated landmark (bat beacon) and head east.

Number [Two]



[Two]

Shortly, you'll happen across the first of two camps. Get stuck into the inhabitants to stock-up on your blood supply. Near the second camp (orange tents), there is a cave; don't enter it until you've activated the landmark nearby.

Number [Three]



[Three]

Once in the Spirit cave, use the Control Mind spell on the human to get the Spirit Wrack spell. Next, use the latter on the monster to flick the switch opposite. Continue south and enter the cave that you come across. Here you will see a blood fountain, which empowers you with the strength to move big grey boulders. Leave and keep heading south.

Number [Four] I



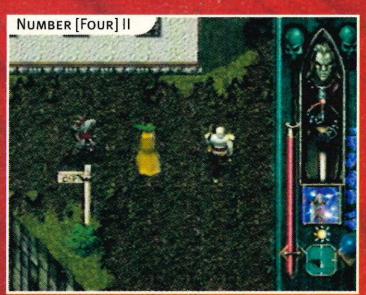
[Four]

Take the first road right on the way down. Fell the tree with the Axes and enter the cave it leads to. There should be another blood fountain nearby. Take the next right and go into the secret cave, collect the items and leave. Change to the wolf form and climb down the hills and take the first left. In the mist form, cross the water and take the items and head back across the water. Continue south to the landmark and mooncave and activate it. Next, fly to Willendorf. On arrival, walk all the way east, through the town and into the cave. It's here that you'll find the nobleman's disguise.

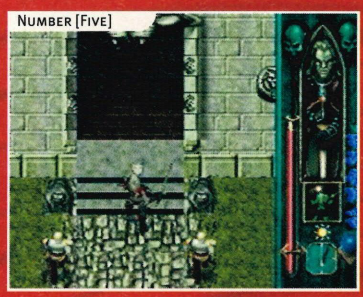
[Five]

Using this disguise, enter Willendorf. Head for the towers located east and west of the city to open the main door.

Number [Four] II



Number [Five]



Number [Six]



After meeting King Otmar, walk south and enter the tunnel leading to Elzevir: The Dollmaker.

[Six]

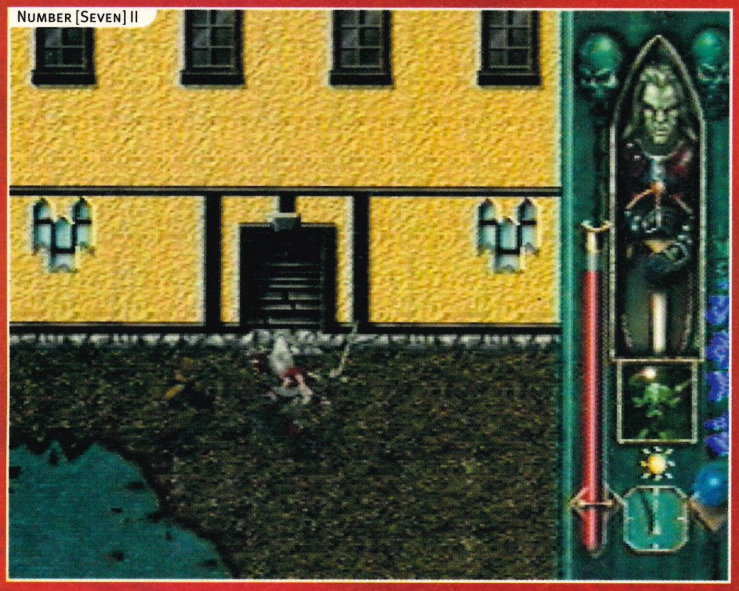
In the Tunnels of Willendorf use the Spirit Wrack spell on the guards to the south and controlling them, switch both levers to open the door. Head north. Once you're outside again, continue walking and activate the landmark. Now head north again and enter the town of Stahlberg. After exploring, head north.

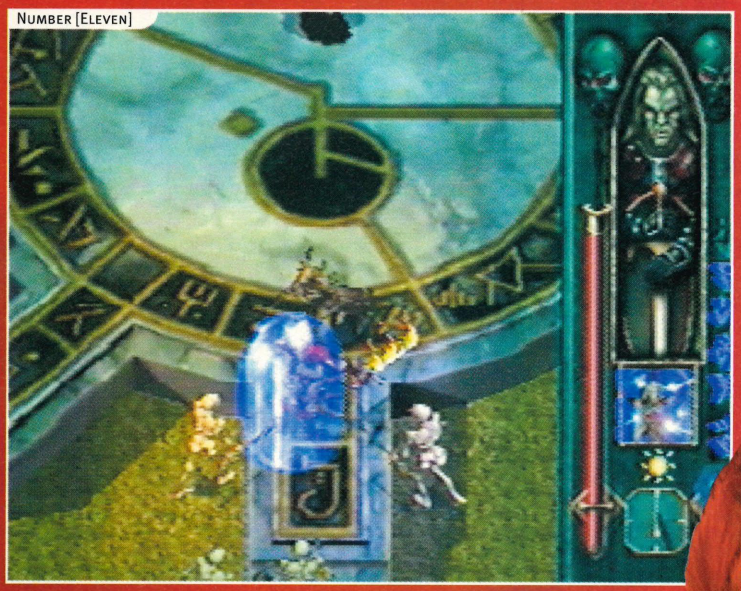
[Seven]

Continue to the left and on reaching

Number [Seven] I







the gate, use the Spirit Wrack spell on the puppet to open the gate. Now you can confront Elzevir. Enter the Dollmaker's Mansion. Defeat him in the same way that you took-on Azimuth, not forgetting to use the repel spell first. It takes a lot more than just one magic energy bar to defeat him though.

Note, that when you are challenged by barrels and bars, use the wolf form to leap over them.

[EIGHT]

When you bump into the ghosts of dead people, drink their blood (blue) to receive magic energy. Return to Willendorf and speak to the King again. Next, you must battle against the army of the Nemesis. WAIT! Going to Otmar's throne room will automatically transport you to the battlefield. Check out any secret rooms to fill up on items first and save. Battle your way through and then you'll be teleported 50 years back in time! To continue, kill the man and watch the FMV footage.

Head north to Stahlberg, exploring as you go and then continue north again. Search the houses then head north once more. You should come across the stronghold of William the Just. Go inside.

[NINE]

In here you must fight the man himself. There's no set strategy here, but be patient; don't use the magic-sapping Soul Reaver, use the Flame Sword instead. Doing so means that you can use items and spells against him; particularly the Repel spell. After he's dead, a bunch of guards appear, but just stand still and use the Repel spell while wearing the Chaos Armour ; the fools will then attack each other! Note, use the Mist Form when crossing sand-covered floors. You slowly sneak up and overhear an important conversation. You should now be back in the present, so go outside and head south. Exit south and you soon become aware the William the Just has altered history. Only now, you're in the time of vampire hunting.

Head to the event. Here, you'll witness your kindred (Vorador) being decapitated. Kill the peasants who attack you. You'll meet Mobius (again) from the Oracle. A conversation will take place. Head north.

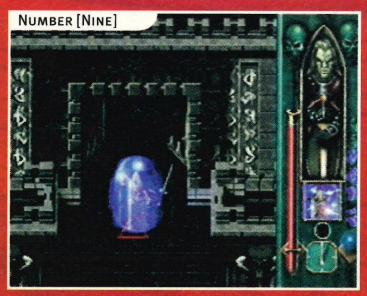
[TEN]

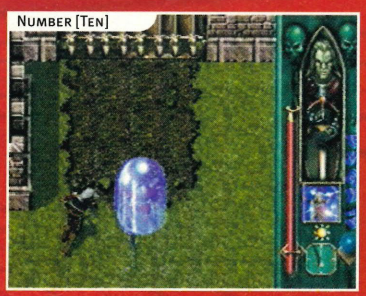
Fight Mobius's creatures from the past, present and future. Kill Mobius and take his hourglass. Then you are whisked off to the pillars, where you must face Mortanius in his normal form. Use the Flame Sword and a few spells instead of the Soul Reaver, not forgetting to use the Repel spell (repeatedly, if necessary).

[ELEVEN]

After defeating him, he will turn into The Dark Entity. Pick up Mortanius's Death Orb and Anarcrothe's Scales quickly and face it! Use the same technique as before, but when he disappears into the ground, keep moving around: do not stop until he's jumped out again.

Once he's dead you'll be given a choice of ends... this, my dark friend, is up to you.



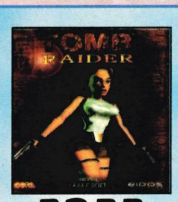


GAMEplay

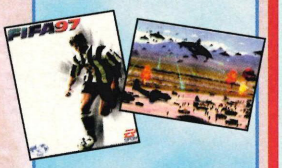
A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

PRICE! CHOICE!

THESE HAVE MADE U
ORDER SUPPLIER



FREE POSTER



WITH EVERY ORDER FOR PLAYSTATION GAMES!!



THE WORLD'S MOST **POWERFUL** CONSOLE AT BRITAIN'S **LOWEST** PRICE!!

£122.99

ALL PLAYSTATIONS COME WITH ONE SONY PAD, A PLAYABLE DEMO CD FEATURING 6 GAMES

PRICES INCLUDE **FREE 48hr 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!!**

PLAYSTATION & MEMORY CARD & EXTRA SAITEK PAD	£143.99
PLAYSTATION & DOOM OR FIFA '97	£143.99
PLAYSTATION & TOMB RAIDER OR RESIDENT EVIL	£153.99
PLAYSTATION & RAGE RACER OR SOUL BLADE	£152.99
PLAYSTATION & FORMULA 1 OR TEKKEN 2	£158.99
PLAYSTATION & DIE HARD TRILOGY & GUN	£173.99
PLAYSTATION & TOMB RAIDER + THUNDERHAWK 2 + FIFA '97	£186.99
PLAYSTATION & TOMB RAIDER + THUNDERHAWK 2 + FIFA '97 + MEMORY CARD + SAITEK PAD	£209.99

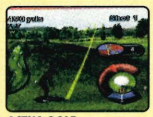
SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW SONY PLAYSTATION!

SONY OFFICIAL MEMORY CARD	JUST £15.99
8MB MEMORY CARD	JUST £24.99
CYCLONE OR SAITEK PAD	JUST £12.99
DUST COVER	JUST £ 5.99
LINK-UP LEAD	JUST £ 8.99
MAD CATZ/GAMESTER STEERING WHEEL	JUST £57.99
RGB SCART CABLE	JUST £ 7.99
CARRY CASE	JUST £ 3.99

UK PLAYSTATION GAMES



AYRTON SENNA KART DUEL



ACTUA GOLF



BUST A MOVE 2



DARKLIGHT CONFLICT

2 XTREME (ESPN EXTREME SPORTS 2	£29.99
3D LEMMINGS	£25.99
4-4-2	£24.99
ACTUA GOLF '97	**£31.99**
ACTUA SOCCER CLUB EDITION	**£32.99**
ADIDAS POWER SOCCER '97	£34.99
AGENT ARMSTRONG	£32.99
AIR COMBAT	£17.99
A IV GLOBAL EVOLUTION	£37.99
ALIEN TRILOGY	**£18.99**
ALLSTAR SOCCER	£34.99
ALONE IN THE DARK 2	£22.99
ANDRETTI RACING	£34.99
AREA 51	**£30.99**
AREA 51 + PREDATOR LIGHT GUN	**£50.99**
ATARI GREATEST HITS	£28.99
AYRTON SENNA'S KART DUEL	£28.99
BATTLE SPORT	£28.99
BATTLE STATIONS	£34.99
BEDLAM	£31.99
BLACK DAWN	£30.99
BLAM! MACHINEHEAD	£27.99
BLAST CHAMBER	£22.99
BLAZING DRAGONS	£22.99
BREAKPOINT TENNIS	£29.99
BROKEN HELIX	£36.99
BROKEN SWORD	£33.99
BUBBLE BOBBLE & RAINBOW ISLAND	£24.99
BUBBLE BOBBLE 2	£26.99
BUBSY BOBCAT 3D	£28.99
BURNING ROAD	**£29.99**
SPECIAL OFFER - GET £3 OFF BURNING ROAD WHEN BOUGHT WITH ANY OTHER GAME!	
BUST A MOVE 2	**£17.99**
CARNAGE HEART	£29.99
CASPER	£32.99
CHEESY	£29.99
CHRONICLES OF THE SWORD	£33.99
CITY OF THE LOST CHILDREN	£34.99



COMMAND & CONQUER



COOL BOARDERS



BURNING ROAD



EXCALIBUR

COMMAND & CONQUER	£33.99
COOL BOARDERS	£33.99
CONQUEST EARTH	**£35.99**
CONTRA	£35.99
CRASH BANDICOOT	**£37.99**
CROW: CITY OF ANGELS	£35.99
CRUSADER NO REMORSE	£32.99
CRYPT KILLER	£36.99
CRYPT KILLER & HYPERBLASTER GUN	£49.99
CYBERIA	£32.99
DARK FORCES	£29.99
DARK STALKERS REVENGE: NIGHT WARRIORS	£24.99
DARKLIGHT CONFLICT	£35.99
DEATHDROME	£34.99
DEFCON 5	£24.99
DESCENT	**£17.99**
SPECIAL OFFER - GET £3 OFF DESCENT WHEN BOUGHT WITH ANY OTHER GAME!	
DESCENT 2	£33.99
DESTRUCTION DERBY 2	£37.99
DIE HARD TRILOGY	£34.99



CRASH BANDICOOT



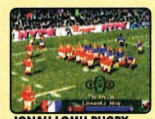
DESTRUCTION DERBY 2

DIE HARD TRILOGY & PREDATOR GUN	£53.99
DISCWORLD 2	£LOWEST - CALL
DISRUPTOR	£26.99
DOOM	£24.99
EARTHWORM JIM 2	£33.99
EPIDEMIC	£34.99
EXCALIBUR	£35.99
EXHUMED	£30.99
FADE TO BLACK	£17.99
FINAL DOOM	£24.99
FIFA '97	£25.99
FIFA '96	£17.99
FIRO & CLAWD	£22.99

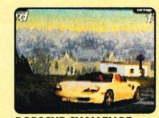


DIE HARD TRILOGY & PREDATOR LIGHT GUN FOR JUST £53.99!

FORMULA 1	£37.99
GALAXIAN 3	£35.99
GRID RUN	£32.99
GUNSHIP 2000	£25.99
HARD BOILED	£29.99
HARDCORE 4X4	£31.99
HEXEN	£27.99
HYPER MATCH TOUR TENNIS	£35.99
IMPACT RACING	**£27.99**
SPECIAL OFFER - GET £3 OFF IMPACT RACING WHEN BOUGHT WITH ANY OTHER GAME!	
INCREDIBLE HULK: PANTHEON SAGA	£29.99
INDEPENDENCE DAY	£34.99
INT'L SUPERSTAR SOCCER DELUXE	£24.99
INT'L SUPERSTAR SOCCER PRO	**£34.99**
INTERNATIONAL MOTOCROSS	£35.99
IRON MAN - XO	£36.99
IRON & BLOOD	£24.99
JETRIDER	£29.99

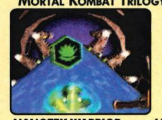


JONAH LOMU RUGBY



PORSCHE CHALLENGE

JONAH LOMU RUGBY	£34.99
JUMPING FLASH 2	£36.99
KILLING ZONE	£30.99
KING OF THE FIGHTERS	£29.99
KINGSFIELD	£29.99
KONAMI OPEN GOLF (LINKS)	£36.99
LEGACY OF KAIN	**£30.99**
LIFE FORCE TENKA	£34.99
LITTLE BIG ADVENTURE	£33.99
LOADED	£33.99
LOMAX IN LEMMINGLAND	£29.99
LOST VIKINGS 2	£33.99
MACHINE HUNTER	£35.99
MECH WARRIOR 2	£34.99
MEGAMAN X3	£24.99
MICRO MACHINES 3	**£28.99**
MONSTER TRUCKS	£33.99
MORTAL KOMBAT TRILOGY	£26.99



NANOTEK WARRIOR



LIFE FORCE TENKA

MOTOR MASH	£35.99
MOTOR TOON GRAND PRIX 2	£34.99
MTV'S SLAMSCAPE	£27.99
MYST	£33.99
NAMCO MUSEUM VOLUME 1 - INCLUDES PACMAN, POLE POSITION, GALAGA, RALLY X, NEW RALLY X, TOYPOP AND BOSCONIAN	£34.99
NAMCO MUSEUM VOLUME 2 ANOTHER 6 CLASSIC ARCADE GAMES INCLUDING SUPER PACMAN AND XEVIOUS	£33.99
NAMCO MUSEUM VOLUME 3 - INCLUDES MS PACMAN, GALAXIAN & DIG DUG	£29.99
NAMCO MUSEUM VOLUME 4	£29.99
NAMCO SMASH TENNIS	£33.99
NANOTEK WARRIOR	£35.99
NBA IN THE ZONE 2	£34.99
NBA JAM EXTREME	£35.99
NBA LIVE '97	£25.99
NEED FOR SPEED 2	**£34.99**
NFL GAMEDAY	£35.99
NFL MADDEN '97	£25.99
NFL QUARTERBACK CLUB '97	£29.99
NHL FACE-OFF '97	£29.99
NHL HOCKEY '97	£25.99
NHL OPEN ICE	£33.99
NHL POWERPLAY HOCKEY	£32.99
OLYMPIC GAMES	£29.99
ON-SIDE SOCCER	**£26.99**
OVERBLOOD	£35.99
PANDEMONIUM	£33.99
PERFECT WEAPON	£35.99
PFA SOCCER '97	**£34.99**
PGA GOLF '97	£25.99



MOTOR TOON GP2



LEGACY OF KAIN



REBEL ASSAULT 2



SUIKODEN



MICRO MACHINES 3



SYNDICATE WARS

PGA GOLF '96	£17.99
PITBALL	£24.99
PLAYER MANAGER	**£31.99**
PO'ED	£23.99
PORSCHE CHALLENGE	**£29.99**
POWERMOVE PRO WRESTLING	£27.99
POWERSERVE TENNIS	£29.99
PRIMAL RAGE	£35.99
PRIME GOLD	£35.99
PROJECT OVERKILL	£36.99
PRO PINBALL THE WEB	£27.99
PSYCHIC FORCE	£33.99
RAGE RACER	**£33.99**
RAGING SKIES	£37.99
RAYMAN	£17.99
REBEL ASSAULT 2	**£34.99**
RELOADED	£29.99
RESIDENT EVIL	**£33.99**
RETURN FIRE	£27.99
RIDGE RACER	£17.99
RIDGE RACER REVOLUTION	£29.99
RIOT	£34.99
RISE 2 - THE RESURRECTION	£36.99
ROAD RAGE	£35.99
ROAD RASH	**£17.99**
ROBOTRON X	£32.99
SAMPRAS EXTREME TENNIS	£32.99
SAMURAI SHODOWN '97	£34.99
SENTIENT	£34.99
SHADOW WARRIOR	£37.99
SHOCKWAVE ASSAULT	£17.99



SOUL BLADE



SENTIENT

SIM CITY 2000	**£33.99**
SKELETON WARRIORS	£36.99
SLAM N JAM '96	£30.99
SOUL BLADE	**£34.99**
SOVIET STRIKE	**£22.99**
SPACE HULK V.O.T.B.A	£19.99
SPACE JAM	£36.99
SPEEDSTER	£34.99
SPIDER	£35.99
SPOT GOES TO HOLLYWOOD	£25.99
STAR GLADIATOR	£36.99
STARFIGHTER 3000	£32.99
STARWINDER	£35.99
STREETFIGHTER ALPHA	£19.99
STREETFIGHTER ALPHA 2	£29.99
STREET RACER	**£22.99**
STRIKEPOINT	£28.99
SUIKODEN	£35.99
SUPER PUZZLE FIGHTER 2	£24.99



TOMB RAIDER



TEST DRIVE: OFF ROAD

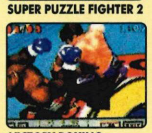
SUPERSONIC RACER	£19.99
SWAGMAN	£34.99
SYNDICATE WARS	**£34.99**
TEKKEN	£17.99
TEKKEN 2	£38.99
TEMPEST X3	£27.99
TEN PIN ALLEY	£29.99
TEST DRIVE: OFF ROAD	**£27.99**
THUNDERHAWK 2	**£18.99**
SPECIAL OFFER - GET £3 OFF THUNDERHAWK 2 WHEN BOUGHT WITH ANY OTHER GAME!	
TIGER SHARK	£31.99
TILT	£28.99
TIME COMMANDO	£19.99
TITAN WARS	£32.99
TOBAL NO.1	£34.99
TOMB RAIDER	**£33.99**
TOP GUN	£25.99
TOSHINDEN	£17.99
TOSHINDEN 2	**£25.99**
SPECIAL OFFER - GET £3 OFF TOSHINDEN 2 WHEN BOUGHT WITH ANY OTHER GAME!	
TOTAL NBA '97	£29.99
TRANSPORT TYCOON	**£30.99**
TRANSPORT TYCOON & SONY MOUSE	**£39.99**
TRASH IT	£30.99
TRUE PINBALL	£17.99
TWISTED METAL 2	**£33.99**
TUNNEL B1	£29.99
V-RALLY	**£35.99**
VANDAL HEARTS	£35.99
VICTORY BOXING	£34.99
VIEWPOINT	£18.99
VIRTUAL GOLF	£29.99
VIRTUAL OPEN TENNIS	£36.99
VIRTUAL POOL '97	**£33.99**
VR BASEBALL '97	£33.99
WARCRAFT 2	£35.99
WARHAMMER: SHADOW OF HORNED RAT	£32.99
WHIZZ	£29.99
WILLIAMS ARCADE CLASSICS: INCLUDES DEFENDER, ROBOTRON, JOUST, STARGATE (DEFENDER 2), SINISTAR AND BUBBLES	£22.99
WING COMMANDER 4	£35.99
WING OVER	£35.99
WIPEOUT	£17.99
WIPEOUT 2097	**£36.99**
WORMS	£17.99
X-2	£29.99
X COM: TERROR FROM THE DEEP	**£28.99**



SUPER PUZZLE FIGHTER 2



TWISTED METAL 2



VICTORY BOXING



VANDAL HEARTS

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)
email: GameplayUK@aol.com

JOYPADS



SONY JOYPAD
STILL THE HIGHEST QUALITY SPARE JOYPAD ON THE MARKET
£19.99



WILD THINGS ARCADIA ARCADE JOYSTICK
8 BUTTONS INDIVIDUALLY PROGRAMMABLE. TURBO/AUTO-FIRE & SLOW MOTION. CHUNKY DESIGN
£22.99



PHASE 9 CYCLONE PAD
ERGONOMIC PAD WITH TURBO-FIRE, AUTO-FIRE AND SLOW MOTION. VERY RELIABLE AND EASY TO HOLD
£13.99



ASCII ARCADE JOYSTICK
ARCADE STYLE FIGHTER STICK WITH INDEPENDENT ADJUSTABLE BUTTON SPEED CONTROL AND AUTO-TURBO WHICH FIRES UP TO 36 PUNCHES PER SECOND!
£43.99



FIRE HYPER PAD
AN EXACT COPY OF THE OFFICIAL SONY PAD FOR ALMOST HALF THE PRICE! WIDE CHOICE OF COLOURS.
£12.99



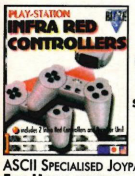
SAITEK MEGAPAD
8 ADJUSTABLE BUTTONS WITH TURBO-FIRE, AUTO-FIRE & SLOW MOTION. MICROSWITCHED D-PAD. OUR FAVOURITE PAD!
£13.99



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!
£27.99

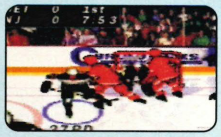
ASCII SPECIALISED JOYPAD.....£23.99
FIRE HYPER JOYPAD - AVAILABLE IN GREY, BLUE, RED, GREEN, YELLOW OR CLEAR.....£12.99
FIRE INFRA-RED JOYPADS.....£27.99
FLIGHT FORCE PRO ANALOGUE JOYSTICK & THROTTLE.....£39.99
INNOVATIONS PSX JOYPAD.....£8.99
JOYPAD EXTENDER CABLE.....£8.99
NAMCO JOYSTICK.....£39.99
PHASE 9 CYCLONE PAD.....£13.99
SAITEK MEGAPAD XII.....£13.99
VRF1 ARCADE STEERING WHEEL.....£39.99
WILD THINGS ARCADIA ARCADE JOYSTICK.....£22.99

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

COMING SOON ON THE SONY PLAYSTATION



MARVEL SUPER HEROES DUE AUGUST



NHL POWERPLAY DUE JULY



CASTLEVANIA DUE AUGUST



MEDIEVIL DUE AUGUST



ACE COMBAT 2 DUE JULY



RALLY CROSS DUE JULY



THE LOST WORLD DUE AUGUST



MONSTER TRUCKS DUE JULY



TEKKEN 3 DUE AUTUMN



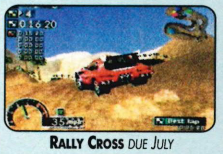
SWAGMAN DUE JULY



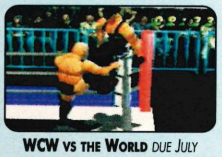
WAR GODS DUE SEPTEMBER



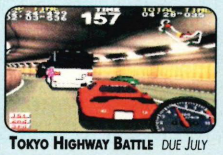
WARCRAFT 2 DUE JULY



RALLY CROSS DUE JULY



WCW VS THE WORLD DUE JULY



TOKYO HIGHWAY BATTLE DUE JULY



DUKE NUKEM 3D DUE AUGUST

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.

4-4-2	17TH JULY
ACTUA GOLF '97	28TH JULY
AGENT ARMSTRONG	27TH JULY
ALLSTAR SOCCER	MID JULY
ATARI GREATEST HITS	JULY
BALL BLAZER CHAMPIONSHIPS	AUGUST
BATTLE SPORT	16TH JULY
BEDLAM	3RD JULY
BUBBLE BOBBLE 2	1ST AUGUST
BUBSY 3D	18TH JULY
CASTLEVANIA	AUGUST
CAESARS WORLD OF GAMBLING	END JULY
CONQUEST EARTH	11TH JULY
DEATHTRAP DUNGEON	SEPTEMBER
HEAVEN'S GATE	AUGUST
HERC'S ADVENTURE	AUGUST
INDEPENDANCE DAY	4TH JULY
KILLING TIME	END JULY
LETHAL ENFORCERS 1 & 2	AUGUST
MACHINE HUNTER	27TH JUNE
MAGIC THE GATHERING	AUGUST
MEGAMAN X3	11TH JULY
MOTOR MASH	27TH JULY
NHL POWERPLAY	MID JULY
POWERSLIDE	AUGUST
PSYCHIC FORCE	16TH JULY
QUEST FOR FAME	AUGUST
SCREAMER 2	END AUGUST
SUPER PUZZLE FIGHTER 2	17TH JULY
SWAGMAN	27TH JUNE
SYNDICATE WARS	4TH JULY
TIGER SHARK	11TH JULY
TRANSPORT TYCOON	EARLY JULY
TRASH IT	3RD JULY
VR BASEBALL '97	17TH JULY
WARCRAFT 2	4TH JULY
WAR GODS	SEPTEMBER
WING COMMANDER 4	4TH JULY
WING OVER	1ST AUGUST

Nintendo VIRTUAL BOY
£44.99
VIRTUAL BOY games £14.99
Mario Clash, Panic Bomber, Virtual Boy Golf, Galactic Pinball, Red Alarm, Teleroboxer, Vertical Force & Wario Land

OTHER ACCESSORIES



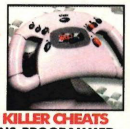
OFFICIAL SONY 1MB MEMORY CARD
SAVE UP TO 15 HIGH SCORES, LAP TIMES AND GAME POSITIONS
£16.99



PREDATOR LIGHT GUN
COMPATIBLE WITH DIE HARD TRILOGY, HORNED OWL AND ANY FUTURE LIGHT GUN GAMES. ALSO WORKS WITH SEGA SATURN
£17.99



FIRE 1MB 15 SLOT MEMORY CARD
REPLICA OF THE OFFICIAL SONY MEMORY CARD. AVAILABLE IN GREY, RED, GREEN, BLUE OR YELLOW
£13.99



VRF1 STEERING WHEEL
TRUE ANALOGUE WHEEL WITH PROGRAMMABLE BUTTONS FOR THE ULTIMATE DRIVING SIMULATION
£39.99



DATEL 120 SLOT MEMORY CARD (8MB)
EIGHT TIMES BIGGER THAN THE OFFICIAL SONY MEMORY CARD FOR LESS THAN DOUBLE THE PRICE!! EXCELLENT VALUE!
£26.99



GAME KILLER CHEATS
CONTAINS PROGRAMMED CHEATS FOR 17 POPULAR GAMES INCLUDING F1, TEKKEN 2, WIPEOUT 2097, RESIDENT EVIL, CRASH BANDICOOT, ETC
£22.99



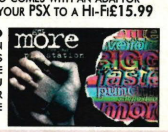
480 SLOT MEMORY CARD (32MB)
THIS ENORMOUS MEMORY CARD IS ONLY FOR THE TRULY OBSESSED! THE LED DISPLAY SHOWS WHICH OF THE 32 PAGES YOU ARE ON
£36.99



RGB SCART CABLE
IMPROVES SOUND AND PICTURE QUALITY. ALSO FREES THE AV PORT SO THE PSX CAN BE CONNECTED TO A HI-FI
£8.99

DATEL DISK DRIVE.....£54.99
DUST COVER.....£7.99
KONAMI HYPERBLASTER GUN.....£23.99
COLOURED MEMORY CARDS - AVAILABLE IN CLEAR SEE-THROUGH, RED, GREEN OR BLUE.....£15.99
RGB SCART CABLE.....£8.99
SPEAKER CABLE - ALLOWS SPEAKERS TO BE CONNECTED TO YOUR PSX WHEN USED WITH AN RGB SCART CABLE.£4.99
LINK-UP CABLE.....£9.99
REPLACEMENT RF LEAD - ALSO COMES WITH AN ADAPTOR TO ALLOW YOU TO CONNECT YOUR PSX TO A HI-FI£15.99

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.....£44.99



FAX ORDERS ON 0113 234 0770
(24 HOURS A DAY)

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...

£59.99 SPECIAL OFFER !! BUY A GAMESTER STEERING WHEEL AND GET £2 OFF ANY DRIVING GAME!!





2nd Games

Gameplay has just started stocking pre-owned games in addition to our new games and we intend to ensure that these are the best quality you can find anywhere.

- ✔ All games must pass a 10 part examination before being resold to ensure "nearly-new" quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive prices for buying and selling.

This is how you can sell us a game:

1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.

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 SUPPLIERS IN THE COUNTRY! OVER 600,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✔ **1ST CLASS DELIVERY FREE OF CHARGE** TO U.K. MAINLAND. WE PROVIDE THE **FASTEST** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE)*. NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- ✔ **1000'S OF TITLES AVAILABLE.** WE ALSO STOCK GAMES & ACCESSORIES FOR SEGA SATURN & OTHER CONSOLES AND CD ROM
- ✔ OTHER COMPANIES MAY TAKE YOUR **MONEY** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!***

*YOUR STATUTORY RIGHTS ARE NOT AFFECTED

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:.....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

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

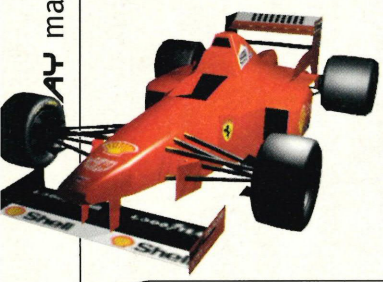
ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

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.

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

PL2(8)

PSYGNIFICANT



F1 '97

With the new season barely under way and Damon Hill's bid to regain the crown of the world championship in ruins already, Psygnosis has managed to snatch this year's F1 licence right from under the nose of Eidos.

This means of course that although the London-based company has the rights to use the Official '95 season statistics, Psygnosis seems to have the upper hand already, considering it has access to all of the most recent statistics and technological advances made over the last couple of years.

Sporting even more arcade and simulation modes than seen in its previous incarnation, *F1 '97* promises a two player split screen option that can be played using either horizontal or vertical views, but no link-up option (for those of you who keep ringing in). You will be able to become any driver or team from this season and experience what Psygnosis claims to be the same dynamics, engine sounds and pit stop tactics as seen in the real thing.

Fans of Murray Walker, the eccentric voice of Formula 1 ("And if I'm not very much mistaken... I am very much mistaken!" etc.), will be pleased to hear that he's back again and will be ably assisted by a co-commentator, the identity of



[Above] Kerrrunch! Alesi's car gets shunted in this spectacular collision.



[Above] At last, cars will be able to flip into the air, break up and generally sends sparks flying.



[Above] More camera angles are promised this time around and an improved graphical engine with a new flagging system.



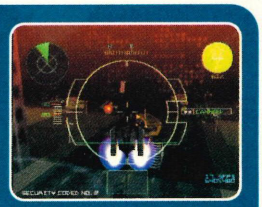
[Above] All of the season's tracks have been faithfully recreated.



[Above] Hitting one car can cause a domino effect, taking out others which don't have time to react.

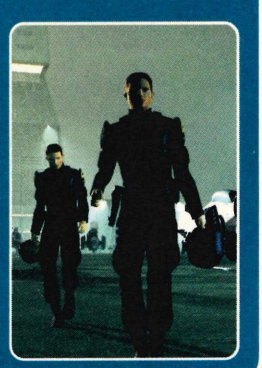
COP-OUT

G Police is a high-octane thrilling 3-D shoot-'em-up set in a highly populated futuristic environment. Spanning 35 action-packed levels, you are a member of an elite group whose sole purpose is to keep order amongst opposing nations as they expand into the solar system fighting for ore-bearing rocks. Expect to see 'unique and extensive gunship weaponry and spectacular SFX', real-time 3-D virtual cityscapes, dynamic lighting and movie-like narration with an intriguing storyline. Release date: Autumn'97.









PLAY INFORMATION

Name: Formula 1 '97
Publisher: Psygnosis
% Complete: 70%
Release Date: Autumn '97

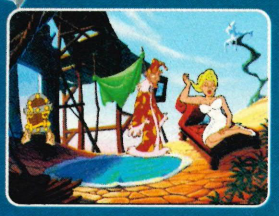


WHAT A LOT THEY'VE GOT

It's time for a Psygnosis end of year assault. Just look at this lot!

Colony Wars

A fully textured and light-sourced 3-D space epic catering for arcade gamers and sci-fi buffs alike. Offering fast, frantic action with a cerebral challenge and 'cinema quality' rendered footage with 70 high resolution missions. Release date: Autumn '97.



Discworld II

Discworld II follows the point 'n' click exploits of the bungling Rincewind once more. The game is set to include over 30,000 original animation drawings using the latest 'Toonz' technology and a full screen viewing mode. Release date: Summer '97.



Psybadek

A new style 3-D arcade action game played from a third-person perspective where players must perform different stunts across five different zones with total freedom of movement and an innovative weapons system. Release date: Winter '97.



Overboard!

A sea-based, arcade puzzle game which puts you in control of a galleon ship on a hunt to find long lost treasure. Featuring real-time 3-D action, end of level bosses variable weather conditions and convincing ship dynamics. Release date: Autumn '97.



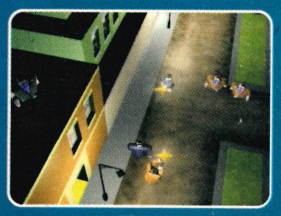
Power Soccer 2

Take on some of Europe's best in what Psygnosis allege to be 'ultimate soccer game' for the PlayStation. Featuring motion-captured animation, in-depth simulation or arcade options and players with special moves. Release date: Autumn '97.



Rascal

Real-time 3-D platformer in which you must construct a time machine, featuring 60 fps action. 21 unique levels and 7 individual-looking worlds to explore, inhabited by tons of baddies with a variety of puzzles to solve. Release date: Winter '97.



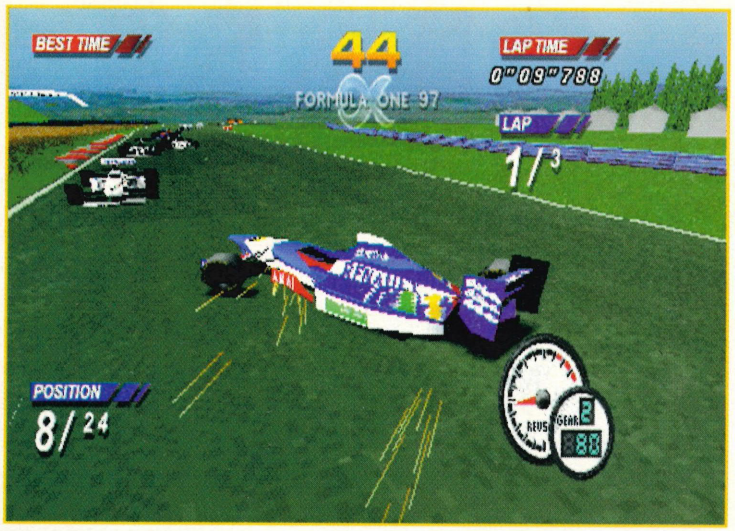
Respect Inc.

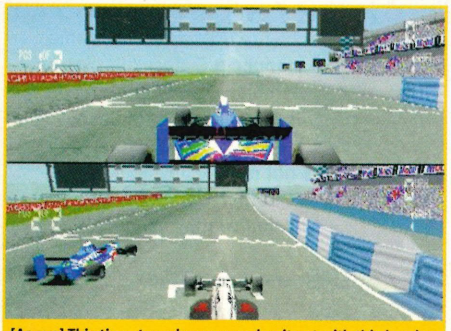
A 1930s Chicago style graphic adventure providing a fun 3-D approach to the world of the mob. As leader of a small-time gang you must try and make it big. 'Stunning' rendered animation and set within varied locations. Release date: Spring'98.



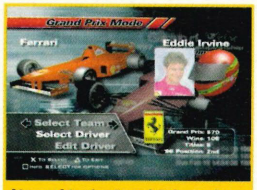
Shadowmaster

An all-action arcade-style blast-'em-up with puzzle-solving elements set against seven distinctive worlds. Featuring 16 missions, advanced lighting effects, complex character AI and control of a highly agile ship. Release date: Autumn '97.





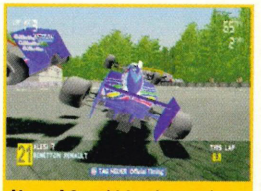
[Above] This time, two players can slug it out with this handy split screen option. It can be toggled to play either horizontally or vertically.



[Above] In the Grand-Prix mode, you can choose a team and driver.



[Above] Choose a track and enter a Single race, Championship or Training mode.



[Above] Crunch! Another coming together. What a surprise, it's Jean Alesi in the thick of it!

which hasn't been disclosed as yet.

But of course the biggest enhancements have been made in the graphics and racing model. Now when you collide with another car, you won't just decelerate and lose a nose cone, the whole car will flip into the air whilst simultaneously losing its wheels, body panels and fins!

You will also get sparks from any bits of the car touching the ground, such as when you lose a wheel. So far there is no news of a cockpit mode, which is what many of us still want, and there is scant information about how fragile the other cars will be (retirements, sliding off the racing line etc), but we'll have more concrete news after the E3 show where *F1 '97* is centre stage. Join us next month for the full race analysis.



[Above] As you can see, the more physical aspects of F1 have been included. Just drool at the spectacular collisions in the '97 version.

MINIATURE MOTOR MASH

It's cartoon capers

time with *Motor Mash* from Eutechnyx! A top down racing game with 46 texture mapped 3-D tracks to play on, but its strong resemblance to *SuperSonic Racers* and *Micro Machines V3* is only skin deep.





Surprisingly, for such a cute looking game, the emphasis is not merely on cheekily bumping into each other, but on outrageous violence of a kind you've never seen before in a game like this.

While you hammer around the track at a dangerous rate of knots in one of the 12 zany vehicles, you can find a range of weapons laying on the ground that you can use to make your journey to first place that bit easier. The machine gun pick-up causes a huge Gatling gun to pop out of a hatch in your roof when you fire its rapid stream of lead at an opponent. To keep things fair, ammo is limited.

Interaction with the scenery is another angle that goes further than *Micro Machines V3* or *SuperSonic Racers* did. On the obligatory Arctic world for example, sections of ice break away and sink as you cross, leaving no room for error, and there's even a massive abominable snowman stepping across the track that you really don't want to crash into.

In addition to multi-tap play, you can also use the "pad sharing" method to have four players racing with only two pads! With the right track design and enough horrific weapons, *Motor Mash* could be a serious contender.



[Above] Artillery isn't the only danger you face – there are some scary drops too.

TOTAL DRIVIN'

The biggest project for Eutechnyx at the moment is *Total Drivin'*, a massive game featuring almost every kind of motor racing you could think of. It's now 90% complete, and looking better than when we last saw it in issue 20.

As well as the 40 cars you can drive, the dramatic crashes and the link-up option, the car models are now smoother and better detailed, the frame rate sticks to a steady 25 frames-per-second at all times, and the freedom to drive way off the track has been increased greatly. You can fall off a bridge into a river and drive out before the engine floods or you sink, and there are sheer cliffs that you can plummet from into the ocean. Now scheduled for a late August release.







[Above] Okay, *Micro Machines V3* has big mallets too, but the cars don't get squashed flat like in *Motor Mash!*



[Above] In the Atlantis levels you are protected by a little air bubble as you drive on the sea floor.

PLAY INFORMATION

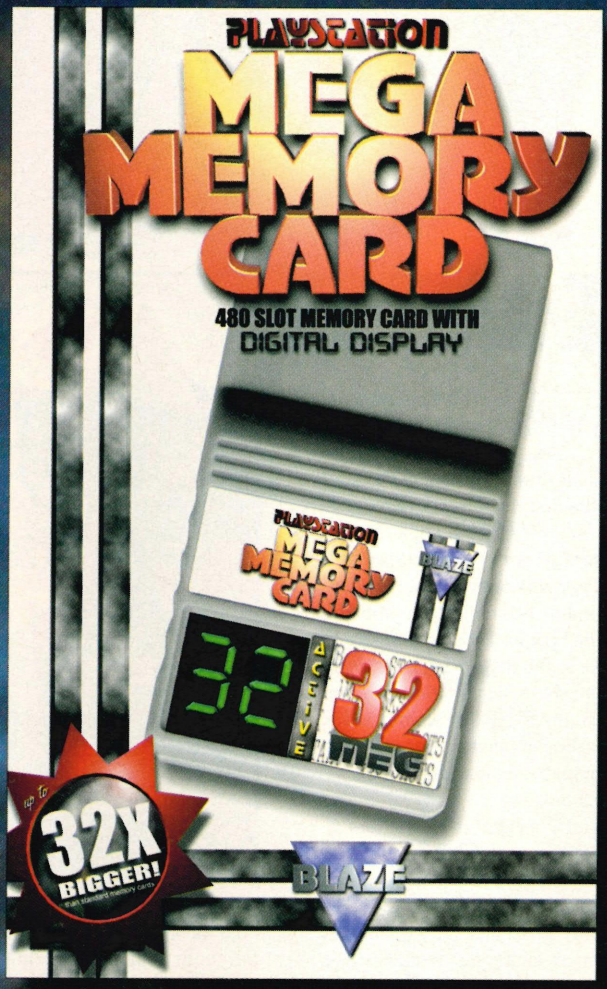
Name: Motor Mash
Publisher: Eutechnyx
% Complete: 30%
Release Date: September '97

HOW BIG IS YOURS?

As the latest games become more and more complex, the amount of space required for saving games is getting bigger - some adventure games now eat up a whole 1MB Memory Card!!

Utilising the latest data compression technology the Mega Memory Card has the capabilities of storing upto 480 game save positions - that's 32 times the size of a standard Memory Card!

Ideal for adventure and strategy games, allowing many saves to be stored on one Memory Card.









BLAZE

Blaze accessories available from all leading games stores

FIRE

Fire International Ltd, Nacap House,
46-48 Silver Street, Doncaster, DN1 1HT
Tel: 01302 321905 Fax: 01302 322061

RHYTHMIC

PARAPPA THE RAPPER

He's gotta' beleive!

The most intense mind-altering drugs could not prepare you for what's in store when you play *Parappa The Rapper* for the first time. Due for an early September release, this game is unlike any you have played before. There's no shooting, fighting, thinking or strategy whatsoever. Just rapping!



Yes, success in this bizarre little creation from Japan depends on how well you co-ordinate the controller in time to the rhythm of the rap tune that's playing on-screen. If you have good natural rhythm, there's hours of fun just waiting to be enjoyed. If not, it doesn't matter, because this game is going to be so popular that it'll be impossible to put down.

The story, if you can call it that, revolves around the titular love-struck dog, who's desperately trying to win the affections of Sunny Funny, a kind of living flower head with big eye-lashes. Along with his chums, Katy Kat and PJ Bear Parappa has to embark on a multi-stage adventure through town; rapping his way through increasingly complicated musical arrangements.

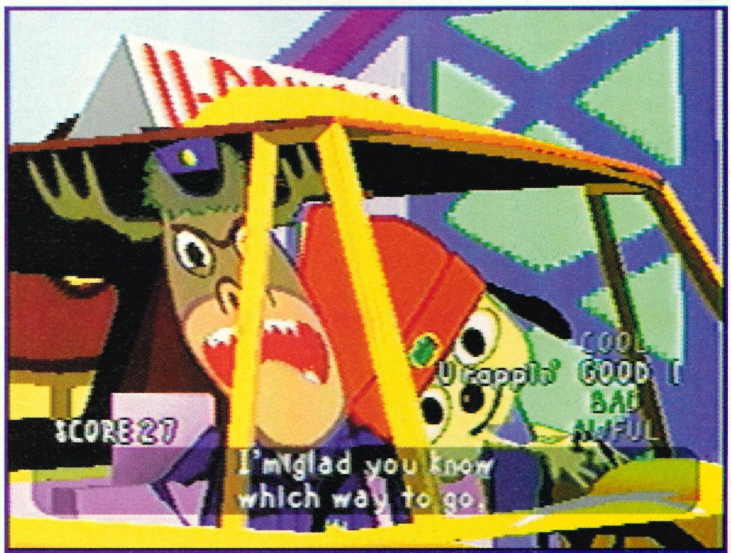
PLAY INFORMATION

Name: Parappa The Rapper
Publisher: Sony
% Complete: 90%
Release Date: September '97

Mad, Mad World

Even the graphical style is bizarre. Parappa and the rest of the gang resemble paper cut-outs, who dance and wave their arms around in an authentic rapping style. In fact they look so good, that Ice-T could have choreographed their entire routines. Every time one of the characters turns around you can see that from the side they are no more than a millimetre thick. Weird!

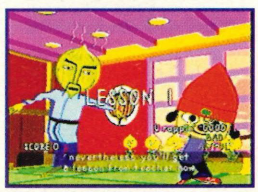
In the final version, there will be segments of FMV to break up the rapping, a kind of ongoing story if you will. Even at this stage, the PLAY team have been crowding around the monitor for 'just one more go', which is incredibly worrying when you consider that it's aimed at, how can we put it... younger readers. Addictive? You'd better believe it. Look out for a full review next month – it's party time!



[ABOVE] All of the characters are done in the style of paper cut-outs. When they turn sideways, you can barely see them.

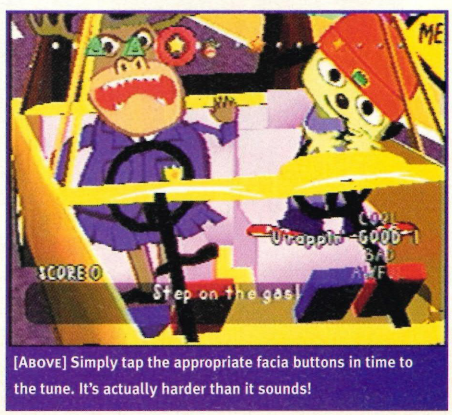


[ABOVE] Two of Parappa's chums-Sunny Funny (the, er, Flower head that he fancies) and Katty Katy Kat.





[ABOVE] Parappa has to earn some money on the Flea Market with the aid of Mr Prince Fleaswood.



[ABOVE] Simply tap the appropriate facia buttons in time to the tune. It's actually harder than it sounds!



YOU SHOULD BE AWARE THAT SONY HAVE INFLICTED THEIR NEW SAMPLER ON AN UNSUSPECTING PUBLIC.
POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS 2 AND DESTRUCTION DERBY 2.
YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.

THE PRINCE'S TRUST

21 YEARS HELPING YOUNG PEOPLE TO SUCCEED

PlayStation

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

SKILL

"THE FOURTH EMERGENCY SERVICE" PLAY MAGAZINE. ESTAB. 1993



US NINTENDO 64

£167.99

Mario 64	£54.99
Pilot Wings 64	£59.99
Wave Racer	£64.99
Dark Rift	£69.99
Go Go Trouble Makers	£69.99
K Instincts Gold	£64.99
Gretsky 3D Hockey	£64.99
Perfect Striker	£69.99
Mario Kart	£64.99
Doom 64	£69.99
Turok	£64.99
Blast Corps	£64.99
Starfox 64	£74.99
War Gods	£64.99

SECOND HAND/PART EXCHANGE ALSO AVAILABLE

OUT SOON

Rev Limit, Multi Racing Championship, Superstar Soccer.



ALL FORMAT PLAYSTATIONS

FULL SPEED-FULL SCREEN-FULL COLOUR £164 WITH DEMO

AMERICAN GAMES

Die Hard Trilogy	£44.99
St. Fighter Alpha II	£44.99
Tekken II	£44.99
F1	£44.99
Spot Goes To Hollywood	£44.99
Soviet Strike	£44.99
Pandemonium	£44.99
Wipeout 2097	£44.99
Rage Racer	£44.99
Overblood	£44.99
Soul Edge (uncensored)	£44.99
Wild Arms	£44.99

JAPANESE GAMES

Tobal 2	£64.99
Ace Combat 2	£64.99
Bushido Blade	£64.99
Time Crisis	£64.99

SKILL ACADEMY
PO BOX 5913
EALING, LONDON
W13 9ZX

0181 567 9174

Visions

Part Exchange Specialists

PlayStation

NINTENDO 64

NEW AND USED GAMES AT DISCOUNT PRICES

PLAYSTATION UK & IMPORT

Always Available

NINTENDO 64 CONSOLE AND GAMES

UK & Import

N64 Universal Converters

Now In Stock

Visions, 728 King Lane,
Leeds, LS17 7BA
7 days till 9.30 p.m.

Tel/Fax:
0113 261 3424

Next Day Delivery

SWITCH VISA DELTA MasterCard

PREMIER direct

PlayStation

Premier Direct are *the* mail order specialists. As part of a network of official PlayStation centres, we guarantee you will receive a first-class service.

	NEW	USED
2 EXTREME	30.99	27.99
3D LEMMINGS	29.99	19.99
ACTUA GOLF	35.99	29.99
ACTUA SOCCER	35.99	27.99
ACTUA SOCCER CLUB	34.99	29.99
AIR COMBAT	19.99	14.99
AIV EVOLUTION	37.99	29.99
ALIEN TRILOGY	35.99	19.99
ALLIED GENERAL	36.99	29.99
ALONE IN THE DARK	33.99	19.99
ANDRETTI RACING	36.99	27.99
AQUANAUT'S HOLIDAY	36.99	24.99
ASSAULT RIGS	39.99	19.99
BROKEN SWORD	34.99	29.99
BUBBLE BOBBLE	25.99	19.99
BURNING ROAD	36.99	29.99
CASPER	35.99	27.99
CHEESY	34.99	27.99
CHESSMASTER	34.99	27.99
CHRONICLES OF THE SWORD	34.99	29.99
COMMAND AND CONQUER	37.99	29.99
COOL BOARDERS	34.99	29.99
CRASH BANDICOOT	39.99	29.99
CRUSADER	36.99	29.99
CYBER SPEED	34.99	14.99
CYBERIA	34.99	24.99
CYBERSLED	34.99	14.99
DARK FORCES	33.99	29.99
DARKSTALKERS	35.99	27.99
DAVIS CUP TENNIS	34.99	24.99
DEFCON 5	27.99	24.99
DESCENT	24.99	14.99
DESTRUCTION DERBY 2	39.99	29.99
DIE HARD TRILOGY	36.99	29.99
DISRUPTER	35.99	29.99
DOOM	29.99	19.99
EARTHWORM JIM	34.99	27.99
EXCALIBUR 2555 AD	36.99	29.99
EXHUMED	34.99	24.99
EXTREME PINBALL	36.99	19.99
FADE TO BLACK	18.99	14.99
FIFA '96	18.99	14.99
FIFA '97	36.99	29.99
FINAL DOOM	32.99	29.99
FIRESTORM	29.99	9.99
FORMULA ONE	40.99	29.99
GEX	29.99	24.99
HARDCORE 4X4	31.99	26.99
HIGH OCTANE	29.99	14.99
IMPACT RACING	30.99	24.99
INTERNATIONAL MOTORCROSS	35.99	29.99
I.S.S. DELUXE	35.99	29.99
JET RIDER	30.99	27.99
JOHNNY BAZOOKATONE	34.99	19.99
JONAH LOMU RUGBY	36.99	29.99
JUMPING FLASH	29.99	19.99
JUMPING FLASH 2	36.99	29.99
JUPITER STRIKE	36.99	19.99
KILEOK THE BLOOD	29.99	14.99
KINGSFIELD	30.99	24.99
KRAZY IVAN	39.99	19.99
LEGACY OF KAIN	36.99	29.99
LOADED	31.99	19.99
LOMAX	35.99	29.99
LONE SOLDIER	34.99	19.99
LOST VIKINGS 2	36.99	29.99
MADDEN '97	35.99	29.99
MEGAWARRIOR	34.99	29.99
MAGIC CARPET	34.99	19.99
MICRO MACHINES	38.99	29.99
MORTAL KOMBAT 3	29.99	14.99
MORTAL KOMBAT TRILOGY	33.99	29.99
MOTORTOON GP 2	34.99	29.99
MYST	34.99	29.99
NAMCO MUSEUM	35.99	27.99
NEED FOR SPEED 2	36.99	29.99
NHL '97	36.99	29.99
NHL FACEOFF	37.99	27.99
NBA JAM EXTREME	35.99	29.99
NBA LIVE '97	35.99	29.99
NEED FOR SPEED	35.99	29.99
NHL FACE OFF '97	30.99	27.99
NOVASTORM	36.99	19.99
OLYMPIC GAMES	34.99	24.99
OLYMPIC SOCCER	34.99	19.99
ONSIDE SOCCER	34.99	29.99
PANDEMONIUM	35.99	29.99
PANZER GENERAL	34.99	27.99
PARODIUS	34.99	19.99
PENNY RACERS	34.99	27.99
PGA '96	18.99	14.99
PGA '97	34.99	29.99
PHILOSOMA	37.99	19.99
PLAYER MANAGER	33.99	29.99
PORSCHE CHALLENGE	29.99	26.99
POWER MOVE WRESTLING	36.99	29.99
POWER SERVE TENNIS	19.99	14.99
POWER SOCCER	36.99	24.99
PRIMAL RAGE	35.99	24.99
PROJECT OVERKILL	36.99	29.99
ROAD RASH	18.99	14.99
RAIDEN PROJECT	34.99	19.99
RAYMAN	19.99	16.99
REBEL ASSAULT 2	36.99	29.99
RELOADED	32.99	27.99
RESIDENT EVIL	36.99	29.99
RETURN FIRE	34.99	29.99
RIDGE RACER	17.99	12.99
RIDGE RACER REVOLUTION	29.99	24.99
SAMPRAS '97	33.99	27.99
SHELLSHOCK	24.99	16.99
SHOCKWAVE ASSAULT	22.99	19.99
SIM CITY 2000	36.99	29.99
SOCCER '97	37.99	29.99
SOUL BLADE	34.99	29.99
SOVIET STRIKE	36.99	29.99
SPACE HULK	35.99	27.99
SPOT GOES TO HOLLYWOOD	28.99	24.99
STARFIGHTER 3000	32.99	27.99
STAR GLADIATOR	36.99	29.99
STREET RACER	36.99	29.99
STREETFIGHTER ALPHA	32.99	19.99
STREETFIGHTER ALPHA 2	35.99	29.99
STRIKER	34.99	14.99
SUIKODEN	36.99	29.99
SUPERSONIC RACERS	17.99	14.99
TEKKEN	17.99	12.99
TEKKEN 2	39.99	29.99
TILT	29.99	24.99
TIME COMMANDO	34.99	27.99
TOMB RAIDER	35.99	29.99
TOP GUN	33.99	27.99
TOSHINDEN	29.99	9.99
TOSHINDEN 2	35.99	27.99
TOTAL NBA	37.99	27.99
TOTAL NBA '97	29.99	26.99
TRUE PINBALL	29.99	14.99
TUNNEL B1	29.99	19.99
TWISTED METAL TOUR	35.99	29.99
VICTORY BOXING	35.99	29.99
VIEWPOINT	19.99	14.99
VIRTUAL POOL	36.99	29.99
WARHAMMER	35.99	29.99
WARHAWK	29.99	14.99
WIPEOUT	19.99	12.99
WIPEOUT 2097	39.99	29.99
WORLD CUP GOLF	30.99	16.99
WORMS	24.99	16.99
X2	29.99	19.99
ZERO DIVIDE	29.99	12.99

"RED ITEMS INDICATE SPECIAL OFFER"

Include £2.00 post & packaging for UK orders and £4.00 p&p for European orders. With orders over £50, all p&p is free.
All prices quoted are correct at the time of going to press and are subject to change + availability. All used games are guaranteed. E & OE.

SWITCH MasterCard

24 HOURS A DAY

CALL THE ORDER HOTLINE QUOTING REF: PLAY006

0990 134 359

CUSTOMER SERVICES
01202 480163

OR SEND ORDERS TO:
PREMIER DIRECT,
PO BOX 115, NEWTON ABBOT,
TQ12 2YE

VISA DELTA

7 DAYS A WEEK

PROPELLER AIR RACE



[Above] Hit the sides too often in *Air Race* and your plane explodes in a mass of flames. You have infinite lives though.

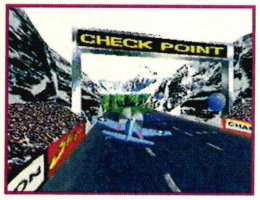
You'll swear you can feel the wind in your hair as you race in your chosen plane through one of four high speed tracks in *Air Race*, the latest PlayStation game from THQ and known in Japan as *Reciproheat 5000*. You have a choice of over ten planes to pilot, including a Zero, Spitfire, Lighting, Mustang and even some cool secret ones like the stealth bomber and F-16.

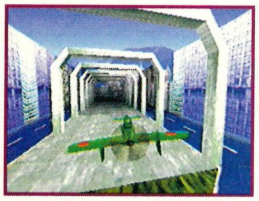
Only four tracks are currently available – canyon, mountains, snow land and south city, but seven will be in the final version, and all are devoid of any other vehicles apart from the 11 other guys who are racing ahead of you and must be passed in order to win first place and get all those lovely secrets.

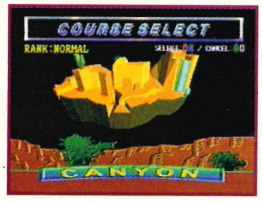
Most impressive is the city level, with tight turns between towering skyscrapers, plenty of colour, and even the chance to try a dangerous move under a low bridge. But each of the other tracks have their own quirks, such as the penguin family who can be dive-bombed, and a fountain which offers a quick shower for low level players.



[Above] Flying low on the first course you can take a quick shower in this fountain.







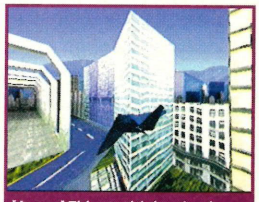
Tally Ho

Air Race is pretty simple stuff, with its biggest rival being *Wipeout 2097*. Although this game is not nearly as nice looking, it is fast, offers a few power-ups to spice up the proceedings, and you get a smooth split screen mode which is always great fun. Due to the basic graphics, there is no slowdown when two players get together, although we are told that some of the clipping problems will be sorted for the UK version.

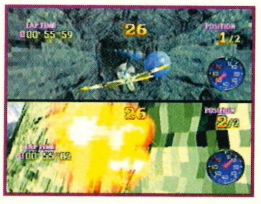
A cockpit mode is included which gives you a more realistic view of the action and makes it tough to judge tight gaps, but it is the sheer speed of the game that makes *Air Race* a tempting prospect. Sound too is splendid, with great ancient plane engine growls, and some good use of stereo effects as your competitors roar by and shout abuse.

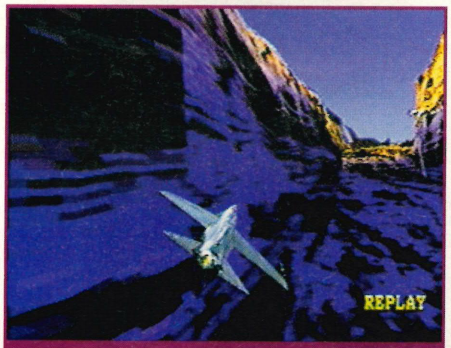
The only downside is that the courses are rigidly defined, with almost no chance to take large shortcuts or go your own way. Thankfully, at the rate you're flying, there is very little time to think, let alone plot a different course, and you'll have your hands full just staying level.

Air Race is due for a release in July and we'll have a review next issue hopefully.



[Above] This stealth bomber is one of the secret planes and it has a great whistling engine note.





[Above] The F16 is by far the fastest plane in *Air Race* at the moment.



[Above] Enemy planes shout abuse as you pass them, and the slightest contact results in radical deceleration.

PLAY INFORMATION

Name: Air Race
Publisher: THQ
% Complete: 90%
Release Date: August '97

arena

views · questions · criticisms · ideas

VIEWS · QUESTIONS · CRITICISMS · IDEAS

THE NEED FOR SPEED 2 **MIGHT JUST PROVE TO BE OUR MOST CONTROVERSIAL REVIEW YET, WITH MANY LETTERS PRAISING AND CONDEMNING IN EQUAL MEASURES. ALSO, CAN GREMLIN RECOVER FROM THE VAST AMOUNTS OF HATE MAIL AFTER THE BADLY MIS-JUDGED *ACTUA SOCCER CLUB EDITION*? LET'S HEAR YOUR VIEWS PLAY READERS. SEND YOUR LETTERS TO: *ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR E-MAIL US AT: PLAY@PARAGON.CO.UK.***

ALL LETTERS ARE READ AND ONLY THE BEST AND FUNNIEST ARE PRINTED.

HI,

I work for Digital Image Design, makers of the world's finest flight sims (Wow, hear that trumpet blow!), and I wanted to add my bit about release dates.

Andrew Lee complained about release dates slipping in your June issue, and as someone who works in customer services, it's something I hear very often.

What customers don't seem to understand is that no software company wants to release a game that they think isn't finished, it loses them money!

Loads of people want the game released now, if not sooner, but they cannot see the current state of the game, and rushing a release can only harm the software market.

My advise from "this side of the fence" is to be patient. Good things come to those who wait, and software companies have very good reasons for release dates being pushed back, and it's NOT to annoy the people who pay their wages.

Good night, and thanks for all the fish.

Carl Jackson, Digital Image Design.

Straight from the horse's mouth then, but surely some companies are getting unbelievably lax when it comes to deadlines and this does affect the public's attitude towards them when they finally arrive. *Syndicate Wars*, for example, was due at the end of last year and all the hype had built to that point. We did a cover in issue 14 and this was to coincide with the review the month after. The game slipped, and more than a few PlayStation owners were annoyed.

Last month *SW* finally arrived, but without fuss and a proper launch. It merely slipped in at the last minute and although we gave it as much space as possible, as befits its greatness, it was nowhere near as much if it was on time.

If a company cannot get its games out on time then it shouldn't tease the public with wildly over-ambitious release dates. The *Resident Evil 2* situation is a travesty which does nothing but tarnish Capcom's good name. Namco too is getting sloppy with *Time Crisis*, whereas *Rage Racer* arrived on time in Japan. Just because it's understandable, it doesn't mean we have to like it.



[Above] *Porsche Challenge*'s fish eye lens cheat improves the speed no end says Dave Franck. Bit of a shame the normal game is so slow then.

DEAR PLAY,

Congratulations with your great magazine, the only one who informs us decently about the market of import games. I used to wait for the official PAL release of a game, but since I started reading your magazine, I realised that most of the time I'm better off with the much earlier released, faster and uncut NTSC-versions, (eg *Tekken 2*, *Biohazard*, *Soul Edge*, *Rage Racer*). In the past I would have been happy with the PAL releases of those games, until I discovered the wonderful world of NTSC! No borders, no censorship and full speed!

But enough about the import games. I'm writing about the ëfish eye lens cheat in *Porsche Challenge* and the letter of Bob G from Plymouth, printed in the June issue concerning the lack of speed in this game. What this cheat actually does is boosts the game's speed.

Maybe it doesn't make the game 50% quicker than your review copy as Sony promised, but I'm sure it comes close. And if you combine this cheat with the hyper car cheat (which actually activates the catch up mode from the two player game) you get a much faster and more enjoyable game. The fish eye lens also changes your external views. The cars look less wider and a little

longer. I have to say that this cheat doesn't work in two player mode.

I always play the game with the cheat activated, and it really improves the gameplay for me. Maybe Bob G can play it also this way, so he will get a little more value for his money spent on *Porsche Challenge*.

Dave Franck, Belgium

It makes you wonder why Sony didn't just make the game faster in the first place and thus we might have given it more than 82%. The fish eye lens cheat does warp the proportions though, so Porsche themselves probably didn't like it.

Dear Play,

Congratulations on doing a fabulous magazine with 100% honest reviews. I urgently need to know which of the following games I should get.

1. *Bushido Blade* or *Soul Blade*?
2. *Powerslide*, *V-Rally* or *Total Drivin'*?
3. *ISS Pro* or *Actua Club Edition*?
4. *Rage Racer* or £20 *Ridge Racer*?
5. *Lifeforce Tenka* or *Doom*?
6. *Final Fantasy VII* or *Excalibur 2555AD*?

Paul Glanfield, fax

1. *Soul Blade* for now, but seriously consider *Bushido Blade* when it arrives near the end of the year.
2. We haven't reviewed *Total Drivin'* yet, so wait and see.
3. *ISS Pro* definitely.
4. *Rage Racer* – accept no substitute.
5. *Tenka*.
6. Buy *Excalibur* now and *Final Fantasy VII* later in the year.

Dear Mr Butt,

I have owned a PlayStation since February 1996 and have bought your magazine every month since then. I have always found your reviews to be well written, impartial and more in-depth than those of other magazines. It is because of this that I have always found your magazine to be a good guide as to whether or not a game is worth buying. That is until the June edition of Play.

I was a big fan of the original *The Need for Speed* and still find it one of the best two player games around. After having read your numerous 'exclusive' previews of *NFS2* I was therefore looking forward to playing it. Before buying the game however, I thought I would hang on until I had read your review to decide whether it was going to be as good as your previews promised.





[Above] The game that many Play readers say is not even vaguely as good as our 90% score suggested. *NFS2* from EA – highly playable or furnace fodder. Hear from both sides...

Sure enough, the reviewer gave *NFS2* a 90% rating and gave me the impression that it was every bit as good as the original. So imagine my surprise when after having gone out and bought the game and loaded it, I was presented with a racing game that wouldn't look out of place on a Commodore 64. The quality of the graphics and the amount of pop-up is atrocious and far worse than the ageing original. While the poor animation and the amount of slow-down makes some of the tracks almost unplayable. This is especially the case in the split screen two player mode where at times it is almost impossible to see what is going on.

"The graphics and pop up in *NFS2* is atrocious and worse than the original!"

My first impression was that there must have been some mistake and that I had been sold the wrong game, as it bears almost no resemblance to the one described in the review. But after a while the sad truth began to sink in that I had wasted £40 on a badly made game and was stuck with it.

So the big question is why did your reviewer give the game 90%? Did he actually load up the game or just read the Electronic Arts press release that came with it? Or was the pre-condition of all those 'exclusive' previews that you give the game a good rating to ensure a few more copies get sold? I expect that you will give the standard line that "each reviewer has their own opinion of what is a good game," but I am not talking about a difference of opinion over gameplay. I am annoyed that in 1997, Electronic Arts can sell such a badly made game for £40 and your magazine encourages them to do so.

Whether you print this letter or not, I would like a reply which explains exactly why you feel that a game so badly made and which does so little to push the PlayStation's capabilities as *NFS2* deserves a mark of 90% and should be called a Play Classic. If you stand by your review then maybe I really have made a mistake and have bought an early development copy that somehow found its way into the shops, but as this is highly unlikely I'm more likely to still be stuck with a badly made game that I have no desire to play.

Marcus O'Kane, Sutton Coldfield

***The Need for Speed 2* is not a bad game, Marcus and the difference of opinion between other magazines is largely because some played it, others didn't bother. I can assure you there is nothing nefarious going on with Play and Electronic Arts and the reason for our exclusive previews was because we loved the first one and wanted to cover it. No-one else did. One magazine even said that the game didn't have a two player mode – doh! How crap is that?**

The bottom line is that Graeme put his money where his mouth is and actually paid £50 for the game after he reviewed it. He could have waited for a copy from EA, but instead chose to part with the folding stuff. How many other reviewers can claim to have done that? Graeme still plays *NFS2* regularly, he found all the secret cars, and if the mood takes us in the office, it is slapped on for a speed duel.

It is difficult to believe that if you liked the first game, you hated *NFS2* because it has so many enhancements, such as cliffs you can drive off, sparks, it's faster, and there are short cuts.

I am dismayed that you now call our integrity into question because if there's one thing we are at Play, it's honest. I offer an open invitation to you to come down to Bournemouth and spend an evening playing *NFS2* and other racing games. We'll show you why it's ace! And now a word from Graeme himself...

"Marcus, Marcus, Marcus... you're so cynical! As a reviewer I am concerned with letting the reader know as much as is possible about the games I play within the space available. I am absolutely not concerned with pandering to the demands of a company in return for an exclusive early look at one of their

games.

Even if we wanted to do that kind of thing, our readers would soon notice that we were being unethical and deceitful, and they would start buying one of the other magazines on the market, so it really wouldn't make any sense for us to work like that.

While I was reviewing *Need For Speed 2* I liked it so much that I bought an import copy for myself, preferring as I do the NTSC format. At times it does get a bit jerky when there's a lot happening on screen, but playing in the *Rage Racer*-style nose camera view with those magnificent cars to choose from, the real crash physics, and the growling sampled engine sounds roaring from my speakers I think it's one of the best racing games available."

Dear Play,

This is my first letter to a PlayStation magazine. I buy nearly all the magazines and I think that Play is the best one, and I don't want to sound like a sad git. I have owned my PlayStation for 18 months, I can do the disk swap, and I just wondered about overheating on chipped machines. I know people who have had their machines chipped and after a few months they had trouble with FMV crackling and missing bits of voices. I know Sony does not recommend this, but when games such as *Crow: City of Angels* and *Hexen* (reviewed in last month's magazine) cost £40-45, you can't blame them for buying copied games for £15.

On the up side you can play all the best import games which cost £75+ for £15 months before they come out in England.

Also, could you tell me how different magazines review the same game and give it totally different percentages, such as PlayStation Power 4/10 and Play 90% for *Need for Speed 2*. I suppose you have to make up your mind.

Drak, no address given

Using a chipped PlayStation to play import games is fine, but playing import disks for £15 is highly illegal and we are violently against it. I don't care if you can fit more games on for less money, the people who make the games deserve your cash, and by buying import games you are hurting the developers more than the publishers. Many small developers desperately need the royalties from their PSX games to survive, and piracy means our programming heritage is slowly being eaten away. If you want to avoid crap games, buy Play and we'll tell you what to buy without breaking any laws. Deal?

Dear Play,

I haven't written to your magazine before but have been buying it since its inception. I have always found the reviews honest and accurate, however I am now on the verge of changing my mind. The reason? *Actua Soccer Club Edition*. I had the original but sold it and after reading your preview/review that showed 95% completion and a new front end and Panini style photos, I thought I'd give it a try as it did look considerably different even if the gameplay was the same.

On loading it is nearly identical to the original, no new front end – a total and utter rip-off! I was so pissed off I rang Gremlin and asked them "what's going on?" Their reply was that they did not know where you got the screenshots and maybe it was an early version.

Could you please clarify the situation as I'm sure other people may have bought the *Club Edition* because of the touted totally new front end and league teams. I do not think it is beyond the realms of possibility that Gremlin fed you duff screenshots in order to plug the game. Either way they have shot themselves right up the arse as far as I'm concerned. They won't be getting any of my money in the future.

Richard Burgwin, Welshpool

"Gremlin won't be getting any of my money..."

Dear Play,

I saved up big time to purchase *Actua Soccer Club Edition* and I have only just received it. I wasn't disappointed with the gameplay, but the famous pictures of the players during the game. In recent issues of your magazine it shows pictures of the players and some match statistics, but in my *Actua Soccer* it doesn't have any of these. I would be grateful if you could tell me what's going on?

Kirk Forbes, Glasgow

Oh dear Gremlin, your customers are not happy, and neither are we. If you read last issue's news section though guys you'd have seen an official comment from Gremlin explaining the mess. Your best bet is to contact Gremlin on (01142) 753423 and demand your money back. It's not our fault, but we want this mess sorted out now!

Dear Play,

It looks like the battle between Sony and Nintendo could rage on long and hard having just heard that Nintendo has cut the price of the N64 by £100. The N64 is starting to look more seductive. I think I am one of the growing number of PlayStation owners who are a little cheesed off by the constant stream of bad quality tripe games that are released every month on the PSX.

It's been a year now that I have owned a PlayStation and I thought I would work out how much I have spent on games in that time. I've bought 23 games, and that's about £870 and I feel a little peeved to say the least. Out of all of them, which include many so-called reasonable titles (eg *Mechwarrior 2*, *Space Hulk*, *Destruction Derby 2*) only about five are worth buying (*X-Com*, *C&C*, *Warhammer*, *Twisted Metal 2* and *Fade to Black*). These seem to be the only games with some gameplay and lasting appeal.

The games industry has lost the creative edge and relies on the same formula (beat'em-up, shoot-'em-up or driving). I mean look through June's issue of Play – not one game worth buying except *NFS2* perhaps. I believe a game should be something which captures and holds your attention, is exciting and contains something you can build and improve upon.

Couldn't Sony implement some sort of quality assurance to raise the standard of games before many PSX owners move over to the N64 with its more advanced machine and quality games. I bought *Mechwarrior 2* and *Exhumed* – total price £75. *Mechwarrior 2* was bought for the strategic element and big guns, but most of the strategy was removed for the PlayStation version (why?) and the guns weren't that impressive.

Exhumed was completed in a week. Now if I was to ask you to choose between these two titles, or *Turok* on the N64 for £70, which would you choose? Anyway, after all this winging, at least your magazine is top notch, so please keep up the good work.

Mr Barrow, London

Lack of creativity is a real problem, Mr Barrow. Is that the sound of Sony resting on its laurels we ask? The problem is that anything vaguely different is more often than not shunned by the public because the majority just want fighting, shooting and driving games. Sony's own *IQ* is due out later this year, and it's an innovative new puzzle game, but will it be too different to sell?

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.



[Above] This is a gold disk which pirates use to sell games for just £15. It's illegal, deprives developers of their royalties, and we ask Play readers to steer well clear.



[Above] Richard Burgwin and Kirk Forbes are just two of the many who have contacted us regarding their disgust at the poor quality of *Actua Soccer Club Edition*. Oh dear...

WILD IMPORTS

Tel: 01908 640040 Fax: 01908 640162 Tel: 0468 403341 Email: Imports1@aol.com

Universal PlayStation
Plays UK, US and Jap Games
Joy Pad, Demo Disk, RF Lead,
Scart Lead, Full Screen, Full Speed
£169

Doctor V64 £Call for details

Tamagotchi Dinosaurs & Babies (Jap) £Call

TRANSAX Instant clearance on all cheques

N64 Universal Adaptor (Plays UK, US & Jap Games) Only £14.99 When Purchased With A Game

PLAYSTATION CONVERSION Easiest Ever To Fit

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

Only £24.99 pre-wired with full fitting instructions. Fitting Service £10. PlayStation repairs undertaken. Call for details.

WILD IMPORTS, P.O. Box 3503, Milton Keynes, MK3 7ZS

Open Mon - Sat 9.30am - 7pm. Visitors Welcome By Appointment Only.

IMPORT ZONE

OPEN 7 DAYS A WEEK
MONDAY - SATURDAY
10AM - 9PM
SUNDAY 10AM - 7PM
IMPORT ZONE,
74 NORTHGATE,
CANTERBURY, KENT.
CT1 1BB
TEL/FAX:
01227 764607
EMAIL ENQUIRIES: importzone@cyberdream.co.uk

US NINTENDO 64.....£149
NINTENDO 64 CHROME .....£CALL

US GAMES	PLAYSTATION IMPORTS
MARIO KART	RAGE RACER
DARK RIFT	SOUL EDGE
BLAST CORPS	TIME CRISIS
DOOM 64	FINAL FANTASY 7
STAR FOX	BUSHIDO BLADE
WAR GODS	OVERBLOOD
MULTI RACING CHAMPIONSHIP	TOBAL 2
GAMES FROM £54.99	GAMES FROM £39.99

RING FOR LATEST

ALL MAJOR CREDIT CARDS ACCEPTED

US/JAP NINTENDO 64 & STAR FOX
INCLUDES PSU + SCART £239

V64 Doctor Backup Unit £320
N64 Universal Converter: Run US/JAP on UK System, or UK Games on US/JAP Machine! £34
N64 Games: Blast Dozer, Turok, Wave Race, Mario 64, Human Grand Prix! £Call
US/JAP N64 Scart Conversion, Best Picture Possible! £28

PSX Decode Chip (lets you play US/JAP on UK System!) £25
Fitting Service £15
Latest PSX Games from Far East: Ace Combat 2, Street Fighter Collection, Marvel Super Heroes, City of the Lost Children, Bushido Blade, Raystorm, Porsche Challenge etc £Call

WEST LONDON
HOUNSLOW
WALES
HAVERFORDWEST
10AM - 10PM 7 DAYS

CONSOLE KING
Tel: 0410 425019

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

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.

CONSOLVE LTD, PO BOX 193, HAYES, MIDDX.

JAPANESE IMPORT SPECIALISTS

Games, Game Soundtrack CDs, Game Art Books, Anime, Manga and much more...
Send SAE for catalogue or check our web-site.

TOBAL 2
PAPARAPPA
BUSHIDO BLADE
ROCKY X HOPPER
FINAL FANTASY VII
MACROSS VF-X

オタク
OTAKU

SAGA FRONTIER
GHOST IN THE SHELL
STREETFIGHTER EX PLUS A
FINAL FANTASY TACTICS
TIME CRISIS
KOF 96

www.otaku.com
eMail: otaku-orders@otaku.com
tel. 0181 699 2199 fax. 0181 699 5275
OTAKU, PO BOX 9573, LONDON SE23 3ZF

AT LAST - A GREAT DEAL!
101 COMPUTER GAMES
PRESENTS
THE PLAYSTATION GAME EXCHANGE

UK SWAPS FROM £4

NINTENDO N64 IN STOCK NOW

Postage FREE in the UK
- New releases always in stock
- Consoles bought & sold
- New & used games for sale
- Honest, friendly, worldwide service

Phone for Free Price List
01582 723026
Call Mon-Sat 8AM - 7PM

101 COMPUTER GAMES TOP 10

1	(-)	I.S.S. Pro	£38.99
2	(-)	Rage Racer	£38.99
3	(1)	Soul Blade	£37.99
4	(2)	Porsche Challenge	£32.99
5	(6)	Need for Speed 2	£38.99
6	(10)	Virtual Pool	£35.99
7	(3)	Micro Machines v3	£36.99
8	(-)	Area 51	£37.99
9	(-)	Vandal Hearts	£37.99
10	(3)	Total NBA 97	£32.99

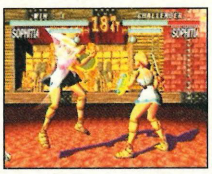
Note: Prices subject to change without notice

PLAYLIST

DUE TO POPULAR DEMAND WE PRESENT A COMPLETE A-Z OF PSX GAMES, PLUS PLAYBACK AND LONG TERM TESTS! AN INVALUABLE BUYERS GUIDE FOR PLAY READERS!

playback

BEAT-'EM-UPS



1. Soul Edge	**96%**
2. Tekken 2	95%
3. Bushido Blade	94%
4. Tobal 2	92%
5. SF Zero 2	94%
6. Tobal No.1	94%
7. MK Trilogy	92%
8. Tekken	95%
9. SF Alpha	93%
10. Star Gladiator	88%

FIRST PERSON SHOOT-'EM-UPS



1. MechWarrior	**91%**
2. Doom/Final	93%
3. Tenka	86%
4. Exhumed	84%
5. Alien Trilogy	91%
6. Disruptor	87%
7. Magic Carpet	90%
8. Tunnel B1	87%
9. Descent	85%
10. PO'ed	87%

GAME									SCORE	WE SAY...
2Xtreme	1-2	●							52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●				●			69%	Famous puzzle game, now in 3D! Average.
A-Train	1	●				●			62%	Complex resource management with trains.
Actua Golf	1-4	●	●						88%	Best golf game on PSX so far (until *Golf2*).
Actua Soccer	1-2	●							94%	Slick looking footy sim, now dated.
Actua Soccer: Club Edition	1-2	●							62%	Cynical re-badged version of above.
Adidas Power Soccer	1-4	●	●						95%	Great then, now failing against the competition.
Addidas Power Soccer '97	1-4	●	●						52%	Same game, but with UK teams. Poor.
Agile Warrior:F111X	1	●							79%	Simple brainless shoot-'em-up from Virgin.
Air Combat	1-2	●							81%	Slightly repetitive flight sim.
Alien Trilogy	1	●							91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●							51%	Hexagonal strategy for bores and generals.
Alone in the Dark 2	1	●							77%	Intruiging French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●		●		74%	Average split screen American racer.
Aquanaut's Holiday	1-2	●							58%	Impenetrable and dull underwater guff.
Area 51	1-2					●		●	68%	Rough coin-op conversion using light gun.
Assault Rigs	1-2	●		●					81%	*Tron*-like tank blasting game. Good link-up.
Atari Collection, The	1	●							81%	Many classics. Best: *Missile Command, Asteroids.*
Ayrton Senna's Kart Duel	1-2	●		●			●		71%	Ropey racing engine, jerky action.
Ballblazer Champions	1-2	●			●				69%	Dull as dishwater futuristic sports.
Batman Forever	1-2	●							41%	Bloody awful film licence – avoid!
Bedlam	1	●				●			78%	Muggy and complicated *Syndicate* wannabe.
Big Hurt Baseball	1-2	●							81%	Moderately successful sports conversion.
Black Dawn	1	●							76%	Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●							79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	●						82%	Clever puzzles with rotating rooms.
Blood Omen: LOK	1	●							81%	Be a vampire – top bloody fun.
Broken Sword	1	●				●			84%	Slick point 'n' click adventure.
Bubble Bobble	1-2	●							85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4								82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●			●		90%	Turbo nutter action with big trucks.
Bushido Blade	1-2	●		●			●		94%	Stylish and brutal sword-fighting.
Bust-a-Move 2	1-2	●			●				88%	Simple, yet totally addictive puzzler.
Buster Bros Collection	1-2	●							86%	*Pang* gets the 32-bit treatment.
Casper	1	●							65%	Plain and unimaginative film game.
Cheesy	1	●							50%	It certainly is...
Chessmaster 3D	1-2	●							68%	Chess. On PlayStation. Hmm...
Choro Q	1	●							70%	Quirky but rough cartoon racer.
Choro Q 2	1-2	●			●		●		85%	More cars, big miniature fun.
Chronicles of the Sword	1	●				●			43%	Tedious adventure – avoid!
City of Lost Children	1	●							78%	Slow moving French 3-D adventure.
Command & Conquer	1								79%	PSX version slow and sorely lacking.
Contra:Legacy of War	1-2	●							62%	Scappy arcade shoot-'em-up from Konami.
Coolboarders	1	●							82%	High speed stunts on a snowboard.
Crash Bandicoot	1	●							84%	Technically brilliant platformer.
Criticom	1-2	●							87%	Early average beat-'em-up. Now forgotten.
Crow: City of Angels	1	●							21%	Absolute shite!
Crusader: No Remorse	1	●							80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●							67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●				55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●							65%	Putrid futuristic *Hi-Octane*-style racer
D	1	●							69%	Mediocre 3-D adventure – Slow.
Dark Forces	1								75%	Appalling *Star Wars* conversion.
Darklight Conflict	1								79%	Fantastic looking, but sadly boring.

GAME	SCORE	WE SAY...
Darkstalkers	88%	Very playable beat-'em-up from a coin-op.
Defcon 5	88%	Run-of-the-mill space adventure. Slow.
Descent	85%	Was good, now utter cack!
Destruction Derby	86%	PSX showpiece and good two player.
Destruction Derby 2	82%	Better, but lacks link-up – bah!
Di Hard Trilogy	92%	Utterly brilliant three film games in one.
Discworld	74%	Unfunny cartoon adventure.
Disruptor	87%	Impressive 3-D *Doom* clone.
Doom	93%	Top link-up, but now looking dated.
Dracula X	84%	Japanese vampire platformer.
Earthworm Jim 2	69%	16-bit fun, but joke is wearing thin.
Epidemic	71%	Slow and boring disease adventure.
ESPN Extreme Games	73%	Tiresome sports, no fun at all!
Excalibur 2555 AD	86%	Imaginative and lush RPG.
Exhumed	84%	Compelling Egyptian 3-D shoot-'em-up.
Extreme Pinball	54%	Miserable pinball sim with bad physics.
Fade To Black	90%	Gripping sci-fi alien adventure!
FIFA '96	81%	Unexceptional footy flannel.
FIFA '97	70%	Graphically better, but plays worse
Final Doom	82%	New levels, but otherwise the same.
Firestorm: Thunderhawk2	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	64%	Garish cartoon cop adventure. Dodgy.
Formula 1	92%	Exhilerating and glorious F1 sim!
Galaxian 3	69%	Repetitive and confusing shooter.
Gex	76%	Wretched 3DO platformer with dumb lizard.
Goal Storm	69%	Disappointingly slow, fails to score...
Grid Run	53%	Banal maze game with few rewards.
Gunship	90%	Has not stood the test of time...
Hardcore 4X4	81%	Hellish and repetitive off-road action.
Hebereke's Popitto	43%	Why bother with this when *Puzzle Fighter* exists?
Hermie Hopperhead	53%	Worthless cartoon platform banality.
Hexen	35%	One of the PSX's worst ever games!
Hi-Octane	80%	Reasonable Bullfrog racer.
Horned Owl	73%	Poor excuse for a light gun game.
Hyper Tennis	78%	Utterly pointless tennis sim. There are better.
Impact Racing	87%	Good then, now utter tripe!
Incredible Hulk, The	45%	Nothing 'incredible' about it. Poor.
Independence Day	47%	Wretched film-inspired nonsence!
International Moto X	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	83%	16-bit footy conversion, no frills.
Int Superstar Soccer Pro	84%	One of the best football games on PSX!
Int Track & Field	85%	Superb multi-player sports special!
In The Hunt	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	47%	As much fun as genital surgery!
Jet Rider	85%	Super-fast jetbikes, poor graphics.
J-League: Winning Eleven	73%	Early and now extremely dated 3-D football.
Johnny Bazookatone	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	86%	Accurate and enjoyable rugby sim.
Jumping Flash	87%	Highly imaginative first person platformer.
Jumping Flash 2	86%	Psychedelic sequel to above (only better).
Kileak The Blood	57%	Sparse *Doom* clone that lacks any kind of thrill.
Kileak The Blood 2	65%	The same only with a '2' at the end.
Killing Zone	57%	Contemptible beat-'em-up. Avoid.
King's Field	61%	Long lasting RPG, looks crap though.
King Of Fighters '95	62%	Utterly pointless 2-D beat-'em-up!
Krazy Ivan	90%	Sumptuous visuals hide a real stinker!
Lifeforce Tenka	86%	Grisly polygonal *Doom* clone – flashy.
Little Big Adventure	83%	Outstanding graphical adventure!
Loaded	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	70%	Dull as dishwater platform game.
Lone Soldier	92%	Overrated Rambo rubbish!
MK Trilogy	92%	Gory orgy of 16-bit gameplay. Not bad.
Machine Hunter	72%	Decent *Paradroid*-inspired shooter.
Madden '97	81%	Solid and playable US football sim.
Magic Carpet	90%	Magnificent magic carpet ride!
Mechwarrior 2	91%	Top class big robot shoot-'em-up!
Mega Man 8	82%	Playable and colourful, but ultimately shallow.
Mickey's Wild Adventure	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	92%	Blistering racing game. Fantastic!
Monster Trucks	74%	Competent, but dull off-roader.

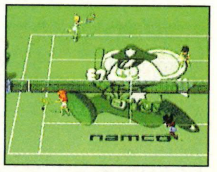
playback

ARCADE SHOOT-'EM-UPS



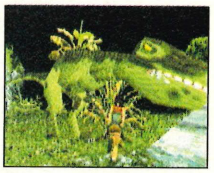
1. Die Hard 93%
2. Twisted Metal 2 88%
3. Syndicate Wars 85%
4. Soviet Strike 83%
5. Tempest X3 86%
6. X2 77%
7. Darklight 80%
8. Project Overkill 89%
9. Loaded 85%
10. Machine Hunter 74%

SPORTS SIMS



1. Smash Tennis 86%
2. Total NBA '97 92%
3. Soccer '97 82%
4. ISS Pro 84%
5. Actua Golf 88%
6. Int Track & Field 85%
7. Victory Boxing 90%
8. ISS Deluxe 83%
9. Actua Soccer 94%
10. Sampras Extreme 90%

STRATEGY& ADVENTURE



1. Tomb Raider 94%
2. Resident Evil 95%
3. Fade to Black 90%
4. X-Com: TFTD 88%
5. Suikoden 80%
6. LBA 83%
7. Overblood 86%
8. Space Hulk 84%
9. Broken Sword 84%
10. C&C 79%

playback

Puzzle & Party Games



1. Puzzle Fighter 90%

2. Bust-A-Move 2 88%
3. Bubble Bobble 85%
4. Pro Pinball 90%
5. Worms 92%
6. Atari Collection 81%
7. Supersonic Racers 91%
8. Namco Museum III 73%
9. Buster Bros 86%
10. Williams' Arcade 84%

Racing Games



1. Rage Racer 94%

2. Micro Machines 91%
3. Rally Cross 89%
4. Need for Speed 2 90%
5. Wipeout 2097 93%
6. Formula 1 94%
7. Porsche 82%
8. Peak Performance 85%
9. DD2 82%
10. Jet Rider 85%

Platformers



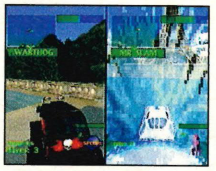
1. Pandemonium 90%

2. Crash Bandicoot 84%
3. Mega Man 8 82%
4. Dracula X 84%
5. Jumping Flash 2 86%
6. Rayman 87%
7. Lomax 70%
8. Jumping Flash 87%
9. Earthworm Jim 2 69%
10. J Bazookatone 85%

GAME								SCORE	WE SAY...
Mortal Kombat 3	1-2	●						93%	Don't buy this, get *MK Trilogy* instead.
Motor Toon GP 2	1-2	●		●			●	79%	Highly playable cartoon racer.
Myst	1	●						68%	Humdrum static screen adventure. Sad.
Namco Museum 1	1-2	●						70%	Retro collection – best: *Pacman* and *Galaga*.
Namco Museum 2	1-2	●						70%	Worse than Vol 1 – best: *Xevious*.
Namco Museum 3	1-2	●						73%	Decent retro fix – best: *Pole Position II*.
Nanotek Warrior	1							76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●	80%	Comprehensive racing simulation – a bit jerky.
NBA In The Zone	1-2	●						79%	Solid sports sim, not as good as *Total NBA*.
NBA Jam Extreme	1-2	●						79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●					90%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-2	●						82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-2	●	●					89%	All the latest stats and players – better engine.
Need For Speed, The	1-2	●		●	●		●	94%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●			●		●	90%	Rough looking, but actually more fun – long term.
NFL Game Day	1-2	●						73%	American football – who cares?
NHL '97	1-8	●	●					86%	Intense ice hockey action – smooth and fast.
NHL Face Off	1-2	●						78%	Admirable attempt, but a bit cumbersome.
Novastorm	1	●						38%	Contemptable FMV-spooled shoot-'em-up arse!
Off World Interceptor	1-2	●			●			77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●					89%	Utterly fantastic multi-player event.
Olympic Soccer	1-2	●						84%	Highly playable footy game, basic graphics.
Onside Soccer	1-2	●						76%	Uninspiring footy with management aspects.
Overblood	1	●						86%	Atmospheric, innovative 3-D space adventure.
Pandemonium	1							90%	Enjoyable platform game, but too restrictive.
Panzer General	1-2	●				●		73%	Strategy war game for dedicated anoraks.
Peak Performance	1-2	●			●		●	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●						65%	Slothful 3-D adventure, lacking visual flair.
PGA Tour '96	1-8	●						86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●						81%	Extremely able golfing sim. It's got the lot.
Philosoma	1	●						85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●					66%	Rough and confusing futuristic sports.
Player Manager	1-2	●				●		74%	Banal management game. No frills and slow.
PO'ed	1							87%	Scrappy *Doom* clone, meant to be humerous.
Porsche Challenge	1-2	●			●		●	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2	1-2	●						52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●						51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●					82%	Yet another hockey game, actually quite good.
Primal Rage	1-2	●						85%	Claymation-based beat-'em-up. Piss poor now.
Prime Goal EX	1-2	●						62%	Very average sprite based footy. Worse than *FIFA*.
Pro Pinball: The Web	1-2	●						90%	Definitely the best pinball game on the PSX!
Project Overkill	1	●						89%	Violent, bloody, but repetitive and no two player!
Psychic Detective	1	●						75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2							73%	Unusual floating beat-'em-up. Nothing special.
Quarterback Club '96	1-8	●	●					80%	Yet again, who cares?
Raiden Project, The	1-2	●						68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	1	●					●	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross	1-4	●	●		●		●	89%	First class off-road antics. Two and four player!
Rapid Reload	1	●						71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Ray Storm	1-2							75%	Overwhelming two player space shoot-'em-up.
Rayman	1	●						87%	Colourful platform game, now looking tired.
Re-Loaded	1-2	●						61%	Actually worse than the original. Sloppy.
Rebel Assault 2	1	●						60%	*Star Wars* shoot-'em-up. Boring and reptitive.
Resident Evil	1	●						95%	Gothic horror adventure – recommended!
Return Fire	1-2	●			●			84%	Average 3DO split screen army romp.
Revolution X	1-2					●		40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●					●	93%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●	90%	A better game, with link-up and nicer cars.
Riot	1-2	●						72%	Moribund futuristic sports – like *Rollerball*.
Rise 2: Resurection	1-2	●						88%	Hideous robot beat-'em-up. A bad date.
Road Rage	1-2	●					●	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●						75%	Dodgy visuals, but fast and fun. Now cheap.
Robopit	1-2	●			●			55%	Abominable robot beat-'em-up.
Robotron X	1-2	●						85%	Classic gameplay, very fast, we prefer original.
Sampras Extreme	1-4	●	●					90%	One of the best tennis games on PSX. Slick.
Samurai Showdown	1-2	●						62%	Should be called *Samurai Slowdown!*
Sentient	1	●						84%	Absorbing and intelligent adventure. Bizarre.
Shellshock	1	●						85%	Passable tank game, now looks basic.
ShockWave Assault	1	●						87%	Limited surface-based shoot-'em-up. Dull.
Sim City 2000	1	●				●		75%	A fantastic game. Not suited to the PSX.

GAME		SCORE	WE SAY...
Skeleton Warriors	1	56%	Grotesque import beat-'em-up.
Smash Court Tennis	1-4	86%	Supremely playable, addictive cartoon tennis.
Soccer '97	1-4	82%	UK teams version of *Olympic* – very playable!
Soul Edge	1-2	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6	39%	Pants cartoon basketball game, based on film.
Speedster	1-2	80%	Overhead racer with okay handling, but slow.
Spider	1	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood	1	72%	Uninspiring cartoon platform game. Yawn.
Stahlfeder	1	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	68%	Lots of blasting action, no control at all...
Starfighter 3000	1	85%	A decent stab at a sci-fi shooter/strategy.
Starwinder	1	77%	Linear space-based racer. Lacks excitment.
Steel Harbinger	1	80%	Controlling a violent nympho isn't much fun.
Street Fighter Alpha	1-2	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter: The Movie	1-2	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2	1-2	94%	Simple, colourful graphics – total gameplay!
Street Racer	1-8	84%	Childish *Mario Kart* wannabe, good multi-player.
Strikepoint	1-2	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	89%	Extremely playable, but now extremely dated.
Suikoden	1	80%	Endearing and lasting Manga RPG.
Super Puzzle Fighter 2	1-2	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	85%	I love the smell of napalm in the morning!
Tail Of The Sun	1	84%	Innovative caveman adventure. Badly presented.
Tekken	1-2	95%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2	1-2	95%	Ultimate 3-D beat-'em-up – essential purchase!
Tempest X3	1-2	86%	Ancient coin-op brought up-to-date. Good fun.
Ten Pin Ally	1-6	60%	Dismal and utterly pointless bowling sim.
Theme Park	1	86%	Build your own Alton Towers – very in-depth.
Time Commando	1	78%	Restrictive, but graphically impressive adventure.
Tobal No. 1	1-2	94%	Cracking high res beat-'em-up with quest mode.
Tobal 2	1-2	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	73%	Great concept, let down by low overall speed.
Tomb Raider	1	94%	Superb Indiana Jones-style 3-D adventure.
Top Gun: Fire at Will	1	76%	Lack-lustre combat flight sim based on film.
Toshinden	1-2	76%	First *Tekken* rival, graphically fantastic. Dated.
Toshinden 2	1-2	74%	Far worse than the original. Avoid like plague.
Total Eclipse Turbo	1	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	94%	The best basketball game on PSX, until...
Total NBA '97	1-8	92%	The most advanced basketball game ever!
True Pinball	1	85%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack	1-2	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)	1-2	88%	Remarkably compelling two player blast-a-thon!
V-Tennis	1-2	75%	Bland tennis game. Get *Sampras* or *Smash Court*.
Vandal-Hearts	1	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	90%	Fast and smooth rendition of the 'sport.'
Viewpoint	1	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Virtual Golf	1-4	61%	Drab golf sim, *Actua Golf 2* is much better.
Virtual Pool	1-2	68%	Great PC game, awkward and slow on PSX.
Warhammer: SOTHR	1	82%	Unbelivably complex, but rewarding war game.
Warhawk	1	68%	Distinctly adverage helicopter shoot-'em-up.
Williams' Arcade's Greatest	1-2	84%	Decent retro pack. Best: *Robotron*, *Defender*.
Wing Commander III	1	82%	Expensive space opera, involving plot.
Wing Commander IV	1	67%	Even more costly, but minus originality.
Wipeout	1-2	94%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	93%	Far better than *Wipeout* – a stunning game.
World Cup Golf	1-8	71%	Wholly rendered golf sim. Better than average.
Worms	1-4	92%	Crap looking, but oh-so playable in multi-player.
Wrestlemania	1-4	74%	Wrestling – not a real sport. Game sucks.
X-Com: Enemy Unknown	1	82%	Compelling turn based strategy adventure.
X-Com: Terror from the deep	1	88%	Deeply involving underwater strategy game.
X2	1-2	77%	Amazing looking shoot-'em-up, but too hard!
Zeitgeist	1	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide	1-2	68%	Hopelessly clumsy robot beat-'em-up.

LONG TERM TEST



NAME: TWISTED METAL 2
LENGTH OF TEST: 6 MONTHS
REPLAY VALUE: 5/5

TWISTED METAL 2 STILL HOLDS UP PARTICULARLY WELL, ALTHOUGH THE SINGLE PLAYER MODE IS NO MORE THAN A DISTANT MEMORY. THE TWO PLAYER MODE IS WHERE THE LONGEVITY LIES. YOU CAN ALWAYS GO BACK TO GOOD OLD *TM2* AND THRASH THROUGH THE STREETS OF HONG KONG OR PARIS WITH YOUR MATE, TEAMING UP ON THE COMPUTER CONTROLLED OPPONENTS. AND IF THAT GETS A BIT BORING, TRY A FEW ONE-ON-ONE DEATHMATCHES, USING FANTASTIC DEVICES LIKE THE REMOTE BOMB TO DEVASTATE YOUR FRIEND'S ATTEMPTS TO CATCH YOU WITH HIS HEAT SEAKERS. THE BEAT-'EM-UP-STYLE SPECIAL ATTACK COMBOS ALSO TAKE A GOOD WHILE TO LEARN. EXCELLENT.



NAME: SOCCER '97
LENGTH OF TEST: 4 MONTHS
REPLAY VALUE: 4/5

THE ONE PLAYER GAME LASTS A FAIR WHILE DUE TO THE LEAGUE AND TOURNAMENT, BUT THE COMPUTER PLAYER IS UNFAIR AND ALWAYS SEEMS TO SCORE IMPOSSIBLE GOALS RIGHT BEFORE THE FINAL WHISTLE. THE TWO PLAYER GAME HOWEVER GIVES YOU CO-OPERATIVE AND VERSUS MODES AND THIS CAN LAST A LIFETIME. THE UK TEAMS AND PLAYERS MAKE IT FUN TO COMPETE AND ALTHOUGH THERE ARE PLENTY OF 'DEAD CERT' GOALS, THE SPEED OF THE GAME MEANS YOU CAN ALWAYS GET YOUR OWN BACK.

PLAYED OUT...

NEXT MONTH IN PLAY

PLAY ISSUE 24, ON SALE 31 JULY, DON'T MISS IT!

G-POLICE

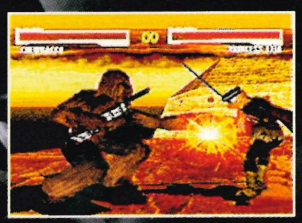
FIRST covered in issue one of Play, this Blade Runner-esque shoot-'em-up is now nearing completion by Psygnosis. We'll have a feature on this and all other games at the magnificent E3 show in Atlanta next month – Over ten pages of brand new games for your PSX!

PLUS!

Nuclear Strike, F1 '97, Parappa the Rapper, Total Drivin', Command & Conquer: Red Alert, Tomb Raider 2, Actua Soccer 2, Batman & Robin, Medieval, MDK, Rosco McQueen, The Lost World, Road Rash 3D, Time Crisis, Moto Racer, GTA, Nightmare Creatures, Blood Omen 2, Crash Bandicoot 2, Deathtrap Dungeon, Star Trek, Broken Helix and many more!

STAR WARS BEAT-'EM-UP!

STOP PRESS! Just as we were going to print, some highly secret screenshots of a new *Star Wars* inspired beat-'em-up appeared from LucasArts. We will have more news on this next month!





ABC 30, 338
Member of the Audit Bureau of Circulation

PLAY

Managing Editor
Damian Butt
gecko@paragon.co.uk

Senior Staff Writer
Graeme Nicholson
silencio@paragon.co.uk

Staff Writer
Tom Sargent
tomsargent@paragon.co.uk

Art Editor
Tim Peach

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Contributors
Cat Bucannon, Phil King, Paul Morgan, Ryan Butt, Gwyn Williams.

Advertising Manager
Michael Halton
Direct line (01202 200224)
advertising@paragon.co.uk

Advertising Executive
Jon Shaw
Direct line (01202 200236)

Thanks to:
Nathan at Ocean, Martin at Gremlin (top night, shame about the first club!), Guy at Sony, Simi and Nick at EA, Steve at Eidos, Jason at ASC, Alison at Interplay, Dave at THQ and especially Paul and Kev at Eutechnyx. And of course the Bournemouth Video Game Centre **(01202) 527314**. Cheers to you all.

That lot:- Advertising Production Dave Osborne, Ross Andrews Ad Copy Controller Jo James Ad Designers Steve Gotobed Dani Schofield Circulations & Marketing Manager Michael Robinson Marketing Executive Andy Youings Production Manager Jane Hawkins Systems Manager Alan Russell Bureau Manager Chris Rees International Account Executive Catherine Blackman On-Line Editor Stuart Wynne (ssw@paragon.co.uk) Jt Managing Directors Di Tavener & Richard Monteiro (richardm@paragon.co.uk)

Subs/Mail Order
Tel: (01202) 200200
Fax: (01202) 299955
Subscription Rates
Annual Rate (14 Issues)
UK: £28.00
Europe: £35.00
Rest of World: £46.00

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

Special Reserve

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

Over 300,000 people have joined Special Reserve. The largest games club in the World.

Established 10 years, Special Reserve is the market leader in mail order home computing with a staff of 80





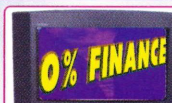








SPECIAL RESERVE SALES 01279 600204	SOUL BLADE	RAGE RACER	ISS PRO	FADE TO BLACK	RIDGE RACER	BUST A MOVE 2	EXHUMED
	34.99	34.99	34.99	17.99	17.99	19.99	26.99



SONY 16" KV-16WS1 NICAM WIDESCREEN TV

399.99

0% finance available. Call 01279 600204 to apply or at one of our huge club shops in Bristol, Chelmsford and Sawbridgeworth.

PLAYSTATION GAMES

• = NEW ITEM, xx% = REVIEW SCORE
(TAP) = MULTIPLAYER VIA MULTITAP
(LINK) = MULTIPLAYER VIA LINK CABLE,
(ANL) = FEATURES ANALOGUE CONTROL

10 PIN ALLEY 36.49
4-4-2 ....31.99
ACTUA GOLF 2 • 31.99
ACTUA GOLF 94% 33.99
ACTUA ICE HOCKEY • 31.99
ACTUA SOCCER 94% 31.99
ACTUA SOCCER 2 • 31.99
ACTUA SOCCER CLUB EDITION • 34.99
ACTUA TENNIS • 31.99
ADIDAS POWER SOCCER INT'L 97 • 34.99
AIR COMBAT (ANL) ...17.99
ALIEN TRILOGY 94% 19.99
ALL STAR BASEBALL 97 ....32.99
ALLSTAR SOCCER • 37.99
ANDRETTI RACING 87% (LINK) 34.99
AREA 51 (PLG) 31.99
ARMS RACE • 31.99
ATARI GREATEST HITS 27.99
BATTLE ARENA TOSHINDEN 89% 17.99
BATTLE STATIONS 33.99
BLAM! MACHINEHEAD 27.99
BLAZING DRAGONS 28.99
BREAKPOINT 2 • 36.99
BROKEN SWORD 90% 33.99
BUBBLE BOBBLE 2 ....26.99
BUGGY • 31.99
BUST A MOVE 2 90% 19.99
CARNAGE HEART 33.99
CHRONICLES OF THE SWORD 33.99
CITY OF THE LOST CHILDREN 90% 37.49
COMMAND & CONQUER 91% 35.99
COOL BOARDERS 91% 35.99
CRASH BANDICOOT 92% 37.99
CROW: CITY OF ANGELS 34.99
CRUSADER NO REMORSE 90% 34.99
CRYPT KILLER + HYPERBLASTER GUN • 49.99
DARK FORCES 31.99
DARKLIGHT CONFLICT • 36.99
DESTRUCTION DERBY 93% (ANL, LINK) ...17.99
DESTRUCTION DERBY 2 91% (ANL) 36.99
DIE HARD TRILOGY 93% (PLG) 36.99
DISCWORLD 2 ....38.99
DISCWORLD 74% 35.99
DISRUPTOR 82% 32.99
DOOM 93% (LINK) 32.99
DUNGEON KEEPER 34.99
EXHUMED 26.99
EXTREME SPORTS 29.99
FADE TO BLACK 90% 17.99
FIFA 96 (TAP) • 17.99
FIFA 97 (TAP) 31.99
FINAL DOOM (LINK) 90% 27.99
FIRO AND KLAWD 89% 29.99
FORMULA 1 94% (ANL, LINK) 38.49
GUNSHIP 2000 90% 19.99
HEXEN 27.99
HI OCTANE 80% 16.99
INDEPENDENCE DAY 34.99
INT'L SUPERSTAR SOCCER DELUXE 95% 29.99
INT'L SUPERSTAR SOCCER PRO 90% 34.99
INT'L TRACK AND FIELD 85% (TAP) 35.99
IRON & BLOOD 83% 29.99
JET RIDER 85% 29.99
JOHN MADDEN NFL 97 (TAP) 81% 33.99
JONAH LOMU RUGBY 34.99
KINGSFIELD 82% 29.99
LEGACY OF KAIN 93% 29.99
LITTLE BIG ADVENTURE 34.99
MACHINE HUNTER • 37.99
MECHWARRIOR 2 90% 32.99
MICRO MACHINES 3 94% (TAP) 29.99
MONSTER TRUCKS 33.99
MORTAL KOMBAT TRILOGY 92% 28.99
MOTOR MASH • 34.99
MOTOR TOON 2 (LINK) 84% 33.99
MYST 33.99
NAMCO MUSEUM VOLUME 1 ....34.99
NAMCO MUSEUM VOLUME 2 ....35.99
NAMCO MUSEUM VOLUME 3 84% 29.99
NAMCO TENNIS SMASH COURT (TAP) 33.49
NBA IN THE ZONE 2 92% 34.99
NBA JAM EXTREME 85% 34.99
NBA LIVE 97 (TAP) 90% ...34.99
NEED FOR SPEED 2 ....36.99
NFL QUARTERBACK CLUB 97 (TAP) 80% ...29.99
NHL 97 (TAP) 90% 29.99
NHL FACE OFF 97 ....29.99
ONSIDE SOCCER 85% 21.99
OVERBLOOD • 36.99
PANDEMONIUM 92% 28.99
PETE SAMPRAS EXTREME (LINK, TAP) 32.99
PGA 96 • 17.99
PGA TOUR GOLF 97 ....29.99
PLAYER MANAGER 32.99
PORSCHE CHALLENGE • 29.99
PREMIER MANAGER 98 • 31.99
RAGE RACER • 34.99
REBEL ASSAULT 2 ....34.99
RESIDENT EVIL 95% 33.99
RIDGE RACER 93% (ANL) 17.99
RIDGE RACER REVOLUTION (ANL, LINK) 37.99
ROAD RASH 17.99
SENTIENT • 34.99
SIM CITY 2000 91% 35.99
SOCCER 97 ....35.99
SOUL BLADE • 34.99
SOVIET STRIKE 82% 29.99
SPACE HULK - VOTBA 19.99
SPACE JAM 35.99
SPEEDSTER • 34.99
SPIDER 31.99
STREETFIGHTER ALPHA 2 94% 31.99
SUIKODEN 31.99
SUPER PUZZLE FIGHTER 2 ....26.99
SYNDICATE WARS 34.99
TEKKEN 2 95% 38.99
TEKKEN 95% 17.99
TENKA • 34.99
TEST DRV OFF ROAD 34.99
TILT 89% 31.99
TOMB RAIDER 95% 34.99
TOP GUN 24.99
TOTAL NBA 97 ....32.99
TRANSPORT TYCOON DELUXE 31.99
TRUE PINBALL 80% (TAP) 24.99
TUNNEL B1 80% 26.99

TWIN PACKS
- BATTLE ARENA TOSHINDEN & WORMS 36.99
- BUBBLE BOBBLE & RAINBOW ISLAND ...25.99
- RIDGE RACER & WORMS 36.99

TWISTED METAL WORLD TOUR 90% 33.99
V - RALLY 38.99
VANDAL HEARTS 34.99
VICTORY BOXING 85% 33.99
VIRTUAL POOL 34.99
WARCRAFT 2 • 36.99
WILLIAMS ARCADE GREATEST 19.99
WING COMMANDER 4 ....36.99
WIPEOUT 94% (ANL, LINK) 17.99
WIPEOUT 2097 (ANL, LINK) 93% 29.99
WORMS 92% 22.99
WWF IN YOUR HOUSE 29.99
X-COM ENEMY UNKNOWN 19.99
X-COM: TERROR FROM THE DEEP 24.99
X2 (PROJECT X2) 23.99

PRICE OVER-RIDE. We can't be beaten on price by a FULL £2

If our mail order price is too high, or if the product you want is not listed, we'll give you £2 OFF the lowest advertised price in this magazine, subject to stock. Just phone 01279 600204 and tell our staff the price YOU expect to pay.

We regret we cannot price over-ride against price errors in our competitors' advertising or non-UK products. Offer applies to the total price charged inclusive of UK carriage and coupon discounts. Special Reserve Shop prices are guaranteed £2 lower than other local adverts. Price Over-Ride does not apply to 0% finance offers.

WE GUARANTEE YOUR TOTAL SATISFACTION - OR ALL YOUR MONEY BACK

We'll even collect larger items from your door free of charge if you are not satisfied.

ALL OF THIS FREE ONLY FROM Special Reserve

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

Buy any one item from our entire catalogue at the same time as joining for a year (£7.50) or more and we'll give you ALL this.



A FREE COPY OF EDGE MAGAZINE
The future of interactive entertainment magazine. Worth £3.50, FREE to new members.

AND

THE SPECIAL RESERVE BOOK OF 1001 CHEATS
Cheats for games on most console and computer platforms.



AND



10 ISSUES OF THE SPECIAL RESERVE CLUB MAGAZINE
Our full colour magazine, packed with news, reviews and thousands of products

AND choose one of the fantastic gifts below absolutely free.

FREE PERSONAL STEREO, HEADPHONES AND CASE
OR FREE MINI BOY CONSOLE KEYRING 55 GAMES BUILT IN INCLUDING TETRIS STYLE GAME
OR FREE CD WALLET AND MOUSE MAT 5 DESIGNS TO CHOOSE FROM
OR FREE DUMB & DUMBER VIDEO
OR FREE TOMBSTONE VIDEO
OR FREE CLIFFHANGER VIDEO
OR FREE BATMAN RETURNS VIDEO
OR FREE GUYVER 1 VIDEO
OR FREE FOOTBALL

ALL OFFERS SUBJECT TO STOCK. OTHER OFFERS ARE AVAILABLE. OVERSEAS MEMBERS PLEASE ADD £2 POSTAGE

FREE TO ENTER £23,000 in prizes!

Special Reserve Fantasy Formula 1

A Lotus Elise,
17 PlayStations 17 copies of Formula 1, 17 Gamester Steering Wheels
Play by post, at our Club Shops or live on our web site @
http://special.reserve.co.uk



PlayStation, from only £121.99 All Official UK Machines

PLAYSTATION DEALS

All PlayStations come complete with one official controller and "Demo 1" CD, featuring playable demos of Formula 1, Tekken 2, Crash Bandicoot, WipEout 2097 plus rolling demos of Monster Trucks and Destruction Derby 2.

PLAYSTATION 121.99
PLAYSTATION + TOMB RAIDER 155.99
PLAYSTATION + SOUL BLADE 152.99
PLAYSTATION + FORMULA ONE 157.99
PLAYSTATION + MICRO MACHINES 3 ....149.99
PLAYSTATION "FIRE" PACK 137.99
Includes memory card and extra Logic 3 controller

PLAYSTATION "BIG DEAL 2" 229.99
Includes PlayStation with Demo CD, official controller, Pandemonium, Tomb Raider, Actua Soccer, memory card and extra controller
£22.99 deposit plus nine further monthly payments of £23
Total price £229.99. APR 0%. Save £45 on combined RRP. Offer subject to status. To apply for 0% finance please place your order by telephone on 01279 600204 or at one of our club shops.

PLAYSTATION "GREATEST DEAL" 299.99
Includes PlayStation with Demo CD, Official controller, Tekken, Formula 1, Ridge Racer, Die Hard Trilogy, Actua Soccer, memory card, extra controller and Predator light gun
£29.99 deposit plus nine further monthly payments of £30
Total price £299.99. APR 0%. Save £39 on combined RRP. Offer subject to status. To apply for 0% finance please place your order by telephone on 01279 600204 or at one of our club shops.

0% FINANCE ALSO AVAILABLE ON SELECTED NINTENDO 64 DEALS AND ALL SONY TV's & VCR's

PLAYSTATION CONTROLLERS



LOGIC 3 CONTROL STATION FOR PLAYSTATION ... 11.99
8 BUTTON CONTROLLER WITH EXTRA LONG CABLE



OFFICIAL CONTROLLER FOR PLAYSTATION ... 22.49



SAITEK MEGAPAD 11 JOYPAD FOR PLAYSTATION ... 13.99
ERGONOMIC HAND GRIP DESIGN, AUTOFIRE, 8 TURBOFIRE BUTTONS AND INSTANTANEOUS RESPONSE



PREDATOR LIGHT GUN ... 21.99
3 SPEED AUTOFIRE, AUTO RELOAD AND LED DISPLAY LIGHTS. COMPATIBLE WITH GAMES MARKED (PLG)



MAD CATZ STEERING WHEEL AND FOOTPEDALS ... 49.99

GAMESTER STEERING WHEEL AND FOOTPEDALS ... 63.99
ANALOGUE STEERING, BRAKE AND ACCELERATOR. 8 DIGITAL ACTION BUTTONS, COMPATIBLE WITH GAMES MARKED (ANL)

HYPERBLASTER LIGHT GUN FOR PLAYSTATION ... 24.99
OFFICIALLY ENDORSED BY SONY. COMPATIBLE WITH GAMES MARKED (PLG)

WE STOCK 21 DIFFERENT CONTROLLERS - CALL 01279 600204



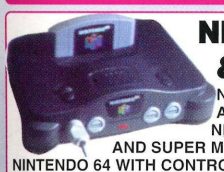
MEMORY CARDS

FIRE MEMORY CARD (15 SLOTS) FOR PLAYSTATION 13.49
HIGH CAPACITY MEMORY CARD (120 SLOT) FOR PLAYSTATION 26.99
SUPER HIGH CAPACITY MEMORY CARD (480 SLOT) FOR PLAYSTATION 37.99
OFFICIAL MEMORY CARD (15 SLOT) FOR PLAYSTATION 21.99

OTHER ACCESSORIES

ANTI-SURGE 4 WAY TRAILING MULTIPLUG PROTECT UPTO 4 DEVICES FROM SURGES 24.99
DUST COVER FOR PLAYSTATION 7.99
LINK CABLE FOR PLAYSTATION CONNECT TWO MACHINES FOR HEAD-TO-HEAD GAMING 8.99
SONY MULTI-TAP FOR PLAYSTATION CONNECTS UPTO 4 CONTROLLERS TO 1 PORT 27.99
X-TENDER CABLE FOR PLAYSTATION EXTENDS CONTROLLER LEAD BY 15 METRES 9.99

SCART LEADS FOR A PIXEL PERFECT PICTURE
SCART LEAD - PLAYSTATION ...9.49 SCART LEAD - N64 ...9.99



NINTENDO 64 & CONTROLLER £139.99

NINTENDO 64 WITH CONTROLLER AND 256K MEMORY CARTRIDGE 144.99
NINTENDO 64 WITH CONTROLLER AND SUPER MARIO 64 ....187.99
NINTENDO 64 WITH CONTROLLER AND MARIO KART 64 ....187.99
0% FINANCE AVAILABLE ON "BIG", "GREATEST" AND "FOUR PLAYER" DEALS



Unbelievable Free Object with every Special Reserve PC

Choose any one of the OBJECTS below ABSOLUTELY FREE when you order a Special Reserve ZZAP, FOXX, MAXX or BIZZ PC

FREE NINTENDO 64 console with Nintendo 3D controller
OR FREE PLAYSTATION with controller and Demo CD
OR FREE HP DESKJET 400c colour inkjet printer
OR FREE MUSTEK 4800 Dpi colour flatbed scanner

Call 01279 600204 for details



Special Reserve 01279 600204

Or fax your order on 01279 726842 - We'll fax back to confirm
Open 9.30am to 8pm (Mon-Sat) 10am to 5pm (Sun & Bank Holidays)

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) £7.50
ANNUAL MEMBERSHIP FEES UK £7.50 EC £10.00 WORLD £12.00
Members receive ten issues of the colour club magazine per year.
There is no obligation to buy anything.
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 £7.50)
Item
Item
Item
Item
For **OPTIONAL** first class post add 50p per item
For **OPTIONAL** fast delivery on hardware add £3.00
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £
CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Overseas orders must be paid by credit card.
Hardware items (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 impressive Special Reserve Shops

Bristol Avon	Sawbridgeworth, Herts	Chelmsford, Essex
351 Gloucester Rd (A38)	The Maltings, Station Rd	43 Broomfield Rd
1½ miles from the centre	near the train station	near the bus station

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

We GUARANTEE TOTAL SATISFACTION! If you are not entirely satisfied with any product bought from Special Reserve you may return it for a full refund. We will be happy to collect any items costing over £60 from your door free of charge. Inevitably some products listed may not yet be available. Please phone to check availability. Prices may change without prior notification.
SAVE = Saving off full recommended price. Sent to press 12.6.97 Errors & Ommisions Excluded.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9PG



Paragon Publishing Ltd
9 771358 947002 08
printed in the UK