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FIRST REVIEW of Namco's coin-op perfect light gun game with new PlayStation levels. It's Miller time!

COLONY WARS

Battling beyond the stars with Psygnosis' stunning new space shoot-'em-up!

THE ULTIMATE SUMMER PREVIEW!

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GamesMaster

"PlayStation owners everywhere will be rejoicing with this game"
Official PlayStation Magazine

"Fastest thing on the PlayStation"
Edge

Official PlayStation Magazine 9/10
PlayStation Plus 95%

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

V-RALLY
97 CHAMPIONSHIP EDITION
Heart Racing Action

PlayStation

INFOGRAMES

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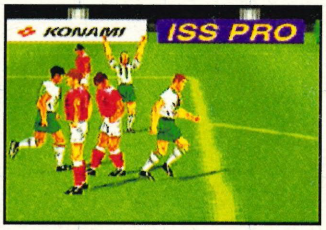
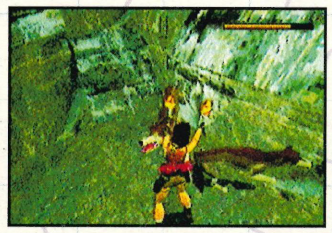
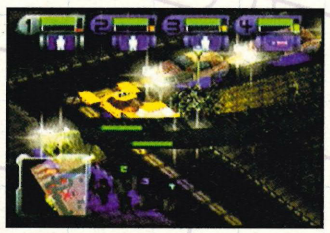
AND CHOOSE FROM ONE OF THESE GAMES







[SEE PAGE 52]

TIME CRISIS

"LET'S GO TO WORK..."

32 I KNOW WHAT YOU'RE THINKING... HOW DID WE GET THE EXCLUSIVE REVIEW OF NAMCO'S *TIME CRISIS* – THE BEST LIGHT GUN GAME ON THE PLAYSTATION? WELL TO TELL YOU THE TRUTH I FORGOT MYSELF IN ALL THIS EXCITEMENT. BUT BEING THIS IS PLAY – THE MOST POWERFUL PLAYSTATION MAGAZINE IN THE WORLD. YOU GOTTA ASK YOURSELF A QUESTION. "DO I FEEL LUCKY?" WELL DO YOU, PUNK?

5 WAYS TO CONTACT PLAY!

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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 final part of a complete moves guide for *Tobal 2*. Get it while it's hot!

[STATION MASTER]

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

DARKLIGHT CONFLICT 72
V-RALLY TIPS 74

[SUBSCRIPTIONS]

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

[ARENA]

88 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]

92 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!

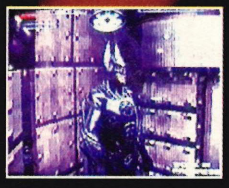
inside PLAY

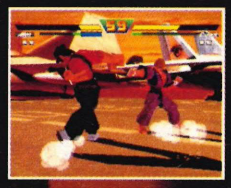
issue twenty four

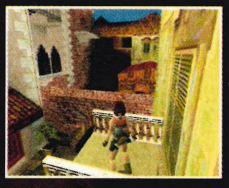
100% Unofficial Worldwide PLAYSTATION Magazine!

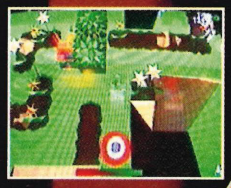
THE GREATEST SHOW ON EARTH!

18 We visit the E3 show in Atlanta and reveal EVERY NEW GAME for the next year! 11 pages of pure PlayStation pleasure. The ultimate summer preview!





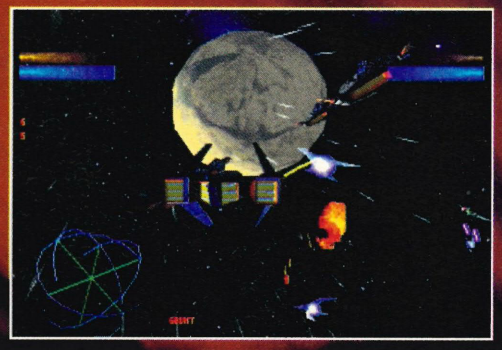




WIN! 15 three radio controlled cars plus V-Rally jackets with Ocean!

COLONY WARS

30 The best space adventure you've ever seen on PSX!



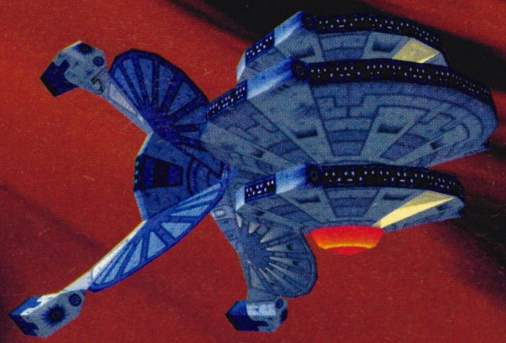
DEATHTRAP DUNGEON

79 Fighting Fantasy becomes interactive with Eidos' superb new adventure!

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!

E3 – THE ULTIMATE FEATURE 18
COLONY WARS 30



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.

G-POLICE 78
DEATHTRAP DUNGEON 79
KICK OFF '97 80
HARD BOILED 82
MOTO RACER 84
ABE'S ODDYSEE 86

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.

TIME CRISIS 32
WARCRAFT 2 38
TEST DRIVE OFF-ROAD 40
PARAPPA THE RAPPER 42
WILD ARMS 44
BROKEN HELIX 56
ALL-STAR SOCCER 58
KING OF FIGHTERS '96 60
TRASH IT 62
TRANSPORT TYCOON 64
WCW VS THE WORLD 66
FORMATION SOCCER 68
DESCENT 2 69

V-RALLY – OCEAN, WHAT HAPPENED?

WHAT AN INCREDIBLE month it's been! The E3 showed confirmed what I already knew – the PlayStation is the best hardware with the most impressive games, and the rosiest future.

The Sony stand was bursting with over 50 new releases, many of which we had not seen moving before, and if you could navigate the huge mass of tubular steel and netting, there were PLAY Classics in the making in every corner. Well done to Sony for making the E3 trip worth the arduous eight hour flight.

So what exactly is it like attending the biggest videogames spectacle in the world? Actually, it's bloody hard work, especially if, like me, you forgot to buy a grannie trolley at the airport to carry the enormous bags of press releases, free *Resident Evil 2* squidgy eyeballs, and general show tat. A ton of which had to be lugged back to the hotel each day leaving numerous Rambo scars on the torso.

Once inside the excruciatingly noisy convention centre you are immediately stunned by the sights and sounds. Game anthems mingle with Americans yelling into microphones, and there is an oppressive 'hum' from the thousands of people milling about nicking things for their kids.

In front of you is every new game for the next year. Which one do you look at first? *Resident Evil 2, Tomb Raider 2, Formula 1 '97, Nightmare Creatures* – the sheer choice is awesome. Maybe that's why no-one under 18 is allowed in. Anyone younger would simply lose their minds...

To celebrate this orgy of videogaming we have an 11 page E3 report; detailing every new game you should be saving for. A first review of Namco's *Time Crisis*. And all the usual tips, news, reviews and previews. It doesn't get better! Hope you enjoy the mag!

Damian Butt
Managing editor

MANY OF YOU have complained to us by letter, e-mail or phone, that the full UK copy of *V-Rally* by Infogrames (reviewed last month, 87%) did not feature support for four player link-up, Dual Analogue pad, and it didn't have the much-talked about Track Generator.

We were amazed because the last version we had for review had all these things (apart from the track generator) and publisher Ocean made no mention of any changes to the game as the review was being written. Obviously something was afoot, and so with the complaints raining in, we decided to find out just what had gone wrong.

First port of call was Ocean itself, and Nathan Wilson there explained that it was possible that there were two masters of *V-Rally*, one which was sent to PlayStation magazines for review, and one for the general public. Both masters should have been the same, but perhaps this was not the case. Apparently some people had contacted Ocean at the time of release and complained and this caused the software publisher to set up a special helpline for distraught *V-Rally* owners who couldn't get their pads to work. The number is (0161) 2887102. At the time of going to press, the *V-Rally* expert on the line was off sick, but if you ring this number, Ocean will explain the situation and hopefully work out a solution.

Next, we called the developer, Infogrames, in France. The producer of *V-Rally*, Francois Lourden was far more helpful and had the full story to hand because PlayStation gamers in France had also been calling in wanting an explanation. So what about the Dual Analogue pad, then Francois, why doesn't it work?

"I am very surprised this does not work, because when we tested it we tried all analogue controllers, including the Mad Catz and Namco NeGcon. The analogue control *did* work, although we were not allowed to use the vibration. Sony tells us that about 5% of analogue controllers are incompatible with some games. The production of these controllers is not always constant, and so some anomalies do occur."

And what about the link-up mode? We still have the review copy and it's definitely in there...

"This was Sony's decision. Usually the link mode slows up the frame rate and so it is impractical. But we came up with a solution which worked fine and it

[ABOVE] ***V-Rally* is still a great game, but many of you are concerned that the Dual Analogue and link-up modes don't work. So are we.**

a y s t a t i o n

a p p e n i n g s

INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...

DAMIAN BUTT

Jetting off to the Atlanta E3 show, Damian brought back news of every new PlayStation game for the rest of the year and beyond. He also had to deal with many irate *V-Rally* owners. **play@paragon.co.uk.**

GRAEME NICHOLSON

Graeme's Dirty Harry fantasies all came true this month as *Time Crisis* arrived for review and the office was filled with expletives. The boy Nicholson also found time to rap with a certain love sick dog... **silencio@paragon.co.uk**

TOM SARGENT

The strategy man commeth as this month Tom got his teeth into such weighty articles as *Warcraft 2*, *Wild Arms* and *Transport Tycoon*. The natural born Yorkshireman also endured *Trash It*. **tomsargent@paragon.co.uk**

was in the review copies you got. Then Sony said no, because it doesn't have any confidence in the link-up. We then tried to have a four player split screen mode, like in *Rally Cross*, but like that game, it was awfully slow. So we took it out."

Some of our readers have said that Infogrames has also taken out the tyre changing option for each race, is this true?

"Originally, we wanted an equal mix between simulation and arcade, but I guess when the press started saying the game was too hard, we decided to make it more arcade and took them out."

And finally, Francois, what about the fabled track generator? Was it ever going to appear?

"We wanted the freedom for people to create their own tracks, but then we found out that our track generator could not handle a lot of curves and it would blow up the whole game! We want something which will allow the player to do anything they want, or else be restricted as to what the generator can do. We will hopefully have a track generator in *V-Rally '98*."

It has to be said that we at PLAY are incensed by this sort of mis-information and would like to offer all our readers an apology on Ocean's behalf. At no point did any member of the company contact us before the review was finalised to inform us of the changes, and like always we had to find out because of reader complaints.

It is simply not good enough to let the consumer bear the brunt of software publisher's mistakes. More and more we are seeing what is promised in previews not manifesting itself in the final shelf copy (*Actua Soccer Club Edition* is another recent example) and it is extremely mis-leading.

Ocean has done the right thing in issuing a helpline number for people with complaints on *V-Rally*, but to be honest there is very little on offer here apart from acknowledging that the Dual Analogue pad doesn't work and the other features are not in there. There will be no new version or refunds.

V-Rally is still a great game without these features and certainly the thousands of you who bought it and sent it straight to number one in the charts should find the game playable and enjoyable. The point is that Dual Analogue pads and link cables were bought specifically for use with this game and we answer only to the PLAY readers. It wasn't our fault though.

[ABOVE] **And here's the little bleeder that's causing all the trouble.**

THOSE RELEASE DATES IN FULL

AUGUST

All-Star Soccer (Eidos)
Bubble Bobble 2 (Virgin)
Bubsy 3D (Telstar)
Hard Boiled (EA)
Monster Trucks (Psygnosis)
Namco Museum Vol 4 (Sony)
NHL Open Ice (GT)
Perfect Weapon (EA)
Psychic Force (Acclaim)
Rally Cross (Sony)
Real Bout Fatal Fury (Sony)
Transport Tycoon (Ocean)
Warcraft 2 (EA)
Worms (Platinum)
Xevious 3D/G+ (Sony)

AND THE SLIPPERS...

GAME (PUBLISHER)	WAS	NOW
Final Fantasy VII	June	September

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.

New from Atlus, the developers of *Peak Performance*, is *Ogre Battle*, a *VandalHearts*-style RPG/strategy game which allows you to command up to 75 different characters and features 13 possible endings. Out soon in America, we should have something on it soon for all you RPG fans.

Empire's *Timeshock* is apparently being coded using the PlayStation's high resolution mode. Should look good then.

Psygnosis has apparently re-named *F1 '97* to avoid the game dating by having a year associated with it. The new name is thought to be *Formula 1: Championship Edition*, but this has not been confirmed to PLAY by Psygnosis.

Sony is rumoured to be working on a game called *Racing Tourismo* which features over 200 cars. Presumably this is not just *Penny Racers 2* which does have quite a few secret vehicles in it.

PlayStation owners in America are about to get a new Demo Disk which contains a playable demo of *Bushido Blade*, *Final Fantasy VII* and movies of *Sa-Ga Frontier* and *Final Fantasy Tactics*.

MGM Interactive has two new games after *Machine Hunter – Return Fire 2* (sequel to the 3Do and PSX blaster) and *Rollerball* (violent sports game). Cool.

CANNONBALL RUN

HAPPY DAYS are here again! The closest thing the Amiga and other old 16-bit machines had to a driving simulator came in the form of *Test Drive* and *Test Drive 2: The Duel*. There were no external views of the cars, and it seemed almost impossible to get far without cracking the windscreen, but the thrill of the racing addicted many a teenage mind.

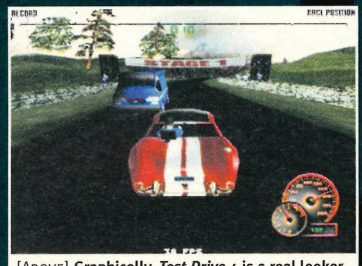
This month Electronic Arts has announced that its will be publishing *Test Drive 4* for the PlayStation, with an expected release date of November. The people who made both *Destruction Derby* games have teamed up with the original creators, Accolade, so not only can you expect high speed racing, but progressive damage to the cars as well.

The current licenced cars are split between old classics and modern monsters. The new supercars are the Dodge Viper GTS-R, Honda NSX-T, '97 Corvette TR and the '97 Camaro SS. These are up against golden oldies including a '67 Corvette, '68 Dodge Challenger and a '68 Plymouth 426. The official licence for the Shelby Cobra is still being sought.

The races will take place in some very picturesque locations, like San Francisco, the Lake District, the Italian Alps, German autobahn, Kyoto (Japan) and Washington DC.

Besides the excellent cars involved, the best promised features are the link-up mode and the fact that you can be chased by police cars who actually try to ram you off the road. Stay tuned for an in-depth preview next month.

[ABOVE] **The new Viper coupe is just one of the many cool new cars in *Test Drive 4* on PSX.**



[ABOVE] **Graphically, *Test Drive 4* is a real looker and we are really looking forward to playing it.**

[ABOVE] **Like *The Need for Speed 2*, you get real car cockpits to play with. Check out that dash!**

CRITICAL MOVE!

GT INTERACTIVE BUYS SINGLE TRAC

SINGLE TRAC is the widely respected developer responsible for *Twisted Metal 1&2* and *Jet moto*, and its games are recognised as offering some of the best multi-player thrills on the PlayStation.

This month we have heard that GT has just bought the American company and will now be publishing its latest underwater shoot-'em-up, *Critical Depth* in the UK. *Critical Depth* offers more of the same winning gameplay as in the *TM* series, but with the addition of having to grab pods in order to complete the many levels. Our first look at E3 was favourable, and graphically it is Single Trac's best game yet. Expect a more in-depth report soon.

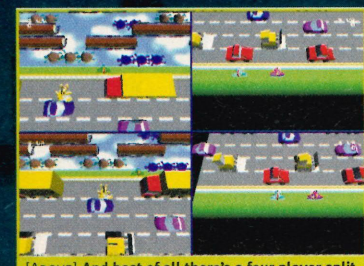
[ABOVE] ***Critical Depth*** **– underwater shenanigans with *Twisted Metal 2* gameplay.**

FROGGER RETURNS!

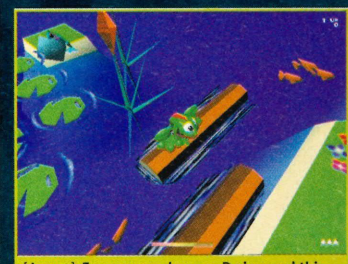
HASBRO has resurrected *Frogger*, the ancient coin-op where you controlled the titular amphibian and had to run across a busy road and log-invested river before making it home.

Frogger on PSX features 50 levels, now in pseudo 3-D, but using the same run-and-hide gameplay that made the original a winner. There are ten new worlds to explore (each with five levels), and a host of new enemies such as lawnmowers, turtles and lizards. If you remember, the only ones in the original were crocs and cars.

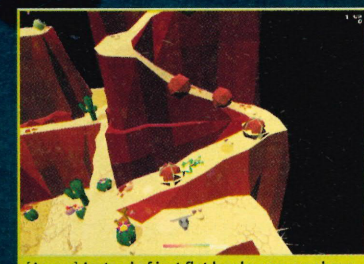
Frogger was present at the E3 show and played well, but what's surprising is that even though the graphics have improved immeasurably, the gameplay is still the same. You even get a two and four player game based on the original level. Out September.



[ABOVE] **And best of all there's a four player split screen mode based on the original level. Cool!**

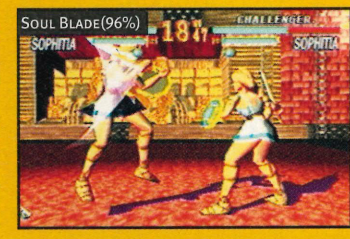


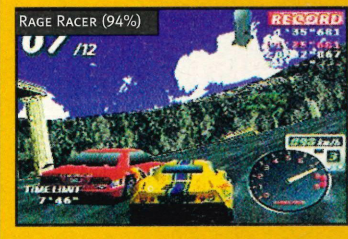
[ABOVE] ***Frogger*** **now has a 3-D view and this makes it more attractive and up-to-date.**

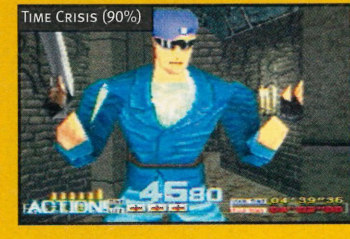


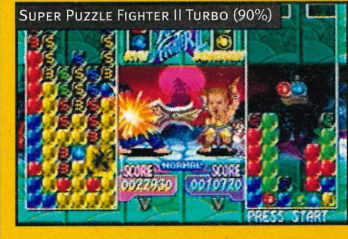
[ABOVE] **Instead of just flat levels, you now have mutli-layered ones with secret routes.**

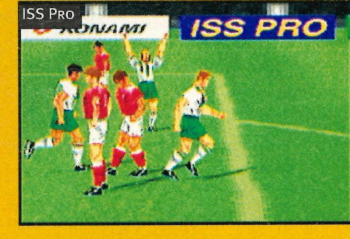
PLAY RECOMMENDS...











YOU SHOULD BE AWARE THAT SONY HAVE INFLICTED THEIR NEW SAMPLER ON AN UNSUSPECTING PUBLIC.
POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS 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.

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USA ENTERTAINMENT

ENTERTAINMENT USA

CAT BUCANNON brings you all the news on what's hot in the land of Jerry Springer and numerous "near death" TV shows.

Big news from the USA was of course the E3 this month and as Damian actually went to the thing, there's not a lot more I can ad, apart from those games which simply could not fit into the 11 page feature.

One of the major disappointments was GT Interactive's *Duke Nukem 3D* which turned out to be a horrendously jerky first person 3-D shoot-'em-up. No wonder GT didn't want to show it off before! Duke looked okay and although it moved faster than *Hexen* on PlayStation, there wasn't much in it.

Why do companies insist on trying to cram games of this nature on the PlayStation – it obviously doesn't like them, so why make a sub-standard game when there are many others crying to be released?

Alien Trilogy and *Final Doom* were fine because they didn't require that much surface detail. People seem to forget that PCs have far more RAM and those games which work on that format, don't necessarily convert to the PlayStation.

I think it's time to admit that both *Duke* and *Quake* are going to struggle on PSX, and personally I'd rather not have them at all, rather than endure poor versions on what is a great console.

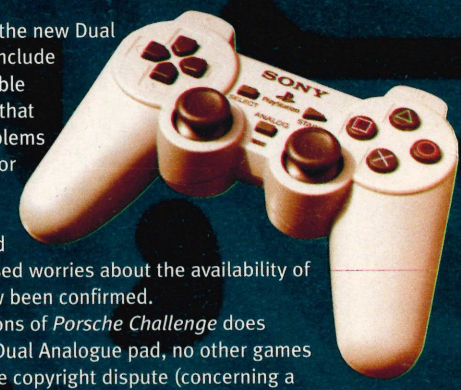
Virgin's presence at E3 was muted to say the least. A small tent housed the VIE products, which on PlayStation consisted principally of *Hercules* by Disney, and *NHL Hockey*. The more important Capcom gear was of course on the Japanese company's own stand. *Hercules* was an enjoyable arcade adventure featuring you playing the title role taking on the tasks set by the Gods. Although obviously more suited to younger players, *Hercules* actually has universal appeal, and it is just out here in America, so look for a review of it in this very issue of PLAY.

[ABOVE] Cat Bucannon – has had most of her work done by Damian this month due to E3.

STOP

PAIN IN THE ANALOGUE!

WHAT STARTED OUT as a great idea has now swiftly turned into a nightmare for Sony.



News has reached us that the new Dual Analogue pad which was to include force feedback in all compatible games, has now had to drop that feature due to copyright problems concerning the vibration motor itself.

If you read our article on the new pad in issue 23 you'd have noticed that we expressed worries about the availability of the feeback, but this has now been confirmed.

Although the official versions of *Porsche Challenge* does feature a rumbling from the Dual Analogue pad, no other games will have this feature until the copyright dispute (concerning a vibration motor built into a joypad) has been resolved. This is why many developers have been told directly by Sony to remove the function on games like *Fighting Force* and *Crash 2*.

Obviously this is a great shame, as a major part of the attraction of the pad was the feedback, and we hope that Sony can sort this out soon, although a new method of vibration might have to be sought for the pad to continue production. It is thought that this does not affect the Japanese market, and so import games should still feature feedback, but this was not confirmed at the time of going to print.

DUAL ANALOGUE GAMES – THE LIST

A GREAT MANY PLAY readers have already bought the Dual Analogue pad on import (despite the lack of feedback on UK games) and although many new games will automatically work with the pad, there are some older ones that won't. Here is the latest list of Dual Analogue compatible games.

Aliens Vs Predator
Apocalypse
Ballblazer Champions
Blasto
Cart World Series
Colony Wars
Cool Boarders 2
Crash 2
Critical Depth
Croc
Exodus
FIFA: Road to the World Cup '98
Fighting Force
Formula 1 '97
Forsaken
G-Police
Gex: Enter the Gecko
Jet Moto2
Machine Hunter
MDK
Mechwarrior 2
Moto Racer
NASCAR '98
NHL Face Off '98
Nuclear Strike
Porsche Challenge
Rally Cross
Spawn: The Eternal
Steel Reign
Syn

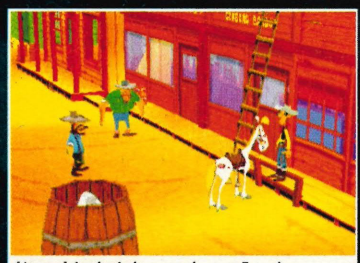
OCEAN – MAKING WAVES AT E3...

CLOSED doors awaited those who approached the Ocean stand at the E3 show in Atlanta, but fortunately we were able to get the story on any new PlayStation titles hoving into view.

First up is *Lucky Luke*, a French licence developed by partner Infogrames, about the famous cartoon wild west hero. The game is an arcade adventure which looks and plays well, but only time will tell if the quirky French gunslinger has a hope of making it over here. Surely a Tin Tin game would be more marketable?

UEFA Soccer is the latest in a never-ending rollercoaster of footy games destined for the PSX at the end of the year. The game has 48 UEFA-affiliated national teams to choose from plus three secret ones, 17 stadiums, full game commentary, and, probably many more clever features, but to be honest we haven't seen it running at all. Hopefully Ocean will be showing it to us soon.

Viper is the second Neon game (the first being *Tunnel B1*) and it is widely tipped to be every bit as good, with incredible light shows being the order of the day. And finally, the last and best Ocean game (in our opinion) is *Total Drivin'*, which is absolutely stunning and now has areas where you can shove another player off the road and into an abyss, superb car detail, and possesses the most realistic driving model we've ever encountered. Wow.



[ABOVE] ***Lucky Luke*** **– an obscure French gunslinger makes to the PlayStation.**

[ABOVE] ***Viper*** **from Neon. You remember *Tunnel B1?* Well this goes even further...**

[ABOVE] ***UEFA Soccer*** **is still in its early stages and we have not even played it yet.**

[ABOVE] ***Total Drivin'*** **from developers Eutechnyx is one of Ocean's strongest games and great fun in one and two player modes. The attention to detail is what really sets it apart. This Lotus, for example, is gorgeous.**

HAS LUCASARTS MADE A MISTAKE?

WELL, HAS IT? Let's face it you are either a *Star Wars* beat-'em-up believer, or you're not. There are those who think Chewbacca punching Princess Leia is a good thing (see right), or a travesty. Which are you?

For many months now the American PlayStation public has been calling for LucasArts to create a fighting game using the colourful and varied *Star Wars* characters. It was the logical step after *Dark Forces* and *Rebel Assault II*.

But with everyone clammering for whether they could, no-one stopped to ask if LucasArts should do it. It's a great way of making money, but surely it goes against everything a *Star Wars* fan believes in. After all, attention to detail is what makes the *SW Trilogy* so utterly compelling.

Yes it would be great to have Luke battling Darth Vader using a light sabre, but would Mr Skywalker really use the same weapon on an Ewok?

Having played *Masters of Teras Kasi*, we have to say that it lacks the finesse of Namco's beat-'em-ups, and you can't help feeling that this game has cash-in written all over it. What do you think?

[ABOVE] ***Star Wars Masters of Teras Kasi*** **– it looks great, but is it ethical?**

CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	V-RALLY	INFOGRAMES	OCEAN	87%
2.	ISS PRO	KONAMI	KONAMI	84%
3.	RAGE RACER	NAMCO	SONY	94%
4.	SYNDICATE WARS	BULLFROG	BULLFROG/EA	85%
5.	TOMB RAIDER	CORE DESIGN	EIDOS INT	94%
6.	SOUL BLADE	NAMCO	SONY	96%
7.	WORMS	OCEAN/TEAM 17	OCEAN	92%
8.	FADE TO BLACK	DELPHINE	PLATINUM	90% (OLD)
9.	FIA FORMULA 1	PSYGNOSIS	PSYGNOSIS	92%
10.	MICRO MACHINES V3	CODEMASTERS	CODEMASTERS	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.	PARAPPA THE RAPPER	SONY	SONY
3.	POPULOUS 3	BULLFROG	BULLFROG/EA
4.	BUSHIDO BLADE	SQUARE	SONY
5.	LOST WORLD	DREAMWORKS	EA

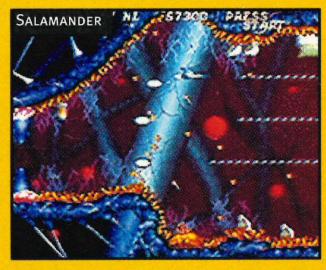
JAPS EYE

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

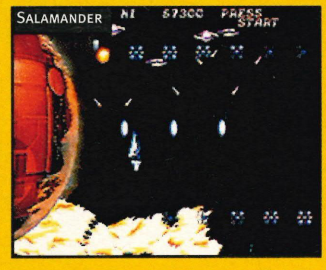
Monster Farm from Tecmo is a growth simulation set for release here in Japan at the end of July. The idea is to breed a series of increasingly bizarre and violent monsters and then keep them in line and perhaps even organise fights.

To begin with there is a tutorial section, but once you become proficient at raising little horrors (over 200 monsters are thought to be possible), you get to do it alone. Like the recent Tamogotchi craze, you must feed and keep your monster happy or it will turn into many different and unpredictable incarnations. Hopefully there is scope for a hundred foot monster who eats buildings, but so far the only shots we've seen have been of more cute and manageable ones.

The monsters' average life span is 3-5 years, and you can obviously save them to the memory card which means you can take them round to your mates and make them fight each other. Excellent! Look for this in all good importers soon.



Konami has just released a *Salamander Deluxe Pack* here in Japan and it consists of the original coin-op game *Salamander* (also known as Gradius in some territories) and *Salamander 2*. Both are very addictive brainless shoot-'em-ups which test your reflexes not your grey matter, but are nonetheless great fun and worth the money if you fancy some authentic arcade machines in your home without the need for a heafty cabinet.



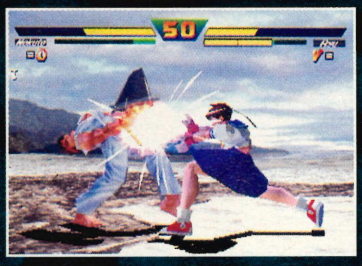
The *Bio Hazard (Resident Evil) Director's Cut* now has a firm release date, and don't forget that you also get an eight room playable demo of *Resident Evil 2* with it in Japan. If you've been reading PLAY regularly, you will already know that Capcom planned to release this filler to prevent angry *Resident Evil 2* fans burning down its HQ (only joking!). *The Directors' Cut* will feature more enemies and new camera angles, but apart from that will be essentially the same as the original. The release date is 25 September and the game should be no more than £60 on import.

NOVEMBER FOR SF EX PLUS!

BORED OF beat-'em-ups yet? Well don't be because Capcom – the master of the 2-D fighting game has just announced the November release of its first 3-D *Tekken*-style game – *Street Fighter Ex Plus*. Debuted at the E3 show, this was one of the best games there and proves that *Street Fighter* games don't get old, they get better!

SF Ex Plus features all the old favourite characters such as Dhalsim, Chun Li, Guile, Ken and Ryu, plus the coin-op's Akuma, and some brand new ones.

Without a doubt this is one of the hottest releases of the year and as always you can trust PLAY to have the first review.



[ABOVE] ***SF Ex Plus*** **is one of the most impressive beat-'em-ups we've seen.**

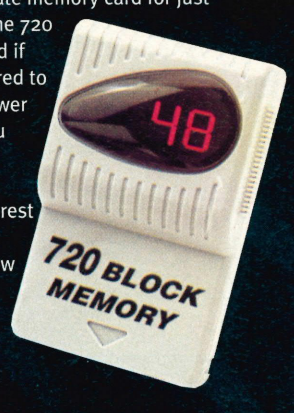
[ABOVE] **Just look at Chun Li – in three-dimensions for the first time.**

48 MEMORY CARDS IN ONE!

MEMORY CARDS – they're funny old things aren't they? First of all we had the official Sony one, which had 15 slots and was okay, but easily filled with only a couple of games (*Hexen* used the whole card!). Then came the third party cards which gradually increased in size even as the casings became thinner and low rent.

Datel Electronics was always at the forefront of new gadgets, but many of you had concerns over the 360 memory card because its exterior page flipping buttons could easily wipe the card if you were stupid enough to press them while playing a game.

Now Datel has just released the grand daddy of memory cards – the 720 Memory, which now has the capacity to store the same number of save games as 48 standard Sony cards! The 720 is compatible with all save game functions and now sorts out the many different pages using the joypad and not those fiddly little buttons. If you want the ulimate memory card for just £39.99 then the 720 is out now. And if you're too scared to handle the power of the 720, you might also be interested to know that the rest of the Datel cards have now dropped in price.



CULT FOLLOWING?

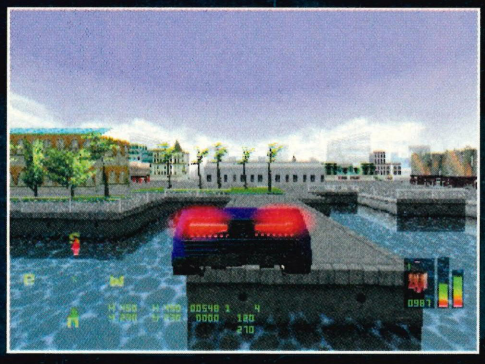
RIGHT OUT of nowhere comes *Cult Status*, a racing/ shooting game from Electronic Arts which hopes to fill the gap after *Twisted Metal 2* and before the official *Runabout*.

You play a champion racing driver who is driven to revenge after witnessing the death of your wife at the hands of a cult called the Disciples of Lazarus. As any sane-minded person would, you tool up a high powered sports car and go out after the Disciples with missiles and machine guns.

Cult Status is an interesting prospect because, like *Lotus Turbo Esprit* and *Miami Vice* on the Spectrum 48k, real cities are your battleground, with traffic lights to run and innocent civilians to turn into lasagna!

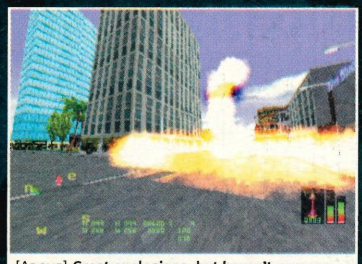
London, Tokyo, New York and San Francisco are just some of the areas you'll be searching for members of the Lazarus cult, and like the 'Strike' series (*Desert Strike, Soviet Strike* etc), each level is sub-divided into missions, such as escorting important vehicles, taxiing couriers around, and of course blasting the hell out of primary targets. As you can see, *Cult Status* is viewed from many angles, including the traditional chase view, and the explosions are very reminiscent of those in *Die Hard Trilogy*. The cities certainly look good though and with lots of possible weapons, great fun should be had ignoring mission objectives and going on a kill-crazy rampage downtown.

Cult Status is scheduled for a release in October '97 and is priced at a wallet-friendly £39.99. We will have a more in-depth look at this one next month, and a review soon. Looks promising though.

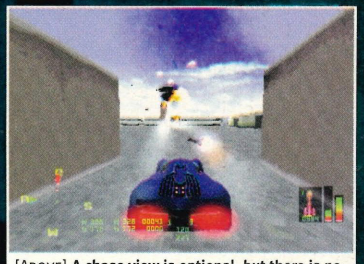


[ABOVE] ***Cult Status*** **– lots of missiles, explosions, violent death, and the chance to re-fuel your car at the nearest filling station.**

[ABOVE] **The key to success in *Cult Status* is whether the car handles properly.**



[ABOVE] **Great explosions, but haven't we seen this somewhere before?**



[ABOVE] **A chase view is optional, but there is no news on an in-car perspective.**

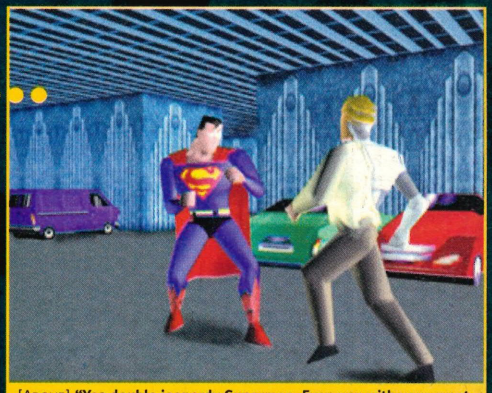
FASTER THAN A SPEEDING BULLET...

SUPERMAN for the Sony PlayStation is being developed by French coders, Titus, and looks set for a release, possibly by the end of the year. Not a great deal is known about the game, which is also coming out for the N64 and Game Boy.

The plot involves Lex Luthor's latest fiendish super-weapon, the Lexoskel 5000. And just to prove how dastardly Lex is, he has also kidnapped Lois Lane (well known Superman 'bird') in order to keep the Man of Steel at bay.

Unfortunately, this sort of scheme never works, and Superman always finds some way of using a previously unknown super-power to save the day.

Yes, *Superman* is an obvious licence, and there is a danger of a formulaic platform game being the outcome, but we're optimists here at PLAY, and it might turn out to be the best superhero game yet. But then again...



[ABOVE] **"Yes double jeapardy Superman. Even you with your great speed could not stop both of them." Lex Luthor gloats (again!).**

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Including-Rage Racer, Need for Speed 2
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Porsche Challenge, V-Rally
and many more

Platform Games 0891 424120

Including-Pandemonium, Crash Bandicoot
Rayman, Lomax Lemming, Spider
and many more

WEEKLY UPDATES OF THE LATEST CHEATS
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Back ISSUES

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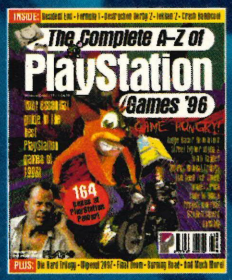
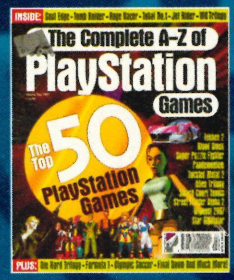
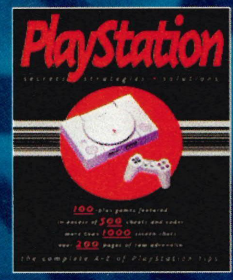


A-Z VOL 1
A huge 162 page A-Z of PlayStation games taken from the pages of PLAY! £5.50



A-Z VOL 2
The top 50 PlayStation games (taken from reviews in PLAY magazine.) £5.50



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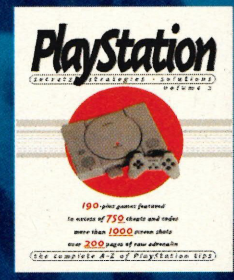

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ISSUE [5]
Tekken 2 issue! World first look and massive feature.

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

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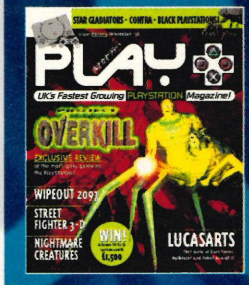


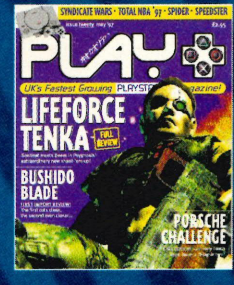
ISSUE [13]
Massive review of *Project Overkill*, first look at *Nightmare Creatures!*

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

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

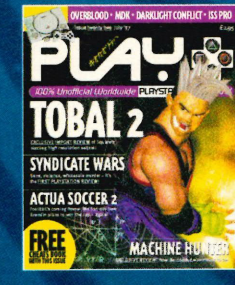
ISSUE [16]
Rage Racer reviewed, *Porsche Challenge* in-depth look, *Tekken 3* news!

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.*

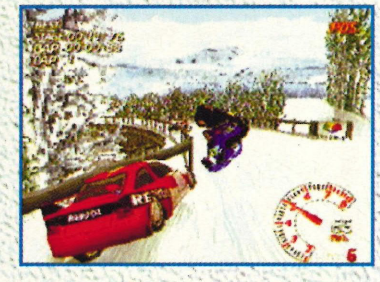


ISSUE [22]
First import review of *Tobal 2! Syndicate Wars, Actua Soccer 2, Overblood* and *MDK!*

WIN AN RS COSWORTH RALLY CAR!

1ST PRIZE
Three winners will each get;
A remote controlled RS Cosworth
A *V-Rally* jacket
A copy of *V-Rally*

RUNNERS UP
Five lucky runners up will each receive a copy of *V-Rally*



Who would turn down the chance to own and drive one of the top cars featured in Ocean's superb *V-Rally?* Not a single PLAY reader. Well, with your satisfaction in mind we have got together with Ocean to offer you the chance to win your very own rally-prepared Ford Escort RS Cosworth.

In an unparalleled bout of generosity, there are actually three of these massively powerful road monsters up for grabs. Okay, so they're not full size cars that you can climb in and drive, but you wouldn't guess by looking at the statistics:

- **Four-Wheel-Drive**
- **Double wishbone suspension**
- **Four oil dampers**
- **Front and rear sealed gearboxes**
- **Polycarbonate body**

They are wildly expensive, exact 1/10 scale professional remote controlled cars with an astonishing level of detail. And for remote controlled cars, they're big – just a little under half a meter long in fact! The three successful winners will also each get a very cool and very limited edition *V-Rally* jacket, and a copy of *V-Rally* itself. A spectacular bundle, we think you'll agree.

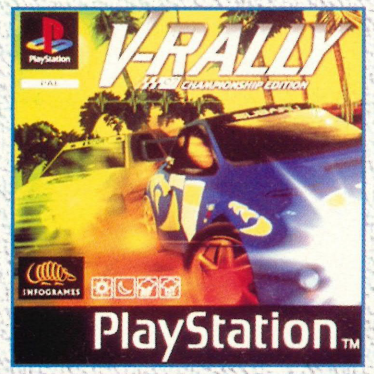
Simply answer this question correctly and there's every chance that it will be your entry that gets picked out of the bulging bag:

In the world of motoring, what does the acronym "4WD" mean?

A. Four Wing Dooket
B. Four Whelk Doublers
C. Four Wheel Drive

All you have to do now is write your answer on a postcard or stuck down envelope, remembering to include your name and address, and send it to:

***Gonna Get Me An RS Cossie*, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS**



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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!

32 It is in our posession. Undeniably one of the PlayStation's finest moments this year, *Time Crisis* is here and it's absolutely gun-fightingly fantastic! Who would have thought your tiny console could handle such arcade perfection? The only bad point about *Time Crisis* is the arm ache which sets in after several hours of terrorist culling with the super sexy Guncon! It's time to throw on the biker jacket, slip in a new clip and go to work!

GUIDE TO THE GRADES

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

PLAY CLASSIC

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

85-89 We recommend these games as they are fun, lasting and value for money.

75-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some gameplay flaws, but nothing serious.

50-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

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!

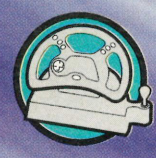
PLAY PUTRID

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 only
eg Project Overkill

Multiple Players
eg Tekken 2

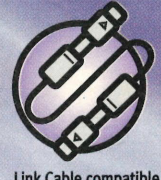

Steering/Analogue
eg NeGcon

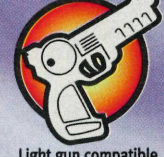
Multi-Tap compatible

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!

E3 report 18

Colony Wars 30

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.

Time Crisis 32

Warcraft 2 38

Test Drive Off-Road 40

PaRappa the Rapper 42

Wild Arms 44

Hercules 46

Broken Helix 56

All-Star Soccer 58

King of Fighters '96 60

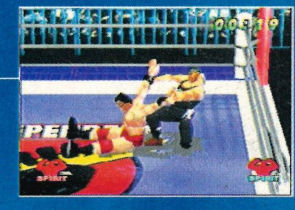
Trash It 62

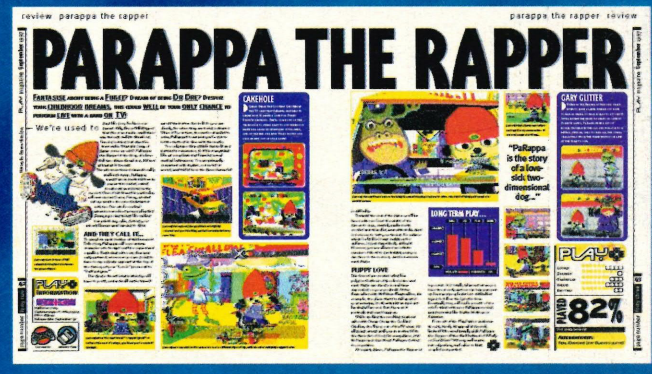
Transport Tycoon 64

WCW Vs The World 66

Formation Soccer 68

Descent 2 69





Wired Up

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

G-Police 78

Deathtrap Dungeon 79

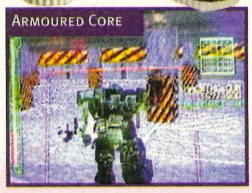
Kick Off '97 80

Hard Boiled 82

Moto Racer 84

Abe's Oddysee 86

SONY COMPUTER ENTERTAINMENT



Major attraction: *Blasto, Crash 2, FFVII.*
Worth a look: *Bushido Blade*, all third party games in one place.
That's peculiar: A large prism reflecting images of videogames. Giant PSX joypad for *PaRappa the Rapper.*

First and foremost was the Sony stand, which overlooked Nintendo and dwarfed the likes of Activision, Eidos and Disney. To put it midly, it was massive, and crammed to capacity with the very latest crème de la crème of PlayStation gaming from internal and third party developers.

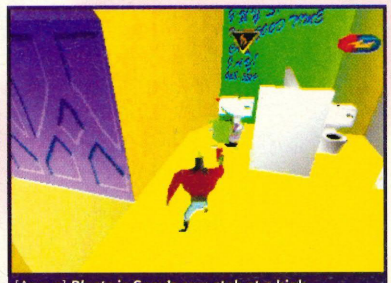
Set on three different levels constructed out of scaffolding and divided into themed zones you had the Blasto rocket area, a large room with a prism which reflected images of all the latest games onto an inverted diamond, a *Crash 2* groto, and then banks and banks of TVs with every third party game of note ready to be played. The Nintendo stand looked like a ghost town by comparison.

Regular challenges took place in the central atrium and there was even an annoying animated render of Crash Bandicoot himself who jeered at passers buy and was generally abnoxious. After two days, most people had learnt to avoid the area, or quietly walk up, grab the microphone, and shout obseneties for Crash to repeat verbatum.

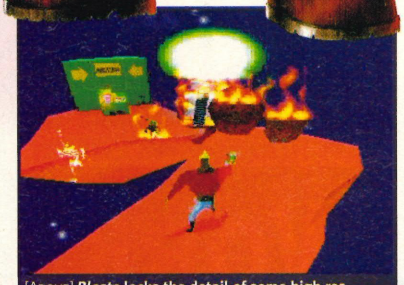
The Sony stand is always the first port of call because every new official and third party game is under one roof, and so you can easily tell which are the big games for the rest of the year. A quick glance showed *Lost World, Batman & Robin, RE2* and *Street Fighter EX* to be the most attention-grabbing.

Sony's own products were impressive, and many considered the internally developed *Rapid Racer* to be one of the games of the show. *Rapid Racer* has improved a great deal, with realistic looking water, some highly detailed speedboats, and it runs smoothly and at quite a pace. It was also good to see an internal view which upped the speed and increased the feeling of sea sickness.

We'll hopefully have a report on this game soon, but despite pestering, Sony said that it was still not ready for in-depth probing. Certainly *Rapid Racer* will have some competition from Interplay's *Powerboat*, which is looking every bit as good, although not as complete.



[ABOVE] ***Blasto*** **is Sony's own stab at a high resolution platform game. Not bad as it happens.**



[ABOVE] ***Blasto*** **lacks the detail of some high res games, and long term play was not able to be tested.**

[ABOVE] ***Crash 2*** **is more of the same, but it's brasher and flashier than ever!**

[ABOVE] **We will have a more in-depth look at** ***Blasto*** **next month. Join us for that.**

THE GREATEST S

[ABOVE] ***Crash 2*** **had its own groto on the Sony stand at E3, and Jason Rubin from Naughty Dog was only too happy to explain the differences. It** ***is*** **a more playable game thankfully.**

Written By Damian Butt

E3 EXPO

ATLANTA '97

E3 WAS HELD IN ATLANTA ON JUNE 19-21 AND LIKE LAST YEAR IN LA, IT WAS EXPECTED TO BE THE BIGGEST VIDEOGAMES EXPO THE WORLD HAS EVER SEEN. IT DID NOT DISAPPOINT...

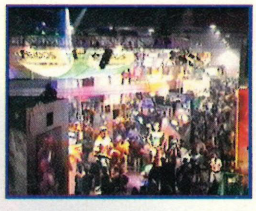
[ABOVE] *Final Fantasy VII* was on show in English for the first time. A strange experience.

HOW ON EARTH!

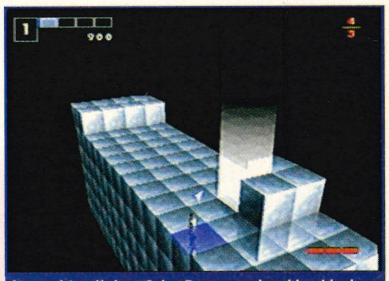
Filming the entire show (for possible inclusion as a cover-mount on the front of this magazine) many different official games were able to be playtested for the first time. *Steel Reign* proved to be every bit as impressive as the early screenshots in PlayStation Wired showed. The game is not particularly fast (you *are* in a tank after all), but you get missile cams, a split screen option and the chance to customise your tank. *Steel Reign* will also make use of the Dual Analogue controller and is set for an import release of Autumn, so expect something official at Christmas or the start of 1998.

Blasto is Sony's new high resolution space adventure and this was the first time it had ever been shown. To be honest it was a bit of a disappointment. Although the graphics were vivid and gave the game a technicolour B-Movie feel, the gameplay was simplistic and Blasto himself didn't seem to have that many moves. You've also got to worry when one of the key features of the game is that it's "a strong marketable character." *Blasto* is set for a Christmas release, but we'll have a much longer playest before then to see if it has improved.

Other official treats included *Syn*, a two player beat-'em-up with large detailed knights hacking divots out of each other and great splashes of blood caking everything in sight. *Spiral Saga* will keep the RPG brigade happy, as will the official release in November of perhaps the greatest role playing game ever made: *Final Fantasy VII*. The English version was on show, and there



SONY CONT



[ABOVE] *Intellgient Cube*. Run around making blocks disappear before they crush you. Simple, eh?

was some strange double take moments as you realised for the first time you could actually understand what Cloud was saying.

Solid and dependable *Rosco McQueen* occupied one side of the stand and further play does enforce the opinion that many of Sony's new games are aimed at a much younger audience. Proof of this was *Running Wild*, a crazy sprinting game viewed from behind the central character who appeared to be wearing concrete slippers. The idea seemed to be to leg it through a series of blocky and unconvincing outdoor tracks to cross the finish line in record time, but to be honest, attention had waned long before that happened. A very silly idea.

Crash 2 on the other hand was a fine piece of eye candy and Naughty Dog founder Jason Rubin was on-hand to take people through the nuances of the sequel which to be honest looked very similar to the original. Differences include bigger bosses, more graphical trickery like reflections and being able to see Crash's breath in the winter sections, and the inclusion of a *Turok Dinosaur Hunter*-style warp room which helps to break up the levels and allow you to complete them in any order.

A great new level has Crash donning a jet pack, and the Dual Analogue pad works well in guiding you through the 3-D levels. The tiger boss is also quite superb, and *Crash 2* is definitely more dramatic and film-like than the first game. Expect a Christmas release and a lot of hype.

Medievil is a graphical adventure which uses a similar camera movement system to *Pandemonium* and looks very promising indeed. The game features 30 levels of platform gameplay and is described by Sony as "*Ghouls 'n' Ghosts* for the Nineties," but the spooky atmosphere is the only real similarity.

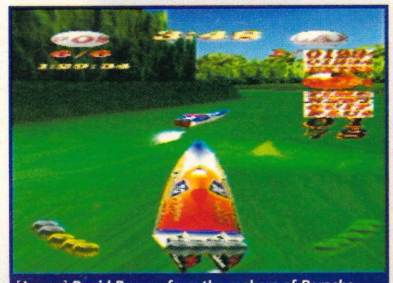
Once past the Squaresoft annex which contained English versions of *Bushido Blade* (yes!) and *FFVII*, there was the *PaRappa the Rapper* king-sized joypad area, featuring regular challenges and tests of rhythmic ability. There was even some tit dressed as Parrapa wandering around giving everyone hugs and breaking into spontaneous dancing.

And finally from Sony there was *Intelligent Cube* (IQ), a puzzle game involving tumbling blocks. *Armoured Core* is a shoot-'em-up which big robots – more arcade than *Mechwarrior 2*. *Jet Moto 2* is the Single Trac sequel (now thought to be being released by GT – Ed). *Exodus* was a dull looking arcade blaster. And finally *Broken Sword 2* promises more of the same quirky French adventuring and it looks very similar to the original.

[ABOVE] A contender for game of the show was Sony's very own *Rapid Racer* – a speedboat game featuring convincing water movement and great handling. One to watch.

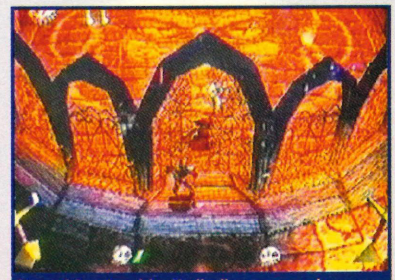
[ABOVE] The massive Sony stand dominated the show and towered over Nintendo and Sega. The many different themed areas worked well, but it was badly sign-posted and you couldn't find anyone in time.

[ABOVE] *Steel Reign* proved to be popular and good fun. A two player link-up mode please Sony.



[ABOVE] *Rapid Racer* – from the makers of *Porsche Challenge* – will it be style over substance?

[ABOVE] *Syn* or *Cardinal Syn* as it was known is a sword-based beat-'em-up with large characters.



[ABOVE] Sony's quirky *Medievil* was an arcade platform game with a pre-defined route.

CAPCOM

Major attraction: *RE2, SF Ex Plus.*
Worth a look: *Mega Man Neo, Marvel Super Heroes, Breath of Fire 3.*
That's peculiar: Lifesize zombies and *RE* devil dog dominated the stand.

Capcom makes some of the greatest PlayStation games in the business, and so not surprisingly, this was a popular haunt of many games enthusiasts and 'liggers.' Virgin Interactive is set to publish Capcom's games in the UK, but in a shock announcement, it was revealed that Ocean had snapped up the rights to publish the *Mega Man* titles over here, leaving Virgin with the *Street Fighter* and *Resident Evil* titles – still a major draw.

Part of the Capcom stand had a large hut constructed on stilts, and this was guarded by a full sized mock-up of the *Resident Evil* devil dog, with gruesome zombies breaking out through the windows on all sides. There was also a bloke dressed up as a zombie cop; shuffling around the general area looking wretched. One show member had apparently tried to rip his badge off and was promptly thrown out of the whole convention centre!

Capcom has one of the strongest product line-ups of any PlayStation developer and this was immediately obvious as soon as the sounds of *Resident Evil 2* filled the air. Not only was there a ten minute video showing every aspect of the game (yes, it *does* look fantastic!) including the flame-thrower, zombies being cut apart then the torsos continuing to attack, and a brutal new machine gun.

You could also play the eight room demo being given away with the *Directors' Cut*. Choice moments include a creature dropping through a glass window, a zombie cop chewing the heroine's neck off, and some full-on zombie blasting in a flaming coridoor.

By the look of the demo, the loading times between rooms is still present, but it is much shorter, and Capcom hopes to eliminate it entirely for the final version. Alas the release date is still mid 1998. Sorry.

Street Fighter Fans were well taken care of with the Stupendous *Street Fighter Ex Plus* – a definite contender for game of the show, and the *Super Stret Fighter II Collection*, which is three classic 16-bit *SF* games on one PSX disk – pure nostalgia (we should warn you that they look distinctly dodgy these days).

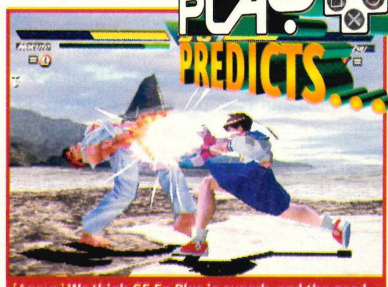
SF Ex Plus takes the supreme playability of the famous 2-D beat-'em-up and gives it the *Tekken 2* treatment; making the characters a little blocky in the process, but endowing the game with enough punch to rock Namco's forthcoming *Tekken 3*. *SF Ex* is faster than *Tobal 2* and adds even more projectile attacks. In all there are 16 chracters; mixing the old with the new, and you also get the hidden bosses from the coin-op too. If you like your beat-'em-ups (stand up Matt Yeo!) then *SF Ex Plus* is the ultimate fix.

Over-shadowed somewhat by the fighting and horror titles was good old Mega Man – back again for a traditional side-on platform game, *Mega Man X4*, and a totally new 3-D adventure – *Mega Man Neo*. The 3-D Neo has adjustable camera angles, just like *Mario 64*, and surprisingly, the 3-D landscapes hold up really well.

And finally, Capcom was also showing *Darkstalkers 3* (cartoon beat-'em-up with four new characters), *X-Men Vs Street Fighter, Dungeons & Dragons Collection* and *Breath of Fire III* – a worthy RPG similar to *Wild Arms*.

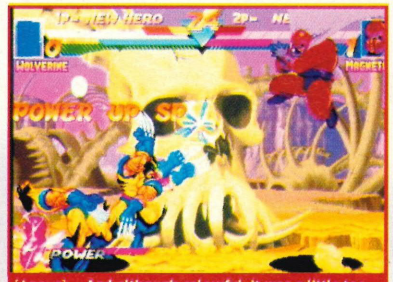
[Above] ***Street Fighter Ex Plus*** is the playable Capcom franchise taken to the *Tekken* dimension!

PLAY PREDICTS...



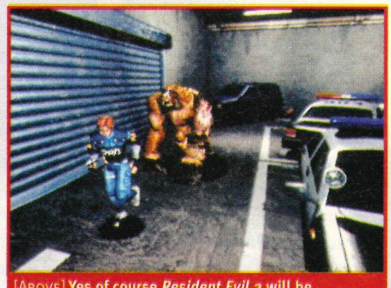
[Above] We think ***SF Ex Plus*** is superb, and the good news is, it will be out in Japan soon.

[Above] ***Marvel Super Heroes*** is a traditional 2-D beat-'em-up featuring all those comic characters...

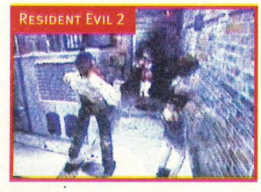


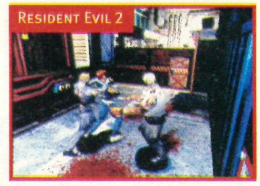
[Above] ... And although colourful, it was a little too slow for our tastes. More work needed.

[Above] ***Mega Man Neo*** is the first time the little guy has made it into a 3-D game. It looked cool.



[Above] Yes of course ***Resident Evil 2*** will be fantastic, but that's only if it ever comes out...





PLAY PREDICTS...

[Above] A high point of the video of ***RE2*** was this excellent flame-thrower sequence. There's something very satisfying about setting zombies on fire. You couldn't play this though.

PSYGNOSIS

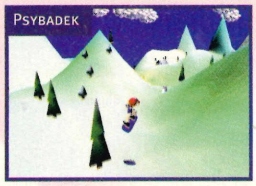
Major attraction: *F1 '97, Colony Wars.*
Worth a look: *G-Police, Overboard.*
That's peculiar: No immense video wall this year – the products spoke for themselves.

Anyone who's anyone knows that Psygnosis produce some of the finest games on PlayStation and so the next stop was the Liverpudlians' space age stand which constantly blinded you with flashing mutli-coloured lights.

Top of the hit parade was *F1 '97*, which must be the hottest racing sequel on PSX and it did not disappoint. After being stopped filming before we gave away too many secrets, the developer, Bizarre Creations, went through every facet of the new game and there were quite a few surprises.

It's heartening to know that even though PLAY magazine was chastised for criticising the original game, at least someone has listened, because almost all of our suggested improvements have been included in *F1'97*. Not least a cockpit mode with real polygon arms turning the wheel, real car damage, and mechanical vulnerability. You see Psygnosis, we're not that bad after all.

F1 '97 now features changeable weather conditions which will force you to make tyre changes mid-race, communications with the pits, and a split screen mode for two players. Bizarre Creations also said that there would be a linkup mode, but this was strenuously denied by Psygnosis for our preview last month. Who is correct? Time will tell.



[ABOVE] *G-Police* was at least playable, but the PSX version looked markedly different from the press video.

PLAY PREDICTS...

[ABOVE] *Formula 1 '97* – hmm, I wonder if this will do well? Happily, the developers have this time included all those excellent little touches which we wanted in the first game.

[ABOVE] *Colony Wars* shocked everyone – it really was *that* good. Check out the WorkStation on page 30 for more details on what was almost certainly game of the show material.

Colony Wars was the other corker at Psygnosis, and everyone we talked to was mightily impressed with this space combat game. The producer of the game spent a great deal of time explaining its features and from this early look, we could easily be talking PLAY Classic territory here.

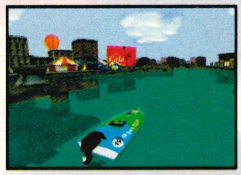
Basically it's even more graphically stunning than Rage's *Darklight Conflict*, and the majority of the game is spent fighting in awesome space battles where you can actually see large capital ships firing on each other, and the hulls being scorched by laser fire. It's an incredible sight, and from a short playtest, there was no evidence of slow-down, despite amazing len flare and many different detailed objects flying about the place.

And what's more *Colony Wars* features 70 missions, and six different ships to pilot. This game has it all. Save those pennies for the Autumn when it will be released. Shame there's no two player link-up though.

Other anncouncements were: *Sentinel Returns* (semi-sequel to Geoff Crammond's classic 8-bit puzzler. *Respect Inc* (gangster adventure). And *Elric* (adventure based on the novels of amusingly named Michael Moorcock). A good run for Psygnosis then.

[ABOVE] A modern day Jack the Nipper, *Rascal* was a time travelling 3-D adventure which showed promise.

[ABOVE] *Shadow Master* is a dark fantasy shoot-'em-up – a sort of *Hexen* meets *Descent*.



RAPID RACER

POWERBOAT

SONY'S WHITE WATER RAFTER THOUGHT IT HAD THE RIVER ALL TO ITSELF, BUT INTERPLAY'S *POWERBOAT* EMERGED SURPRISINGLY AT E3. INTERPLAY CLAIMS BETTER WATER EFFECTS, WITH MORE PRONOUNCED WAVES, BUT ONLY THE PC VERSION WAS SHOWN. *RR* WAS FULL PLAYABLE, HAD GREAT TEXTURES, AND LOOKS MORE COMPLETE.

HEAD to HEAD

KONAMI

Major attraction: *Metal Gear Solid.*
Worth a look: *Poy Poy, Nagano Winter Olympics '98*
That's peculiar: A match to see who could dunk a basketball from 20ft away an win $10,000!

Konami shocked everyone at E3 by unveiling a video of its latest super espionage game, *Metal Gear Solid*. Much had been seen on the Internet about this cunning blend of *Resident Evil* and *Mission: Impossible*, and now for the first time it could be seen running. Many proclaimed it the game of the show, but surely that should be reserved for something which you can actually play? It was definitely the video of the show however.

In fact the sharp eyed among you may have noticed that the entire Japanese column wa devoted to *MGS* last month, and now that we've seen it moving, it does look pretty special. The idea is that you must penetrate military installations.

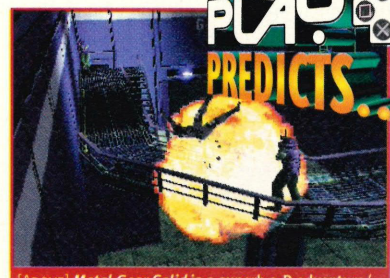
But the hook is that you must watch out for and disable the many security devices; spending most of the game hiding and sneaking about, with brief moments of frenetic shooting. If you're a disillusioned *RE 2* fan who is sick of waiting for Capcom to get its arse in gear, this could be even better.

Konami was also blowing its trumpet over the official Nagano Winter Olympic licence, with many different sub-zero events including speed skating, skiing, ski jumping, snowboarding and the luge – all using the same joystick waggling method utilised perfectly in *International Track & Field* last year. We know Konami can do it right, so this should be a great multi-player game. Look for it in February '98.

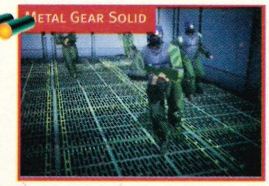
Other big news from Konami is *Suikoden 2*, the sequel to the excellent RPG reviewed earlier this year. *Broken Helix* is due for an official release in October as is *Castlevania X* (reviewed as *Dracula X* in PLAY #21) and *Poy Poy* is an enchanting and deeply addictive *Bomberman*-style puzzle game, with players trying to duff each other up by throwing anything to hand at each other. Konami UK says this is not scheduled for a UK release, but PLEASE MAKE IT SO, as many press delinquants spent the majority of the show messing about on it.

Also on the cards from the Japanese company was *Midnight Run*, a conversion of the coin-op (Not as good as *Winding Heat* though – Ed), the light gun game *Lethal Enforcers*, a PSX conversion of *Salamander*, and the basketball game *NBA In the Zone '98*. Although we didn't actually get to see the last one for review.

[ABOVE] ***Poy Poy*** **from Konami – go mad and chuck as many objects at people's heads as possible!**



[ABOVE] ***Metal Gear Solid*** **is a superb 3-D adventure/ combat game with many clever ideas in it.**



ACCLAIM

Major attraction: *Batman & Robin.*
Worth a look: *Forsaken.*
That's peculiar: Moody lighting, but no *Batman & Robin* stars or floor shows.

Acclaim's modest stand was awash with moody blue and green lights to complement its major new release: *Batman & Robin*, based on the hit movie.

As with many film licences, you'd expect this game to be ropey at best, but in fact everyone was surprised at how amazing it looked. Probe Software has done an admirable job of motion capturing the central character and putting him in a realistic Gotham setting. Batman kicked, punched and darted about with aplomb and despite the fact that the polygon character was nearly as tall as the screen, he still moved with all the grace of Lara Croft.

The playable demo showed Batman walking around a graveyard, but for the super-observant there was also a massive sequence depicting the Batmobile launching out of the Batcave and roaring around the city streets.

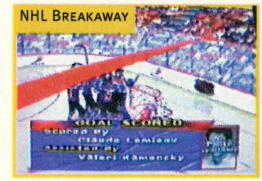
As usual Acclaim was sitngy with its press packs and so we can tell you very little about its other 3-D game, *Forsaken*, which looks a lot like *Tunnel B1* by Neon, and was slick but very empty.

[Above] Yes it's *Fantastic Four* – a shambolic 16-bit style platform beat-'em-up. Spare us!

And let's try not to mention the laughable *Fantastic Four* game. Think tiny 16-bit sprites and a big amount of development cash spent on the licence instead of the game and you get the idea.

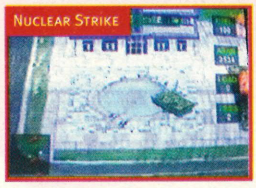
NHL breakaway looked very good though and might give EA's ice hockey game a run for its money.

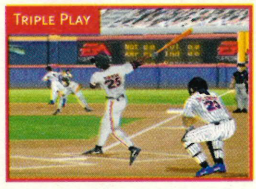
[Above & below] *Batman & Robin* was actually bloody amazing looking. See for yourself.



ELECTRONIC ARTS

Major attraction: *Lost World, Nuclear Strike.*
Worth a look: *NASCAR '98, Reboot.*
That's peculiar: Huge Apache gunship cockpit and EA Sports truck.





[ALL ABOVE] EA proved consistent if nothing else. More sports titles emerged, all with "98" at the end of them, and both *NHL* and *Madden* are big improvments over the previous games. The *FIFA* brand is also undergoing a massive overhaul after the disasterous *FIFA '97* which unfortunately sold very well. EA Canada now has someone who knows football in charge of the next *FIFA* game.

EA seemed to be the only one who really tried with its stand this year, and it was divided into three clear areas: EA Sports (a large truck dominated the area showing the likes of *Madden '98, NASCAR and FIFA: Road to World Cup*, Bullfrog and the *Lost World* jungle section.

The big news was of course the first showing of *The Lost World* (which we featured last month) and first impressions were very good. The animation was indeed incredibly smooth, and although the bits with the hunter in it were a little sad, nothing can compare with actually being a T-Rex and chomping men and machines with reckless abandon.

The game manages to disguise the fact that it is a simple platform game well, although long term play will no doubt make this more obvious. A high point was seeing the T-Rex breaking through an electrified gate and then grabbing a human from a tall walkway. It has to be seen to be believed.

E3 was also the first chance we had to play *Nuclear Strike*, the sequel to *Soviet Strike*. To be honest, we weren't that impressed with the first PSX 'strike' game, but the developers have paid attention to everyone's comments and made some genuine improvements.

You now get a waypoint indicator, which can be set on the map screen and saves repeatedly going to the map screen every few seconds. A threat indicator shows you exactly who is shooting at you.

And best of all, there are now multiple vehicles to control, such as a Harrier Jump Jet and a cool tank, complete with independent moving turret. Ploughing through tall office buildings in this armoured car turns *Nuclear Strike* into *Blast Corps* on the N64. A welcome bit of variety then.

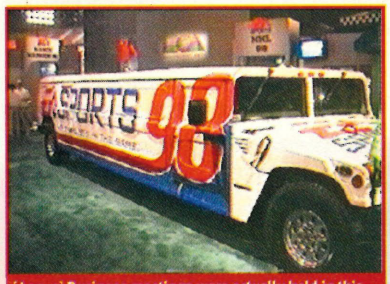
On the sports side, EA was bullish as ever, with *John Madden, NHL Hockey '98* (behind closed doors), *Triple Play Baseball, FIFA: Road to World Cup, NBA basketball and NASCAR '98* looking better than ever.

And of course *Road Rash 3-D* was available for a quick look in the ultra-secret inner sanctum to a priviledged few. Basically it aims to take the best aspects of *Road Rash 3* on the Mega Drive and add them to a smooth 3-D engine created especially for the PlayStation.

We all know that the original *Road Rash* on PSX was just a port of the 3DO version, well *Road Rash 3D* is all new, and apart from the superbly motion captured riders, the most significant new feature was a 3-D engine which allowed for huge courses (all set on the same island) which stretched for miles with no polygon pop-up. Trust me, *Road Rash 3D* is going to be big.

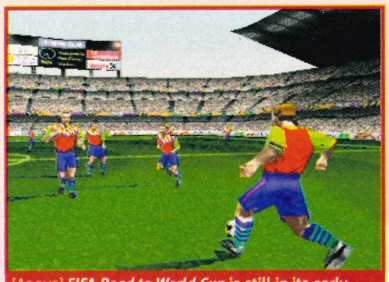
Sadly though there was no *Populous 3* on the PlayStation in the Bullfrog area, although a Winter '97 release was announced. And now that the PC version has finally hit the shelves, the PlayStation version of *Dungeon Keeper* has been given a date: Autumn 1997. Bets for slippage will be taken now.

[ABOVE] *Cart World Series* was an Indycar racing game which looked and played well.



[ABOVE] Business meetings were actually held in this huge EA Sports Humm-Vee. They're quite mad y'know.

[ABOVE] *ReBoot* will be coming to the UK shortly, but it wasn't actually on show.



[ABOVE] *FIFA Road to World Cup* is still in its early stages, but expect it to play better than *FIFA '97*.

[ABOVE] *Nuclear Strike* is a big improvement over the first PlayStation game and looked hot.

PLAY PREDICTS...

[ABOVE] You can't deny that *The Lost World* is a great looking game and the licence of the year. The animation is excellent, but long term play might reveal repetitiveness in the platform format. We shall see...

FOX INTERACTIVE

Major attraction: *Aliens Vs Predator.*
Worth a look: *Croc.*
That's peculiar: A huge rotating fan thing dominated the entrance.

The primary target for all games journalists was the first chance to actually play *Aliens Vs Predator* on the PlayStation from developers, Rage. First impressions were good, as Rage has sensibly decided to make the game a first person shoot-'em-up similar to *Alien Trilogy*.

The demo was set in atmospheric corridors which resembled those in the first two films, and some aliens were darting around trying to rip you to shreads.

Admittedly the animation was laughably early; making the normally menacing aliens about as frightening as mimes. The only weapon included was the standard M41A pulse rifle, but it sounded authentic, and you could at least see how *AvP* was going to play. A multi-player option is of course a must, but this is not yet confirmed for the PlayStation version.

Also on-show here was *Croc* by Argonaut (to be published by EA in the UK) which to be honest was a lot more childish than we had first thought.

Although technically superb, it does appear to be aimed squarely at 12 year olds. If have been waiting for *Mario 64* to defect to the PSX, *Croc* is the next best thing. Expect a big Winter release.

[Above] *AVP* was still in a very early stage, but the potential of this licence is vast.

KALISTO

Major attraction: *Nightmare Creatures.*
Worth a look: *Fifth Element.*
That's peculiar: Big game, small stand.

Kalisto's main stand was located in the distant Georgia Dome – a huge sports stadium which housed many of the European developer/publishers such as Codemasters and Gremlin.

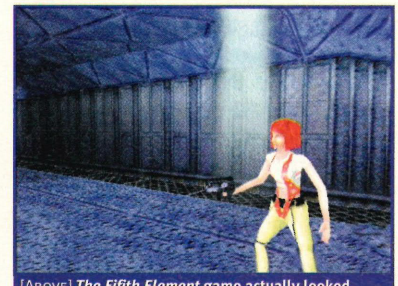
Attention was first captured by the gorgeous French girl demonstrating Kalisto's surprise film licence, based on *The Fifth Element*, starring Bruce Willis. Looking like a *Tomb Raider* clone, *The Fifth Element* allows you to play as the alien girl, Leeloo, or taxi driver Korben Dallas. The idea is to explore the 15 levels and eventually reunite the four elemental blocks to stop the evil force destroying Earth.

Our extensive playtest revealed a smooth and pretty adventure game, with Leeloo displaying many frames of animation, and a she possessed a cool gun used for blasting away members of the police force and the race of Mangalores who are also after the elements.

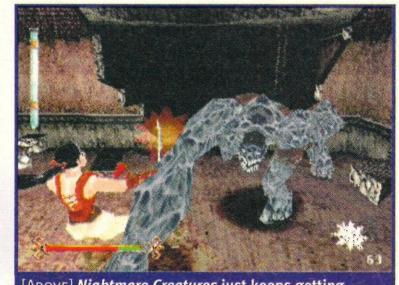
The Fifth Element will not see the light of day until at least March 1998. The PlayStation version played at the show was in a very early state, but like all Kalisto games, it will not be released until absolutely perfect. The developers have certainly captured the stylish look of the film though.

Kalisto's biggest game is of course *Nightmare Creatures* and as predicted by PLAY, this was a strong contender for game of the show, with many people stunned by the amount of detail and depth that has been added in the last few months. Since our exclusive first look way back in issue 13, *NC* has improved incredibly and it will certainly give *Tomb Raider 2* a run for its money.

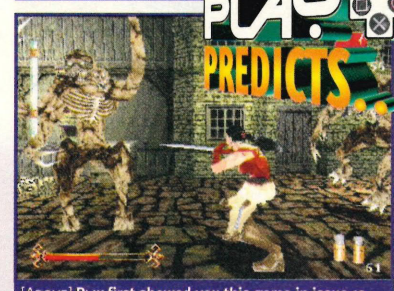
The game now boasts 21 characters and 16 London districts and publisher Sony says that a release date of October 31 is likely. Halloween eh? Very apt. Look for a full review of *Nightmare Creatures* soon. What next from Kalisto?



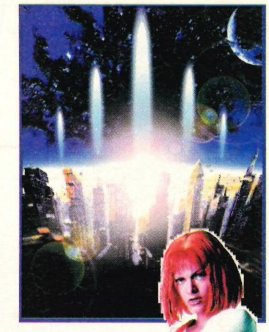
[ABOVE] *The Fifth Element* game actually looked quite good, but it won't be out for ages.

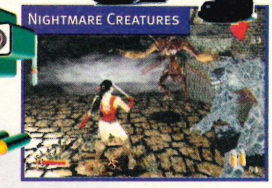


[ABOVE] *Nightmare Creatures* just keeps getting better and better...



[ABOVE] PLAY first showed you this game in issue 13 – and it was definitely one of the best games at E3.





HEAD to HEAD

GEX

CROC

TWO GAMES WHICH ARE REMARKABLY SIMILAR. *GEX* FROM CRYSTAL DYNAMICS AND *CROC* FROM ARGONAUT ARE BOTH PLATFORM GAMES, BOTH CLAIM TO BE IN HIGH RES (ONLY GEX LOOKS IT) AND BOTH ARE AIMED AT THE YOUNGER MARKET. OF THE TWO, *GEX* LOOKED BETTER, WHEREAS *CROC* SEEMED FUZZY AND PALE.

NAMCO

Major attraction: *Tekken 3* (coin-ops), *Time Crisis*.
Worth a look: *Treasures of the Deep, Pac-Man Ghost Zone*.
That's peculiar: No *Tekken 3* on PSX!

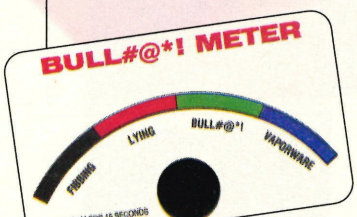
The arcade conversion masters had a predictable display this year with *Ace Combat 2* (*Air Combat 2* in the UK), *Treasures of the Deep, Namco Museum Vol 5, Time Crisis* and *Tekken 3* on show, although the latter was only the coin-op, not the PlayStation version – ya-boo sucks.

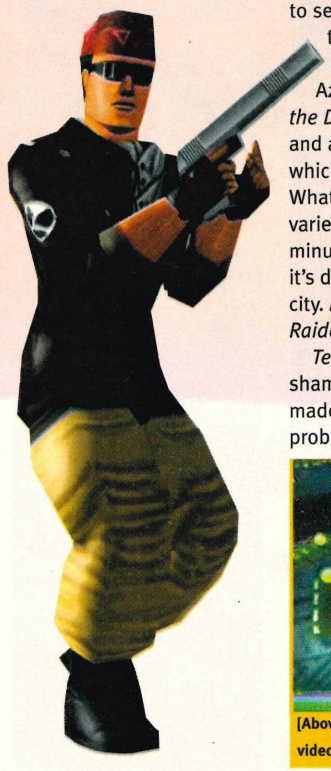
One new face was *Pac-Man Ghost Zone*, the first Namco US game, which was a 3-D adventure much like *Mario 64* only featuring that perenially grinning yellow pill-popper.

Time Crisis is down for a September release date in America, along with *Treasures of the Deep* and *Ace Combat* in August, so that means a couple of month's difference for the UK. Obviously because of customs reasons, the much celebrated Guncon that comes with *Time Crisis* (see the review on page 32) will be in a flourescent pink or green hue as opposed to the cool black that the Japanese get.

Treasures of the Deep was running for the first time and it was very smooth indeed, with you controlling a diver riding on a submersible. The aim of the game is to search out sunken treasure in each of the 12 levels, and diving zones include the Bermuda triangle, Antarctica and Aztec ruins. Graphically, *Treasures of the Deep* is superb, with subtle colouring and a sublime horizon masking routine which eliminates underwater pop-up. What's really impressive though is the variety of situation you encounter. One minute you're skimming a reef, the next it's down into an ocean liner or ancient city. A great game for evoking that *Tomb Raider* feeling of exploration.

Tekken 3 was obviously a bit of a shame, and indeed the company press made no mention of the beat-'em-up. Are problems afoot?

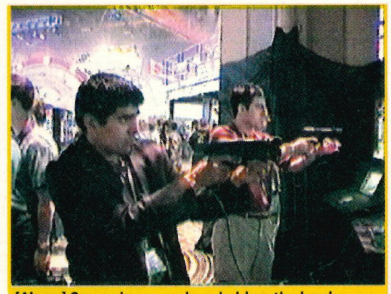




[Above] Pac-Man Ghost Zone was only showing as a video. Basically it's Pac-Man in Mario land.

[Above] *Namco Museum Vol 5* – you can't beat a bit of nostalgia can you? Actually, yes you can.

[Above] *Time Crisis* is actually reviewed on page 32 and was damn good fun!



[Above] Some show members held up the local convenience store. The pressure was too much...

[Above] *Treasures of the Deep* was a stunning underwater adventure from developers Black Ops.

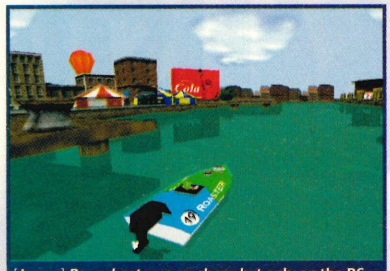
INTERPLAY

Major attraction: *Powerboat*.
Worth a look: *Wild Nines, Earthworm Jim 3D, Crime Killer*.
That's peculiar: Interplay's stand was invitation only.

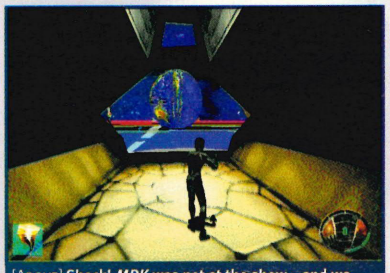
Surprises ahoy as Interplay did not show *MDK* at the show, but the other Shiny Entertainment game, *Wild Nines*, was there and looks to be an action packed platform game similar to *ONE* by ASC.

Big news was *Powerboat*, a speedboat racing game in direct competition with Sony's *Rapid Racer* and featuring some gorgeous water effects, jumps, and a real cockpit view.

Crime Killer was a super-fast racing game with you playing a member of the Elite Protectorate (future cops) in the year 2115. Your mission is to capture criminals by hammering around city levels in a car, motorbike and a jet fighter, and ram them off the road just like *Chase HQ*. In development is *Earthworm Jim 3D* and *Clay Fighter Extreme*. More news soon.



[Above] *Powerboat* was on show, but only on the PC. Us PlayStation owners just had to imagine.



[Above] Shock! *MDK* was not at the show – and we still haven't seen it yet. What do we have to do? Beg?

DEATHTRAP DUNGEON

NIGHTMARE CREATURES

ARRIVING AT SIMILAR TIMES IT LOOKS LIKE BOTH *DD* AND *NC* ARE IN FOR A RIGHT OLD BARNY COME OCTOBER. ALTHOUGH *NIGHTMARE CREATURES* IS THE BETTER LOOKING OF THE TWO, *DEATHTRAP DUNGEON* HAS GOT TRAPS AND BLOODY DEATH IN SPADES, AND IT IS BOUND TO BE A HIT WITH THE FIGHTING FANTASY BRIGADE.

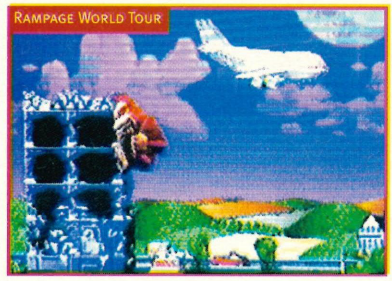
HEAD to HEAD

MIDWAY

Major attraction: *MK Mythologies.*
Worth a look: *Rampage, Mace: The Dark Age.*
That's peculiar: Wayne Gretsky himself showed up for signings, plus an eight player *San Fransico Rush* tournament.

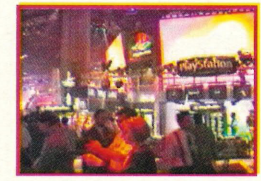
Coin-op giant Midway was one of the more stunning areas of the show, with a brace of titles PlayStation-bound, most notably, *Mortal Kombat Mythologies: Sub Zero* and *San Francisco Rush*.

The former was playable and seems to be the standard *MK* fare only in a side-scrolling environment containing loads of traps. This time though, there is far more plot (concerning the early history of Mr Zero who must steal a map from a Shaolin temple) but the many gory fighting moves remain. If you're into *Mortal Kombat*, it's a dream come true, but to be honest it looked weak at this early stage.



Both *San Francisco Rush* and *Wayne Gretsky* on PlayStation were not in evidence, but are both promising licences, and also worth considering was *Mace: The Dark Age* (a 3-D beat-'em-up featuring huge armour-clad warriors), *Rampage World Tour* (remember the arcade game with four monsters smashing buildings and eating people?), and *Maximum Force* (dull looking light gun game from the makers of *Area 51*).

[ABOVE] *MK Mythologies* was still early, but fairly predictable. Whilst *Rampage World Tour* [TOP LEFT] was great fun, but very simple.



EIDOS

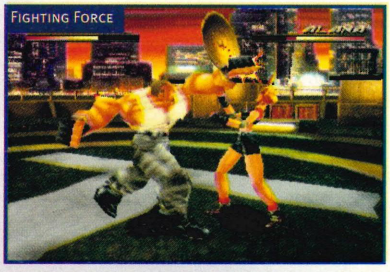
Major attraction: *Tomb Raider 2.*
Worth a look: *Fighting Force, Daikatana.*
That's peculiar: Will someone please turn that bloody U2 song off! Also present on the stand was an inordinate number of leather clad girls and a 20ft Lara Croft (the real one turned up as well at one point!).

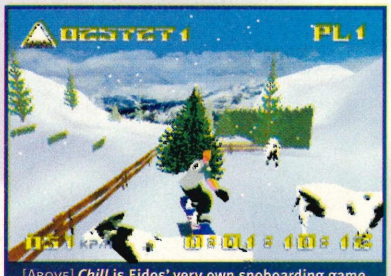
Tomb Raider 2 was of course the big draw at Eidos, but to be honest it wasn't as hyped as we thought it would be. The real life Lara Croft was there looking sultry, but most of the playtesting of *TR2* was done at the Sony stand. Fans of the original will be both relieved and worried to learn that *TR2* is more of the same, but with more detailed graphics and even more traps. Look for a full Workstation on this game next month where we'll tell you exactly what's been changed.

Taking equal billing was *Fighting Force* and John Romero's new game for the PC, *Daikatana* – a kind of *Quake* meets *Twelve Monkeys* – where you play Hiro Miyamoto, an archaeologist searching for the mythical Daikatana sword. Once found, your collegue, Benedict steals the sword, slays your mentor, and then buggers off in time to make his fortune.

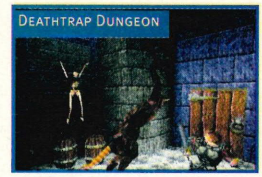
Daikatana: the game has you travelling through time to find Benedict and retrieve the sword, and it is a 3-D first person perspective shoot-'em-up using the *Quake 2* engine. Eidos promises a PlayStation version, but don't expect anything until well into 1998.

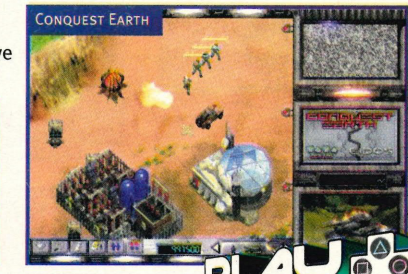
Eidos was also showing *Chill*, a snowboarding game (due out in 1998), *Conquest Earth* (*C&C* style alien invasion strategy game – looks promising), *Lunatik* (shoot-'em-up) and *Deathtrap Dungeon*, which just gets better every time we see it.

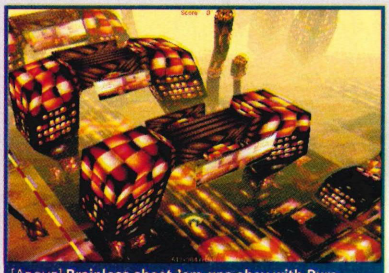




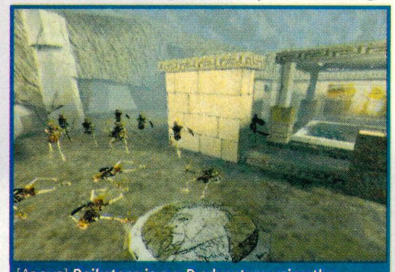
[ABOVE] *Chill* is Eidos' very own snoboarding game to rival *Coolboarders 2*. No release date yet.



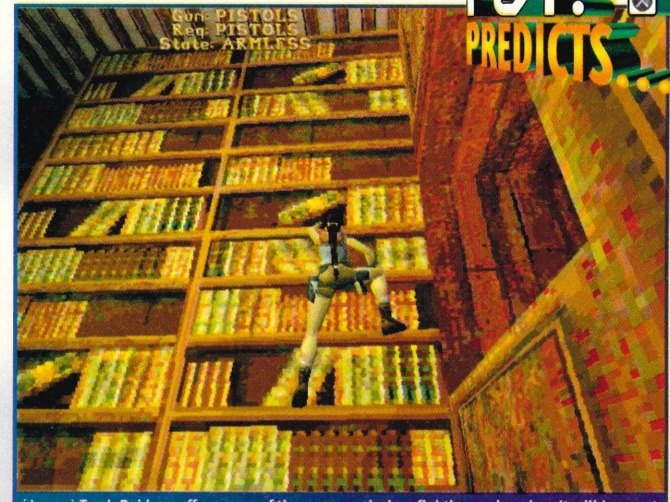




[ABOVE] Brainless shoot-'em-ups ahoy with Pure Entertainments *Lunatik*. Cool.



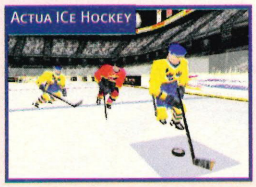
[ABOVE] *Daikatana* is a 3-D adventure using the *Quake 2* engine. Still a bloody long way off though.

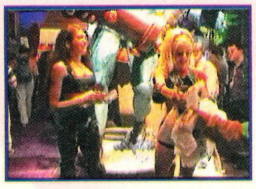


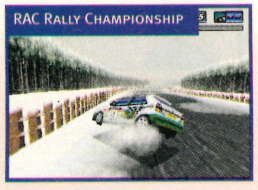
[ABOVE] *Tomb Raider 2* offers more of the same exploring, fighting and posing. It will be great fun to play, feature new puzzles, but nothing radically different. Good news for fans then.

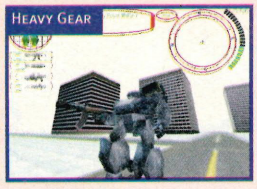
PLAY PREDICTS

THE REST...









[ABOVE] The rumours are that Acvitision are thinking of converting its PC hit *Interstate 76* to the PSX. This would be a GOOD move in our opinion. Other highlights were *Hercules* from Virgin, *RAC Rally* from Europress (who didn't have a PSX version and said it would be a while), *Vs* from THQ which needs a little work. And of course the many Eidos girls.

So many games, so little space. In no particular order: BMG looked hot this year thanks to third party support from DMA Design (*Grand Theft Auto* and *Silicon Valley* both superb and innovative!), and Crystal Dynamics, who suprised everyone with the stunning high resolution platform game *Gex: Enter the Gecko*. *Gex* is actually full of clever ideas, and the developers say that the character will be lip-synched with a famous UK comedian. Look for *Gex* in November.

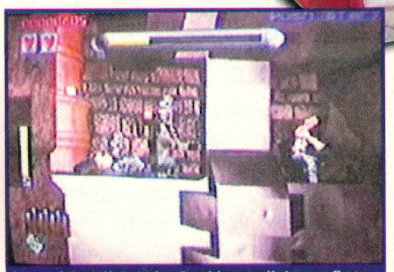
Frogger is back! Hasbro Interactive, a relative newcomer to the PlayStation scene was busy showing off the new 3-D game featuring the peppy amphibian, and it was actually damn good fun. The idea is that instead of just dodging traffic and leaping on a few logs, there are many new levels, each consisting of a series of safe holes which you must reach before being crushed. The 3-D viewpoint works well, as it did for *Micro Machines V3*, and there's even talk of a four player split screen mode using the original level. In a word: cool. Hasbro also had *Beast Wars*, a 3-D shoot-'em-up which wasn't bad, and amazingly, *Monopoly*... on the PlayStation.

LucasArts' sole PlayStation game was *Star Wars Masters of Teras Kasi* – the fabled Star Wars beat-'em-up. What was it like? Well maybe it's petty, but surely this is a cash-in pure and simple? In theory a one-on-one beat-'em-up featuring the *SW* characters is a great idea, and it is, when both guys have light sabres, or if Boba Fett is involved. The stumbling block comes when Chewbacca is required to kick the crap out of Princess Leia. Sorry, but there is something fundamentally wrong about that.

Seriously though, the game itself was playable, but lacked the flair you associate with the established beat-'em-ups like *Tekken 2* and *Tobal 2*. This is LucasArts' first fighting game after all. Graphically you can't beat those familiar *Star Wars* figures though, so fans will no doubt buy it in droves. A release in the Autumn is expected.

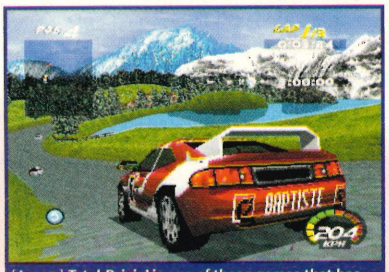
Gremlin had a playable *Actua Soccer 2* and *Actua Ice Hockey* on display, both of which are excellent to play. A surprise was a light gun game based on the comic *Judge Dredd*. Rivalling *Time Crisis*, this was good fun, but you can only shoot robots, and this lessens the impact.

THQ's line-up included *Vs*, a 3-D beat-'em-up with rougher edges than *Soul Blade* and a long list of combos (not bad), *Ghost in the Shell* (Manga game where you drive armoured red things around), *Air Race* and *WCW Nitro*. Hopefully that's everything, but any late comers will be in PlayStation Wired.



[ABOVE] Gremlin's *Judge Dredd* was a light gun first person shoot-'em-up. Not exactly novel is it guys?

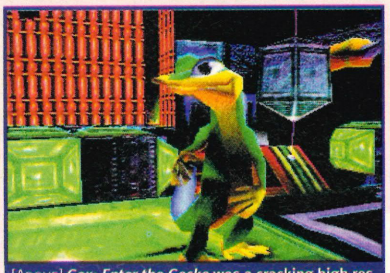
[ABOVE] *Frogger* returns in a 3-D environment with a four player challenge mode.



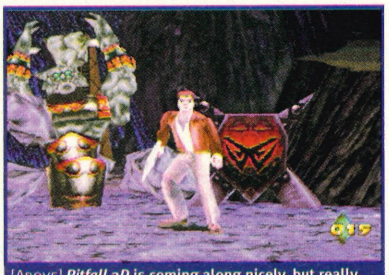
[ABOVE] *Total Drivin'* is one of those games that has improved in leaps and bounds. A first class racer!

[ABOVE] New from GT is *Bug Riders*, which is exactly what it sounds. Interesting concept.

[ABOVE] *Critical Depth* from highly celebrated Single Trac is now being released by GT. Looked great.



[ABOVE] *Gex: Enter the Gecko* was a cracking high res 3-D platformer. A big surprise.



[ABOVE] *Pitfall 3D* is coming along nicely, but really needs a release date.

[ABOVE] *Star Wars Masters of Teras Kasi* – not bad looking, but it didn't play very well due to LucasArts' relative inexperience in the beat-'em-up arena. Anything with Boba Fett must be cool though.

"...classic gaming action...an absolute riot!" Total PlayStation

BUBSY 3D

"...a truly inter-dimensional affair"

PLAY MAGAZINE

BUBSY 3D

ACCOLADE

PlayStation

Publisher: Telstar Fun & Games
The Studio, 62-64 Bridge Street, Walton-On-Thames, Surrey KT12 1AP
Tel: 01932 222232 Fax: 01932 252702
Email: telstar@dial.pipex.com

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fun & games

Written By Graeme Nicholson

COLONY

UNDER CONSTRUCTION

DARKLIGHT CONFLICT MAY TURN OUT NOT TO BE THE LAST WORD IN ULTRA COOL SPACE SHOOT-'EM-UPS, WITH THE FAST AND FURIOUS INTERPLANETARY BATTLE OF COLONY WARS JUST AROUND THE CORNER.

The hottest

Psygnosis title at the moment, with the obvious exception of *F1 '97* is *Colony Wars*, a large shoot-'em-up set in space with similarities to *Darklight Conflict* and the on-going *Wing Commander* series.

Colony Wars is set in a time when advances in science on Earth have beaten that most troublesome side-effect of life – ageing.

What the scientists didn't foresee however was the problems that were to arise from everyone being able to live forever, and the swelling population eventually forced people from the home planet to colonise other worlds all over the galaxy. Hundreds of years after the initial branching out of life, Earth still controls all of these host planets, and intergalactic immigrants on a few fringe systems start getting angry about their lack of independence.

[Above] The cockpit view doesn't slow the action any, and is preferable to use for accuracy.

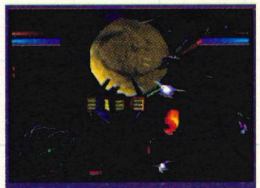
"Makes *Wing Commander*'s flat, distorted bitmaps look positively dated..."

DISPUTE

Naturally, it's not long until a hellish fight ensues in a bitter attempt to settle the dispute of power, and this is why you are streaking around space at Ludicrous Speed, blowing things up in the name of liberation. You wouldn't guess from the crisp stylish graphics, but *Colony Wars* is not confining in any way: you can really fly anywhere you want, in all three dimensions.

To make the environment suitably immersive, great care has been taken over the details of your surroundings. Live light sourcing is present, as are three-dimensional planets, moons, asteroids and distant nebulae that make *Wing Commander*'s flat, distorted bitmaps look positively dated.

With an immediately noticeable emphasis on speed and rapid thinking, you have the choice of six different ships to pilot to get the job done, some of which are absolutely necessary for

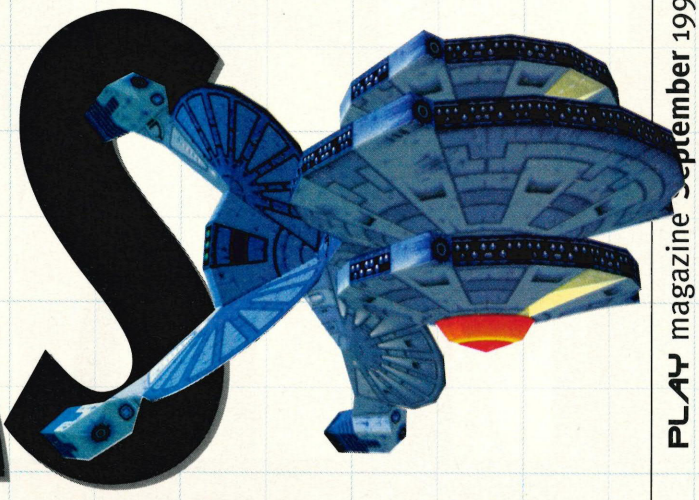


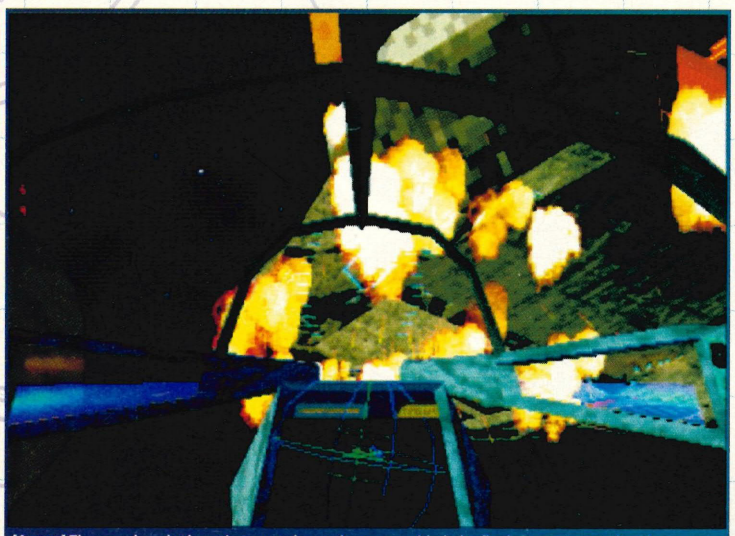
[Above] Dogfights of this scale have never been seen before. There can be too many ships nipping about to keep count.

Blueprint

Publisher: Psygnosis
Developer: In-house
% Complete: 60%
Expected Release Date: Autumn '97
Origin: UK
No of Players: 1

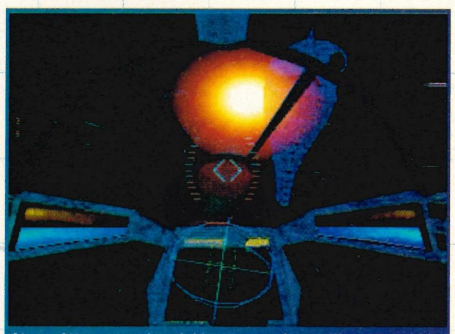
WARS





[Above] The grand explosions that spread over the enemy ship in its final moments are already impressively realistic.

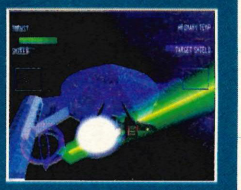
[Above] Chasing after some evasive space scum, you realise you just might be in the middle of a trap.



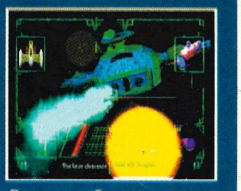
[Above] You can make mini hyperspace jumps like you could in Elite, but they didn't look quite as good on a BBC B computer.

TWINS

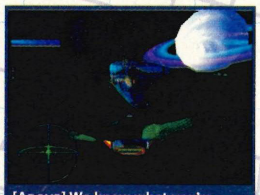
Darklight Conflict from Electronic Arts and *Colony Wars* from Psygnosis. Do you think they're too similar? *Darklight* was the most incredible looking game of this type that we had seen at the time, but now we're not so sure!



Colony Wars



Darklight Conflict



[Above] We know what you're thinking – that ship looks awful like the one in *Darklight Conflict!*

particular missions. For example, you are not going to do very well if you take the little scout ship out on a bombing spree! All ships have their own individual cockpits as well as external views, and there's a nice new version of the 3-D radar which, until now, hadn't changed much since the immortal classic, *Elite*.

BATTLESTAR

For the complexity of the game's appearance and the amount of data which must go into creating the space you inhabit, it is quite unbelievable that over 70 missions stand between you and the freedom of your world. On top of that is the narrated storyline that plugs the gaps between the action, revealing the kind of plot that qualifies terms like "space drama" or "space epic" that the game's Liverpudlian creators are so keen to use.

The storyline alone should raise the replay value because there are six possible endings to the game – that could mean playing through 420 levels before you've seen each outcome of the adventure! Powerful orchestral music is the final ingredient that will give *Colony Wars* an extra sense of quality and stature when it comes out.

Finally someone realised we're bored with the same tired techno or cheaply produced, amateur rock soundtracks that accompany every game except *Return Fire*.

Ask anyone from the hoards of people who flocked to play it at the E3 show, and they'll tell you that *Colony Wars* was one of the most amazing games on display. They speak in awe of the cool lighting and laser effects, or the massive floating structures you can buzz at extreme speed, or the impressive frame rate of 30 frames-per-second. But most importantly, they'll tell you it was great fun.

Being just one in a string of promising titles that include *F1 '97* and *G-Police*, it looks like Psygnosis is going to be hard to beat for the rest of 1997. Look for news on the progress of *Colony Wars* and a preview in the coming issues of PLAY.

[Above] Now all we need is the option to fly down to the surface of planets, land, and sell off dodgy cargo you've scooped up!

SOFTOGRAPHY

Krazy Ivan
Destruction Derby
Destruction Derby 2
Wipeout
Wipeout 2097
Formula 1
Sentient
Monster Trucks
Lifeforce: Tenka

TIME

PLAY magazine September 1997

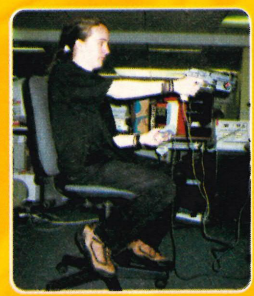
Written By Graeme Nicholson

THE BIG GAME

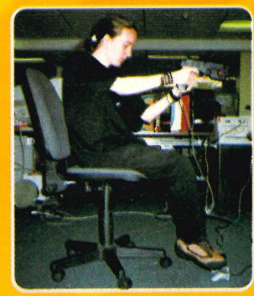
MAKE MY DAY!

There are three ways to use your new Guncon to give the best arcade feel. Here, 'Dirty' Nicholson demonstrates the various *Time Crisis* 'stances.' It is admirable that Namco has included these different variations to suit every kind of player, and Namco's solution to avoid having to give away an arcade pedal for ducking and re-loading is ingenious.

Look like a SWAT team member by cupping the gun in both hands and using the red button to duck/re-load.



Do the 'Mel Gibson' by firing using only one hand on the gun and the other ducking with the joypad in port two.



Perfect the 'Mr White' technique by standing on the pad buttons and holding the gun with both hands.

CRISIS

PREPARE YOURSELF FOR THE BIGGEST ARCADE EXPERIENCE TO HIT YOUR PLAYSTATION SINCE THE ORIGINAL *RIDGE RACER* – *TIME CRISIS* SHOOTS FIRST AND ASKS QUESTIONS LATER...

PLAY CLASSIC

Blimey! We had been informed that *Time Crisis* would finally be released at the very end of June in Japan, but it had been so outrageously long in the making we didn't quite believe it. Only when the large and luxurious box actually landed on an office desk and we crowded around it; everyone anxious for a peek at one of this year's biggest releases, did it begin to sink in.

After plugging the sleek black Guncon into the front and back of your PlayStation, the first thing you'll see is the calibration screen – already an important feature that the light gun section of *Die Hard Trilogy* sadly missed.

Just setting the aim lets you see how astonishingly accurate the gun is before you've even begun the game. A small red X moves all over the screen following your movements with millimetric precision. There's never any doubt that it might be shooting squint if you've set it up right.

"This is the single best title of its kind..."

LETHAL WEAPON

You are given the option of the original arcade experience, or the all-new, exclusive-to-PlayStation levels. The arcade mode is, well, exactly the same as the arcade! When you jump out at the wrong moment and are fatally wounded, without thinking you'll be staring at the television while fumbling around for the coin slot on the PlayStation, pound coin in hand.

The only missing thing is the retreat pedal, but Namco has shifted this control onto the side of the Guncon for ease of use. The retreat action

PLAY INFORMATION

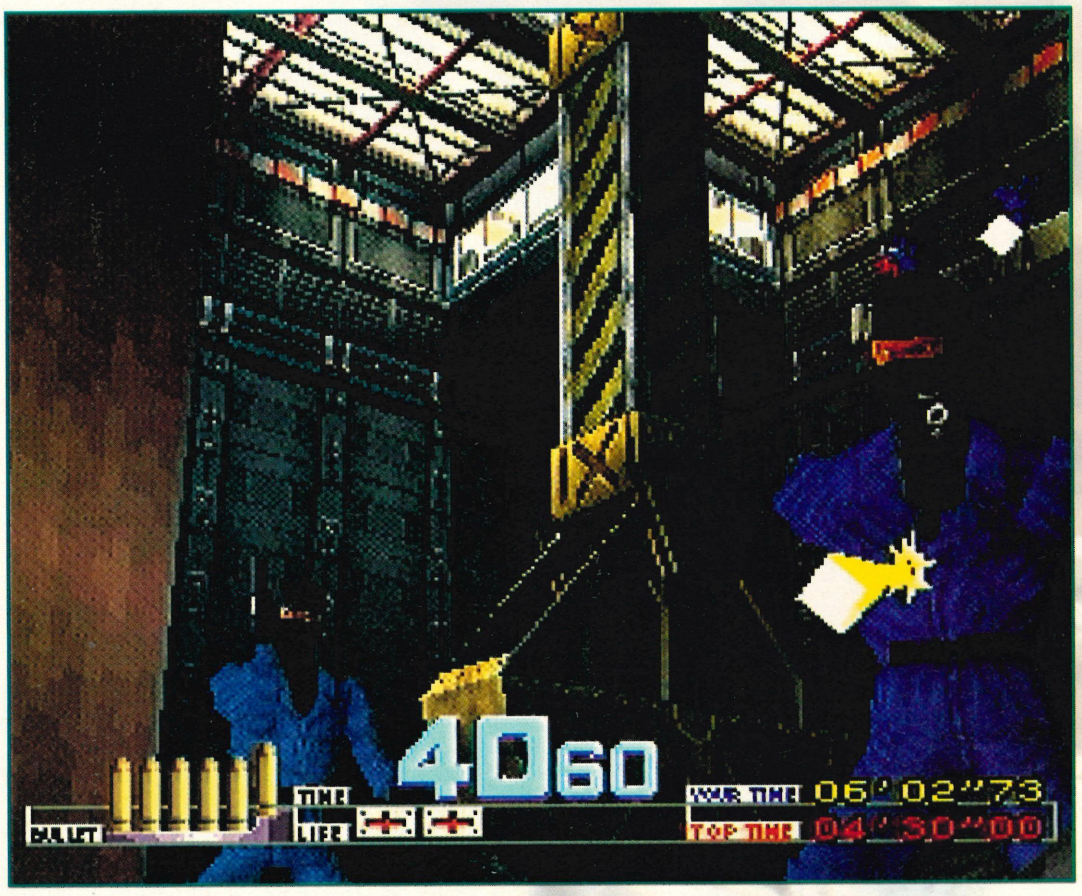
Publisher: Namco
Supplier: The Video Game Centre on 01202 527314
Price: £89.99 (with Guncon)
Release date: Out now (import)

ONE PLAYER | MEMORY CARD | GUNCON ONLY

[ABOVE] The cut scenes are made using the game engine, so the drama and the action can blend seamlessly.

[ABOVE] Bet he thought he was hard until he took a couple in the gut. Now he's going back to the wife and kids in a pine box.

[ABOVE] The task force guys with the berets aren't as dumb as the bell boys. They'll dodge around and hide behind anything.



THE BIONIC MAN

THE CYBERBEAST AT THE END OF THE PLAYSTATION-ONLY LEVELS IS QUITE POSSIBLY ONE OF THE MOST FRIGHTENING THINGS YOU WILL EVER ENCOUNTER. IT'S LIGHTNING QUICK, AND SPRINGS AROUND IN THE DARK TRYING TO CATCH YOU OFF GUARD WHILE THROWING BLADES AT YOU. IT'S HORRIBLE.

[ABOVE] Very quickly you need to decide who's going to hurt you most – the steel clawed monster or the green commando with the machine gun?

[ABOVE] Those riot shields aren't just for show, they really are bullet proof and make a classic metal "ping" sound when you strike them.

plays a big part in making *Time Crisis* different from the usual rolling shoot-'em-ups, because with it you can actively decide to dodge bullets at any time during the game, and reload while you're at it.

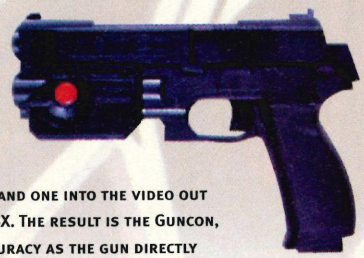
In each scene, Richard Miller will come to rest behind a protective object, whether it be a car, pillar, table or anything else big enough to hide behind. By pressing the button on the Guncon's side he pops out into the danger zone for as long as you keep it held, giving you the chance to fire on the enemies but also making you a sitting duck. You are totally safe while you stay out of sight, but the clock is always ticking and if you don't clear the area of bad guys before the time elapses, you lose a life. You can of course swap the controls around so that pressing the button on the Guncon causes you to duck rather than emerge.

DIE HARD

Although having jets of blood spraying

[ABOVE] Never a dull moment. The platforms are all moving through the mine as you fight, with hooks swinging at your head.

THE GUNCON



UNHAPPY WITH THE PERFORMANCE OF THE OTHER LIGHT GUNS ON THE MARKET, NAMCO CAME UP WITH A WHOLE NEW SYSTEM WHEREBY YOU PLUG ONE CABLE INTO THE JOYPAD PORT AND ONE INTO THE VIDEO OUT (YELLOW PHONO) JACK ON YOUR PSX. THE RESULT IS THE GUNCON, WITH ITS ABSOLUTELY SUPERB ACCURACY AS THE GUN DIRECTLY "READS" THE VIDEO SIGNAL, BUT IT MEANS THAT NO OTHER GUNS WILL WORK WITH *TIME CRISIS*. THE MOVING SLIDE BOLT FROM THE ARCADE GUN IS GONE WHICH IS A SHAME, BECAUSE SURELY A FORCE FEEDBACK TYPE DEVICE COULD HAVE MADE THE GUN BUCK IN YOUR HAND.

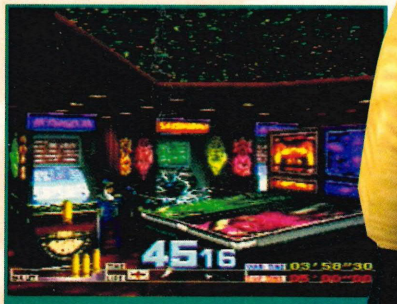
[Above] Normally this screen would take ages, but if you shoot the ammo crate it explodes and kills everyone instantly!

[Above] Don't let that red bloke at the left draw any more breath – they damage you more than normal as they are far more accurate.

[Above] Everyone's least favourite part because it's so scary, you're popping up from a flight of stairs and getting shot in the head.

"A strength of addiction that is extremely rare outside a methadone clinic!"

[Above] Yes! A soldier jumps onto your platform, and taking him out immediately gets you two extra seconds.



[Above] You can't damage nearly as much stuff as in *Die Hard Trilogy*, but these coin-op screens burst quite nicely.

forth from your victims would have put the ultimate crown on the package, gore is unfortunately absent. But the terrorists do react properly to being shot in different places. Shooting someone right in the head will make them recoil accordingly, sometimes doing a complete backflip if you're lucky. Whereas cruelly burying a round in their leg causes that limb to fly out behind them and overbalance them.

It's rather surprising to notice that the graphics are actually a bit patchy, but that's down to the length of time it took for the home conversion to appear. *Time Crisis* was technically cutting edge, jaw-dropping stuff when it hit the arcades, but these days its basic texture maps and glitching polygon cut scenes are the norm.

The point, however, is that *Time Crisis* is ruthlessly fast and incredibly good fun. The visuals do have a kind of clarity and contrast that lets you spot a System 22 machine from a distance in any crowded arcade. And the excitement of an arcade machine really does come across in a regular home environment with *Time Crisis* because of its intensely busy on-screen activity, the rapid flashing which accompanies each round fired, and the absolutely phenomenal stereo sound.

CITY ON FIRE

A word of warning however: the bigger the television screen, the more fun *Time Crisis* is. That's probably why the deluxe arcade version came with an eyebrow-singeing 50-inch monster, but it does raise a significant point. You are simply not going to enjoy this on a 14-inch portable television.

Presumably at this stage if you're mad enough about your games to pay a hefty £90 for this gem, you will also have a considerably larger TV. But however sad it may be, everyone secretly loves *Time Crisis* because it feels like you are the hero in a real gunfight. To maintain the illusion you need to be frantically whipping the gun around in the air as you move from target to target, not sedately adjusting it by a few centimeters! Of course, yelling and swearing helps too!

The new PlayStation exclusive levels aren't tacked on to the end of the normal game, you start them as a separate section with its own story. All levels are based in and around a hotel, which is being used as a front for the dodgy dealings of the Wild Dog gangsters.

The hotel is functional, which means you have the peculiar situation of entering major shoot-outs with a bunch of bellhops – something which is strangely satisfying if you've ever had your luggage back at one fifth its original size and your real imitation pewter Statue of Liberty digital clock laying in many bits at the bottom.

SHOW ME THE MONEY

We know what you're thinking. £90 is a bit much, even for a game of this calibre, right? Correct. This set, which includes the Guncon and game in a lovely big box, costs 7,800 yen on its home ground of Japan. That's around £40. Is it going to sell for £40 when it comes out here officially? Is it hell! Wait and see, but we estimate it will be somewhere around £60-70. A regular PSX game costs 5,800 yen in Japan, a mere £30!

[Above] This odd tank-on-legs contraption challenges you near the end of the PlayStation specific levels. Shoot into the window to kill it!

[Above] Why is the gun in *Time Crisis* the world's only six-shot automatic handgun? 15 is more the standard these days, Namco!

[Above] It takes several clips in rapid succession to take the helicopter down, but it is possible.

These stages look a bit nicer than the arcade version because they were made more recently, and it shows a commendable commitment to customer satisfaction on the part of Namco to include another death spree with an entire arcade perfect conversion already being enough to sell copies. There are also occasional scenes where you can take an alternative route through the building depending on your performance, which is sure to help make the game last longer as you replay it to discover all the rooms.

THE LAST BOYSCOUT

In fact, longevity is really the only area that *Time Crisis* fails in. You never pick up new weapons, which is slightly frustrating too when you wing a jump suit-clad thug carrying an M60 and it just disappears. Bigger guns next time Namco!

Time Crisis is such great fun that you will play it an abnormal amount for the first few days, by which time you will have finished the game in at least one form, and you can only come back to a shoot-'em-up that is largely pre-defined so many times.

There is no doubt though that this is the single best title of its kind, and it has a strength of addiction that is extremely rare outside a methadone clinic. It is also one of the few games in recent times which has lived up to the hype preceding its launch, which wasn't easy for such a widely desired game.

Make yourself an impromptu cardboard holster, stand in front of the TV, and murder some foes for a few hours – it's a blast, and although short-lived, you can go back to it again and again.

[Above] Rachel Macpherson, the president's daughter, has gone and got herself kidnapped. She's the reason you're in this mess!

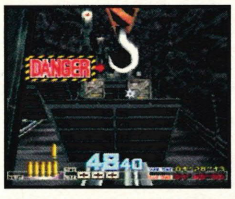
[Above] You'll have to beat him and his freak friends if you want to save Rachel. Where's the nearest exit?

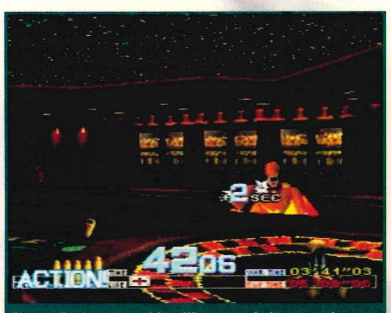
GUNCON ETIQUETTE

- ✔ DO KEEP YOUR GUNCON IN YOUR BEDROOM.
- ✘ DON'T TAKE YOUR GUNCON TO THE BANK.
- ✔ DO POINT YOUR GUNCON AT THE TV SCREEN.
- ✘ DON'T POINT YOUR GUNCON AT ARMED POLICE.
- ✔ DO HAND THE GUNCON GENTLY TO THE OTHER PLAYER.
- ✘ DON'T PISTOL WHIP THE OTHER PLAYER INTO SUBMISSION.
- ✔ DO TAKE GOOD CARE OF YOUR GUNCON.
- ✘ DON'T MODIFY THE GUNCON TO FIRE LIVE AMMUNITION.
- ✔ DO SHOW YOUR GUNCON TO YOUR FRIENDS.
- ✘ DON'T SHOW YOUR GUNCON TO HM CUSTOMS OFFICIALS.
- ✔ DO LEND YOUR GUNCON TO A TRUSTED FRIEND.
- ✘ DON'T LEND YOUR GUNCON TO 'MAD' FRANKIE FRASER.
- ✔ DO TRANSPORT YOUR GUNCON DISCREETLY.
- ✘ DON'T USE THE GUNCON TO HIJACK AN AIRCRAFT.
- ✔ DO USE YOUR GUNCON WITH TIME CRISIS.
- ✘ DON'T TRY IT WITH OTHER SHOOTING GAMES AS IT WILL NOT OPERATE.

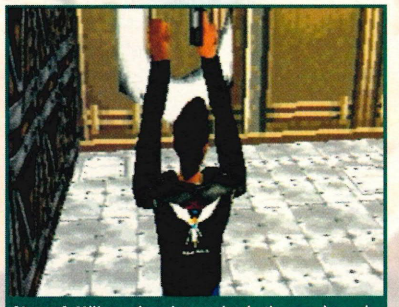
DANGER

IT'S NOT JUST GANGSTERS AND TERRORISTS ARMED TO THE TEETH THAT YOU NEED TO WORRY ABOUT IN *TIME CRISIS* – EVERY NOW AND THEN THERE ARE SURPRISE OBJECTS THAT CAN BE FATAL IF YOU DON'T HIT THE RETREAT BUTTON IN TIME! LUCKILY, THEY ARE ALWAYS ACCOMPANIED BY A HUGE FLASHING "DANGER" SIGN.





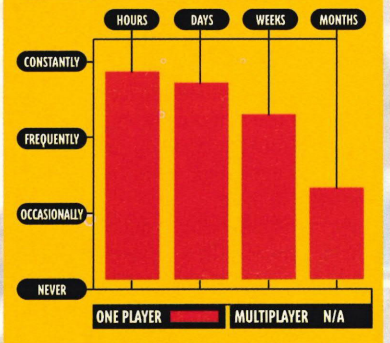
[Above] There's nothing like a good shoot-out in a casino for that Las Vegas gangland feel.



[Above] Miller swings into action in the arcade mode on a big industrial cargo hook.

[Above] This man only jumps out for an instant, but shooting him will earn you a few seconds on the clock.

LONG TERM PLAY...



PLAY

LOOKS	8
SOUNDS	9
GAMEPLAY	9
VALUE	5
POWDER BURNS	9

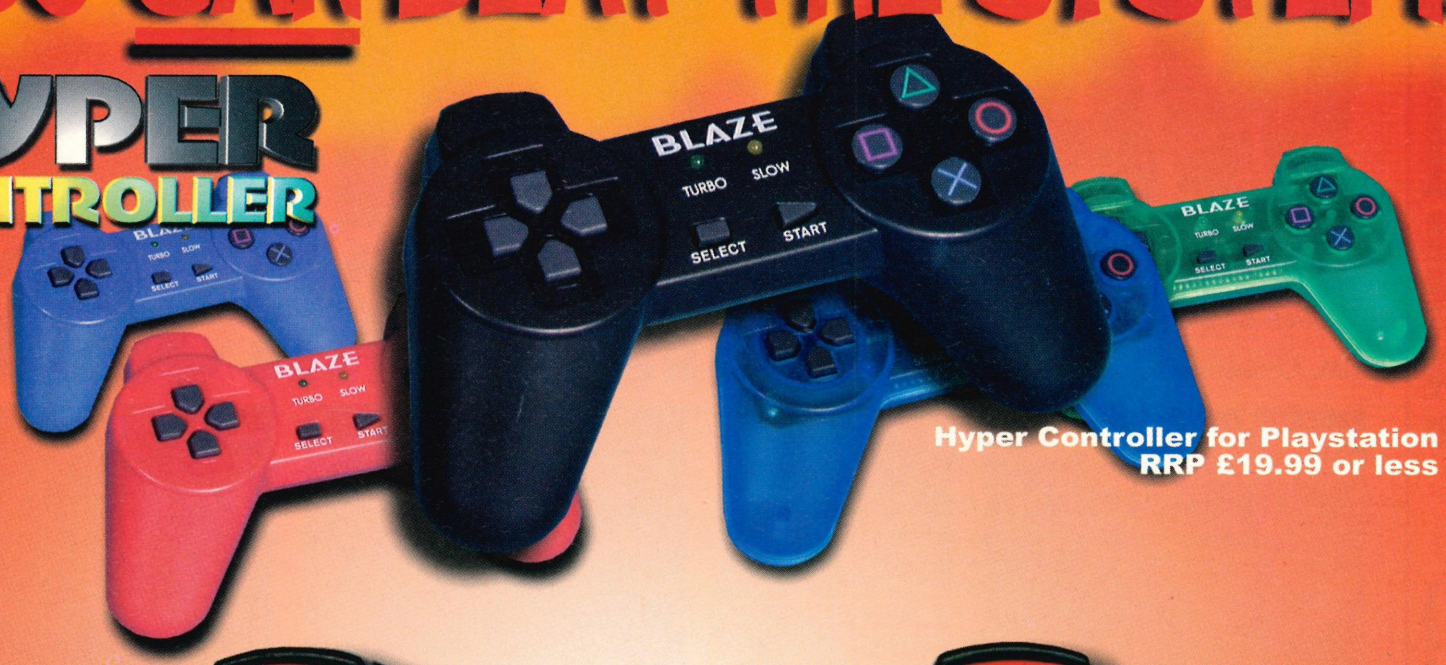
PLAYED 90%

Positively thrilling massacre simulation!

ALTERNATIVELY:
DIE HARD TRILOGY (93%)
AREA 51 (68%)

YOU CAN BEAT THE SYSTEM!

HYPER CONTROLLER



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WARCRAFT 2: THE DARK SAGA

BASH ORCS OR SLAUGHTER HUMANS IN EA'S BLOODY REAL-TIME STRATEGY SIM. ORGANISED CARNAGE HAS NEVER BEEN SO MUCH FUN.

Written By Tom Sargent

An unbridled success

on the PC, *Warcraft 2: The Dark Saga* managed to unite real-time strategy with a simplistic control system, thus opening up a whole new genre to gamers who had previously shied away from anything remotely strategic.

After reading this review, you'll be similarly convinced that, thanks to the incredibly user-friendly interface, hours of exploration, construction and organised rabble-rousing are there for the taking. And in this PlayStation version, you get the PC original and the add-on disk for free.

It appears that the only aspect of the conversion that has taken a battering are the graphics. Gone is the crisp, high resolution front-end, replaced with a blockier, albeit colourful and perfectly functional main playing area.

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £44.99
Release date: 15 August '97

ONE PLAYER | MEMORY CARD

CONQUER

Having chosen your allegiance: orcs or humans, you begin your journey by starting with a few bog-standard fighters armed with swords, a couple of labouring peasants and a smattering of basic huts.

Controlling these diminutive warriors is done through highlighting and moving them around a flat scrolling environment. Multiple units can be selected by moving the D-Pad to an area adjacent to them, pressing the action button and dragging (mouse fashion) until the green selection box covers the units that you want. There is no mouse option, but the joypad works well enough.

Whether you play with humans or orcs doesn't alter the scheme of things, and in a typical level you must find a gold mine (usually not far away) and return the booty to the town hall, where you can create new labourers.

As more men are created, they must be trained so that they learn one of two skills: felling timber from the surrounding countryside and building farms and barracks. Here new soldiers with various abilities can be created and before long, you're juggling 50 men with consummate ease. At the end of the day, it's all a balancing act. Chop enough timber and mine enough gold to create the relevant buildings and trained troops, while keeping an eye on enemy activity.

Warcraft II is played in real-time, so you must not get too complacent as the enemy has a nasty habit of popping up when you least expect it by land, sea or air. You must have your wits about you.

COHORTS

The status bar shows the quantity of gold, lumber and oil resources you have available, which is useful for determining what buildings and units you can train. It's all fine and dandy creating an enormous army of Elven bowmen and Foot Soldiers, but if you've bled the gold mine's dry without attaining the primary goals of the level, such as building a certain number of oil terminals, then you'll have to start the level again. It's through this fantastic

[Above] Rescue your orc brothers from the prison after destroying the guard tower and foot soldiers. Highlight them as usual and they'll join your ranks.

[Above] Ships can destroy anything on land that is within range. Simply sneak around the coastline and wipe the little critter off the face of the map.

[Above] After transporting your troops to the orc stronghold, group select your men and send them rampaging through their village. Great stuff!

[Above] Instruct a peasant to build a farm and you can place it wherever you like. Any flashing red areas mean that the structure must be placed elsewhere.

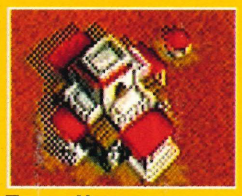
[Above] After a few levels, you have to deal with attacks from land, sea and air. It all gets a bit frantic (and exciting).

BEST KEPT VILLAGE

The key to a successful campaign is to construct the right buildings in order to speed up production of gold, timber, oil and soldiers. This is easier said than done.

Blacksmith
Upgrades weapons, shields and soldier hit-points. The mighty Ballista can be created here.

Farm
Keeps your work-force well fed. The more you build, the larger your potential manpower.



Town Hall
Lumber and gold are initially brought here, until you construct a Timber mill, speeding this process up.

Lumber Mill
Build one near to a wooded area to speed up production. The more men gathering wood the better.

Barracks
Crucial for the development of soldiers. Weapons can be upgraded along with some of the more powerful allies.

[Above] You start with a town hall, a farm and a couple of soldiers. Further information can be gleaned from the simple menu-driven system

[Above] Collect lumber and return it to the mill for maximum wood production. Build this facility as near to the wooded areas as possible.

learning curve that the real excitement and satisfaction of managing your resources comes into its own.

The attention to detail in *Warcraft 2* is admirable regardless of the poor animation. Swords clatter, arrows fly everywhere and villages burn with gusto. Everything in this game has a representative power bar, which visibly depletes when damage is inflicted.

Other nice touches include the ability to dish out specific commands to your men (who audibly respond), a number of which are pretty redundant early on, but on later levels they are crucial for success. As you progress through the levels, attacks become more frequent and this is where you must make effective use of the aces up your collective sleeve. These come in the form of ballistas (mobile catapults), Paladins (powerful fighter) and Magi (spell-caster) if you're playing as humans or ogres and Death Knights when you control the orcish hoards.

Like *Command & Conquer*, *Warcraft II* is not as good looking as the PC original, but developer Blizzard has successfully re-created the gameplay with no loss of speed or smoothness. Warcraft II is a superlative, if visually functional strategic battle/management simulator which will satisfy strategy buffs and give long lasting enjoyment. Give it a try.

"Blizzard has successfully re-created the gameplay..."

[Above] Your orcs can be trained from the town hall. As you can see, this is shown by the gradually increasing '%Complete' bar.

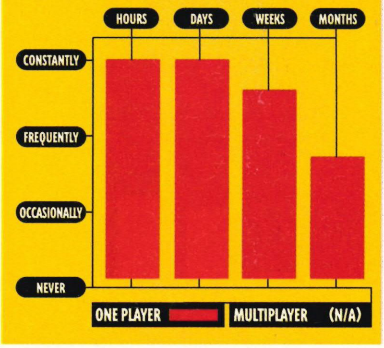
[Above] Build an oil refinery to power your elven destroyer ships. Before long you'll be commanding six or seven ships to wreak havoc on the seas.

SUPER STRUCTURES

If you have enough gold, timber or oil, you can order any number of men/orcs to construct a building or ship. This takes time, but you can see how well they are doing using the progress bar which steadily fills up.

[Above] After retaking 'Tol Barad', you must construct some new weapons via a new ally, the blacksmith.

LONG TERM PLAY...



PLAY

Looks	6
Sounds	8
Gameplay	9
Value	9
Pillage	8

PLAYED 86%

Utterly compelling medieval strategy-fest!

Alternatively:
Command & Conquer (79%)
Warhammer: SOTHR (82%)

TEST DRIVE

PLAY PUTRID

ANOTHER TITLE CREPT QUIETLY ONTO THE SHELVES BEHIND OUR BACKS THIS MONTH, BUT AS ALWAYS WE CAUGHT UP TO IT AND PASSED OUR MIGHTY JUDGEMENT!

Written By Graeme Nicholson

You know you'd love to do it. Take a four wheel drive army issue 5.7 litre Hummer onto private land where you could drive it like a maniac and test its 190 horsepower limit. *Test Drive Off-Road* promises to give you the most realistic simulation of this experience yet, and tries to triumph where *Monster Trucks* failed.

[Above] A-ha, a train line! Unfortunately, no *Peak Performance* train to smash into your Land Rover.

Four vehicles are instantly available, each of which burn up more fossil fuel in a day than mainland China, thanks to their vast and powerful engines. All of them are real 4x4 cars which makes things a bit more exciting for motoring aficionados to see how they compare.

The growling engine tones are sampled from the real off-road monsters, and the dashboards are there for each car too, even though they're not exactly convincing reproductions.

BIGFOOT

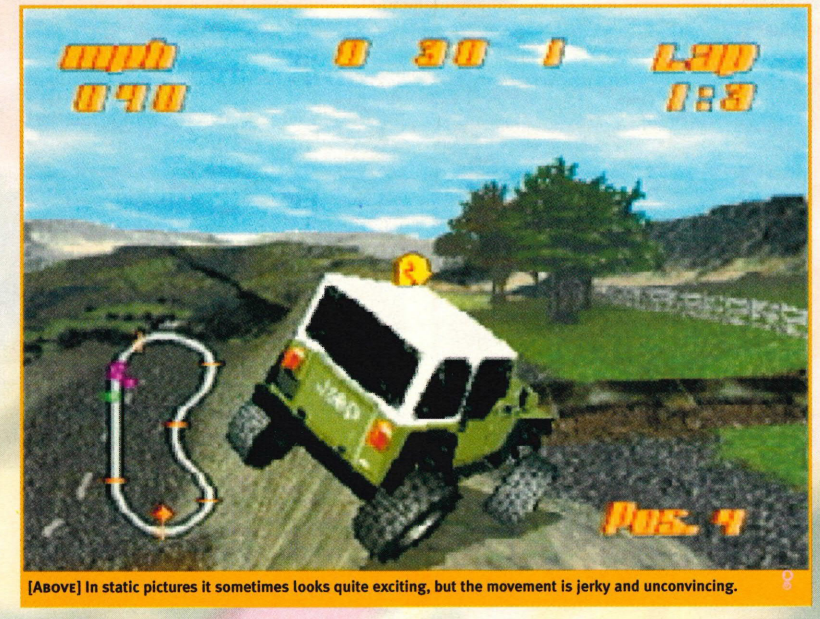
The races take place on only three surface types: dirt, desert or snow, and naturally they affect the handling in predictable ways. As you battle through the mud, narrowly missing trees and other competitors, the power of your vehicle becomes apparent when you collide with a steep rock face at the side of the track and your two-feet-wide independently powered wheels pull you effortlessly to the top!

Great big all-terrain vehicles may not be the fastest contraptions you could hope to drive, but *Test Drive Off-Road* just hammers along like you wouldn't believe! Not particularly realistic, but it does make for a livelier race than *Monster Trucks*.

With this one, minor concession, surely the rest of the game delivers as much of a simulator-like, physically governed performance as the packaging would have you believe? Sorry, but no.

For a start, this game uses the worst scenery drawing technique the PlayStation has seen in quite some time, with objects and mountains popping up so vigorously and close to the car it's a wonder the driver's side air bag doesn't go off! A half-hearted attempt at a fogging effect does little to soften the impact, leaving the ugliness in constant view.

Then there are the collision problems. There are regularly difficulties driving through spaces between oil drums, tyres or trees that are visibly quite a bit wider than your vehicle, but then it is hard to judge at times because all roadside objects are unsightly two-dimensional atrocities.



[Above] In static pictures it sometimes looks quite exciting, but the movement is jerky and unconvincing.

HUMVEE

However, all this would nearly be forgivable if the trucks handled like the real thing. Put simply, they don't. At no time are you even remotely convinced that what you are driving is anything more than an extremely basic arcade engine, without a hint of the "true to life driving physics" which the game claims to possess.

If you are in any doubt about the appaling way in which these "physics" are calculated, perform this simple test. On any course, stop the car. Aside from the chassis twitching, it will stay still for a few seconds, then it will glide left or right for several feet before coming to rest and

PLAY INFORMATION

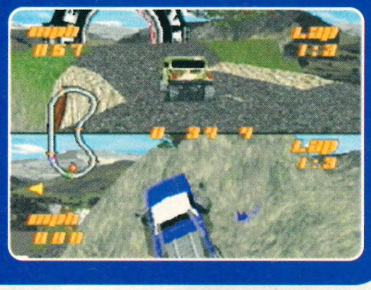
Publisher: Eidos Interactive
Customer support: 0181 780 2222
Price: £34.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS | SPLIT SCREEN | MEMORY CARD

OFF-ROAD

CRIPES!

As you'd expect with a game that already has serious problems, the split screen mode magnifies the technical downfalls. In two player the horizon where the track is drawn is so close to the front of the vehicles that you are worried about plunging over the edge. These two shots were taken one frame apart – notice how the huge black tyre over the track just appears out of nowhere.



[Above] *Test Drive Off-Road* has a distinctly simple look, but that doesn't help the frame rate any.

[Above] You can risk smashing the other players off the track on anything except the snow covered courses.

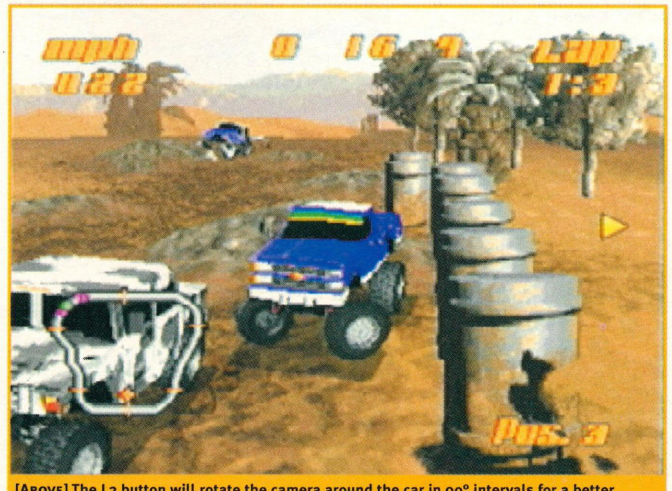
[Above] Because you can travel for miles off the proper track, there is a Panic button which instantly sets you back on the last checkpoint.

[Above] The dashboards are well detailed as far as the dials are concerned, but the steering wheel looks awful when it rotates.

repeating this whole process. Sometimes this can be sideways up a hill! If this was how cars moved in the real world, wouldn't multi-storey car parks be a bit of a mess?

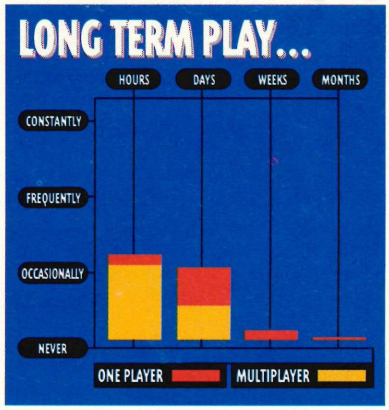
Test Drive Off-Road is of no use to anyone with a currently clear bill of mental health. The freedom to deviate from the track is the only thing they've managed to get right with this one, and that should keep you amused on these plain and boring tracks for a good three minutes. It may already be too late, but don't buy *Test Drive Off-Road*!

"No use to anyone with a clear bill of mental health!"



[Above] The L2 button will rotate the camera around the car in 90° intervals for a better look.

The GAMES that Time Forgot



PLAY

Looks	●●○○○○○○○○
Sounds	●●●●●○○○○○
Gameplay	●●●○○○○○○○
Value	●○○○○○○○○○
Bitumen	●●○○○○○○○○

PLAYED 35%

A turkey. Tarnishes the Test Drive name!

ALTERNATIVELY:
Monster Trucks (74%)
Hardcore 4X4 (81%)

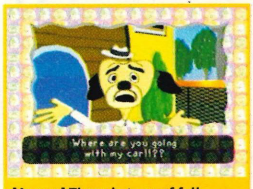
PARAPPA T

FANTASISE ABOUT BEING A FUGEE? DREAM OF BEING DR DRE? DESPITE YOUR CHILDHOOD DREAMS, THIS COULD WELL BE YOUR ONLY CHANCE TO PERFORM LIVE WITH A BAND ON TV!

Written By Graeme Nicholson

We're used to guys like Joey Tenka in our games. Oily, Bruce Willis-types that shoot and wise-crack their way through hellish situations, leaving nothing but chaos in their wake. What did Sony of Japan come up with? *PaRappa the Rapper* is the story of a love-sick two-dimensional dog. It's not as bad as it sounds.

The aforementioned dimensionally challenged pup, PaRappa, hangs around with his bendy paper-thin mates, eating doughnuts and going to the movies. One of his friends in particular, a flower named Sunny Funny, catches his eye and he becomes infatuated with her. The whole musical adventure revolves around pleasing Sunny by doing things like baking her a birthday cake, getting your driver's licence and learning to fight.



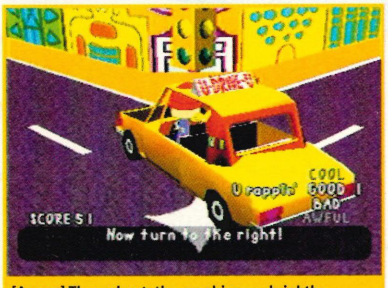
[Above] There is tons of full animated storyline in between the game stages.

AND THEY CALL IT...

To complete each section of this innocent little story, PaRappa will encounter a character whose raps must be copied and equalled. Beginning with very slow and easy patterns, whenever you are going to have to rap a gauge appears at the top of the screen, as your "homie" proceeds to "bust a rhyme."

The gauge shows what buttons you'll have to press, and a small cursor travels across the button symbols so you can clearly see when they are being activated. When it's your turn, the cursor changes to a tiny PaRappa's head and you've got to hit the buttons in time with the music.

You only have six possible symbols and buttons to remember, so it's not anything like as complicated as learning a real musical instrument. You are primarily concerned with rhythm, not notes or words, and this is how the game increases



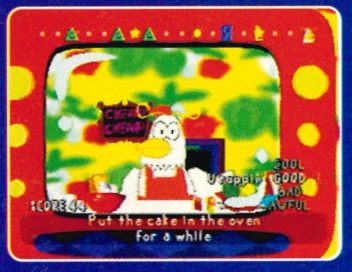
[Above] Throughout, the graphics are brightly coloured and good-looking, and all are animated very smoothly.

[Above] When the chart reads "U rappin' good" or better at the end of a stage, you know you've made it through.

[Above] Mr Fleaswallow forces you to learn a different style of rap, with his slow swinging reggae beats.

CAKEHOLE

Cheap Cheap the Cooking Chicken is the TV chef that PaRappa watches to learn how to make a cake for Sunny Funny's birthday. She'll come out of the television to stand next to you when you make her angry by bungling your lines, and at the end she even turns round and lays an egg out of pure rage!



PLAY INFORMATION

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

ONE PLAYER | MEMORY CARD

HE RAPPER

[Above] The uniformed moose teaching the small rapping dog how to drive. This kind of thing puts people in mental homes.

in difficulty.

Towards the end of the game you'll be faced with two lines the width of the screen to copy, densely packed with crosses and triangles, and with tricky gaps in between to test your timing. For a game which looks like it was designed for children, it gets surprisingly difficult! However, you are allowed an infinite number of shots to get it right, and you can save to the memory card in between each stage.

PUPPY LOVE

The scenes are created using live polygons instead of spooled video and each stage can change in real time depending on your progress. At the fleamarket with Mr Prince Fleaswallow, for example, the place starts to fall apart if your accuracy is off, with bits and pieces landing all around. But if you do it perfectly this won't happen.

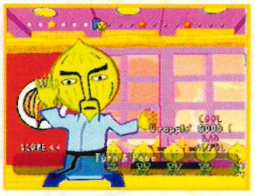
While cooking the revolting seafood cake with Cheap Cheap the Cooking Chicken, she'll pop out of the TV when it's all going wrong until you do better. With the same set of songs in every game, it is this approach that stops *PaRappa* getting too repetitive.

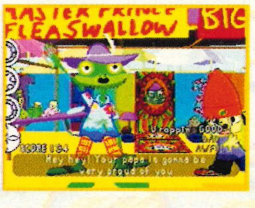
As a party game, *PaRappa the Rapper* is top notch. It is totally hilarious when you have the cheesy cartoon hip-hop pumped up loud and people get into difficulties trying to follow the lyrics in time. Eventually they will make a mess of the whole thing with poor PaRappa moving and stuttering like Dustin Hoffman in *Rainman*.

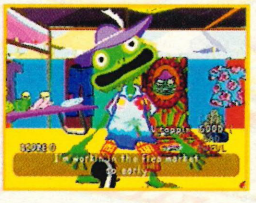
For most of the PlayStation audience though, surely its appeal is severely limited? Who would really pick *PaRappa the Rapper* off the shelf instead of *V-Rally* or *Soul Blade*? It's very well made, but only of any real value to kids, couples and parties.

[Above] That glassy-eyed stare and rapid body movements – it can only mean one thing...

"PaRappa is the story of a love-sick two-dimensional dog..."







GARY GLITTER

PaRappa the Rapper is the only game ever to have a level where you have to rap in order to gain access to a toilet! After eating the hideous seafood cake at Sunny's party, PaRappa gets a bit of bowel trouble in the car and pulls in to a petrol station, only to find all the other characters from the game waiting in line at the toilet door.

PLAY

Looks	6/10
Sounds	8/10
Gameplay	7/10
Value	6/10
Rhythm	7/10

PLAYED 82%

You gotta believe!

ALTERNATIVELY:
Real Karaoke (any Blackpool pub)

WILD ARMS

EXPLORE THE LUSH SCENERY AND BATTLE THE COUNTLESS DENIZENS OF FILGAIA IN SONY'S ENORMOUS NEW USER-FRIENDLY RPG.

With excitement already reaching fever pitch over the release of SquareSoft's sure-fire hit, *Final Fantasy VII*, Sony has muscled-in on the action with its very own RPG-cum- *Zelda* derivative.

PLAY INFORMATION

Publisher: Sony
Supplier: The Video Games Centre on 01202 527314
Price: £59.99
Release date: Out Now (Import)

ONE PLAYER MEMORY CARD

Wild Arms may not contain the staggering SGI-rendered graphics of *FFVII*, but it more than makes up for this with a range of beautifully detailed and diverse locations to roam around freely.

After a massively long animated introductory sequence you must choose from one of the three characters: a warrior (who specialises in guns), a princess (empowered by magic and an enchanted teardrop), and a rogue with a quick-drawing sword. Initially, you control them separately in turn until they meet up in a nearby town, whereupon the main quest against the Metal Demons (legendary destroyers of your home world Filgaia) is undertaken. A novel beginning to a wondrous adventure game.

LEGENDARY

Make no mistake, *Wild Arms* is a huge game offering the player a monumental challenge. Most of the activity takes place in forced 3-D towns or dungeons, where either singularly or as a team you must accomplish numerous tasks, usually after a good old chin-wag with the local inhabitants.

Interaction with townsfolk is mercifully succinct; there's none of the usual rambling "beware the six-eyed Shoggy Beast of Skregg" nonsense that plagues this genre all too often. Further encouragement can be gleaned from the fact that the storyline is kept pretty tight too, meaning that you cannot enter certain areas until specific tasks have been completed. Wandering aimlessly is kept to a minimum and subsequently you don't get too frustrated as the answer to most problems is never too far away.

In time you begin to accumulate spells and other specialised weapons, which counter the more stubborn foes and hard-to-reach areas encountered further in the game (again, much like the original *Zelda* on the 16-bit Super NES).

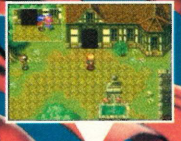
Naturally enough, *Wild Arms* presents the player with a huge quantity of weird and wonderful creatures to dismember. Close-quarter combat is always a stone's throw away and success here increases your experience, wealth and, if your lucky, character level.

Combat is turn-based and is undertaken by entering specific commands, such as All-out Attack, Defensive or a mixture. The camera pans

[ABOVE] Some of the locations such as the town of Aldehyde have beautifully detailed structures , such as this church. The game encourages you to explore these splendid locations in order to complete each quest.

INSIDE OUT

ON ENTERING A VILLAGE, YOU CAN WANDER AROUND FREELY, ENTERING ANY BUILDINGS THAT YOU COME ACROSS.



THE TRANSITION FROM OUTSIDE TO INSIDE IS SUPERB. SIMPLY WALK THROUGH THE ENTRANCE.

THE ROOF OF THE BUILDING SMOOTHLY DISINTEGRATES TO REVEAL THE CONTENTS AND PEOPLE WITHIN. FANTASTIC.

[ABOVE] Save your position at a 'Memory Parrot' in every village. You can swap between characters here too.

Written By Tom Sargent

[Above] The townsfolk of Surf Village come to give thanks after you rescue Tony from the Berry cave.

[Above] Jack puts his Wind Mouse, Hanpan, to good use. He can reach areas that Jack can't. Very useful.

FIGHT THE GOOD FIGHT

Combat is turn based and presented in polygonal 3-D via a pre-determined rotating camera. Simply input the desired style of fighting and away you go.

Your name and that of your opponent are displayed in boxes. Here you can choose to fight or run away.

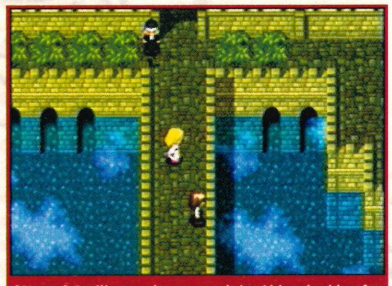
The 'Force Meter' is displayed and from her you choose which type of attack to use from the central 'cross'.

Unfortunately, the balloon creature gets in an early hit.

But you counter with a critical hit. Kersplat!

Ah! The sweet taste of victory and four experience points.

[Above] Just look at the detail on the castle. Off you go to see the King.



[Above] Cecilia wanders around the Abbey looking for clues.

around the confrontation and after you've chosen the desired method of attack, the actual battle is pre-determined by a cut-scene. You just sit back and watch until the next round. This can become a little tedious after repeated viewing and doesn't quite match the clever fighting technique employed in games like *Vandal Hearts*. Besides sustaining normal damage, you can also be afflicted with an 'abnormal status', including poison, confusion, disease, and forgetfulness. This makes you more cautious when trying out new battle strategies.

An anomaly called Force is generated during battles and increases when you sustain damage or inflict a critical hit on your opponent. You can use certain force abilities, such as having the ability to recover from an abnormal status when its full, only if you have gained sufficient force power.

"A totally immersive treat for RPG junkies, with a lasting challenge..."

QUEST

Wild Arms is *Zelda* for the next generation. It's a totally immersive treat for RPG junkies with a lasting challenge, and although the graphics are far from ground-breaking, they make a welcome change from the norm. If you can't wait for *Final Fantasy VII*, this more than fills the gap, and it offers guaranteed addiction for many weeks.

DREAM CHASERS

You control three characters in the game, each of whom possesses unique special powers. During the adventure, you only see the leader of the party, but the others are there... honest.

Cecilia Lynne Adlehyde.

Age: 16
Occupation: Princess/Mage
Special ability: Communicates with Guardians and Spell-casting through use of 'The Tear Drop'.

Jack Van Burace

Age: 27
Occupation: Treasure Hunter
Special ability: Sprite-like rat named Hanpan and 'Fast-Draw', an ancient sword technique.

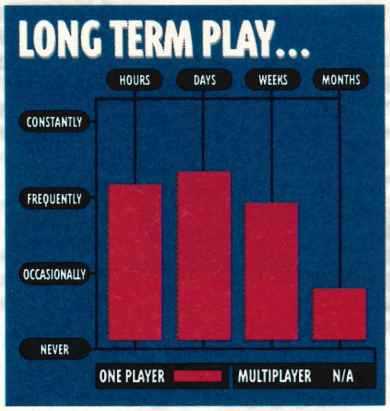
Rudy Roughnight

Age: 15
Occupation: Outcast
Special ability: Skilled in the use of weapons of mass destruction (known as ARMS).

[Above] Any game which lets you pick up a chicken and throw it has our vote every time.

[Above] Jack comes across a wise old Elw, who tells him of the dangers ahead.

[Above] Cecilia visits the King to get the Moonstone and a Crest Graph.



HERCULES

"It's not breaking any new records for technical accomplishment..."

***THE LION KING, ALADDIN, TOY STORY* – THEY ALL END UP AS GAMES BEFORE LONG, SO IT'S NO GREAT SURPRISE TO FIND HERCULES TRYING TO CASH IN, BUT CAN HE TAKE THE STRAIN?**

Written By Graeme Nicholson

The latest feature length cartoon from the Disney studios is *Hercules*, which you might not even be aware of as it's not showing in Britain yet. In fact, you're probably still not over the ending to *Hunchback of Notre Dame*. It tells the story of muscle-head Hercules struggling to realise his dream of living as a god on Mount Olympus. The game follows his great journey as he tries to prove himself by destroying a number of creepy monsters from ancient mythology.

The animation is good quality on Hercules himself and on the various friends and foes throughout the game, as you'd probably expect from a Disney game. The graphics overall are quite nice, with well defined characters set against the idyllic fantasy backgrounds and a very rich use of colour.

Needless to say it's not breaking any new records for technical accomplishment, but for the pre to early teens that the game seems to be aimed at, this shouldn't be too important.

[ABOVE] In true Disney style there is no blood even during a shark attack, and if you fall in the water it's only waist deep!

[ABOVE] *Hercules* has a super punch that you can charge up to astonishing power, it's enough to smash these big rocks to pieces!

DAMN THEM TO HADES!

The majority of the gameplay is just your classic, old fashioned platform style, where you walk from left to right and kill the enemies while jumping onto bits of scenery. You can punch, swing your sword, or stomp on the ground to cause damage, aided by the occasional magical power-up for the sword.

The only time the third dimension plays a part in *Hercules* is within a few simple puzzles where you can use strictly pre-defined paths to walk directly into the screen and back to negotiate your way around a huge tree or statue.

However these sections actually become annoying soon because they remove the simplicity of the normal platform gaming experience without giving you any real freedom to go where you want. The odd bonus levels are very reminiscent of the bonus levels in *Crash Bandicoot* in which you straddled a hog and dodged your way precariously to the end. In *Hercules* you are just running on foot, but it's exactly the same idea, with the scenery streaming past unstoppably, dangers to jump over and pick-ups to collect.

Hercules is fun for a while, but with only ten levels to complete and rather unremarkable gameplay it can only be recommended to a younger audience or besotted fans of the film.

[ABOVE] The lightning power-up for the sword lets you easily kill the mighty half-man, half-something-else Centaur.

[ABOVE] Now this is a good invention! The Fire Sword launches enemy-tracking fireballs to make your life easier.

PLAY INFORMATION

Publisher: Virgin Interactive
Supplier: The Video Game Centre 01202 527314
Price: £59.99
Release date: Out now (import)

ONE PLAYER | MEMORY CARD

LONG TERM PLAY...

PLAY

LOOKS	6/10
SOUNDS	2/10
GAMEPLAY	3/10
VALUE	3/10
DANNY DEVITO	1/10

PLAYED 63%

Sweet and innocent, but limited cartoon fun

ALTERNATIVELY:
MEGAMAN 8 (82%)
DRACULA X (84%)

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WALL OF GAME

TOBAL 2

The final part of our *Tobal 2* moves guide sees the last six characters comprehensively dealt with. The bad news for official PlayStation owners and those thirsting for an English language version is that Square has now apparently said it cannot translate *Tobal 2* because of time pressures with its other games. It looks like if you want to play this fine high resolution beat-'em-up, the Japanese import is the only way.

FEI PUSU

Height: 161 cm
Weight: 50 kg
Age: Unknown

Two punches, roundhouse – ▲, ▲, ▲
Two punches, overhead kick – ▲, ▲, ⇨ + ■
Two punches, backflip – ▲, ▲, ⇦ + ■
Three punches – ⇨ + ▲, ■, ■
Punch, kick, sweep – ▲, ■, ✕
Punch, kick, sweep, power uppercut – ▲, ■, ✕, ■ (■), ■
Punch, kick, sweep, power hell sweep – ▲, ■, ✕, ■ (■) , ✕, ✕
Punch, kick, sweep fakeout – ▲, ■, ✕, ■ (■) , ✕
Split kick – ⇧ ⇩ ⇦ + ▲
Split kick, flame upper, power upper – ⇧ ⇩ ⇦ + ▲, ■, ■
Roundhouse – ⇨⇨ + ▲
Kick sweep – ■, ✕
Kick, sweep, power uppercut – ■, ✕, ■ (■), ■
Kick, sweep, power upper, hell sweep – ■, ✕, ■ (■), ✕, ✕
Kick, sweep, sweep fakeout – ■, ✕, ■ (■), ✕
Overhead kick – ⇨ + ■
Uppercut – ⇦ + ■
Delayed uppercut – ⇦ + ■ (hold ■)
Sweep fakeout – ⇦ + ■ (■), ✕
Uppercut, power upper – ⇦ + ■, ■
Uppercut hell sweeps – ⇦ + ■, ✕, ✕
Backflip, hell sweeps – ⇦⇦ + ■, ✕, ✕
Kicks, uppercut, sweep – ⇨⇨ + ■, ■, ■
Kicks, uppercut, sweep, punch, back-stomp – ⇨⇨ + ■, ■, ■, ▲, ▲, ✕
Kicks, delayed uppercut – ⇨⇨ + ■ (■)
Kicks, sweep fakeout – ⇨⇨ + ■ (■) , ✕
Punch fakeout – ⇨⇨ + ■ (hold)
Low kicks – ⇨ + ✕, ✕
Low kick, flame uppers – ⇨ + ✕, ■, ■
Low kick, roundhouse sweep – ⇨ + ✕, ■
Low kick, double punch – ✕, ■
Sweeps – ⇦ ⇧ ⇩ + ✕, ✕
Low kick, double kick – ⇨⇨ + ✕, ■
Low kick, heel kick, double kick – ⇨⇨ + ✕, ■, ■
Flying roundhouse – ⇩ + R1 + ▲
Roundhouse uppercut – R1 + ▲, ■
Sweep, hell sweep, back flip sweep – R1 + ✕, ✕, ■, ✕, ✕
Low kick, double flex kick – ⇩ + R1 + ✕, ■

Reversal
High/mid counter – ⇦ + R1 + ■
High/mid reversal – ⇦ + R1 + ▲
Low counter – ⇦ + R1 + ✕

Turning Attacks (back turned)
Backflip – ■

Dodge Attacks
Side chop – ⇧ ⇧ + ■ (or ⇩ ⇩ + ■)

Throws
Spinning throw – (grab) ■
Rolling throw – (grab) ⇦ + ■
Forward spin – (grab) ⇨ + ■
Stomach throw – (grab) ⇧ ⇩ + ■
Reverse spin – (grab, push) ⇦ + ■
Spinning throw – (side grab) ■

Close Range
⇧/⇩ + ■, ⇦

ILL GOGA

Height: 201 cm
Weight: 180 kg
Age: 26

Three punches – ▲, ▲, ▲
Punch, double punch – ▲, ■
Punch, double punch, kick – ▲, ■, ✕
Punch, double kick, elbow – ▲, ✕, ✕, ▲
Punch, treble kick, roundhouse – ▲, ✕, ✕, ✕, ▲
Tail swipe – ⇦ + ▲
Power swipe – ⇦ + ▲, ▲
Boot kick – ⇨ + ▲
Head-butt, low kick – ⇨⇨ + ▲, ✕
Triple head-butt – ⇨⇨ + ▲, ▲, ▲
Double head-butt, low head – ⇨⇨ + ▲, ▲, ✕
Double punch – ⇦ ⇩ ⇧ + ■
Roundhouse fakeout – ⇦ ⇩ ⇧ + ■, ▲
Double punch – ⇦ ⇩ ⇧ + ■, ✕
Uppercut – ⇦⇦ + ■
Knee – ⇨⇨ + ■
Mid kick – ⇨ + ■
Lay down – ⇦ + ✕ (hold)
Lay down swipe – ⇦ + ✕, ✕
Lay down uppercut – ⇦ + ✕, ⇦ + ■
Lay down tail slice – ⇦ + ✕, ■, ■, ■
Two low strikes – ⇨ + ✕, ✕
Swipe, overhead punch – ⇨ + ✕, ▲
Swipe, two punches – ⇨ + ✕, ■, ■
Two overheads, upper tail swipe – R1 + ▲, ▲, ■, ■
Overhead sweep – R1 + ▲, ✕
Overhead, two punches – R1 + ▲, ■, ■
Tail swipes – ⇦ + R1 + ■, ■

Dodge Attacks
Side upper – ⇩ ⇩ + ■, ⇧ ⇧ + ▲

While Standing
Hammer – (crouch) ⇨ + ■
Double hammer – (crouch) ⇦ + ■, ■
Head-butt knee – (crouch) ■, ⇨ + ■

Throws
Body slam – (grab) ■
Back slam – (grab) ⇦ + ■
Head toss – (grab) ⇨ + ■
Stomach throw – (grab) ⇧ ⇩ + ■

Close Range
(hold) ⇦ + ▲

PLAY INFORMATION

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

WALL OF GAME

NUMBER 24

TOBAL 2

PLAY CLASSIC

CHUNJI WU

Height: 175 cm
Weight: 170 kg
Age: 18

Punch, side kick – ▲, ■
Punch, sweep – ▲, ✕
Two punch, roundhouse – ▲, ▲, ▲
Two punch gut blow – ▲, ▲, ■
Two punch power gut – ▲, ▲, ■, ■
Two punch sweep fakeout – ▲, ▲, ■, ■, ✕
Two punch sweep – ▲, ▲, ✕
Two punch forward sweep – ▲, ▲, ⇨ + ✕
Low kick sweep – ✕, ✕
Low kick, side cartwheel – ✕, ■, ■
Low kick, side power sweep – ✕ + ■, ■
Shoulder attack – ⇨ + ■
Back fist – ⇦ + ▲
Back flip – ⇦ + ■
Monkey sweep – ⇦ ⇩ ⇧ + ✕
Monkey sweep horse kick – ⇦ ⇩ ⇧ + ✕, ■

EPON

Height: 165 cm
Weight: 50 kg
Age: 19

Normal Attacks
Three punches – ▲, ▲, ▲
Three punches, knee – ▲, ▲, ▲, ⇨ + ▲
Three punches, knee, rolling kick – ▲, ▲, ▲, ⇨ + ▲, ■
Three punches, knee, sweep, rolling kick – ▲, ▲, ▲, ⇨ + ▲, ⇨ + ✕, ■
Two punches, roundhouse – ▲, ▲, R1 + ▲
Two punches, uppercut, reverse crescent kick – ▲, ▲, ■, ■
Three punches, elbow – ▲, ▲, ▲, ■
Three punches, low fakeout – ▲, ▲, ▲, ■, ✕
Punch, side kick, sweep – ▲, ■, ✕
Punch, side kick, mule kick – ▲, ■, ⇨ + ■
Punch, side kick, side kick, gut punch – ▲, ■, ■, ■
Two punches, sweep – ▲, ▲, ✕
Two side kicks – ■, ■

OLIEMS

Height: 198 cm
Weight: 110 kg
Age: 20

Normal Attacks
Three punches, roundhouse – ▲, ▲, ▲, ■
Two punches, axe kick – ▲, ▲, ■, ■
Two punches, kick, head-butt, chicken dodge – ▲, ▲, ■, ⇨ + ■
Blur punches – ⇦ + ▲, ▲, ▲, ▲, ▲
Blur punches, gut punch, three backfists – ⇦ + ▲, ▲, ▲, ▲, ▲, ■, ▲, ▲, ▲
Blur punches, low kick, head-butt, chicken dodge – ⇦ + ▲, ▲, ▲, ▲, ✕, ⇨ + ■, ■
Blur punches, low kick, power head-butt – ⇦ + ▲, ▲, ▲, ▲, ✕, ■
Blur punches, overhead kick – ⇦ + ▲, ▲, ▲, ■
Axe kick – ■, ■
Gut punch, scissors kick – ⇨ + ■, ■

HOM

Height: 180 cm
Weight: 150 kg
Age: 21

Normal Attacks
Two punches, roundhouse – ▲, ▲, ▲
Three punches, uppercut – ▲, ▲, ■, ■
Three punches – ▲, ■, ■
Two punches, sweep – ▲, ■, ✕
Punch, sweep – ▲, ✕
Infinity punch – ▲ (long tap), ▲
Infinity punch, mid punch – ▲ (long tap), ▲, ■
Split kick, uppercut – ⇩ / ⇧ / ⇦ + ▲, ■
Split kick, sweep – ⇩ / ⇧ / ⇦ + ▲, ✕
Double uppercut – ⇦ + ■, ■
Uppercut, sweep – ⇦ + ■, ✕
Axe kick – ⇨ ⇨ + ■, ■
Overhead punch – ⇨ ⇨ + ▲
Overhead, spinning punch – ⇨ ⇨ + ▲, ■

Monkey sweep, power step – ⇦ ⇩ ⇧ + ■, ✕
Power punch – ⇨⇨ + ■
Heel kick – ⇨⇨ + ▲
Reverse flip – ⇦⇦ + ■
Left upper – ⇩ + ■
Right upper – ⇧ + ■
High kick, roundhouse – R1 + ▲, ▲
Left hook, right hook – R1 + ⇦ + ▲, ■
Left hook, right hook, power punch – R1 + ⇦ + ▲ + ■, ■
Power punch, uppercut – R1 + ⇦ + ■, ■
Super punch – R1 + ⇦ + ■, ▲
Uppercut, uppercut – R1 + ⇨ + ■, ■
Low sweep – R1 + ✕
Right hook fakeout – R1 + ✕, ■
Low sweep, double scissors kick – R1 + ✕, ■, ■
Low sweep, triple scissors kick – R1 + ✕, ■, ■, ■
Elbow, backhand – ■, ■, ■

Turning Attacks (back turned)

Backfist, two punches, trip, side kick, reverse flip – ▲, ▲, ▲, ✕, ■, ■
Backfist, two punches, trip, sweep – ▲, ▲, ▲, ✕, ✕
Backfist, two punches, trip, side kick, power sweep – ▲, ▲, ▲, ✕, ■, ✕
Backfist, punch, gut punch – ▲, ▲, ■
Backfist, punch, power gut punch – ▲, ▲ + ■, ■
Backfist, punch, sweep fakeout – ▲, ▲ + ■, ■, ✕
Horse kick – ■

Dodge Attacks

Jumping roundhouse – ⇩ ⇩ + ▲ (or ⇧ ⇧ + ▲)
Shoulder ram – ⇩ ⇩ + ■ (or ⇧ ⇧ + ■)
Trip – ⇩ ⇩ + ✕ (or ⇧ ⇧ + ✕)

While Standing

Throws

Over-shoulder trip – (grab) ■
Back toss – (grab) ⇦ + ■
Forward trip – (grab) ⇨ + ■
Shoulder toss – (grab) ⇧ / ⇩ + ■
Tackle – (grab) (pull) ⇨ + ■
Face punch – (tackle) ▲
Low punch – (tackle) ✕
Back toss – (tackle) ■
Hip toss – (side grab) ■
Shoulder toss – (side grab) ■
Gut throw – (back grab) ■
Double scissors – (crouch) ■

Close Range

⇦ + R1 + ■, ▲

Low kick, trip – ■, ✕
Low kick, side kick, roundhouse – ✕, ■, ▲
Low kick, side kick, sweep – ✕, ■, ✕
Low kick, Two side kicks – ✕, ■, ■
Low kick, Two side kicks, knee – ✕, ■, ■, ⇨ + ▲
Low kick, Two side kicks, knee, rolling kick – ✕, ■, ■, ⇨ + ▲, ■
Low kick, two side kicks, knee, sweep, rolling kick – ✕, ■, ■, ⇨ + ▲, ⇨ + ✕, ■
Mule kick (you can chain this into any combo starting with ■) – ⇨ + ■
Super mule kick (hold back to delay) – ⇨ + ■, ⇦
Crescent kick – ⇨⇨ + ■
Crescent kick, power crescent kick, power sweep – ⇨⇨ + ■, ■, ✕
Rolling heel kick – ⇦⇦ + ■
Flying heel kick – ⇨⇨ + ▲
Flying roundhouse, sweep – ⇦⇦ + ▲, ✕
Crescent heel kick, sweep – ⇩ / ⇧ / ⇦ + ▲, ✕
Reverse crescent kick – ⇩ / ⇧ / ⇦ + ■
Right sweep, rolling kick – ⇨ / ⇧ / ⇦ + ✕, ■
Left sweep, crescent kick – ⇨⇨ + ✕, ▲
Elbow fakeout – ⇨⇨ + ✕, ■
Knee – ⇨ + ▲
Three roundhouse kicks – R1 + ■, ■, ■
Roundhouse, uppercut, sweep – R1 + ▲, ■, ✕
Roundhouse, uppercut, crescent kick – R1 + ▲, ■, ■
Roundhouse, mule kick – R1 + ▲, ⇨ + ■
Roundhouse, gut punch – R1 + ▲, ⇦ + ■
Heel upper – ⇨ + R1 + ■

Reversals

High/mid attack reversal – ⇦ + R1 + ■

Turning Attacks (back turned)

High chop (you can chain this into any combo starting with ▲) – ▲
Reverse crescent kick – ■
Low swipe – ✕

Dodge Attacks

High roundhouse sweep – ⇩ ⇩ + ■ (or ⇧ ⇧ + ■)

While Standing

Throws

Spinning throw – (grab) ■
Reverse trip – (grab) ⇦ + ■
Forward trip – (grab) ⇨ + ■
Stomach throw – (grab) ⇧ / ⇩ + ■
Neck throw – (side grab) ■
Stomach throw – (back grab) ■
Flip over (when enemy is crouching) – ⇨⇨ + R1 + ■
Low crescent – (crouch) ■

Close Range

▲, ■, ⇨ + ■, ⇦

Head-butt, chicken dodge – ⇨⇨ + ■, ■
Three uppercuts, chop – ⇦ + ■, ■, ■, ■
Three uppercuts, overhead kick – ⇦ + ■, ■, ▲, ■
Two uppercuts, blur punches, head-butt, hook – ⇦ + ■, ■, ▲, ▲, ✕, ⇨ + ■, ■
Two uppercuts, blur punches, power head-butt – ⇦ + ■, ■, ▲, ▲, ✕, ■
Heel kick – ⇦⇦ + ■
Backfist – ⇦⇦ + ▲
Backfist, elbow, overhead kick – ⇦⇦ + ▲, ▲, ■
Flying heel kick – ⇨⇨ + ▲
Flying heel kick, stomp – ⇨⇨ + ▲, ■
Kick, head-butt, hook – ■, ⇨ + ■, ■
Head-butt, chicken dodge – ⇨⇨ + ■, ■
Infinity low kicks – ✕, ✕
Infinity low kicks, stomp – ✕, ✕, ■
Three backfists – R1 + ■, ■, ■
Backfist, punch, gut punch – R1 + ▲, ■, ■
Backfist, punch, swipe – R1 + ▲, ■, ✕
Backfist, swipe – R1 + ▲, ✕
Charge, roundhouse – ⇦/⇨ + R1 + ■, ▲
Charge, overhead kick – ⇦/⇨ + R1 + ■, ■
Charge, sweep – ⇦/⇨ + R1 + ■, ✕
Sweep, head-butt, chicken dodge – R1 + ✕, ■, ■
Sweep, power head-butt – R1 + ✕, ■

Turning Attacks (back turned)

Elbow, overhead kick – ▲, ■
Back flip – ■

Dodge Attacks

Side hook – ⇧ ⇧ + ■ (or ⇩ ⇩ + ■)

While Standing

Gut punch – (crouch) ⇨ + ■

Throws

Body slam – (grab) ■
Jumping suplex – (grab) ✻ + ■
Back breaker – (grab) ⇨ + ■
Shoulder breaker – (grab) (push) ■
Stomach throw – (grab) ⇧ / ⇩ + ■
Body drop – (side grab) ■
Atomic drop – (back grab) ■
Stomp – (crouch) ⇨ + ■, ■

Close Range

⇦ + R1 + ■

Half axe, power punch – ⇨⇨ + ■, tap ▲
Half axe, sweep fakeout – ⇨⇨ + ■, tap ▲, ✕
Extended grab – ⇦ + R1 + ■
Switch off – ⇩ + L1 + R1
Two kicks, head-butt – ⇨ + ■, ■, ⇦ + ■
Three kicks – ⇨ + ■, ■, ▲
Back flip, breakdance kicks, (rocket dash) – ⇦⇦ + ■, ✕, ✕, ✕, ■, (⇨)
Helicopter kicks – ⇦⇦ + ■, ■, ⇩ + ■
Low kick, double punch – ✕, ■
Two low kicks, kick – ⇨ / ⇩ / ⇧ + ✕, ✕, ■
Flip, low kicks – ⇦⇦ + ✕, ✕, ✕, ✕
Flip, low kick, split, helicopter kick – ⇦⇦ + ✕, ■, ■, ⇩ + ■
Flip, low kick, high kick – ⇦⇦ + ✕, ▲
Roundhouse, infinity punch – R1 + ▲, ■, ■
Roundhouse, sweep – R1 + ▲, ✕
Rocket dash – ⇦ + ✕

Turning Attacks (back turned)

None

Dodge Attacks

⇧ / ⇩ + ■

While Standing

None

Throws

Head slam – (grab) ■
Power bomb – (grab) ⇦ + ■
Head slam – (grab) ⇨ + ■
Stomach throw – (grab) ⇧ / ⇩ + ■
Somersault throw – (grab) (push) ⇦ + ■
Elbow throw – (side grab) ■
Body toss – (back grab) ■

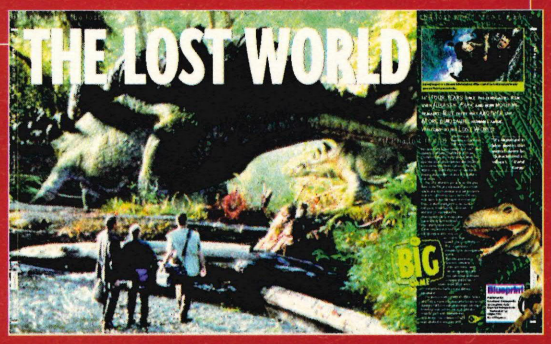
Close Range

⇨⇨ + ■, ▲, ▲

PLAY

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

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



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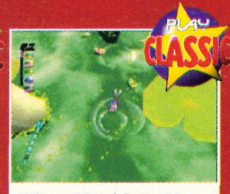
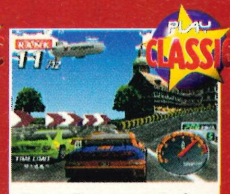
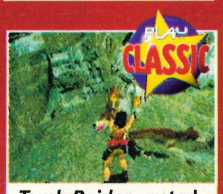
Soul Blade – rated 96% in PLAY!



Micro Machines V3 – rated 92% in PLAY!



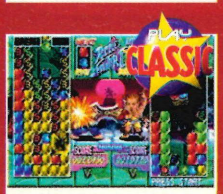
Rage Racer – rated 94% in PLAY!



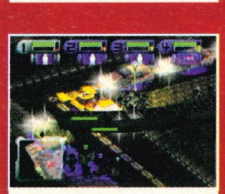
Tomb Raider – rated 94% in PLAY!

ISS Pro – rated 84% in PLAY!

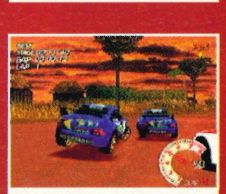
Resident Evil – rated 95% in PLAY!



Super Puzzle Fighter – rated 90% in PLAY!



Syndicate Wars – rated 85% in PLAY!



V-Rally – rated 87% in PLAY!

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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.

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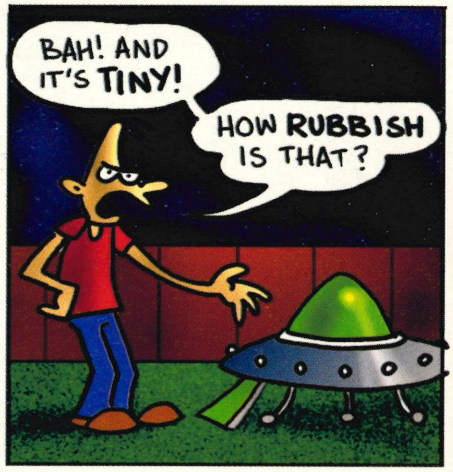

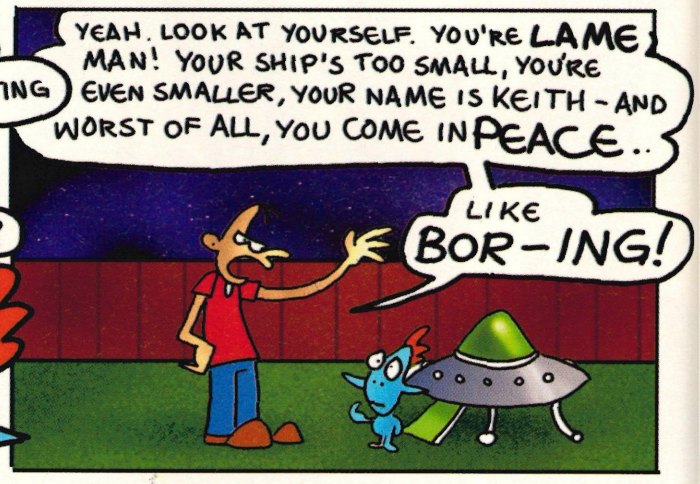

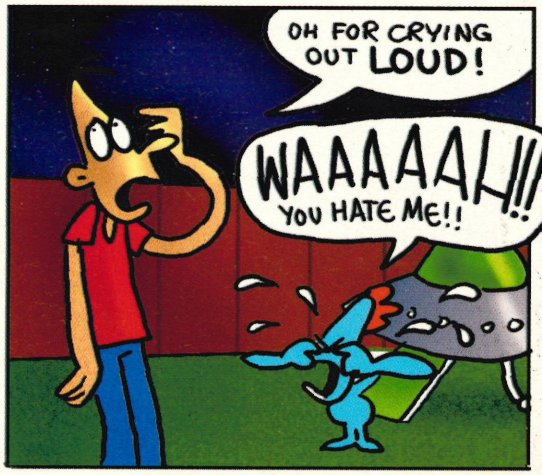

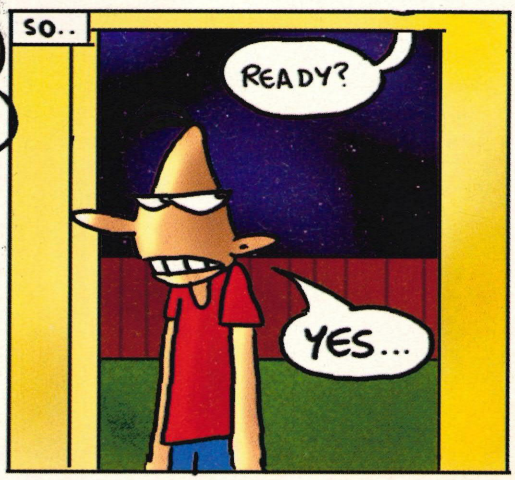

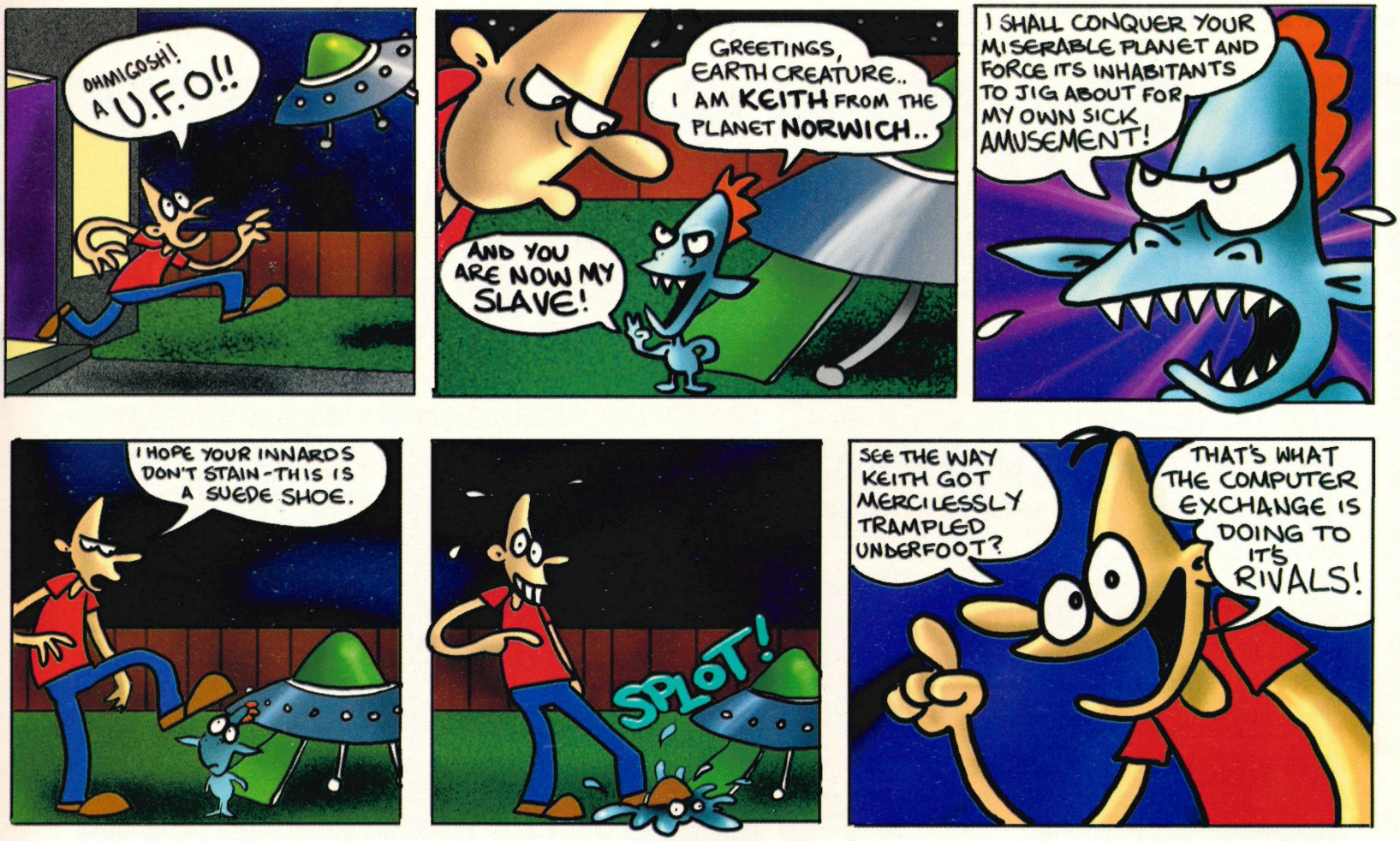

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BROKEN HE

GENETIC RESEARCH, TICKING BOMBS AND MAD SCIENTISTS. ALL IN A DAYS WORK AT PLAY TOWERS, BUT A SERIOUS PROBLEM IN KONAMI'S AREA 51 SHOOT-'EM-UP.

Written By Tom Sargent

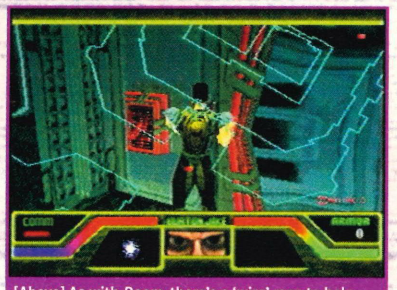
Whether you believe the speculation about the function or even existence of the infamous Area 51 and the crashed alien technology that it allegedly harbours, the concept of visitors from another part of the galaxy is a mouth-watering prospect and one that Konami has embraced in its latest foray into the world of 3-D shoot-'em-ups.

[Above] There's buckets of blood flying All over the screen. Which is nice.

GRUNTS

You fill the boots of the wise-cracking Jake Burton, bomb disposal expert and master of the one-liner. Burton's latest mission is to stop a couple of rogue scientists who, after having worked on a top secret project code named *Broken Helix*, have decided to plant a couple of bombs within the compound. It's up to you to find and diffuse them in 20 minutes. On subsequent missions however, Jake is chaperoned by a bunch of psychotic marines led by 'Arnie' impersonator, Black Dawn whose real intention is revealed only after completing the first mission.

[Above] Have a chat with a reporter... then shoot her!



[Above] As with *Doom*, there's a 'wire' map to help you get around and spot a few of those little nooks and crannies that you may have missed.

[Above] Watch the scientists explode in a shower of fire and giblets and then listen to Jake's sick humour kick in. *Broken Helix* can be viewed from behind the character or through his eyes.

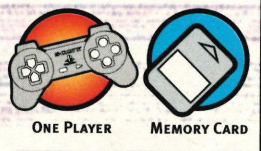
Initial impressions of *Broken Helix* are very disappointing indeed, as the base's interior is so incredibly pixelated and lacking in background detail and characters, that the temptation to reach for the 'off' switch before you've really started is a strong one. Many of the levels are steeped in darkness too, which unequivocally adds to the atmosphere, but as the graphics are so ancient-looking it can confuse and disorientate the player. Nevertheless, beneath this shoddy exterior there's a thoroughly interactive adventure waiting to be explored. For example, there's constant sarcastic chatter between the marines, which is made infinitely funnier by the gung-ho rantings of Bruce Campbell of *The Evil-Dead* fame and the constant tinkering with consoles, remote droids and key cards.

RESIDENT RAIDER

Controlling Jake is performed in the same way as playing any other first-person

PLAY INFORMATION

Publisher: Konami
Supplier: The Video Games Centre: 01202 527314
Price: £59.99
Release date: Out Now (Import)

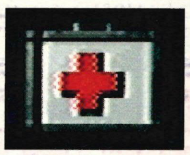


ONE PLAYER MEMORY CARD

PICK-ME-UPS

THERE'S PLENTY OF OBJECTS AND COLLECTIBLES TO PICK UP AND USE ALONG THE WAY. USE THEM TO GAIN ACCESS TO OTHER AREAS, RE-ENERGISE POWER AND ACTIVATE SPECIAL MACHINERY.

SMALL ENERGY BOOST



MEDIKIT

LARGE ENERGY BOOST

BOX OF GRENADES

GAME SAVE CD

DETONATOR

BLUE KEY CARD

GREEN KEY CARD

RED KEY CARD

PHOTOGRAPH OF YOUR DEAD FATHER

:LIX

"Initial impressions of the game are disappointing indeed..."

[Above] Use the butt of your gun to smash the spinning remotes. Kaboom.

shoot-'em-up, ie running around, strafing, jumping and looking up and down, but we have seen this system functioning better in *Lifeforce Tenka* and *Alien Trilogy*. The action can be viewed from a *Tomb Raider*-esque perspective and also zoomed right in to the first-person. Jumping is a bit awkward and the detail on all of the texture mapped polygonal characters is below-par. The game gallops along at a sprightly 30 fps, but this is hardly surprising bearing in mind the relative lack of detail and the absence of a sprint button.

Similarly to *Resident Evil*, there's an ongoing storyline thanks to a smattering of polygonal cut-scenes, which break-up the slaughter of enemies quite nicely. As a consequence of your actions, there are four possible routes to take and ten enormous levels to wade through comprising of dark corridors and (later on) huge cavernous sections as you approach the Alien Queen.

Last month, *Overblood* managed to successfully unite various gaming styles but you can't help feeling that *Broken Helix* fails to consolidate them quite as convincingly. The concept and story is good and the sound in particular is excellent, but with sequels to *Resident Evil* and *Tomb Raider* approaching, the competition is going to be tough.

It's a shame, because there are many endearing features: disposing of enemies by squashing them underfoot or with the butt of your gun, a high level of comedy mixed with good puzzles and enemies that demonstrate good AI by sneaking up on you, to name but a few. Ignore the graphical blemishes and there's an engrossing game trying to get out.

BAD TO THE BONE

There's a potentially lethal encounter around every corner in *Broken Helix*. Although baddies tend not to attack in huge numbers, there's still more than enough to keep you on your toes.

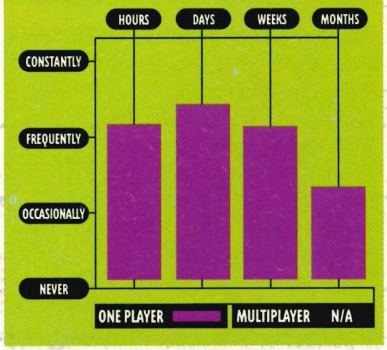
Bog standard nasties who rush at you with guns, but are pretty easy to deal with. Stun, rob and then squash them (not necessarily in that order).

These metallic dart flights patrol later levels in groups of up to four. Take them out before they pick you off with their lasers.

These rotating razors are lethal at close range, but can be avoided if you duck down and crawl.

This nasty creature is a tricky begger and has lethal knives for hands. Keep your distance and pick him off.

LONG TERM PLAY...

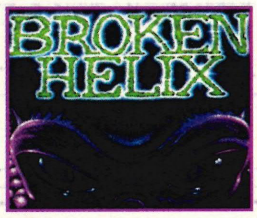


[Above] Use the panels to activate/deactivate guns and also to take control of a remote hovering robot to reach otherwise inaccessible areas.

[Above] Shoot the gun-toting enemy with the stun gun.

[Above] Crawling along the ground is useful for sneaking up on people/ aliens.

[Above] Don't blow the female scientists up until you've probed them for information.



[Above] Lighting is excellent, but it can get a bit too dark.

[Above] Take control of the robot via a nearby console.

PLAY

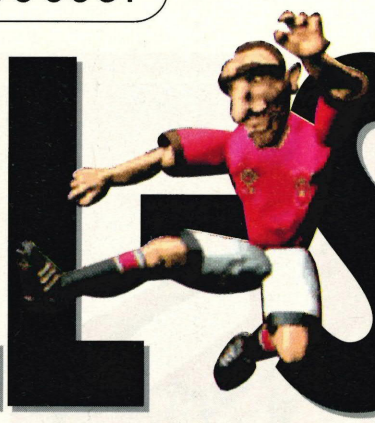
Looks	●●●●●○○○○○
Sounds	●●●●●●●●○○
Gameplay	●●●●●●●○○○
Value	●●●●●●●○○○
Genetic	●●●●●●●○○○

PLAYED 75%

A solid, story-driven 3-D romp.

ALTERNATIVELY:
Lifeforce Tenka (86%)
Overblood (86%)

ALL-STAR S



CUSTOMISE YOUR OWN SQUAD AS EIDOS INVITES US TO PLAY FRANKENSTEIN FOR THE DAY IN ITS NEW COMEDY FOOTBALL GAME.

Written By Tom Sargent

Bonkers! That's what this is. Forget everything you've ever seen in other football games because Eidos' latest simulation is completely mad! *All-Star Soccer* certainly isn't vying with the cream of the footballing crop regarding accuracy, but what it lacks in stunning graphics and real-life simulation, it more than makes up for in other 'alternative' areas.

You just need to start playing for a few seconds before the voice of sports impersonator supreme, Alistair McGowan, tickles the old funny bones with a range of brilliant and frankly cruel character assassinations. Peter Beardsley, Kevin Keegan and Eric Cantona being the most noteworthy examples amongst a cast of what seems like hundreds. Even when you've heard the voices a few times, they're still hilarious and keep you chuckling throughout each match. This is commentary of a completely different kind. Something original in a football game – whatever next?

[Above] You can pre-set the referees to be lenient, normal or strict. Oh dear, another yellow card for the Seventies throwback defender.

[Above] The 'keepers are pretty good and come out to challenge strikers given half the chance and snatch the ball from under their feet.

Cut 'n' Paste

What *All-Star Soccer* attempts (successfully in many ways) is to turn the whole footballing concept on its head. An entire team of, er, mutants can be created via the user-friendly and wholly professional menu system (well, Des Lynam *is* presenting after all). The View Squad icon lets you customise virtually any part of your team, including different heads, arms and legs.

If you choose powerful legs for a player, he will be extremely powerful and win most tackles, but he won't be very quick off the mark. You can deduce from this that a player of this stature is best suited to a defensive position and so on.

The list of options is quite astonishing, even the trimming on your socks and shirts can be altered. Suffice to say, a team of what can loosely described as escaped convicts dressed as clowns can be created. Okay, so you've created a hilarious squad of misfits and you're guaranteed a few laughs courtesy of McGowan, but how does the game itself fare?

Thankfully the gameplay hasn't suffered as much as you'd imagine. What you have is essentially a regular game of footy, but one where violence and flashy moves are actively encouraged.

Golden Boot

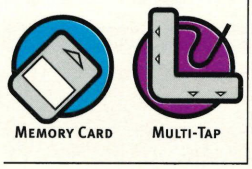
Hacking-down an opposing player as he steams through your defence only to be felled by a well-timed karate kick or punch is second to none. The animation is pretty good too, but there's still too much 'lag', meaning you sometimes have to anticipate tackles more than you'd like to.

Passing can be a little awkward, especially as there's no 'automatically pass to a fellow player' button. But after a

PLAY Information

Publisher: Eidos Interactive
Customer support: 0181 636 3000
Price: £44.99
Release date: Out now

One Player | Multiple Players

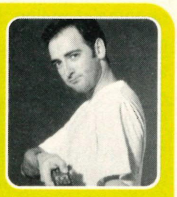


Memory Card | Multi-Tap

[Above] You certainly get a large target to stick the ball in.

[Above] You can score from quite a way back, as this Amsterdam Dykes striker is about to demonstrate.

LYNAM UP



ALISTAIR MCGOWAN IS THE TV CELEBRITY RESPONSIBLE FOR THE CRUEL, YET TOTALLY HILARIOUS VOICE-OVERS OF A WHOLE HOST OF FOOTBALL STARS. AS EXPECTED, THE LIKES OF PETER BEARDSLEY, JURGAN KLINSMAN, JACK CHARLTON, ERIC CANTONA (AND MY OWN FAVOURITE) KEVIN KEEGAN TAKE AN ABSOLUTE BATTERING FOR THE CAUSE OF COMEDY. THEY ALL APPEAR RANDOMLY AND ADD TREMENDOUSLY TO THE SPIRIT OF THE GAME.

SOCCER

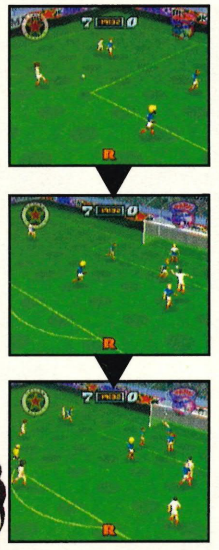
The GAMES that Time Forgot

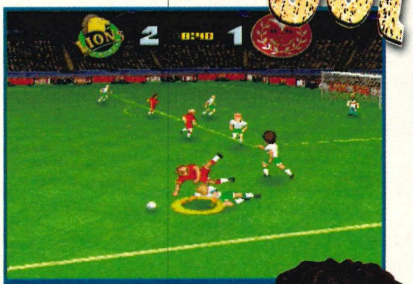
PAINTING BY NUMBERS

A MEATY SECTION OF THE GAME CONSISTS OF CREATING A TEAM. THANKS TO THE WONDERS OF CREATION YOU CAN BUILD EACH PLAYER FROM SCRATCH. A TYPICAL PLAYER WILL HAVE A PINK BOUFFANT, LOUD SHIRT WITH MATCHING SHORTS, MATCH-STICK LEGS AND A HUGE TORSO. YOUR AVERAGE LOOKING PLAY REVIEWER THEN. (YOU THINK WE'RE JOKING). THE COMPUTER WILL RANDOMISE EVERY MEMBER OF THE TEAM IF YOU SO WISH.

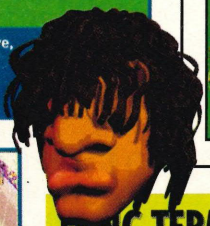
GOOD HEAD!

TO PULL OFF A HEADER MAKE SURE THAT YOU PRESS THE CORRECT BUTTON WELL BEFORE THE BALL ARRIVES FROM THE CROSS OR CHIP.



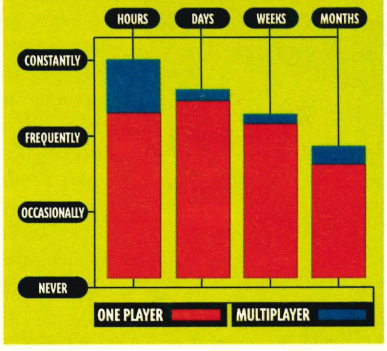


[ABOVE] Slide tackles are effective, but you stay on the ground for a couple of seconds afterwards.

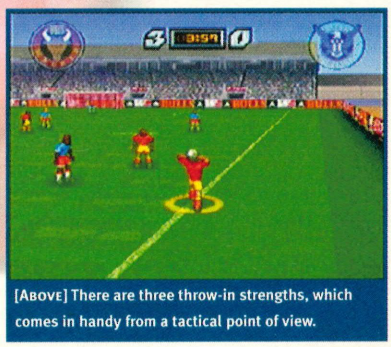


[ABOVE] Score from tight angles and using the after-touch can make a substantial difference too.

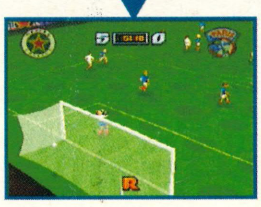
LONG TERM PLAY...

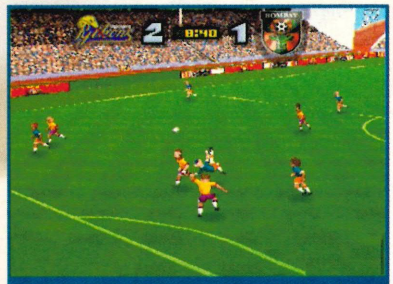


"Brilliant, and quite frankly cruel commentary by Alister McGowan..."

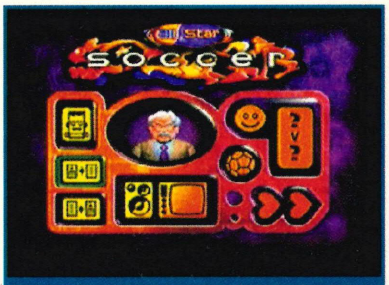


[ABOVE] There are three throw-in strengths, which comes in handy from a tactical point of view.





[ABOVE] Yes, you can do an overhead kick! It looks spectacular when you manage to get it on target.



[ABOVE] From the main screen a plethora of options can be accessed immediately.

couple of games, initial frustration with the relatively difficult control system is replaced by a feeling of achievement when you learn how to head the ball to players from the kick off. Or use the speed burst only when its necessary as opposed to running around like a headless chicken.

From corners you can do bicycle kicks and volleys too, so most of the usual moves are there if you want to play by the normal rules. To top off this comprehensive little package, there is an impressive number of game modes: Friendly, League, Cup, Custom League and Custom Cup – and all this with up to eight players competing together.

All-Star Soccer is by no means the last word in soccer games, but we found it perfectly playable and above all, fun. It's no *ISS Pro*, but the commentary and novel team creation system puts it well up in the league.

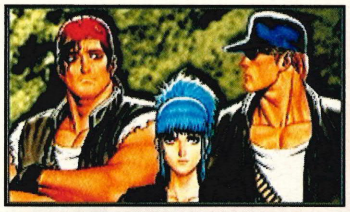
PLAY

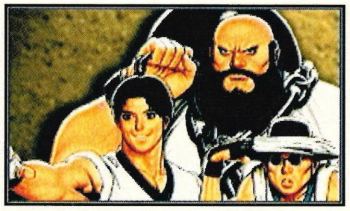
LOOKS	7
SOUNDS	8
GAMEPLAY	7
VALUE	7
NOVELTY	7

PLAYED 80%

Sunday League Football!

ALTERNATIVELY:
ISS PRO (84%)
SOCCER '97 (82%)



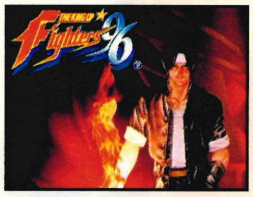


KING OF FIGHT

IN THE AGE OF EXTREMELY REALISTIC BEAT-'EM-UPS WHICH USE EVERYTHING FROM REAL MOTION CAPTURED MARTIAL ARTISTS TO GAURAUD SHADED PECTORALS TO STAY AT THE FOREFRONT OF THE TECHNOLOGY, WE HAVE ONLY ONE QUESTION – WHO'S STILL BUYING THIS STUFF?

Written By Graeme Nicholson

The death of



SNK's Neo Geo console means the company is now trying to push its famous brand of old style flat beat-'em-ups onto the newer machines in an attempt to stay in the business. Sadly, *King of Fighters '96* is a clear example of this predicament.

These days most gamesplayers will only tolerate a few two-dimensional fighting games that are extremely playable, like *Street Fighter Zero 2* (*Alpha 2* in the UK – Ed) or the *Mortal Kombat* games that many still love. But this is just another run-of-the-mill *Street Fighter* clone, with vivid colours, tightly dressed women and even the odd "hadoken!"

A sea of 28 characters' faces stare out at you from the selection screen, every one of them a typical mercenary that could appear in any one of these games. Do you choose the short, hunched over beast with the claws or the girl in the underwear? The guy in the kickboxing shorts or the brightly coloured karate outfit? This is very old territory that doesn't need to be revisited.

FATAL FURY

The basic moves are divided into light and hard attacks, with the usual drawbacks of the powerful hits being slower and leaving you more open to receiving a boot in the privates, courtesy of a quick thinking opponent. Projectiles and super strong attacks are done with a combination of the traditional "fireball" moves where you roll the D-pad from one side to the other, and regular punches or kicks.

[Above] With the power meter full up, you can add some extra spice to the old moves, like with this flaming axe kick.

As you scuffle, each of the players have power meters that build or diminish according to the balance of the brawl. If yours gets to the top you can briefly switch your character to Max Mode with an easy three button pattern that is thankfully universal for every player. Once in this aggravated state of mind normal moves pack a more powerful punch and a few extra combos become available.

One of the few plus points is that *King of Fighters '96* is uncommonly responsive to your joypad commands, so much so that on the fifth and highest speed setting you still feel very much in control. Watch *Enter the Dragon* on fast forward if you want to get an idea how this looks!

SAMURAI SHOWDOWN

Nearly every type of combat has been included, so you can go for a team fight;

[Above] At the game's highest speed setting, you can get away with confusing stunts like jumping over someone's head and jabbing their ribs from behind.

[Above] What would a beat-'em-up be without the expected fat-and-slow-but-really-strong fighter in there? More fun than this.

PLAY INFORMATION

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

ONE PLAYER | MULTIPLE PLAYERS

MEMORY CARD

TERS '96

[Above] The first fight is almost always against your alter ego, so only one character needs to be loaded before the game begins.

picking the three best bruisers to go against their equally matched enemies in quick succession. Or try the Survivor option if you want to see how many assailants you can take on with just one health bar before you drop sweating and breathless to the floor.

But all the modes and options in the world can't rescue *King of Fighters '96* from its predictable moves and effects, constructed using everything you've seen before and nothing you haven't.

With this style of game, each frame of the character animation has to be loaded into memory before a fight begins, and it really shows. Even if you took a perverse liking to *King of Fighters '96*, the frequent and obtrusive loading times would put an end to the habit before long. It's not even worth the wait, as the animation is acceptable but certainly nothing inspirational.

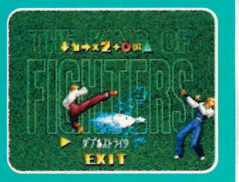
It all seems a bit tired and irrelevant when you consider *Tobal 2* will cost roughly the same amount of cash from an importers, and is a vastly superior title in every conceivable way.

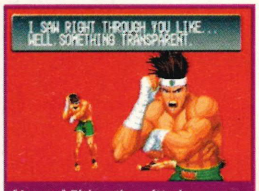
To say that *King of Fighters '96* is a bad game would be unfair, but there doesn't seem to be any sign that those who produced the title were trying to create something new. Only buy this game if you have played the better games on the market to exhaustion. This is tired stuff.

[Above] You can dragon punch your opponents so hard they burst into flames, a bit like another game which Capcom brought out several years ago.

TEACH ME

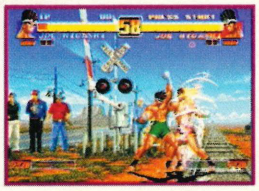
On the title screen you'll find an option called Extra Mode. Thinking this might be a few special PlayStation exclusive levels or fighters, we eagerly blundered in. No. It's a place for teaching you combos for whatever character you choose – but you just have to watch, you can't actually practice the moves there!

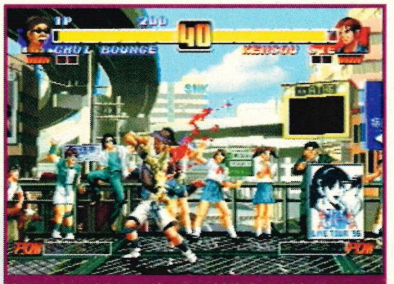




[Above] Either the witty humour was lost in the translation, or the script writers should be dragged into the street and shot.

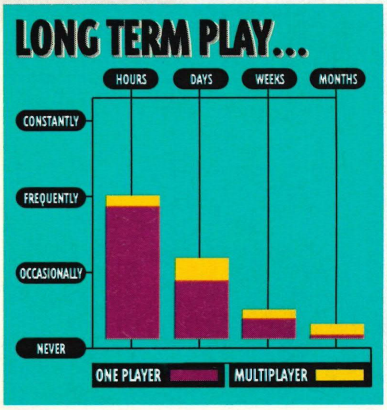
[Above] The intriguing "How To Play" section turns out only to have a handful of moves to learn.





[Above] Choi Bounce is a horrid little Freddy Kruger-inspired character, complete with dirty hat and blades on his fingers.

"Just another run-of-the-mill *Street Fighter* clone..."



PLAY

Looks	●●●●○○○○○○
Sounds	●●●○○○○○○○
Gameplay	●●●○○○○○○○
Value	●●○○○○○○○○
Steroids	●●●●○○○○○○

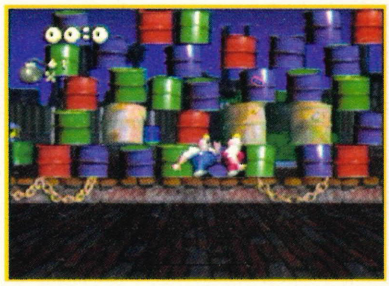
PLAYED 59%

Gameplay so old it belongs in a home!

Alternatively:
Street Fighter Zero 2 (94%)
Samurai Showdown (62%)

TRASH IT

SAVE THE TINY TIMMIES WITH YOUR HUGE MALLET AND JOIN GT FOR ITS UNIQUE RUBBLE-INDUCING PLATFORMER.



Written By Tom Sargent

In this Fred

Dibner-'em-up, you play Jack Hammer in an unusual puzzle-come-platform game, where you must reduce increasingly complicated buildings and structures to rubble with the aid of an enormous hammer, free the tiny Timmies, and reach a bell at the end of each level.

To begin with, the levels are pretty simplistic, consisting of piles of bricks and the odd item to destroy as well. But as you venture further, a modicum of strategy mixed with speed (due to the tight time limit) needs to be employed. There are three modes of play: Quest, Battle and Arcade, the latter two being multi-player affairs.

Unfortunately this doesn't save *Trash It* because it plays too sluggishly and becomes repetitive far too soon. A 16-bit game at a 32-bit price.

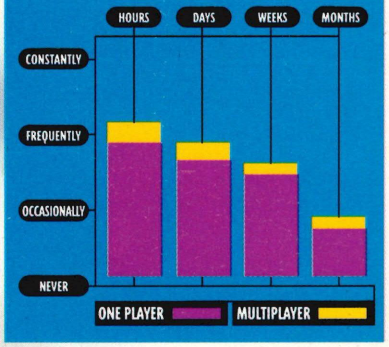
PLAY INFORMATION

Publisher: GT Interactive
Customer support: 0171 2583791
Price: £39.99
Release date: Out Now

ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | MULTI TAP

[ABOVE] The game essentially comprises of bashing blocks out strategically and finding the linchpin to bring the whole lot tumbling down.

LONG TERM PLAY...



PLAY

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

PLAYED 55%

Decidedly average puzzler. Yawn.

ALTERNATIVELY:
NOTHING COMPARES 2 U

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Logic 3

TRANSPORT T

WHO WANTS TO BE A MILLIONAIRE? MAKE A FORTUNE WITH OCEAN'S LAND, SEA AND AIR SERVICE-SECTOR SIMULATOR.

Written By Tom Sargent

Slated for a Summer '96 release, *Transport Tycoon* is seriously overdue. This is not a good omen for a game pertaining to transport efficiency, but thanks to Ocean, this dignitary of the PC strategy genus has finally pulled into the PLAY Office station. It's as challenging as ever and with the added bonus of a fully rotational 3-D view, containing towns and industries (power stations, coal mines and oil wells etc). This was not in the PC game.

FILTHY LUCRE

If you hadn't already guessed, *Transport Tycoon* places you in total control of your very own transport company, and pits you against other like-minded entrepreneurs in a race to become the world's most sickeningly-rich individual.

You begin your career in 1930 and have £100,000 on loan to start with and 100 years in which to prove your worth against some pretty ruthless opposition. Each time you embark on a new world it is randomly generated, which automatically increases the replay value, but doesn't drastically alter the relatively bland surroundings.

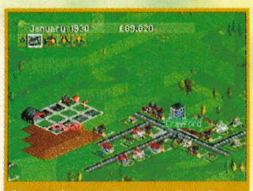
The basic concept is to construct the most profitable routes, thus bankrupting the computer competition. This is easier said than done. But thanks to a useful tutorial section you are gently introduced to the game's more thought-provoking and strategic elements deemed necessary to gain a firm advantage over rival companies.

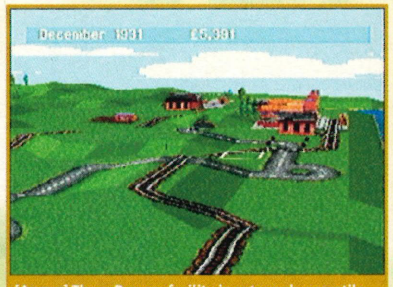
To effectively run a transport empire and rake in the dosh by moving cargo, passengers, mail, and goods to their correct destinations, there are a few ground-rules to bear in mind. This can prove frustrating at first, because while you are learning what is initially a complicated menu system with all of its rules, other companies are busily ripping up the ground and making money.

Besides mastering the lowering and elevation of the ground so that roads and railway tracks can be quickly laid down smoothly, appropriate industries must be linked by scouring the mini-map. For example, coal mines are shown in black and need to be linked with Power Stations (dark grey).

You can bet your bottom dollar that a rival will make use of the surrounding land if it is left untouched, and this is dependent on the difficulty setting. Choose a higher one and there are more opponents who become increasingly cunning.

[ABOVE] Watching your train chug out of the station is a fulfiling experience. Zoom in with the 3-D camera to watch it reach the next destination.


[ABOVE] Level the ground and construct either a small or large Airport.

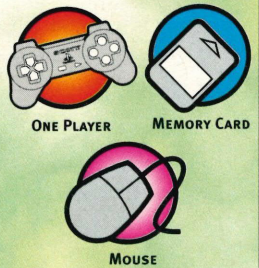


[ABOVE] The 3-D zoom facility is extremely versatile and from it you can view the immediate surroundings from any angle.

[ABOVE] Construct huge railway bridges to extend your railway line to small islands. Not only do they look spectacular, but they'll make you a huge profit.

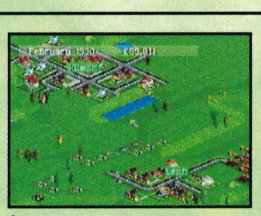
PLAY INFORMATION

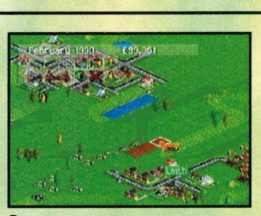
Publisher: Ocean
Customer support: 0161 8326633
Price: £49.99
Release date: Out now



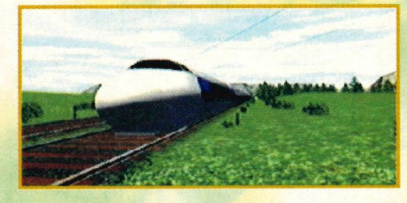
GROUND RULES

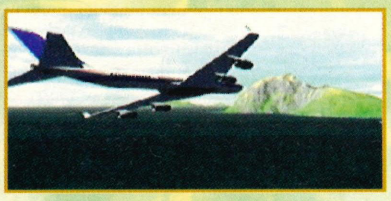
THE BEST WAY TO START THE GAME IS TO ESTABLISH A ROAD LINK WITH THE NEAREST TOWN. CHECK OUT THE MINI-MAP AND USE THE D-PAD UNTIL YOU DISCOVER TWO SUITABLE TOWNS WITHIN CLOSE PROXIMITY. THERE ARE USUALLY A COUPLE OF ROADS ALREADY HALF BUILT LEAVING BOTH TOWNS, WHICH GIVES YOU AN INDICATION AS TO WHERE TO START TEARING-UP THE LANDSCAPE AND LAYING THE ROAD SECTIONS.


ALTHOUGH THE TOWNS ARE CLOSE, THERE IS STILL NO ROAD LINK. YOU CAN SEE WHICH TWO SECTIONS NEED JOINING.

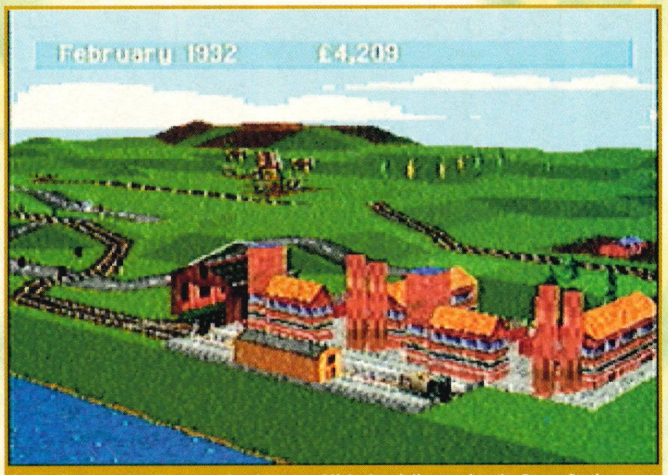

BEFORE YOU LAY THE ROAD, SEND IN THE DIGGER TO REMOVE ANY UNWANTED OBSTACLES SUCH AS TREES AND BOULDERS.

ONCE THE GROUND HAS BEEN LEVELLED, SECTIONS OF ROAD CAN BE ADDED, SINGULARLY OR IN STRIPS (AS ABOVE).





TYCOON



[Above] Here your train system has been established to deliver coal to the Power Station from the Coal Mines.

[Above] If you build a tunnel from one side of the world to the other you can make stacks of money, because your competitors can't build over you.

[Above] As long as the ground is level, you can build absolutely anywhere. Sometimes it's fun just to mess around with the camera views.

Folding Stuff

Everything is played out in real-time, making your strategic decision-making and dexterity with the main menu bar all the more crucial. As years pass by technological innovations can be taken advantage of, but there's always something just around the corner to hamper progress. This could come in the form of a natural disaster, such as an earthquake, an obtrusive council, or simply another company muscling-in on your territory.

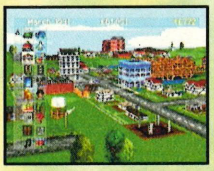
Visually, *Transport Tycoon* is disappointing in its isometric form, as once more we have to suffer the slings and arrows of a lower resolution. Although it has to be said that the 3-D zoom facility is wonderfully versatile and brings a refreshing perspective to a genre notorious for abandoning graphical polish.

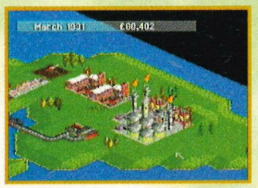
Transport Tycoon is extremely rewarding if you're prepared to put in the hours getting to grips with the menu-driven interface. Is this type of simulation what PlayStation owners crave? Perhaps not, but it is certainly a welcome alternative to a shoot-'em-up or driving game and provides a level of gameplay and longevity rarely seen on a console.

[Above] Your buses have been given their orders and are leaving the depot to make loads of lovely wonga! Watch them in 3-D as they rush around town.

Zoom With A View

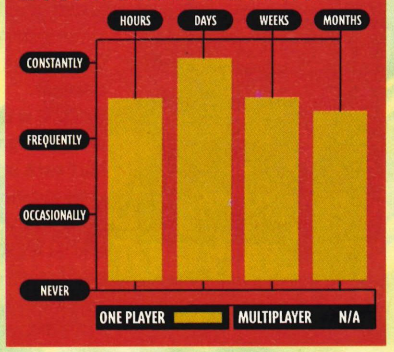
From a fixed point, you can zoom right in. This not only looks pretty, but allows you to view your transports in minute detail as they go about there business.





[Above] Linking appropriate industries is crucial. Use the mini-map to set up the correct routes.

Long Term Play...



"Visually, *Transport Tycoon* is pretty disappointing..."

PLAY

Looks	●●●●●●○○○○
Sounds	●●●●●●●○○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●○○
Capitalist	●●●●●●○○○○

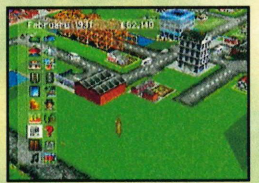
PLAYED **78%**

Absorbing, but not that suited to the PSX.

Alternatively:
Sim City 2000 (75%)
A-Train (62%)

You've established the link between two towns. Now get those buses running so you can start repaying the bank.

A depot and two bus stations can be placed in each town, so that buses can be built and serviced.

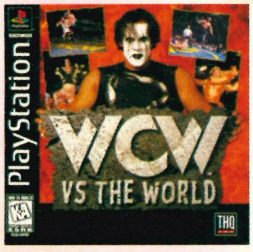


Viewed from the 3-D angle, the bus service is up and running. Other services are set up in much the same way.

WCW VS THE

PANTOMIME IN LYCRA, A OR GENUINE SPORTING CHALLENGE? DECIDE FOR YOURSELVES AS WE JOIN T-HQ FOR A BOUT OF THEIR OFFICIALLY ENDORSED WRESTLING SIMULATION.

Written By Tom Sargent



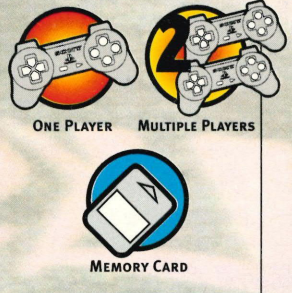
There's something distinctly worrying about televised American-style wrestling, and this feeling is magnified tenfold when you witness the inane grins and blood-lust on the faces of the heaving crowds who flock to see this charade.

But if watching sweaty blokes writhe around in garish costumes and pretend to hurt each other is your idea of entertainment, you'll be pleased, nay ecstatic, that T-HQ has snapped-up the official WCW licence, where one or two players can control or pulverise the likes of Hulk Hogan, Sting, Unknown and Lex Luger.

In fact, there's an incredible 60 'gladiators' from seven different federations to choose from on the options screen, sporting between 30 and 40 moves each, including a 'special' signature move. Some of these aren't unique to just one wrestler, but there's still a fair smattering of them to enjoy. The hilarious crotch butt being one of the most memorable.

PLAY INFORMATION

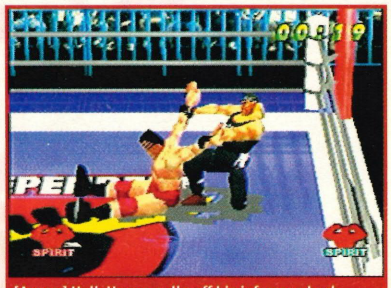
Publisher: T-HQ
Customer support: 01372 745222
Price: £39.99
Release date: Out Now



BRAIN DAMAGE

If you're a fan of what we'll loosely define as 'the sport', *WCW Vs The World* is actually rather good. The pace of the game is relatively pedestrian, but when did you ever see these lumbering giants move like the adrenaline-pumped warriors witnessed in *Soul Blade* and *Tobal No2?* It's a different approach to fighting and quite a welcome one, which suits the style of fighting perfectly well. Control of your chosen wrestler is done via the facia and shoulder buttons and after some initial confusion, you soon learn to time your button presses instead of the traditional frantic combo-bashing exploited in nearly every other beat-'em-up.

Depending on where you are standing in relation to your opponent, different moves are activated. Pressing and holding the grab button as opposed to tapping it lightly will execute a different move too. Before long, it suddenly dawns on you that by strategically placing yourself in certain positions and directions, varieties of throws, kicks and punches are at your disposal with the minimum of fuss. There is a downside, however. A serious dearth of defensive moves and this fact rears its ugly head when an opponent floors you.



[ABOVE] Hulk Hogan pulls-off his infamous back-breaker.

Instead of being able to wriggle out of a particular hold, you have to endure the ten second rigmarole of being tied in knots or contorted into some ridiculous (but seriously amusing) position of submission.

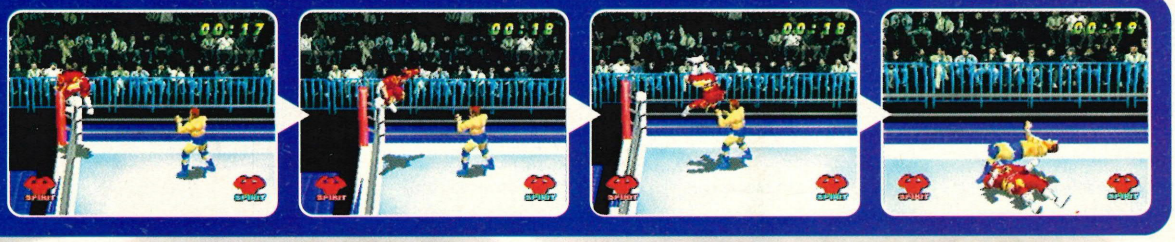
MEN IN TIGHTS

There are seven modes for you to choose from. Three of these (Best of Seven,

[ABOVE] Punching the other wrestler's face in. Sting demonstrates one of the less subtle moves in his repertoire.

HIGH FLYERS

ONE OF THE NEATEST TRICKS IS CLIMBING UP ONTO THE ROPES IN THE CORNER AND ATTEMPTING TO FELL YOUR OPPONENT BY LEAPING ONTO HIM. EFFECTIVE WHEN ACCOMPLISHED, BUT PAINFUL IF YOU MISS!



WORLD

[Above] Oh please get up. Look, I'll do a cartwheel for you. Weeeeeee!

[Above] Close-quarter smooching is highly encouraged before the bouts begin.

[Above] Taunting the crowd boosts your 'Spirit' level. Here Hulk Hogan poses before bashing the brains out of Ultimo Dragon.

Tournament and League Match) allow you to create your own belts to compete for and stake in future matches. League Challenge, Exhibition, Elimination and Title Match let players compete for pre-existing belts, but we're astonished by the exclusion of a tag-team option. Why?

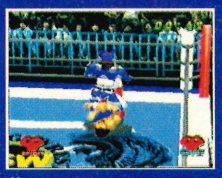
It would have been the icing on any potential armchair wrestler's cake and is sorely missed as a consequence. A special feature is the 'Spirit' of each wrestler representing his mental state which is displayed at the bottom of the screen in the form of a metre. As it increases (turns whiter) your moves, blows, stamina and recovery time will increase and it's at this time that you should showcase your special moves to win a bout.

Ultimately, T-HQ has produced a thoroughly enjoyable simulation of a comedy sport, that deserves praise for the wealth of colourful characters, moves and options made accessible for grapple fans to wrestle (sorry) with. Notwithstanding minor flaws, there are potentially hours of fun to be had if you can live with the reduced pace of the action.

"A thoroughly enjoyable simulation of a comedy sport..."

SLICK AND TWISTED

Every wrestler has a special move, which can be put into motion by a simple button combination. Here are some of the tastier ones.

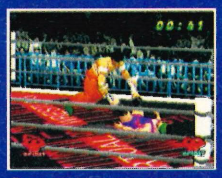


Here, the unfortunate recipient of this move get tied up in knots. Ouch!

The Thigh breaker. Nasty little special this; you can almost feel the bone break.

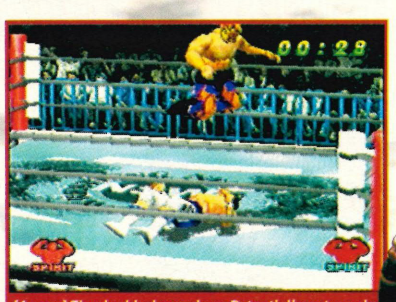
Here, Sting twists his opponent around and puts him into an impossible to escape from back-breaker.

Hulk Hogan demonstrates the sheer brutality of his 'Python' special. Basic, but very effective.



Perhaps the funniest special in the entire game. With legs akimbo, the poor felled wrestler is head-butted in the balls, which is accompanied by a perfectly-timed bell sound when contact is made.

[Above] You can manoeuvre yourself into a position to drag the other wrestler up by his hair. Ouch.



[Above] The double-knee slam. Potentially extremely nasty, but as we all know, there's no real contact.

PLAY

Looks	●●●●●●●○○○
Sounds	●●●●●●●○○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●○○
Lycra	●●●●●●●○○○

PLAYED 79%

A fun, hands-on wrestling simulation.

ALTERNATIVELY:
WRESTLEMANIA (74%)
POWERMOVE PRO WRESTLING (51%)

FORMATION SOCCER '97

CAN HUMAN INTERACTIVE'S LATEST OFFERING STAY IN THE PREMIER LEAGUE OF SIMULATION SOCCER, OR IS IT DESTINED FOR THE DROP?

Written By Tom Sargent

Phew! Another month, another football game. With the World Cup in France now less than a year away, Human Entertainment bring us its own interpretation of the most simulated sport on the PlayStation. After only a few minute's play the first thing that strikes you about the gameplay is its uncanny resemblance to Konami's *ISS Deluxe*, right down to the passing, tackling, heading and goal-scoring techniques.

Passing, for example, is executed by automatically slotting the ball to the nearest team-mate or alternatively threading it along the ground in the direction that you are pointing. With practice, you can string some pretty nifty moves together and when used with the sprint button, some suitably creative attacks can be conjured-up.

Unfortunately, *Formation Soccer '97* tends to fall flat on its face for a number of reasons. Firstly, although there are a number of reasonably impressive player animations throughout, they suffer from the pixelated player's worst nightmare – horrendous animation 'lag' which plagues far too many football simulations these days.

How long do we have to wait for a game that unites an instantaneous control system with detailed graphics (er, *ISS Pro* – Ed)? Another gripe is the teeth-jarring slowdown that is evident every time the goal-mouth becomes crowded. There is no excuse for it.

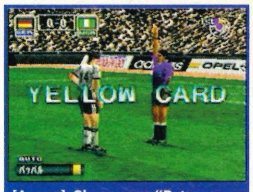
"Teeth-jarring slow-down..."

TURNIP

You get three views to toggle in each match, but you only have the option to zoom in or out from the same sideways-on angle, which hardly constitutes value. In fact, the only practical view is from the highest setting, you simply can't see who to pass to in the other two alternatives.

Formation Soccer '97 fails to inspire because it's too sluggish and borrows heavily from a couple of other games: *ISS Deluxe* for playability and *ISS Pro*, to a lesser extent, for attempting to recreate some of the player animations. All in all, it resembles little more than a mediocre 'sticky-ball' simulation, which doesn't even remotely compete with the likes of *Soccer '97* and *ISS Pro*. At £70, you'd have to be mad to buy it.

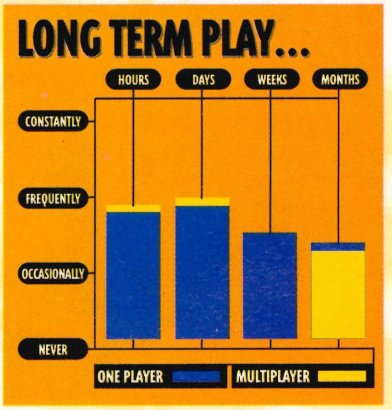
[ABOVE] England get one back. There's even a huge live video replay screen.



[ABOVE] Simon says "Put your right arm in the air."

[ABOVE] After parrying the initial shot, the 'keeper is hideously out of position as the striker wallops it into an open net.

[ABOVE] Oops. The Argentinean striker is unceremoniously jolted off the ball.



[ABOVE] There's a nice facility allowing you to thread the ball through defenders.

[ABOVE] You can rain shots in from any angle but the best way to score is from a rebound.

PLAY INFORMATION

Publisher: Human Development
Supplier: Video Games Centre 01202 527314
Price: £69.99
Release date: Out Now (import)

ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD

PLAY

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

PLAYED 58%

Expensive and dated looking footy guff!

ALTERNATIVELY:
ISS PRO (84%)
SOCCER '97 (82%)

DESCENT 2

The GAMES that Time Forgot

DESCEND INTO THE CONVOLUTED MINES OF INTERPLAY'S NAUSIA-INDUCING 3-D BLAST-ATHON SEQUEL.

Written By Tom Sargent

Descent was a straight port of the PC original and although it didn't set the world alight with its claustrophobic and dull graphics, it still captured the imagination of PlayStation owners who also enjoyed inching their way through narrow passages and being scared out of their wits by tiny robots.

[ABOVE] A couple of homing missiles should see this nasty off. They usually attack in groups so stay frosty.

Newcomers to *Descent 2* need know only one thing. You negotiate various mine-shafts and cavernous underground levels blasting the living crud out of the resident automated defence robots. These come in various forms and guises, but the further you, ahem, descend into the game, the meaner they become.

Along the way you happen across power-ups and energy pods which add to your arsenal and help dispose of tougher enemies. Actually, there is another point of interest to digest before considering a purchase. *Descent 2* is extremely similar to the first game and still suffers from the same ailments: horrendous borders and too much slowdown!

"Horrendous borders and too much slowdown!"

Considering the thin sliver of a playing area you're confined to, surely the speed should have compensated for this deficiency, but alas, no. Get three or four Guard 'bots' in the same area and it's "hello jerksville, Arizona!" Jeez.

METAL MICKEY

Descent 2's multitude of levels all have that browny, almost sepia look to them and fail to add anything new to the original. Gameplay-wise, things are a little brighter. This time around you have a friendly Guide Bot (found near the start of every level) who patiently waits for you to dispose of the mechanical monstrosities and then ushers you along to the next area or main reactor.

This is a welcome addition and certainly compensates for the endless hours of getting lost in the twisting mazes which litter each mine. You still feel disorientated when flying upside down, but help is always at hand thanks to your little chirping sidekick.

Descent 2 is not, by any means, a completely awful game. There's a decent challenge waiting for anybody who is prepared to put up with the grainy graphics and stupidly large screen boarders. But it could and should have been so much better, especially given the criticisms of the first game. The link-up option is also not much cop.

[ABOVE] Enemies drop down in front of you, giving you only a split second to respond. Learn to strafe ASAP.

[ABOVE] Prepare to be shocked by the awful black borders. They are some of the worst we've seen. Just look at this screenshot.

[ABOVE] At the end of each level you must destroy the Reactor. Follow your Guide Bot and as the shepherd said to his dog, "Let's get the flock out of here!"

PLAY INFORMATION

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

ONE PLAYER | MULTIPLE PLAYERS | LINK CABLE | MEMORY CARD

PLAY

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

PLAYED **63%**

Disappointingly similar 3-D shoot-'em up!

ALTERNATIVELY:
DESCENT (85%)
BLACK DAWN (76%)

STATION M

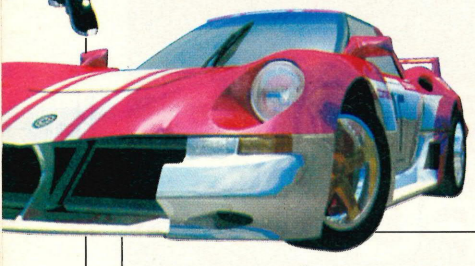
CHEATS ▸ TIPS ▸ LETTERS

WELCOME ALL TO THE ONLY TIPS SECTION THAT MATTERS. IMMERSE YOURSELF IN ANOTHER GLUT OF GENEROUS ADVICE FROM THE DISCERNING VOICE OF THE STATION MASTER. AS ALWAYS, WE'RE LOOKING TO STAY AHEAD OF THE PACK AND THAT MEANS SENDING IN ANY PRIME PASSWORDS, OR LEVEL SELECTS THAT WE CAN PRINT IN FUTURE ISSUES. SEND ALL CHEATS TO: *STATION MASTER, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS*. OR E-MAIL PLAY@PARAGON.CO.UK.

RAGE RACER

UNLIMITED CREDITS

1. Complete the five classes in the Normal GP.
2. Wait for the credits to roll at the end and go back to the Save/Load screen and choose Save to the empty block.
3. Once you have saved that, exit to the Save/Load screen then go back to Normal GP racing. Enter the Class 5 again. There should be only the white colour GNADE car available.
4. Choose that car and press Race Start.
5. During the countdown, press the Start button and choose Retire. This should let you quit the race without losing a chance.
6. Finally, choose Class 1 and you should be able to buy any cars you want with 999,999,999 credits. Nice.



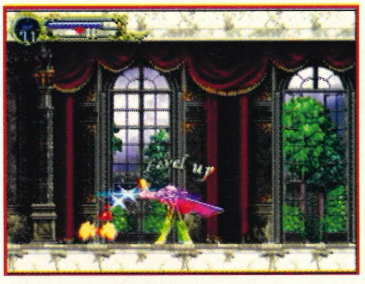
DRACULA X

TO PLAY AS RICHTER BELMONT

Save any game with the following characteristics: after the final battle in the game, into the middle section of the inverted castle, after beating the final boss, and marked as "clear." Start a new game with the name RICHTER. Richter Belmont can now be controlled when the new game begins. Richter cannot change forms or use armour, weapons, items, and magic. He can perform a super jump, a blade charging move and use secondary weapons such as holy water, axe and the throwing dagger.

START WITH THE BLUE ARMOUR

Obtain a saved game file as described above. Start a new game with the name AXEARMOR. The game will begin with the blue armour that changes your character into the Blue Knight.



START WITH 99 LUCK

Obtain a saved game file as described in the "Play as Richter Belmont" code. Start a new game with the name X-X!V"Q. **Note:** There are two apostrophes in the name. The game will start with luck set to 99.

FIGHTERS' IMPACT

HIDDEN CHARACTERS

Complete the game four times to unlock the four hidden characters.

ALTERNATIVE COSTUMES

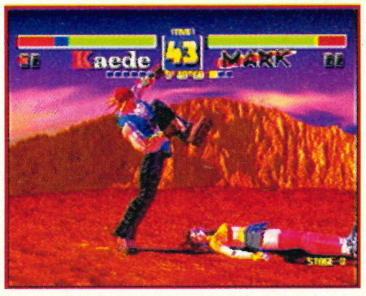
Highlight a fighter on the character selection screen. Hold ● + ■ and press Start.

PAPER CUT-OUT STYLE CHARACTERS

Push Right ten times at the title screen. A bell will confirm the correct code entry.

STICK FIGURE CHARACTERS

Push Left ten times at the title screen. A bell will confirm the correct code entry.



DEFORMED CHARACTERS

Push Select ten times at the title screen. A bell will confirm the correct code entry.

MINIATURE CHARACTERS

Highlight a fighter on the character selection screen. Hold Down+X+● and press Start.

TIGERSHARK

LEVEL PASSWORDS

2 AKULA
3 PASHA
4 MIRAS
5 NAKAT
6 REZKY
7 TUCHA
8 ZARYA
9 VOSTA

WEAPONS UPGRADE

Enter RUBLE as a password.

INVINCIBILITY

Enter KURSK as a password.

PREVIEW UNRELEASED GAME (BUG RIDER)

Enter BUGGY as a password.

INFINITE AMMUNITION

Enter KIROV as a password.

SEA HUNTER MINI-GAME

Enter SNEEG as a password.

LOW GRAVITY

Enter SOYUZ as a password.

DISABLE ALL CHEATS

Enter MINSK as a password.

VIEW FMV SEQUENCES

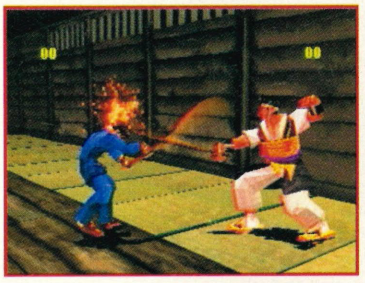
Enter KIEV as a password.

ASTER

BUSHIDO BLADE

Get Character with Gun

To get all the character endings, beat the Chambara mode without using any continues. You'll able to get the character with the gun. Unfortunately you can only play with him in the Versus mode. Highlight the spot next to Kanuki to pick him.



RUNABOUT

Secret Vehicles

Complete the following goals to unlock the corresponding vehicle.

SIR/NSR
Complete the game in the easy difficulty level.

GTR/BUS
Complete the game in the medium difficulty level.

DAM/LIM
Complete the game in the hard difficulty level.

GTS
Complete the game in the easy difficulty level with over $1 million.

ELS
Complete the game in the medium difficulty level with over $2.5 million.

360
Complete the game in the hard difficulty level with over $2.5 million.

FD7
Complete the game in the easy difficulty level within 4 minutes.

GT1
Complete the game in the medium difficulty level within 4 minutes.

TAC
Complete the game in the hard difficulty level within 4 minutes.

TRD (garbage truck)
Break the speed limit on the freeway section of the Seaside track by at least 60 to 75 mph.

19A (Indy car)
Complete the Downtown track with no accumulated money and no damage.

PLC (police cruiser)
Complete the Seaside track with no accumulated money and no damage.

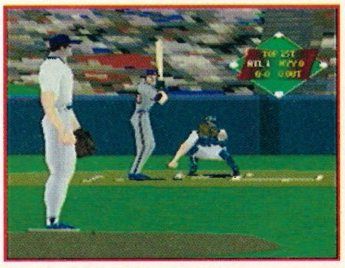
TNK (tank)
Complete the Metro City track with no accumulated money and no damage.

LOST VIKINGS 2: NORSE BY NORSEWEST

Level Passwords

Enter the following passwords on the Password Screen.

1. NTRo **2.** 1STS **3.** 2NDS **4.** TRSH **5.** SW1M **6.** WoLF **7.** T1M3 **8.** K4RN **9.** BoMB **10.** WZRD **11.** BLKS **12.** TLPT **13.** GYSR **14.** B3SV **15.** R3To **16.** DRNK **17.** YoVR **18.** oVAL **19.** T1N3 **20.** D4RK **21.** H4RD **22.** HRDR **23.** LOST **24.** oBoY **25.** HOM3 **26.** SHCK **27.** TNNL **28.** H3LL **29.** 4RH **30.** B4DD.



VR BASEBALL '97

Field of Dreams Stadium

Highlight the credits option and press: ■, ●, ■, ●, ▲. The name of the stadium will turn green to confirm correct code entry.

PLAY Q&A

Whether you're baffled by a beat-'em-up, perturbed by a platformer or getting slaughtered in a sports sim, brood no longer. Help is always at hand by simply contacting one of the PLAY Q&A team. Send all of your quips, questions and queries to: *Q&A, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS.*

Dear PLAY,
I am a 53 year-old male and my problem is *Broken Sword*. I go to the Club, read the notice etc and talk to Ultar and return to the Street. I talk to Arto the kebab stall-holder, talk to Nejo about Arto. Next, I then ask him if he wants the red ball, but instead of saying "yes", he says "You know I do sir." If you go away and come back and offer it he says "You tempter, you." My question is how do I get Nejo to say "yes" and therefore get the phrase to use on Arto? I would be over the moon if you can help. Many thanks.
Ray Robins, Dorset.

Okay Ray, at the start of the level go up the steps to the far right. Show the matchbox to the carpet seller. Left-click on the steps and go up to the club and try to go into the Club Alamut's toilet. Read the sign and ask Ultar about the sign, as well as everything else. Return to the main street again. Look at and talk to Arto-the kebab stall-holder near the steps to the carpet seller. Talk to Nejo about Arto. Offer Nejo the red ball and select "yes' when he asks if you mean it. Use the phrase on Arto and go back and talk to Nejo. This should help you along your way.

Dear Sirs
I have recently bought *Soul Blade* and have a couple of questions about the game. At the end of Sophitia's ending I pressed right on the D-Pad to change the ending. She was about to go swimming and I noticed that the screen went from letterbox to full screen. I pressed right on the D-Pad, but nothing happened, so I bashed all the buttons on the controller and nothing happened. Please could you give me some assistance? I also read that you could use the Edge Master weapons in Arcade mode and now I can't find the article I read this in. Could you please help?
Chris Jones, Bangor

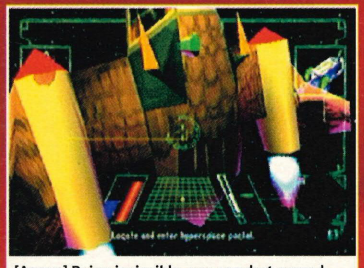
Changing the end sequence for Sophitia should be no different than do so for any of the other characters Chris. You change these endings while they are actually running by tapping directions and buttons in rapid succession. Please note, however, that you can only change the endings when the picture goes full screen (as you mentioned); if it is letter-boxed then you're out of luck. Keep trying this method and eventually it should work. To answer your second question, you can use the Edge Master weapons in Arcade mode. You embark on a quest to gain more weapons. The weapons that you collect can be saved to memory card and subsequently used in the normal Arcade mode. You usually collect a new weapon after each bout.

Dear PLAY,
Can you please, please tell me how to get past the goat and get down the hole with the ladder sticking out of it, because every time I get close to the hole the goat knocks me down. I've been stuck on it for three months now.
Michael Lamarque, London

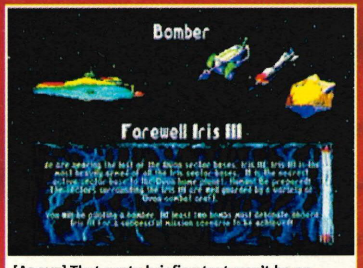
Er, okay. You need to find the bazooka which has been fiendishly hidden behind the grassy knoll. Before you can use it, however, you must find some ammo. You'll find the box of shells directly under the goat. Just wait for it to look away for a split second and grab it quickly. Now load the shell into the bazooka, stand well back, point it at the pesky goat and pull the trigger. Kaboom! The goat should explode showering the surrounding area in giblets. You can now go down the hole. By the way, Michael, what is the name of the game that you need help with? No wonder you've been stuck on it for three months!

DARKLIGHT

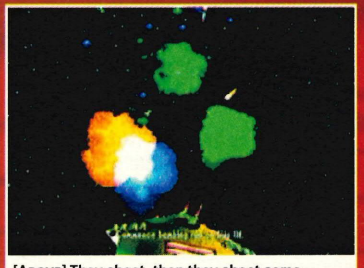
SPACE IS A COLD AND SCARY PLACE, AND WE KNOW THAT WITHOUT OUR HELP YOU'D BE IN SERIOUS TROUBLE WITH *DARKLIGHT CONFLICT*. LET THE TIPS, CHEATS AND LEVEL CODES ROLL!



[Above] Being invincible, you can dart around at top speed and crash into the enemies to get them back for killing you so many times before.



[Above] That nasty briefing text won't be an issue any more with our sneaky tip that let's you print it out!



[Above] They shoot, then they shoot some more, but it's all in vain – your ship cannot be broken and your shield will last forever.

Success in battle relies on you knowing the inside of your ship well. The Heads Up Display (HUD) has a number of features that it pays to be familiar with, beginning with the bright yellow arrow situated in the bottom left corner of the screen. This points to your enemy, and will only be activate when there is an enemy ship in your sector. As soon as you see it pointing, line it up with the hostile target without wasting any time, and take them out.

While you are fighting, keep an eye on the stress indicator to the upper left and hit your shields by pressing ● when the gauge glows red. Remember however that using the shield will deplete your main energy in *Darklight Conflict*, so only engage it for short periods of time.

Here's a few more tips you should remember:

• You don't need to fire the primary and secondary weapons individually. They are capable of firing at the same time, but as the secondary weapon doesn't cost you any energy you can cause more damage for free! Press ■ and X simultaneously to achieve this.

• If you are tracking a distant enemy but your HUD appears to show that you are in line with it, let go with a stream of secondary weapon fire as this won't cost you energy either. It is most likely that you won't destroy the target, but he'll be weakened when you catch up to him.

• Shrapnel from other ships does damage your craft, so don't kill an enemy who is very close.

Chances are you are having trouble reading the mission briefings screens quickly, due to the bad design of the typeface used. On big screen

LEVEL CODES

Saving your game will not keep the Mission Select cheat activated, so you can use these passwords to jump right in to the level you want from a saved game. The passwords here will take you all the way up to level 34, and we'll print the remaining lot next month. Until then, this should give you plenty to be going on with!

Mission 2: Gun Pod Training
KXCSSSDSC

Mission 3: Basic Combat Skills
PHPPXDDJH

Mission 4: Primary Weapon Training
PJVQXHDJH

Mission 5: Missile Training
MHMGTWLBW

Mission 6: Heavy Weapon Training
HHMTVCMPD

Mission 7: Advanced Weapon Training
WVCHDWVCK

Mission 8: Tractor Training
HKMBVXMPD

Mission 9: Simulated Battle
QJCSSLDDV

Mission 10: Journey Back to War Drum
GDQLPPVHT

Mission 11: Route Forging
QLLTSHDDV

Mission 12: Defend The Drum
LVCVLHDMQ

Mission 13: Power Mining
QCTJSBDDV

Mission 14: Defend The Boffins
QVMXJCLTM

Mission 15: Killer Comets
PMLPWCDJH

Mission 16: The Birth of Hyperspace
XKVPBWMGJ

Mission 17: Robots in Space
GVJHQTDDV

Mission 18: Surprise Ovon Attack
CVHBSSVVB

Mission 19: Patrol
LPMCGWVCK

Mission 20: Farewell Iris I
KQPKBBMGJ

Mission 21: Convoy
GHDMJTLTM

Mission 22: Hiding in Rocks
LSMJPSDSC

Mission 23: Space Pirates!
XVJKBSVCK

Mission 24: Hyperspace Missiles
LHHBXSVVX

Mission 25: Mining
CSDWHMVQP

Mission 26: Free Trading
PQHBHPVQP

Mission 27: Ship Yards in Space
MTHLVQDJH

Mission 28: The Ovon Gift
MVXTVSDJH

Mission 29: Human Reconnaissance
GCBBPDDDV

Mission 30: Farewell Iris II
LKPJBLVCK

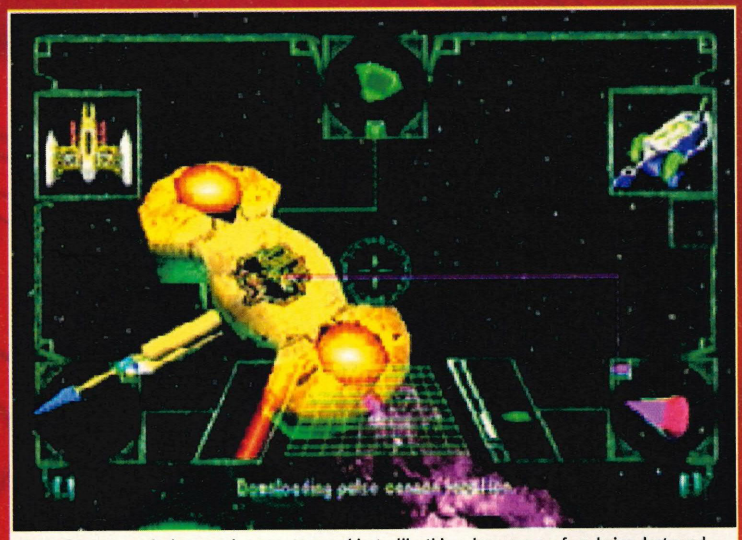
Mission 31: Battle of the Motherships
HKTTSKLKS

Mission 32: The Edge of Darkness
WKVSDXMGJ

Mission 33: The Alliance
KWCTBBDWL

Mission 34: Mining for Victory
PDCQVCVLG

SOLVED CONFLICT



[Above] On some missions you have to stop an object – like this pulse cannon – from being destroyed, but our codes can only help so much.

televisions connected via SCART to the PlayStation this is less of a problem, however you may not be so lucky. Here is a devious trick to solve the problem: Take the Darklight CD and stick it in any PC with a CD-ROM drive. Next, use any text editor on the PC to load the file "Scripts.wad" from the CD's root directory, where you will find all the mission briefings text at the end. Print it out and you've got a perfectly readable hard copy!

EXTRA MENU

Go into the option menu and enter the following sequence:

Down, Down, Up, ■, Left, Left, L1, R1, ●

Now exit back to the previous menu. If you have done this correctly you will see an Extra menu, which contains the various cheats.

POWER CHEATS

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WEEKLY UPDATES OF THE LATEST CHEATS
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V-RALLY

IT'S EVERYONE'S FAVOURITE NEW DRIVING GAME, AND THE ONLY PLACE YOU'LL FIND FIRST CLASS DRIVING TIPS IS RIGHT HERE IN PLAY. TRUST OUR ADVICE – WE'VE BEEN PLAYING IT A LOT!

You've gone out and bought *V-Rally*, Ocean's high-powered rally car simulator with all the mud, rain and snow you can take, but although the gripping racing action and the phenomenal two player mode have impressed you, one fact remains – it's pretty damn hard!

With our guide, learn how best to control the cars on all the various track surfaces and in all conditions, and make the most of a great game. Taking into account varying weather and other factors, there are 45 courses in *V-Rally*, so an individual track-by-track guide would be enough to fill a book. Instead, general tips that you can apply to the appropriate race are more practical.

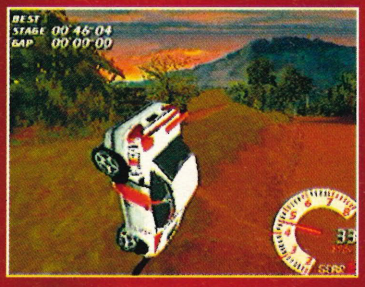
GENERAL DRIVING

You might be perfectly proficient at driving numerous cars in several other PlayStation car games, but misjudging your abilities and ending up on your roof with embarrassing frequency isn't going to impress anyone. We recommend you begin with the Peugeot 306, which handles really well but doesn't carry the overwhelming power of something like the Subaru.

After many races, when you really have the hang of things, switch to the Mitsubishi Lancer for extra speed but similarly controllable handling.

The next thing to remember is that Infogrames got some tips during *V-Rally*'s production from top rally driver Ari Vatanen, as well as the people who make the real counterparts of the cars you drive in the game. The effect of this professional influence has been that the handling has been realistically simulated, and you have to drive the way a real rally driver does.

That means power-sliding for great lengths of track, especially on the softer surfaces, and holding your course with reverse steering.



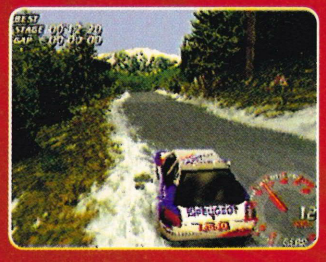
HIGHWAY CODE

THE DRIVING HINTS ARE HANDY, BUT THERE ARE FIVE BASIC RULES YOU SHOULD STICK TO IN ORDER TO MAKE THE JOURNEY TO FIRST PLACE THAT BIT EASIER.

1. IF YOU WANT TO WIN, USE MANUAL GEARS.
2. PLAY FROM THE IN-CAR VIEW TO BETTER JUDGE CORNERS.
3. THE FOOTBRAKE IS THERE FOR A REASON.
4. USE A SHORT GEAR RATIO FOR EXCESSIVELY TWISTED, WINDING TRACKS.
5. CHOOSE SOFT SUSPENSION FOR THE ROUGHEST RACES WITH THE BUMPY TRACKS.

ASPHALT

THE BEST SURFACE TO LEARN ON, THE ASPHALT HAS THE MOST GRIP OUT OF ALL THE TRACK CONDITIONS. THE GAME'S DESIGNERS HAVE BEEN RATHER SNEAKY ON THESE SECTIONS IN PARTICULAR THOUGH, AND THEY'VE PUT MANY DIFFICULT TRAPS NEAR THE EDGE OF THE ROAD. THE HIGH ROCK SIDES OF CORSICA WILL EASILY FLIP YOU RIGHT ONTO YOUR ROOF IF YOU STRAY SLIGHTLY FROM THE TRACK AT SUCH HIGH SPEEDS, AS WILL THE VARIOUS GRASS BUMPS THAT SURROUND THE ASPHALT. SOME TOWN SECTIONS HAVE SOLID PAVEMENTS WHICH, LIKE *RALLY CROSS*, CAN BOUNCE YOU OVER IN THE BLINK OF AN EYE. DON'T GO SO STUPIDLY FAST AND KEEP WATCHING FOR THOSE HAZARDS. PATCHES OF ICE SHOULDN'T PRESENT A PROBLEM IF YOU STAY MOSTLY IN THE CENTRE OF THE ROAD.



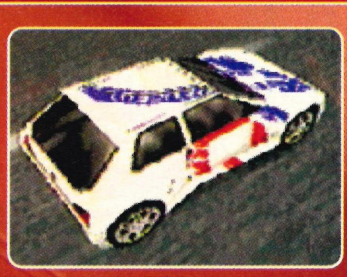
GRAVEL

THE GREY GRAVEL IN ENGLAND AND THE BROWN STUFF YOU'LL SEE IN INDONESIA AFFECT THE VEHICLE IN THE SAME WAY. THIS IS WHAT RALLY DRIVING IS REALLY ABOUT! THE TOUGH SURFACE GIVES YOU EXCELLENT ACCELERATION, BUT AT BENDS YOUR FORWARD MOMENTUM WILL BE ENOUGH TO THROW THE BACK END OUT AND MAKE THINGS A BIT TRICKY FOR YOU. HOWEVER, IT'S NOT EVEN CLOSE TO THE TERROR OF LOSING IT ON THE SNOW, SO HAVE FUN REACHING HIGHER SPEEDS AND TAKING CORNERS MUCH FASTER. THE THING TO WATCH OUT FOR ON THE GRAVEL IS WHEN YOUR WHEELS LOSE GRIP DURING A TURN AND THEN REGAIN TRACTION WHEN YOU LEAST EXPECT IT. COUNTER THIS BY WAITING UNTIL THE VERY LAST MINUTE OF A SLIDE TO HIT THE ACCELERATOR.

THE CARS

SOLVED

Choosing the right car is very important if you're serious about taking that championship. We've driven them all to breaking point in order to help you make an informed choice in the *V-Rally* showroom.



Peugeot 106 Maxi

TOP SPEED: 122 MPH
ENGINE: 1.6 LITRE
MAX POWER: 200 BHP

This little puppy is purely for the amateur driver. It's small, light and handles adequately, but acceleration and overall power are lacking. Uninspiring.

Citroen Saxo Kitcar

TOP SPEED: 120 MPH
ENGINE: 1.6 LITRE
MAX POWER: 195 BHP

The Saxo is almost like the 106 in an alternative colour, but the one thing it is better at is holding the road on the frosty asphalt. Poor mid-range acceleration.

Skoda Felicia Kitcar

TOP SPEED: 119 MPH
ENGINE: 1.6 LITRE
MAX POWER: 200 BHP

Slightly better performance to the Peugeot 106, with sharper steering best suited to those snaking English gravel tracks. But it's still a Skoda.

Nissan Almera Kitcar

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE
MAX POWER: 265 BHP

The two litre engine provides a lot more power than the 1.6 litre cars, with great acceleration, but it's not built for these speeds and will easily get away from you.

SEAT Ibiza Kitcar

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE
MAX POWER: 265 BHP

Another victim of a strong engine in the wrong body, the Ibiza has a tendency to oversteer dramatically on lose surfaces and it feels top heavy. Avoid.

Renault Maxi Megane UK

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE
MAX POWER: 270 BHP

Lots of fun to drive and well balanced, although if you change up from second to third gear while turning on gravel it will often spin through 180°!

Renault Maxi Megane FR

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE
MAX POWER: 270 BHP

The French Megane is exactly the same as the British one as far as performance and handling are concerned, it's only there to please our garlic-obsessed brothers.

Peugeot 306 Maxi

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE
MAX POWER: 275 BHP

Start here if you're just getting into the two litre cars. Good tight handling and respectable acceleration make it really shine on the dry Corsica roads.

Ford Escort WRC

TOP SPEED: 127 MPH
ENGINE: 2.0 LITRE TURBO
MAX POWER: 300 BHP

Driving on the Indonesian sands, the difficulty is practically halved thanks to the grip of four-wheel-drive, but the shape means you can flip it too easily on bends.

Mitsubishi Lancer EV4

TOP SPEED: 128 MPH
ENGINE: 2.0 LITRE TURBO
MAX POWER: 300 BHP

The best of the faster cars, the Lancer will have you up to sixth gear in no time but retains its manoeuvrability at any speed. Only fails on the Spanish dirt tracks.

Subaru Impreza WRC

TOP SPEED: 126 MPH
ENGINE: 2.0 LITRE TURBO
MAX POWER: 300 BHP

The weight and four-wheel-drive are your best bet for survival of the snow covered courses, but on gravel or asphalt it's too springy and too fast to be of much use.

SNOW

The brilliant white snow makes it more difficult to judge where you're meant to be going when things get hectic, because there's no contrast between the road and the edge of the track. Even when you're swerving wildly from side to side (which is inevitable at some point on the snow tracks) make sure you keep your view as firmly fixed on the horizon of the road to avoid time consuming confusion. The key to successful driving in these extreme conditions is learning to turn very early before each corner, but don't over-compensate with the reverse steering as that will start you snaking around like mad.

NIGHT

One of *V-Rally's* nicest visual effects is when you're hurtling along at a considerable rate at night, with the headlights beaming out in front and illuminating the road ahead. The live light sourcing is quite breath-taking, but don't get distracted because this is some of the toughest driving you'll face. You've got a tiny, limited area of visibility and you have to drive slightly differently to keep the lights on the track. It pays to drive less aggressively so that you're not coasting round corners side-on, which points the lights right into the rocks and plants and the side of the road and leaves you literally in the dark about what is coming up.

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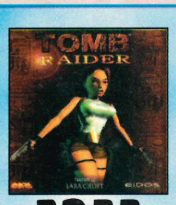

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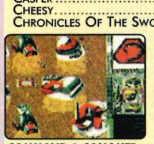
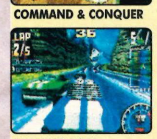
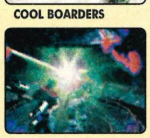


COMMAND & CONQUER

COOL BOARDERS



BURNING ROAD



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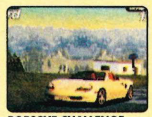

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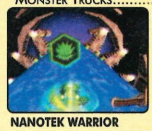

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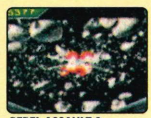
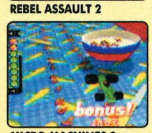


REBEL ASSAULT 2

SUIKODEN



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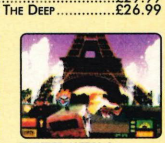
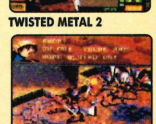


TWISTED METAL 2

VICTORY BOXING



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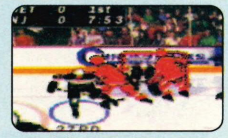
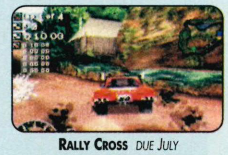


NHL POWERPLAY DUE JULY

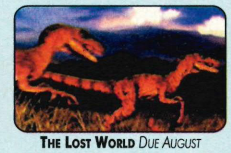
CASTLEVANIA DUE AUGUST

MEDIEVIL DUE AUGUST

ACE COMBAT 2 DUE JULY



RALLY CROSS DUE JULY



THE LOST WORLD DUE AUGUST

MONSTER TRUCKS DUE JULY

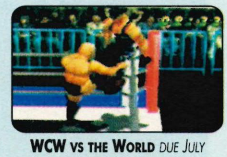
TEKKEN 3 DUE AUTUMN

SWAGMAN DUE JULY

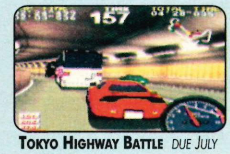
WAR GODS DUE SEPTEMBER

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	SEPTEMBER
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

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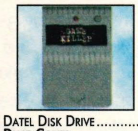

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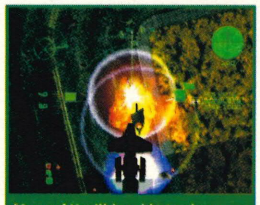
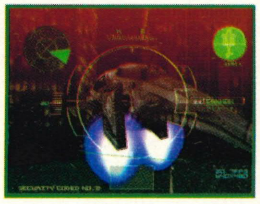
G-POLICE

Psygnosis can always be relied-upon for a healthy release schedule and judging by its latest line-up this trend is set to continue well into 1998. Among these is *G-Police*, a "fast-paced, exciting" 3-D shoot-'em-up akin to *Descent*, only this time you patrol highly populated virtual futuristic landscape.



[Above] You'll be able to change the view from cockpit to a plan or chase view.

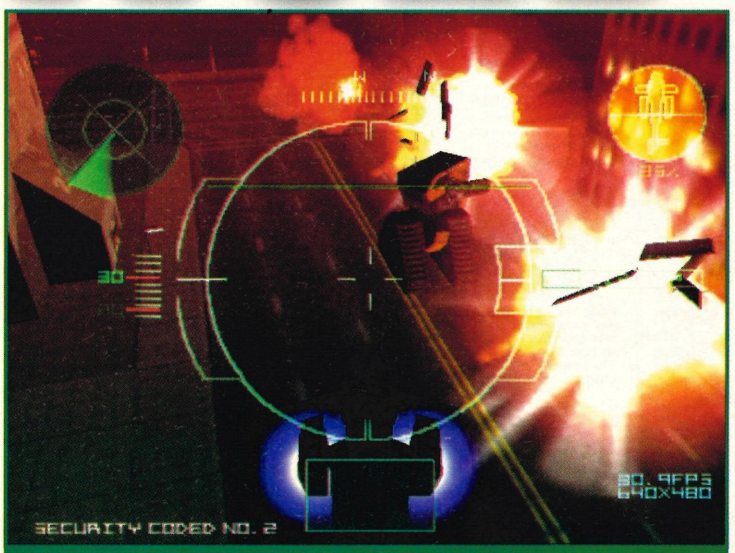


Colonies inhabit huge mega-cities that are contained within enormous geodesic domes. The game is set in an era when Earth's resources are utterly depleted and as a consequence, rival factions have taken to the stars to lay claim to every ore-bearing rock in the solar system. Unsurprisingly, war breaks out and as nation takes on nation in a mad scramble for these ever-declining minerals, Earth's coalition government creates a multi-national force with the specific intention of keeping the peace in the colonies. You play Jeff Slater, who joins this band of hard nuts in an attempt to his sister, also a member of the G-Police.

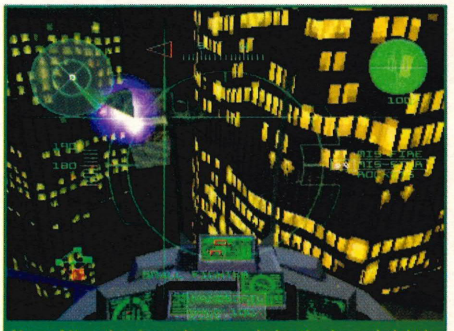
Cop-Out

Expect an impressive 35 levels crammed full of roads, transport vehicles, skyscrapers, bridges and AI controlled traffic and gun placements. You must patrol the streets and highways of this virtual city in a heavily-armed close air-support gunship.

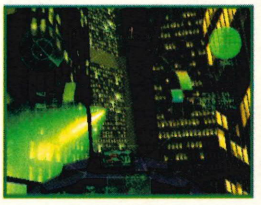
We were lucky enough to see it running at the recent E3 show in Atlanta (see special report) and already it runs extremely smoothly, regardless of the fact that it won't contain high resolution graphics. The gameplay should be fast and furious and rendered in full, free-roaming 3-D with more explosions and effects than you could shake a Standard sparkler at. There'll also be an FMV-driven storyline binding the 3-D action sequences together and some 'movie-style' narration to steep the game in a believable atmosphere. The highly manoeuvrable flight model and variable difficulty levels (including a training mode) should ensure an exciting end product when it is finally released at the end of October.



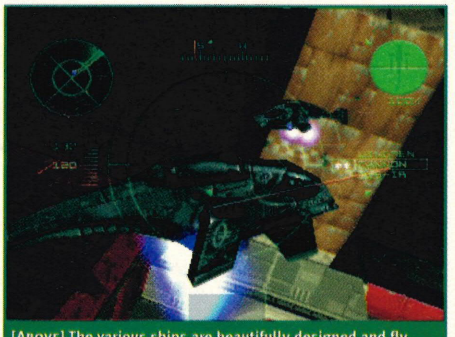
[Above] Pyrotechnics will play a substantial role in *G-Police*. Just look at those explosions.



[Above] Negotiate huge cityscapes during the day and night in your heavily-armed gunship.



[Above] Swoop down on enemies from the sky and let loose your considerable arsenal.



[Above] The various ships are beautifully designed and fly around convincingly.

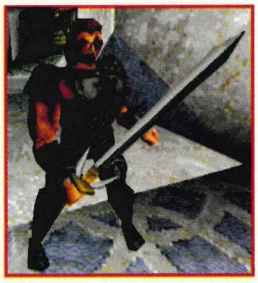
PLAY INFORMATION

Name: G-Police
Publisher: Psygnosis
% Complete: 80%
Release Date: October '97

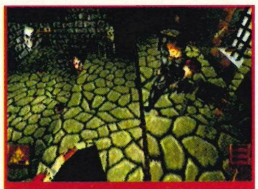
CLAYMORE

DEATHTRAP DUNGEON

Remember the hugely successful *Fighting Fantasy* books? As the reader, you were the hero in a dark and frightening world packed with all kinds of undesirable monsters craving your blood. At each crossroad in the story you were given a couple of choices, with page numbers listed for either decision, and you would read on.



That was the extent of the interactivity, but all that is about to change for the better with the release of *Deathtrap Dungeon*, a 3-D action game based entirely within the same universe which Ian Livingstone portrayed in his books. The aim during development has been to maintain the atmosphere of the books but to provide a constant stream of action, violence, and danger that brings the adventure up-to-date.



[Above] False floors riddle the dungeons, along with shrinking rooms and walls that shoot arrows.

With the male or female lead character you strut around the enormous levels grabbing extra weapons for your extremely large inventory and fighting your way out. There is the odd switch, key and door puzzle that you'd expect, but the pleasantly detailed gore on display is what will grab most people's attention.

I NEED A HERO

One of the first things you will find in the dungeons is a room full of murderous vixens, all clad in only a few square inches of bright red leather. As they swarm at you, swinging their swords wildly at limbs you'd rather keep, it becomes apparent that you can butcher them in a most tasteless fashion; hacking legs or arms off in a fountain of blood.

Rapid decapitation causes the heads to bounce off walls and down the hallway like footballs, and each death is made even more disgusting with thick dollops of blood splashing on the ceiling before dripping to the ground or running down the walls.

[Above] Not surprisingly, it's much easier to chop up the women who insist on wearing these gaudy mohicans. It's just not feminine, I bet she doesn't shave under her arms either.

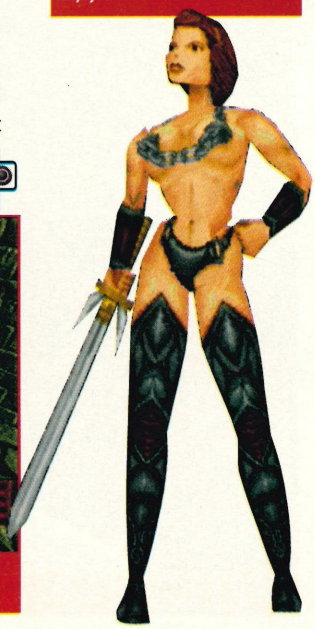
[Above] Yes, it's a waste, but you have got to kill them before they kill you. The least you can do is enjoy it.

There are a number of swords you can use for this execution, a massive Warhammer, and even a flame thrower and Blunderbuss gun. To fire projectile weapons or just to get a better look at tricky areas in the levels where judging distance is important, a first person view has been included. It should be stressed though that you cannot play the whole game in this *Doom*-style mode, it only comes into play at a few sections.

At this stage, the intelligent floating cameras aren't being so intelligent and the animation on the lead characters is missing a few frames, but when these are polished up *Deathtrap Dungeon* should be quite something.

[Above] Lighting has been used to great effect in *Deathtrap Dungeon*, creating some cinematic scenes.

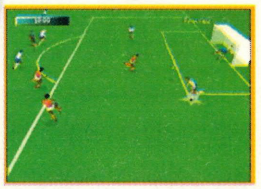
[Above] Using the sword is easy, each move is just the X button with a different direction.

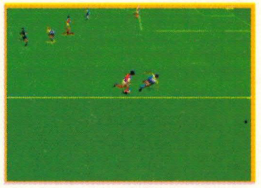


PLAY INFORMATION

Name: Deathtrap Dungeon
Publisher: Eidos
% Complete: 70%
Release Date: September '97

KICKIN' KICK OFF '97





[Above] The goals look too small at the moment, but this is set to change.

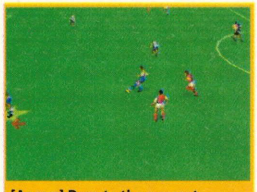
They think it's

all over... but, no another football game's arrived just before deadline. Fresh on the heels of the hit PC version comes yet another contender vying for the number one spot this summer.

The *Kick Off* name may well be familiar to quite a few readers of the Amiga and Atari ST generation, as it was the only game to be seen playing before *Sensi Soccer* finally arrived on the scene and stole most of its thunder.

The PlayStation version will naturally boast a whole range of visual improvements, including more colours than the PC and a 'perspective rendered stadium' (that's a genuine 3-D environment from each of the 32 different camera angles to us).

Gameplay-wise, the AI is allegedly second to none and combined with the textured polygon players and wide range of on-field moves, should turn a few heads when released. We've been playing the game and even in this relatively early stage there are a number of reasons to believe that this could be an excellent game, if a few detrimental features are ironed out.



[Above] Pass to the nearest player or ahead of your player in any given direction.

PLAY INFORMATION

Name: Kick Off '97
Publisher: Maxis
% Complete: 65%
Release Date: September '97

[Above] In the final game, there will be 32 camera angles to choose from.

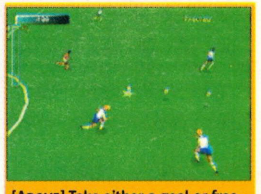
Kickin'

Taking into account the number of different camera angles, the frame rate shouldn't drop below 25fps, but there are currently a few instances where the action slows down a little.

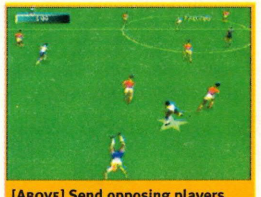
All of the moves you could possibly hope for are in there already, such as back heels, overhead kicks, chips, dirty tackles, defensive sprints and one-twos, which all work beautifully. One concern at this stage, however, is the shot. There's an awkward pause between pressing the button and time that the shot actually occurs, and the goalies are poor, refusing to come out to anticipate strikers running through.

Arsenal stars Ian Wright, Patrick Viera and David Seaman have been motion captured to provide realistic player movement, there will also be three textured grass pitches, seven kit styles and commentary by Jim Rosenthal. The options on offer sound thoroughly comprehensive; play with either Premier League clubs or full international squads with an additional 15 European Leagues and 14 European Championships to compete in too. That's a staggering 307 teams with 5,200 players!

Top all this with an AI that apparently reacts to your playing style and you can understand why we are anticipating something pretty special come September.



[Above] Take either a goal or free kick and a parabolic line appears on screen allowing for accurate placement of the ball.



[Above] Send opposing players skidding through the grass thanks to a 'dirty tackle' facility.

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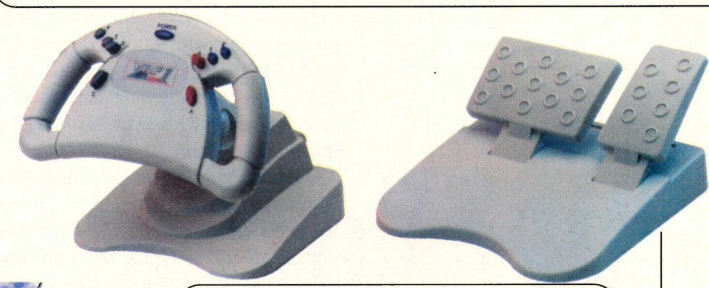

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COMICAL HARD BOILED

[Above] Although you don't get many at a time, deploying missiles is a trouble-free way to clear the path ahead.

[Above] The Willeford morons go up in magnificent flames when they get caught in the laser fire.

Although we hope *The Lost World* will be an exception, we all know that film licences usually turn out to be awful games. Developer Cryo has decided to try building a game around a bizarre comic book instead, using as its model the incredibly violent world of Frank Miller's *Hard Boiled* mini series.

In a future of decaying high-tech cities and an unbelievably high crime rate, you play the part of Nixon, an intelligent humanoid robot working for the corrupt company that owns Los Angeles, Willeford Home Appliances.

Nixon's job is to kill for his company, and anyone who stands in the way of Willeford is at risk. Normally Nixon's memory wipes itself as soon as he gets home so that he never knows what he's done, but one night his reformatter fails and he sees clearly what he has been made to do. He decides to destroy his evil boss...

PLAY INFORMATION

Name: Hard Boiled
Publisher: Electronic Arts
% Complete: 70%
Release Date: September '97

ANDROID KILLER

You control Nixon's old flying car as you race through the streets and industrial waste-ground of the city, making your way ever closer to the Neuro Tower computer that Willeford relies on to run properly. With the help of an imprisoned scientist that you set free along the way, you will be able to deliver a brutal, system-disabling virus into the Neuro Tower mainframe.

Although you have brakes, the car never stops moving forward, like an old style vertical shoot-'em-up moves. You can guide the car into power-ups to replenish energy or weapons, and you'll have to be pretty nimble to dodge the biting steel doors and abandoned junk that you encounter. There are constant attacks from all sorts of enemies who crash into or shoot you.

While *Hard Boiled* is too slow at present to make sense as a linear shoot-'em-up, there are some pretty good lighting effects and interesting chunks of moody scenery in there, and occasional branches off the track can be safer or more difficult, depending on your luck. An interesting idea – let's see if they can pull it off.

[Above] The cramped steel tunnels restrict your movement and force you to go even closer to the horrid enemies. Let me out!

[Above] You can't turn right round, but you can fly left, right, up and down for about twice the width of the screen.

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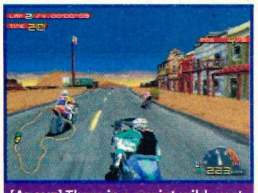
HARLEY MOTO RACER

You might have been promised a long time ago that arcade smash *Cyber Cycles* was going to come out on PlayStation, but if Namco keep dragging its heels it is going to be beaten at its own game by Electronic Arts.

Moto Racer is hurtling towards completion, and the team behind it have been hard at work jamming in all the latest features. Steering wheel control that you can calibrate is one nice inclusion, and there's special support for the flashy new Dual Analogue controller, even with a vibration option although it looks likely that the British analogue pad won't include the feedback mechanism.

In case you missed our news in issues past of PLAY, *Moto Racer* is a completely polygon-based motorbike racing game, with 3-D riders on 3-D bikes instead of a nasty flat sprite. The speed of these machines is what makes it look so promising, and the fact that you can crash so badly that your rider can come flying off!



[ABOVE] There is a quaint wild west track that would be better suited to Harleys – maybe a secret bike?

[ABOVE] One of only nine contestants, now if you fall off your bike you've got an entire stadium full of people watching.

PLAY INFORMATION

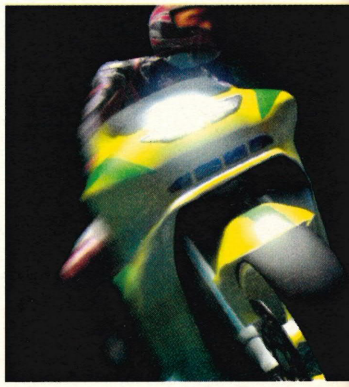
Name: Moto Racer
Publisher: Electronic Arts
% Complete: 70%
Release Date: 22 August '97

STUNTMASTERS

Adding that extra sense of realism is the ability to switch to an "on-bike" view where the entire scenery tilts as you weave around other bikes and tight bends as it would appear to a real motorcycle racer. The little dials are clearly defined, quite a bit better that the *Need for Speed* games, but then these aren't flat photographs – they're texture maps on the solid 3-D frame of the bike, to match the handlebars and windscreen. All that's missing is the swaying hydraulic saddle and body from the

[ABOVE] As you can see by the bloke out in front, you can get up to some dizzying heights.

[ABOVE] Just like *Ace Combat 2*, the on-screen sticks copy your movements exactly with the Dual Analogue pad.



THE X FILES

INTERNATIONAL MOTO X WAS THE FIRST MOTORBIKE GAME TO APPEAR ON PLAYSTATION, AND WHILE IT WAS GOOD ENOUGH TO SCORE 77% IN ISSUE 13, THE GAME DID GET A BIT MONOTONOUS. ON THE GOOD SIDE, IT DID HAVE A TRACK EDITOR, BUT *MOTO RACER* HAS SO MANY DIFFERENT SETTINGS AND SHARP ENOUGH GRAPHICS TO MAKE IT LOOK LIKE THERE WON'T BE ANY QUESTION ABOUT WHICH GAME IS BEST. *MOTO X* ONLY RECEIVED A LIMITED RELEASE BEFORE SINKING WITHOUT TRACE.

ON YER BIKE

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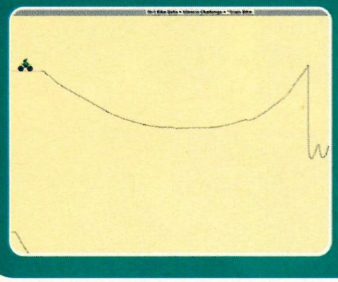
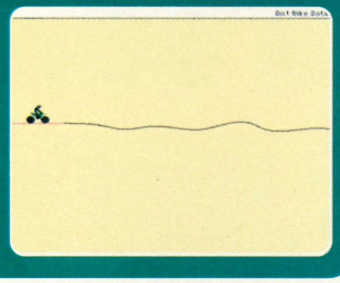
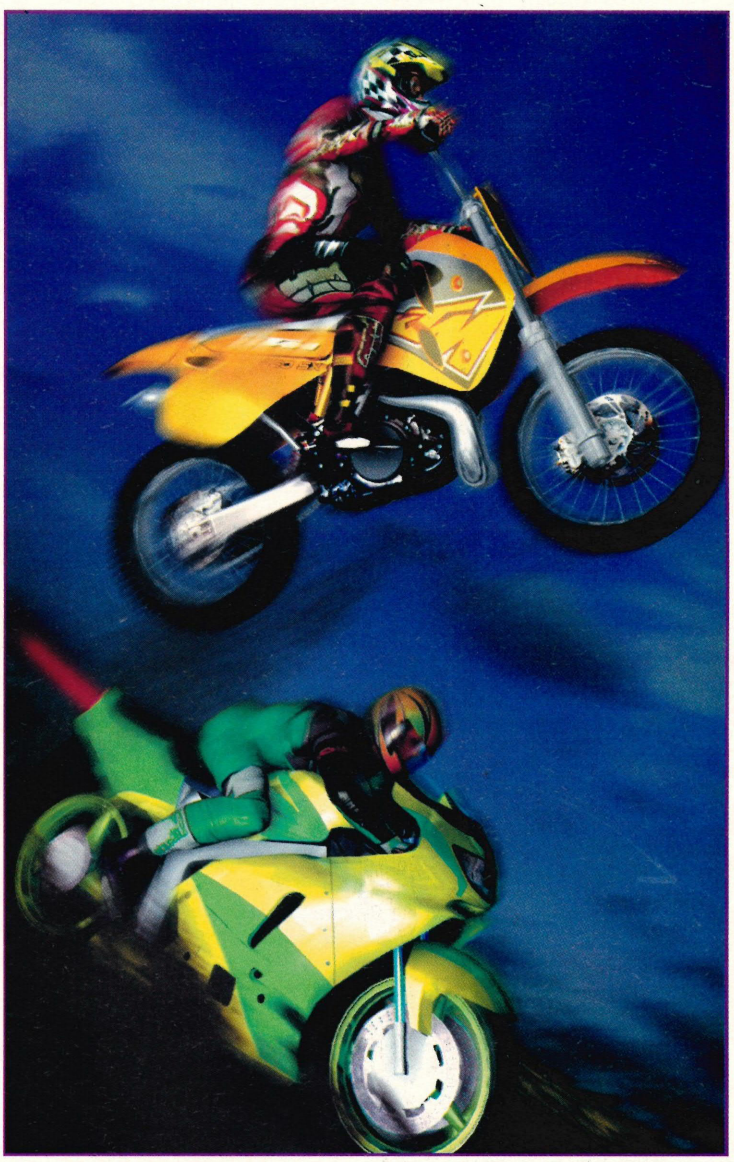
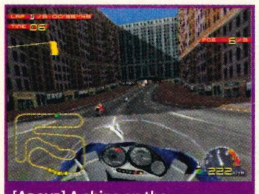




[ABOVE] The people at Delphine Software have definitely come a long way since *Fade to Black*, just look at the grand scenery!

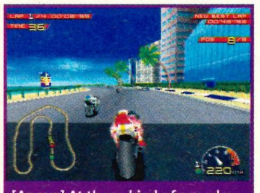




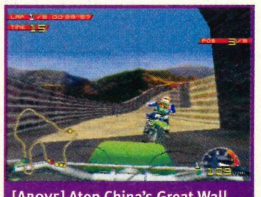
[ABOVE] A shine on the windscreen, sun beating down and not a bit of pop-up in sight. The outlook is good.

[ABOVE] We recommend installing an ordinary 2 Kilowatt office fan on it's highest setting above the TV for realism.

[ABOVE] The Speed Bikes give you all the thrills but none of the surgical consequences of powerful motorbike racing.



[ABOVE] At these kind of speeds and with wheels this big, you can't help but think of *Tron* and its light cycles.



[ABOVE] Atop China's Great Wall, there don't seem to be any of the usual tourists snapping photos.

arcades!

The 1000cc monsters with the foot-wide rear tyres don't make up the whole game, you get to ride smaller engined scramblers on a multitude of terrains too. There is a mud filled arena track to take a spin around, an Arizona interstate track with signature wind-eroded rock tunnels and scenery, and our favourite idea, a high speed race along the top of the Great Wall of China!

Although it wasn't ready to take screen shots at the time of going to press, the guys and gals at EA promise us that a split screen two player option will be in the finished product which is where a lot of the replay value will hopefully come from.

Find out how the complete game holds up to our extensive playtesting in the full review soon!

TELEKINETIC

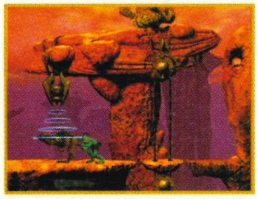
ABE'S ODDYSEE

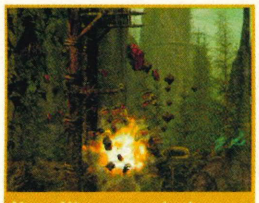
It's now only a month until that ugly but loveable alien, Abe, makes his debut on your screen. You might remember him from issue 21, when we ventured into the depths of GT's main London office to play this charming game, and we came out with the definite feeling that Abe would go far.

Among so many clones of basic gaming ideas such as the shoot-'em-up, the beat-'em-up and the racing game, *Abe's Oddysee* displays a rare amount of innovation in gameplay that will almost certainly appeal to PlayStation owners who have become disillusioned with the lack of choice.

There are only very few 2-D platform games for the PlayStation, even fewer of which are playable (*Rayman, Johnny Bazookatone, Earthworm Jim 2*) so that was a good area to improve upon. Then the developers added a sad but versatile alien with a commendable cause that does not include rescuing his girlfriend, and seamless blending of full motion video into gameplay and back again, finishing off with the kind of scenery graphics that musty have taken more hours of computer rendering time than the average episode of *Babylon 5*.

[Above] Wait until the right second, hope he doesn't notice you and KLUNK! Pull the lever and another foe falls to his death.





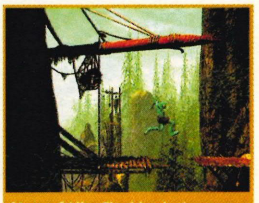
[Above] You can provoke the disgusting Sligs into blowing each other to bits by alerting them and jumping clear.

SPECIAL POWERS

Abe's Oddysee relies on both your reactions and your intelligence to help free Abe's co-workers from the terror of Rupture Farms huge meat processing factory where they work as slaves. There is fast action as you jump between the platforms, avoiding explosions, guards, and the horrific security devices, but there are often puzzles designed over a few screens that require planning the use of switches or other characters which Abe can control using his supernatural mental powers. This makes it very similar to the 16-bit classic *Flashback*.

Even gore fans shouldn't be disappointed, with visible chunks of Abe cascading all over the screen when he triggers a bomb accidentally, or the squelch of the mincer when it whirrs down from the ceiling into an unsuspecting Slig.

Yes, it should be quite a success, and with four Oddworld-themed sequel games already planned, GT obviously has some faith in it too. However, it goes without saying that you should wait for the full review in PLAY before handing over your money.



[Above] Like *Flashback*, there are several moments when you have to jump gaping holes while running to save your green hide.

[Above] Abe isn't your usual platform character – how many game heroes have you seen riding an Elum bird up a tree?

[Above] The tribal technology and colony in the trees is all very reminiscent of the Ewok city in *Return of the Jedi*.

PLAY INFORMATION

Name: Oddworld: Abe's Oddysee
Publisher: GT Interactive
% Complete: 95%
Release Date: September '97

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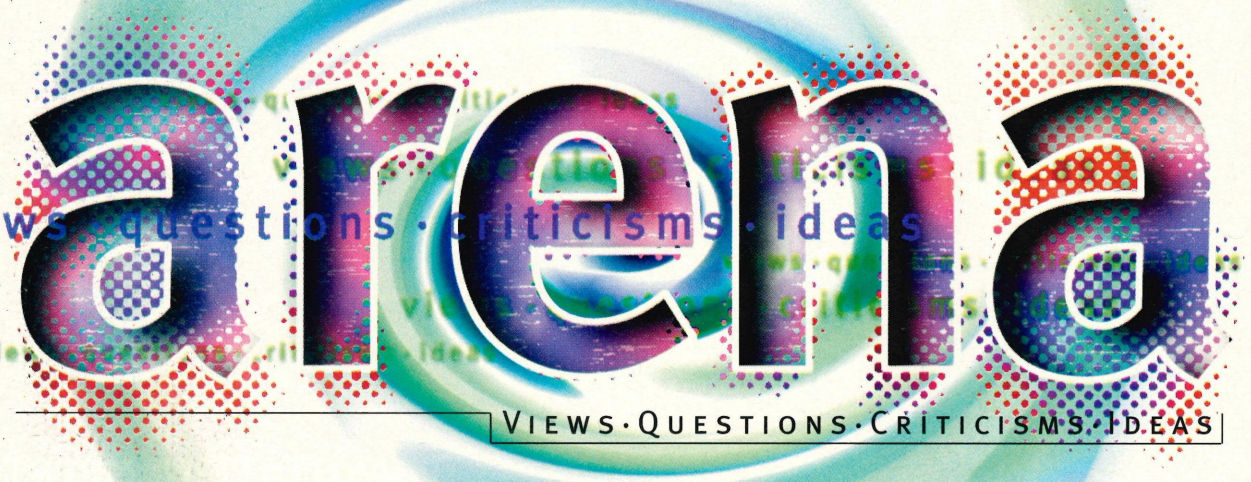


THE E3 SHOW CONFIRMED THAT THE PLAYSTATION HAS THE BEST GAMES LINE-UP OF ANY SYSTEM, AND NINTENDO WAS FORCED TO RELY ON VIDEO FOOTAGE FOR ITS BEST GAMES. WHAT DO YOU THINK OF THE STATE OF THE SOFTWARE SCENE AT THE MOMENT? AND ALSO, TELL US WHAT YOU THINK OF OUR RECENT RUN OF FREE COVER-MOUNTED BOOKS? 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.

DEAR PLAY,

I am writing to you on the popular subject of software prices. Recently we have seen Sony drop the price of the PlayStation to £129.99 and reduce the price of software to £34.99. This is a commendable move on Sony's part which can only prolong the life of the PlayStation.

Having said that, I feel that a further reduction in software prices to around £29.99 is not unrealistic. If we look at the likes of Nintendo and the N64, which was originally priced at £249.99 and within three months was nearly halved to £149.99, why can't the same thing happen to the software?

With the massive user base already available, surely the same principle can be applied to provide much more wallet-friendly prices. Admittedly this particular price reduction was probably due to the fact that Nintendo's share of the market was under threat from Sony. This type of competition can only be good for the average gamer (except Sega owners) and help drive down prices.

Personally I remember the good old days when I would spend hours hammering the keyboard of my VIC 20 to try and get to the next level of *Physcho*, which I had just shelled out £1.99 on. Ah those were the days.

David Cull, Sunderland

Those were the days indeed, David, and your £29.99 idea would certainly go down well with the million UK PlayStation owners. Perhaps rather than lowering the price of hardware even further (rumours are £99 for Christmas) Sony should concentrate on bringing down the average price of games just to shame Nintendo further. CDs cost far less to produce than cartridges and so we will always have the edge over Nintendo.

DEAR PLAY,

After reading your letters page in issue 22 and seeing the moronic remarks by Dave Phillips from Pembrokshire, I just had to put pen to paper and reply to the thick pratt! Doesn't he realise that firms spend millions each year trying to prevent software piracy, thus leaving less to develop new hardware and software.

The only people who profit from this are the ones who sell the gold disks or cartridges and certainly not the person who is buying them. So what if you've bought a game for only a tenner – 90% of them don't work and in some cases bugger up the console/PC itself!

If everyone followed your example Master Wizard, do you think software companies could produce such games as *Tomb Raider*, *Command & Conquer*, *Soul Blade* and *Tekken 2*? Of course not. So when you buy a pirate copy of a game just think, it may be a classic, but in the long run there won't be another one to follow it...

You also claim to be a PlayStation enthusiast, but how can you be when you are damaging the PlayStation market?

Dean Parker, Knottingley

Amen. And it is also important to distinguish between playing gold disks (bad) and running import software (good).

DEAR PLAY,

My friend has now been forced to get his PlayStation chipped due to the lack of good PAL games, and so he ordered *Tobal* because it looks fantastic. However, when he loaded up the CD, the screen flashed with lots of white lines. We think it is something to do with not having an NTSC compatible TV, is there any way around this? Or do we have to get another TV? Please help.

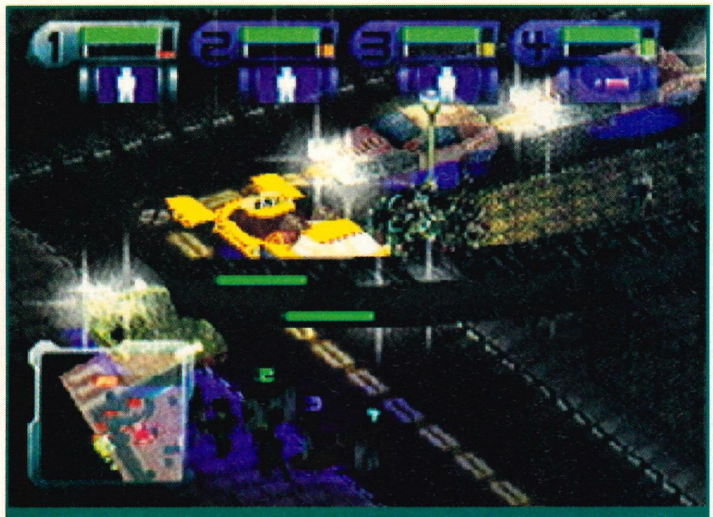
Tony Fenwick, Durham

It sounds like you are not using a SCART cable for your TV, Tony and in which case you will not get a proper picture when playing import games. A mere AV lead cannot convert the NTSC signal into something which can run on a PAL TV. Most TVs are multi-standard these days, especially if they have a SCART socket. If you have a SCART TV, then get a lead pronto and try that. If not, then you must get a TV which does.

DEAR PLAY,

I'm writing with reference to the letter on piracy, but more specifically to your response to it. Although software piracy is rather corrupt, you have to see it through the eyes of the consumers, rather than through the eyes of someone involved in the industry in some way. I buy pirated software from the Far East and the four benefits for doing so are similar to your four reasons for getting a PLAY subscription.

1. It's cheaper. At £5 per disk you can imagine the vast library an individual can have. I've also never come across a flawed disk.
2. Because you purchase from the Far East you get the most recent releases way before anyone in the UK.
3. You also get titles which will



Mark Taylor is just one of many people annoyed by the long delay of *Syndicate Wars*. It should be out by the time you read this guys.

never be released in this country.
4. You get games as they are meant to be – full speed, full screen etc.
People who protest the most against piracy in my opinion are just jealous. They pay extortionate prices for sub-standard games, when others don't. I lived in the Far East for many years and it seems that you are rather naive and disillusioned to the real situation. People who buy pirated software are not pirates, they are piratees. Perhaps they're worse, or perhaps they have the sense not to get ripped off. Worse than Hitler indeed.
Daniel Tyler, e-mail

Piracy protesters are not jealous, Daniel, they are just sad that there is a minority of unscrupulous PSX owners who deny games developers their rightful royalties by dealing in gold disks. It's not at all clever, and you trying to make those who do it sound cool is a fruitless exercise. Gold disks are an unstable, unreliable media that frequently degrade over time and often do not work at all. I don't believe for a moment that you have never had a duff disk and neither does anyone else. Personally I would much rather buy a full import or official copy complete with packaging and proper Sony black CD because it has a guarantee, it will last, and I find it far more appealing to give my money to the people who made the game, and not some greedy pirate working in a sweat-shop just outside of Beijing! Also remember that full copies of games have a solid resale value whereas shaky gold disks only become useful beer mats as the weeks roll on. Sorry, the Hitler line still holds true.

Mellow Greetings to all at Play,

In one of the past issues (21 I do believe), you were asking for people who were faced with the agonising choice of having to decide between an N64 and the almighty Playstation!

For a while the Ultra 64 had been mentioned and rumours were passed, yet not much was known about the mysterious machine. And finally, there it was set up for release, boasting in all its glory. But something wasn't quite right.

Most people had got pissed off waiting for years on end while current PlayStation owners shat upon them from great heights. And when the prices of the games were unveiled, all they could do was cower in a corner and suck their thumbs while being laughed at.

I've had a PlayStation for about two months and made no mistake with my choice. I purchase your magazine as soon as it comes out and would recommend it to anyone looking for good opinions, up-to-date news and value for money. Before I go, I have three small requests:
1. Please don't raise the price of your magazine.
2. I was told by a friend that *Soviet Strike* was jerky when being played. Is this so as I have not yet had chance to play the game, and if it is, will we get the same problem with *Nuclear Strike* which is on my "To Buy" list?
Many thanks for your review and cheats for *Need for Speed 2*, it helped me very much.
Jonathan Astley, Warrington

Nintendo is certainly in a lot of trouble and even *Star Fox 64* and *Banjo-Kazooie* can't bail them out this time. Although there are rumours that the prices of its games might go down by 20%.
1. Oh, okay then.
2. *Soviet Strike* does slow down when there is plenty of things going on, such as explosions and lots of enemy sprites. *Nuclear Strike* didn't seem to suffer from this when we tested it at the E3 show.

Dear Play,

Firstly I congratulate you on the presentation and layout of your magazine. The reviews are of top quality and your free tips books are wonderful. Secondly, I am writing in response to Simon James' and Robin Brown's letters in issue 22 of Play. I also think that having a video to go with the magazine will be a good idea. I have told my friends and they also think it is a good idea. I would definitely raid my piggy bank for an extra £1 if the idea goes ahead because I would like to see PlayStation games in motion before I buy them. With a video you could see how smoothly the games run and how good the music and speed is.
John Turner, Yorkshire

"People who protest about piracy are just jealous in my opinion..."

If we wanted to run a video then hopefully this would not involve raising the price of the magazine.

Dear Play,

I am a very new PlayStation owner and decided to write to Play after reading thoroughly my issue 21 (June) edition. I am immensely pleased that I purchased a Sony PlayStation rather than an N64 or Sega Saturn. It is my opinion that the N64 is somewhat disappointing after all the hype at my school. The low variety of games available and prices of them are not what one would expect of a 64-bit machine. I am also a great fan of *Street Fighter* games, any news on the compilation?
Rowan Turner, London

You have made the right choice, Rowan, as the PlayStation is without a doubt the strongest next generation format available. The *Street Fighter* Compilation will be out in October says Virgin.

Dear Play,

May I just start by saying how impressed I am with your magazine. You take full advantage of your unofficial status by providing the reader with a wider selection of choices than other publications. Honest reviews, import information, unsubstantiated news – it's a joy to read.

After becoming a PSX owner two months ago I waded through six other 'mags' before I finally came across yours. That was it, my search was over. I immediately subscribed to what I can only describe as the PlayStation bible (get on with it – Ed).

Being a massive

[Above] Rowan Turner from London weighed up the pros and cons and decided on a PlayStation over the Nintendo 64. Good on yer!

Resident Evil fan, although I did complete it after 12 days, I was disappointed to say the least when I heard the release date of March 1998 for *RE2*. I decided to use a substitute to get my fix, in the form of *Overblood*.

I quickly ordered it and eagerly awaited its arrival. Imagine my surprise when I was sent a Japanese copy and an invoice for £65. Strange, I thought, since in the Wired Up, the publisher was Electronic Arts – an American company. There was also no mention of an import version being out already, as it does for Tobal 2.

I know release dates can never be set in concrete in advance, but I wish you could have mentioned the import version. The game is full of Japanese text and I can't send it back because it is my fault. I was too eager.

D Mann, Manchester

The review of *Overblood* was actually official, Mr Mann, and the English version of the game was released by Electronic Arts in Europe. Unfortunately in your haste of ordering, the import shop must have mis-interpreted your request and given you the Japanese one, which, as we reported in the news section some months ago, is virtually unplayable because of the amount of Japanese text. Our advice is to contact your supplier, explain the situation and see if you can get an American or English version.

Dear Play,

I am an unhappy PlayStation owner who intends to buy an N64 soon. The reason I am buying an N64 is that there are not many great games planned for the PSX in the near future. Sure you can say, what about *Resident Evil 2*? But it won't be released in Eire or the UK until next year. I have put together a list of the PlayStation's top ten games and named major faults in them. I will be honest.

1. *Tomb Raider* – barely any faults admittedly.
2. *Rage Racer* – only one track.
3. *Soul Blade* – Too easy.
4. *Resident Evil* – Too few enemies.
5. *MMV3* – Courses are repetitive.
6. *F1* – The most overrated game ever in my opinion.
7. *Tekken 2* – Too slow to be playable.
8. *Wipeout 2097* – Too dark and dull.
9. *Die Hard Trilogy* – Not deep enough.
10. *Pandemonium* – Very boring.

Sorry about that, but it had to be said. Don't bother to tell me about *Bushido Blade*, *NFS2* or *Syndicate Wars* because not one single game on the PSX excites me. And as you can see from the wealth of second hand games on the market, I'm clearly not the only one. There's no point in having 200 games when 180 of them are not worth buying.

A fan of yours, Eire

You're a bit of a lost cause really, seeing as you don't even want to believe that PlayStation games are any good. The simple fact is that you're wrong about all those games, with many of them lasting far longer than any comparable game on another system. It is stupid, for example, to dismiss *Rage Racer* with 'Only one track', so what, it's a bloody good one, and it is also the fastest racing game in the world! And if you check out the E3 show report this issue, then you might just notice that all the best games this year are on PlayStation. If that doesn't convince you matey, bugger off to your poxy N64 and see where it gets you. Endless *Mario 64* clones await you...

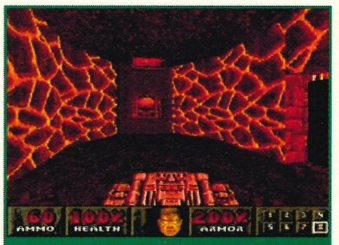
Dear Play,

I would like to congratulate you on your wonderful magazine. The main reason I have written in is to ask how to connect the PSX to a personal hi-fi with phono plugs. I can see no way of doing it as the PSX has no sort of audio connection socket.

David Hunter

It all depends which model PlayStation you have, David. If it is the very latest one with no phono sockets then there is only one way, and that is to use a modern TV with two SCART sockets at the back. Connect the PlayStation to the first SCART using the lead supplied, and then get a SCART block which plugs into the second SCART socket and allows phono leads to be plugged in and then into the back of the hi-fi. You only get two SCART sockets on very modern or expensive TVs, Sony's are best.

Alternatively, if you have and older PlayStation where three coloured phono leads connect to the back, you just connect the white and red one to the back of your hi-fi as if it was a tape deck.



[Left & Above] Motion sickness is actually quite common to PlayStation gamers, especially with first person games like *Alien Trilogy*. Daniel Willis is not the only one then.

Dear Play,

Congratulations on your brilliant magazine. I wrote to you because you give good answers and I have a few questions for you. I was playing *Doom* round at my mate's house and I suddenly felt ill. I thought it was nothing, but then a few month's later I was on *Alien Trilogy* when the same thing happened.

My mate says this is motion sickness and that I should sit further from the screen, but this doesn't help. Does motion sickness occur regularly?

In your tips for the *Need for Speed 2* in issue 21, you said to get the Pioneer engines you must type "PowerUp" in the password screen, but there are only six letters.

Daniel Willis, Witham

Motion sickness is actually quite common, and mainly occurs when travelling by car or sea. Basically there are levels of liquid in the inner ear which keep the body balanced, but these can be confused when your body is sitting still, but your eyes are telling you a different story. With *Alien Trilogy* and *Doom* you are concentrating so hard on the game, that your body believes you are actually in the corridors legging it about. But because you are in fact sitting down with a joypad, the brain gets confused and causes you to feel nauseous. To stop it, just look away from the screen for a bit or get up and walk around to bring everything back into balance. Sorry, the password in the *NFS2* cheats was wrong, you should in fact type "POWRUP."

Dear Play,

I was enthralled by your review of *Syndicate Wars* in issue 14, December '96. Since Jan '97, the proposed release date, I have been disappointed again and again. First March, April and then June, but to no avail. Supposedly 80% complete in December, does it take five months to finish it off?

Frankly I'm getting pissed off with waiting, as I'm sure many people are. Sure it's worth waiting, and I'm going to get it, but when is it definitely coming out? I would be most grateful for any information.

Mark Taylor, Sutton Coldfield

We didn't review *Syndicate Wars* in December '96, Mark, this was merely an in-depth look. The full review appeared in issue 22 eight months later, and scored 85%. The reason for the delay was the number of projects being worked on at Bullfrog at the time, and a desire to hone the game to perfection. I agree, it is very annoying, but would you rather have a crap game sooner, or wait for something a little bit special? *Syndicate Wars* should be out by the time you read this, as it was due on 4 July.

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.

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PLAYLIST

THE COMPLETE A-Z OF PLAYSTATION GAMES REVIEWED IN PLAY AND YOUR INVALUABLE GUIDE AS TO WHAT TO BUY AND IF £20 FOR A DUSTY COPY IS REALLY WORTH IT. CARRY A COPY OF PLAY WHEREVER YOU GO, OR ALTERNATIVELY, MAKE A SPECIAL CONTAINER FOR IT. PLEASE NOTE THAT '*' INDICATES AN IMPORT REVIEW.

playback

These are our very own top tens for each genre and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PSX.

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

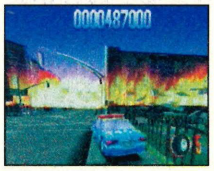
1. MechWarrior	**91%**
2. Doom/Final	93%
3. Tenka	86%
4. Exhumed	84%
5. Alien Trilogy	91%
6. Disruptor	87%
7. Magic Carpet	90%
8. Tunnel B1	87%
9. Descent	85%
10. PO'ed	87%

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.
Ace Combat*	1-2	●						81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●						84%	Far better graphically and playability wise.
A-Train*	1	●				●		62%	Complex resource management with trains.
Actua Golf	1-4	●	●					88%	Best golf game on PSX so far (until *Golf2*).
Actua Golf 2	1-4	●						80%	Not as good graphically, but still great fun.
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.
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.
Carnage Heart	1	●						57%	Dull robot strategy adventure on the moon.
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!

GAME									SCORE	WE SAY...
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.
Darkstalkers*	1-2								88%	Very playable beat-'em-up from a coin-op.
Defcon 5	1	●							88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●					85%	Was good, now utter cack!
Destruction Derby	1-2	●		●					86%	PSX showpiece and good two player.
Destruction Derby 2	1	●							82%	Better, but lacks link-up – bah!
Die Hard Trilogy	1	●				●	●	●	92%	Utterly brilliant three film games in one.
Discworld	1	●				●			74%	Unfunny cartoon adventure.
Disruptor	1	●							87%	Impressive 3-D *Doom* clone.
Doom	1-2			●					93%	Top link-up, but now looking dated.
Dracula X*	1	●							84%	Japanese vampire platformer.
Earthworm Jim 2	1	●							69%	16-bit fun, but joke is wearing thin.
Epidemic*	1	●							71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●							73%	Tiresome sports, no fun at all!
Excalibur 2555 AD	1	●							86%	Imaginative and lush RPG.
Exhumed	1	●							84%	Compelling Egyptian 3-D shoot-'em-up.
Extreme Pinball	1-2	●							54%	Miserable pinball sim with bad physics.
Fade To Black	1	●							90%	Gripping sci-fi alien adventure!
FIFA '96	1-4	●	●						81%	Unexceptional footy flannel.
FIFA '97	1-4	●	●						70%	Graphically better, but plays worse
Fighter's Impact*	1-2	●							76%	Dated and blocky 3-D beat-'em-up. Buy *Tekken2*.
Final Doom	1-2			●		●			82%	New levels, but otherwise the same.
Firemen, The*	1	●							78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●							85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2								64%	Garish cartoon cop adventure. Dodgy.
Formula 1	1-2	●		●			●		92%	Exhilerating and glorious F1 sim!
Galaxian 3*	1-4	●	●			●	●		69%	Repetitive and confusing shooter.
Gex	1	●							76%	Wretched 3DO platformer with dumb lizard.
Goal Storm*	1-2	●							69%	Disappointingly slow, fails to score...
Grid Run	1-2	●	●		●				53%	Banal maze game with few rewards.
Gunship	1	●							90%	Has not stood the test of time...
Hardcore 4X4	1-2	●		●			●		81%	Hellish and repetitive off-road action.
Hebereke's Popitto	1-2	●							43%	Why bother with this when *Puzzle Fighter* exists?
Hermie Hopperhead*	1	●							53%	Worthless cartoon platform banality.
Hexen	1	●							35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●				80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●						78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●					87%	Good then, now utter tripe!
Incredible Hulk, The	1	●							45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●				47%	Wretched film-inspired nonsence!
International Moto X*	1-2	●		●					77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●						83%	16-bit footy conversion, no frills.
Int Superstar Soccer Pro	1-2	●							84%	One of the best football games on PSX!
Int Track & Field	1-4	●	●						85%	Superb multi-player sports special!
In The Hunt*	1-2	●							69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●							75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2								47%	As much fun as genital surgery!
Jet Rider	1-2	●							85%	Super-fast jetbikes, poor graphics.
J-League: Winning Eleven	1-2	●							73%	Early and now extremely dated 3-D football.
Johnny Bazookatone	1	●							85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●						86%	Accurate and enjoyable rugby sim.
Jumping Flash	1	●							87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●							86%	Psychedelic sequel to above (only better).
Kileak The Blood	1	●							57%	Sparse *Doom* clone that lacks any kind of thrill.
Kileak The Blood 2	1	●							65%	The same only with a '2' at the end.
Killing Zone*	1-2								57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●							37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●							61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●							62%	Utterly pointless 2-D beat-'em-up!
Krazy Ivan	1	●							90%	Sumptuous visuals hide a real stinker!
Lifeforce Tenka	1	●							86%	Grisly polygonal *Doom* clone – flashy.
Little Big Adventure	1	●							83%	Outstanding graphical adventure!
Loaded	1-2	●							85%	Gutsy and mindless, but repetitive.

playback

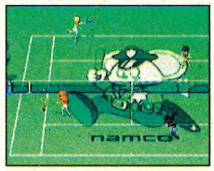
ARCADE SHOOT-'EM-UPS



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. Ace Combat 2 84%
9. Project Overkill 89%
10. Loaded 85%

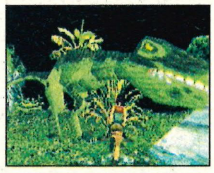
SPORTS SIMS



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. VR Baseball '97 80%
9. ISS Deluxe 83%
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%

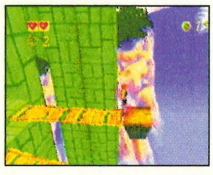
2. Bust-A-Move 2 88%
3. Bubble Bobble 85%
4. Pro Pinball 90%
5. Worms 92%
6. Atari Collection 81%
7. Supersonic Racers 91%
8. Namco Museum IV 79%
9. Buster Bros 86%
10. Williams' Arcade 84%

Racing Games

1. Rage Racer 94%

2. Micro Machines 91%
3. Rally Cross 89%
4. V-Rally 87%
5. Need for Speed 2 90%
6. Wipeout 2097 93%
7. Formula 1 94%
8. Porsche 82%
9. Peak Performance 85%
10. DD2 82%

Platformers



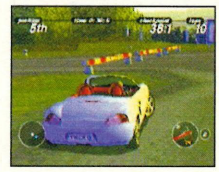
1. Pandemonium 90%

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...
Lomax in Lemmingland	1							70%	Dull as dishwater platform game.
Lone Soldier	1	●						92%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2							72%	Playable platform strategy. Looks old though.
MK Trilogy	1-2							92%	Gory orgy of 16-bit gameplay. Not bad.
Machine Hunter	1-2				●			72%	Decent *Paradroid*-inspired shooter.
Madden '97	1-4	●	●					81%	Solid and playable US football sim.
Magic Carpet	1	●						90%	Magnificent magic carpet ride!
Mechwarrior 2	1	●						91%	Top class big robot shoot-'em-up!
Mega Man 8*	1	●						82%	Playable and colourful, but ultimately shallow.
Mickey's Wild Adventure	1	●						79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	●	●					92%	Blistering racing game. Fantastic!
Monster Trucks	1	●						74%	Competent, but dull off-roader.
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*.
Namco Museum 4	1-2	●						79%	Some cool games – best: *Pacland*.
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.
Rayman	1	●						87%	Colourful platform game, now looking tired.
Ray Storm*	1-2							75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●						74%	Super fast *Chase HQ*-style racer. A bit basic.
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.

GAME								SCORE	WE SAY...
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.
Rockman Battle & Chase*	1-2	●			●			41%	Basic and unrewarding cartoon racer.
Runabout*	1	●						77%	Highly playable racer, but way too short.
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.
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.
Tiger Shark	1							62%	Decent water and aerial shoot-'em-up. Rough.
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!
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.

LONG TERM TEST



NAME: PORSCHE CHALLENGE
LENGTH OF TEST: 5 MONTHS
REPLAY VALUE: 2/5

PORSCHE CHALLENGE PROMISED MUCH. THE SUMPTUOUS GRAPHICS SHOWN IN EARLY DEMOS PROVED TO BE THE GAME'S MOST STRIKING FEATURE, AS THE GAMEPLAY, WHICH WAS MARKEDLY SLOWER THAN *RAGE RACER*, PROVED TO BE THE GAME'S ONLY REALLY STUMBLING BLOCK.

FIVE MONTHS ON AND *PORSCHE* HAS BEEN COMPLETED MANY TIMES. WE'VE ALL TRIED THE MANY NEW CHEATS AND BASICALLY THRASHED IT TO CUMBRIA AND BACK. SO HOW HAS IT FARED?

WELL TO BE HONEST IT'S NOT THAT CONDUCIVE TO LONG TERM PLAY AND NOR IS THE TWO PLAYER SPLIT SCREEN MODE. THE BASIC PROBLEM IS THAT THE CARS DON'T HANDLE WELL AT ALL, AND YOU NEVER GET THE FEELING THAT WHEN YOU ACCELERATE AROUND A CORNER THE BACK END IS EVER GOING TO GIVE WAY. TO GET SOME SIDEWAYS ACTION GOING YOU MUST YANK ON THE HANDBRAKE, BUT WHY WOULD YOU DO THAT IF YOU WERE IN THE LEAD?

ALTHOUGH GREAT TO LOOK AT, *PC* DOESN'T GIVE YOU ANY GREAT SENSATION OF SPEED, AND THE FOUR TRACKS ARE SOON DISPATCHED, EVEN WITH THREE DIFFERENT VARIATIONS. ALL ARE SIMPLE TO MASTER, REQUIRE NO SKILL OR DRIVING PROWESS, AND THE OTHER CARS MERELY GET IN THE WAY AND OFFER NOTHING TO THE GAMEPLAY. THE TWO PLAYER MODE IS EQUALLY SOULLESS BECAUSE CAR CONTACT IS RIGID AND IT IS IMPOSSIBLE TO FISHTAIL YOUR OPPONENT. PC IS NOT GREAT SHAKES AS A LONG TERM PROSPECT.

LONG TERM TEST

NAME: RALLY CROSS
LENGTH OF TEST: 4 MONTHS
REPLAY VALUE: 4/5

IT MAY ONLY HAVE BEEN OUT HERE IN THE SHOPS FOR A COUPLE OF WEEKS, BUT WE'VE HAD *RALLY CROSS* SINCE ITS AMERICAN RELEASE IN APRIL. OVER THIS AMOUNT OF TIME WE BEGAN PLAYING THE GAME MORE AND MORE IN ITS SPLIT SCREEN TWO PLAYER MODE, WHICH IS SO MUCH MORE FUN THAN PLAYING IT ALONE.

EVEN WITH THE SLIGHTLY SUBDUED PHYSICS IN THE PAL VERSION, THE THRILL OF A HAIR-RAISING CHASE WITH A FRIEND IS SO POWERFUL BECAUSE BOTH OF YOU ARE TERRIFIED OF MAKING THAT SINGLE TINY ERROR THAT CAUSES A MASSIVE AND CRIPPLING CRASH! WE STILL THINK *RALLY CROSS* MAKES A BETTER TWO PLAYER GAME THAN *V-RALLY* TOO.

AS MENTIONED IN THE REVIEW ALL THOSE MONTHS AGO THOUGH, THE FOUR PLAYER MODE IS PRETTY USELESS AND HAS ONLY BEEN USED ON A COUPLE OF OCCASIONS FOR MILD AMUSEMENT. A POINT WHICH BECAME MORE ANNOYING OVER TIME WITH THE IMPORT VERSION WAS THE NEED TO PAUSE THE GAME EACH TIME YOU WANTED TO SWITCH TO A DIFFERENT CAMERA VIEW BUT THIS PROBLEM HAS THANKFULLY BEEN TAKEN CARE OF IN THE NEW PAL INCARNATION.

A LARGE COLLECTION OF CARS AND TRUCKS THAT CAN BE COLLECTED BY COMPLETING THE MANY ONE PLAYER GAMES, AND SOME VERY WELL DESIGNED COURSES IS WHAT STILL MAKES *RALLY CROSS* APPEALING AND PLAYABLE TODAY. WHAT'S THE BEST TRACK FOR MULTIPLAYER RACING? GARDENS.

GAME								SCORE	WE SAY...
Virtual Pool	1-2	●				●		68%	Great PC game, awkward and slow on PSX.
V-Rally	1-4	●		●	●		●	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●						80%	Excellent and comprehensive sim of the sport.
V-Tennis	1-2	●						75%	Bland tennis game. Get *Sampras* or *Smash Court*.
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.
X2	1-2							77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●		82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●				●		88%	Deeply involving underwater strategy game.
Xevious 3D/G*	1-2	●						72%	Collection of every *Xevious* game. Not bad.
Zeitgeist*	1	●						51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide*	1-2	●						68%	Hopelessly clumsy robot beat-'em-up.

POUND STRETCHER

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ALRIGHT, NOW I'VE GOT A BIT OF A DEAL FOR MY FELLOW TIGHT FISTED GAME ADDICTS. 'COURSE, IT ALL DEPENDS ON HOW MUCH OF THE OLD GREEN YOU'VE GOT SPARE THIS SIDE OF PAY DAY, SO STARTING WITH THE REAL BARGAINS. I'M DOING M'SELF HERE BUT AS IT'S YOU. GAME ARE SELLING *SUPERSONIC RACERS* FOR A MERE 18 QUID!

THEN FOR ONLY £20 YOU CAN CHOOSE FROM *X2*, *INTERNATIONAL MOTO X*, *SOCCER '97*, *TRUE PINBALL*, *STREET RACER*, *STARFIGHTER 3000*, *X COM: TERROR FROM THE DEEP*, *IRON AND BLOOD*, *PO'ED*, *ONSIDE SOCCER* OR *HARDCORE 4X4!* GOOD TO SEE A SHOP COMPETING DIRECTLY WITH THE PLATINUM RANGE OF CHEAP AND CHEERFUL GOODIES, I'M SURE YOU'LL AGREE.

NEXT UP ARE THE FEW HIGHER QUALITY GAMES THAT ARE STILL GOING FOR 20 SOVS LESS THAN THE RETAIL PRICE, BUT PERSONALLY, I THINK ANYONE WHO PAYS £25 FOR ONE GAME IS BONKERS. ANYWAY, THE BEST OF THESE IS EASILY *DOOM*, WITH *STREET FIGHTER ALPHA 2* CLOSE BEHIND AND *TUNNEL B1*, *DISRUPTOR*, *PROJECT OVERKILL* AND *WARHAMMER: SOTHR* IN THERE TOO.

IF YOU'RE FLIPPIN' MADE OF MONEY, IT'S WORTH NOTING THAT *RIOT* IS ALREADY DOWN TO £30 AS WELL.

THAT'S IT FROM ME, KEEP STRETCHING THOSE POUNDS AND HUNTING THOSE BARGAINS!

WHAT'S THE STORY...

WITH THE SONY DUAL ANALOGUE PAD?

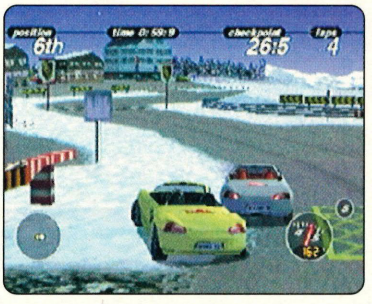
SONY'S BRAND NEW DUAL ANALOGUE PAD IS A REVELATION. FOR £40 (IMPORT PRICE) YOU GET A SLIGHTLY LARGER PAD THAN NORMAL, BUT WITH THE ADDED BONUS OF TWO ANALOGUE CONTROLLERS. SOUNDS GREAT DOESN'T IT, AND IT IS, BUT YOU MUST ALSO BE WARY OF THE FACT THAT JUST BECAUSE IT'S ANALOGUE, IT DOESN'T MEAN YOU CAN PLAY ANY GAME WHICH USES THE STEERING WHEEL. *RAGE RACER*, FOR EXAMPLE, WILL NOT WORK WITH THE DUAL ANALOGUE AT ALL. BUT THIS IS PROBABLY BECAUSE NAMCO DON'T WANT PEOPLE BUYING THIS CONTROLLER OVER ITS OWN NEGCON.

EARLY INDICATIONS WERE GOOD, WITH *PORSCHE CHALLENGE* GIVING YOU PERFECT FINGERTIP CONTROL AND EVEN FORCE FEEDBACK 'BUZZING' THROUGH THE HANDSET; RE-CREATING THE FEEL OF ACTUALLY HOLDING A STEERING WHEEL ON ROUGH GROUND.

ALL WAS WELL UNTIL SONY SUDDENLY ANNOUNCED THAT THE FEEDBACK WOULD NO LONGER BE INCLUDED ON ANY MORE AMERICAN OR EUROPEAN GAMES. APPARENTLY DUE TO A COPYRIGHT PROBLEM WITH THE FEEDBACK MOTORS.

WHAT FATE NOW AWAITS THE DUAL ANALOGUE PAD? SURELY THE MIGHTY SONY CAN SORT OUT A LITTLE DISPUTE LIKE THIS?

ANOTHER DEVELOPMENT IS THAT OCEAN ANNOUNCED SUPPORT FOR THIS CONTROLLER IN *V-RALLY*, AND THEN DROPPED IT WITHOUT TELLING ANYONE. PERHAPS SONY IS GOING TO CHANGE THE DESIGN OF THE PAD FOR THE UK RELEASE AND WANTS NO MORE SUPPORT UNTIL IT HAS THE SPECS.



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PLAY ISSUE 25, ON SALE 28 AUG, DON'T MISS IT!

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Gex:Enter the Gecko, Poy Poy, Final Fantasy Tactics, Final Fantasy VII, Nightmare Creatures, Syn, Rapid Racer, Star Wars Masters of Teras Kasi, Formula 1 '97, Croc, Ogre Battle, Bushido Blade official, Spiral Saga, Suikoden 2, Duke Nukem 3D, Frogger, Populous 3, Nuclear Strike, Tekken 3, The Lost World, Moto Racer, Actua Soccer 2 and a whole stack more!

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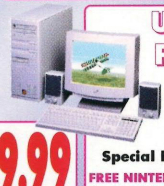

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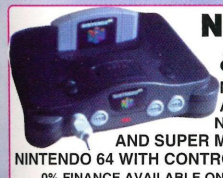

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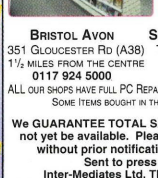

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