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issue thirty two

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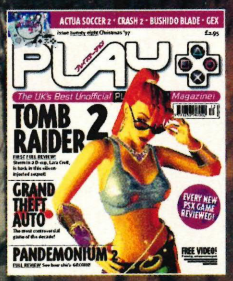
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PlayStation

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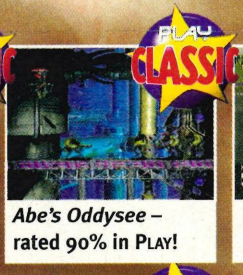
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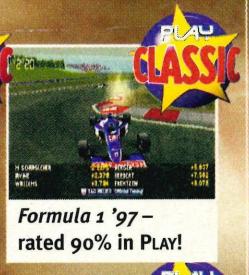
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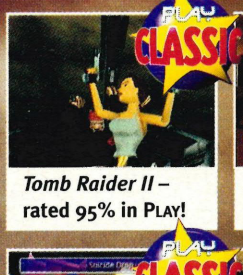
Bushido Blade – rated 94% in PLAY!



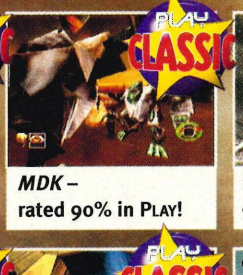
Abe's Oddysee – rated 90% in PLAY!



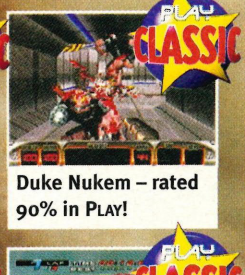
Formula 1 '97 – rated 90% in PLAY!



Tomb Raider II – rated 95% in PLAY!



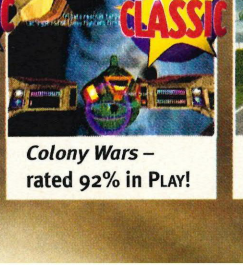
MDK – rated 90% in PLAY!



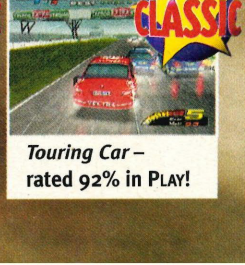
Duke Nukem – rated 90% in PLAY!



Final Fantasy VII – rated 93% in PLAY!



Colony Wars – rated 92% in PLAY!



Touring Car – rated 92% in PLAY!

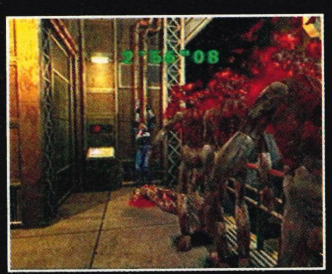
RESIDENT EVIL 2

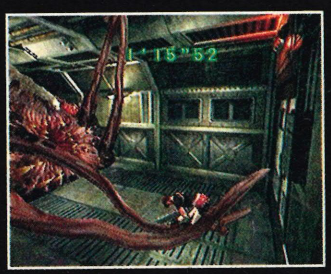
FIRST IMPORT REVIEW!



THE BIG GAME

20 JUDGEMENT DAY HAS ARRIVED! THE MOST EAGERLY AWAITED GAME OF THE YEAR HAS ARRIVED ON IMPORT, AND THE PLAY S.W.A.T TEAM VENTURE DOWN TO THE INFECTED STREETS OF RACCOON CITY TO KICK ASS!







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[SUBSCRIPTIONS]
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[STATION MASTER]
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BUSHIDO BLADE 74

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86 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]
90 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.

[DON'T FORGET]
The Complete Game Guide for *Tomb Raider II* is out now, priced at £3.95 – available from all good newsagents. For this you get colour maps of all the levels, eight double sided Lara Croft posters, plus the original game solution as well. It's limited edition so get 'em while they're hot!



inside PLAY プレイステーション
issue thirty two
The UK's Best Unofficial PLAYSTATION Magazine!

プレイステーション SPICE GIRLS

06 Girl Power! The fab five are finally going to set the PlayStation alight with their own brand of music, mischief and glamour. We give you hot news on everything you need to know about *Spice World: The Game!*

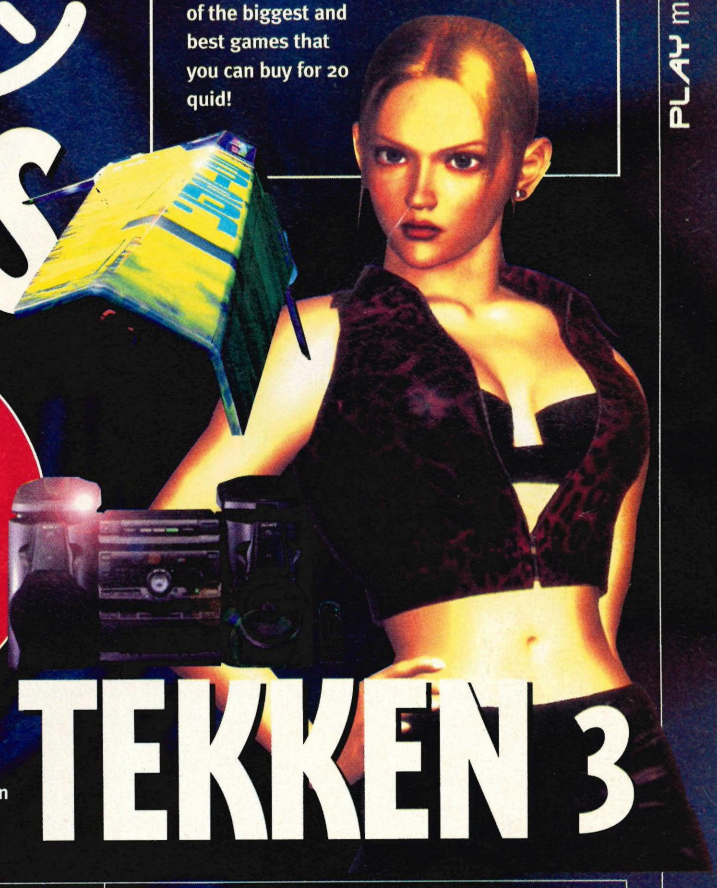


WIN!

16 A HUGE TV and games from JVC, plus we have a Sony stereo and Platinum goodies up for grabs on page 65!

PLATINUM RANGE UPDATE

62 We celebrate the fact that the Platinum range of budget software is booming with a full round-up of mini-reviews of the biggest and best games that you can buy for 20 quid!



TEKKEN 3

34 Tense-up to receive the biggest punch in the gut yet from Namco! We spar with the Tekken elite to bring you this full progress report!





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THE wait is finally over... but was it worth it? This is the big issue of PLAY this month as the full horror of *Resident Evil 2* is thrust upon us. Ever since the first game introduced us to the immense thrill of watching a zombie's head explode, we have been clawing at any new information we could find on the sequel, waiting on tender-hooks for the new locations, weapons, and monsters to be revealed to satisfy our almost unhealthy appetite for blood, carnage and all things fleshy!

But no more! *Resident Evil 2* has been given a full going over by our American correspondent, and it is everything we had hoped for... and much more besides! It is safe to say that we blow the lid clean off and provide you with just about everything you could ever wish to know about the impressive horror adventure – as well as that all-important score. For more information, turn to page 20 now, if you dare.

Elsewhere in the ever evolving world of PlayStation it has been a very exciting month for just about every gaming genre. Firstly there's Girl Power coming at ya courtesy of the Spice Girls. Frantic punching and headlocks courtesy of *Tekken 3* (full work-in-progress report on page 34!) and the long-awaited (that's the understatement of the century!) *X-Men: Children of the Atom*. Hot rubber and the smell of gas fumes courtesy of *Motorhead*. Football fever-pitch courtesy of the magnificent *World League Soccer* and *Premier Manager '98*. Strategy and forward-planning courtesy of *Theme Hospital* and *Final Fantasy Tactics*. Oh, and plenty of ice, courtesy of the three ice hockey games that we've had to review this month. Finally, we took a look at the ever-growing Platinum range and give away loads of great prizes. So, a good month then.



Ryan Butt
Editor



news • snippets • rumours • h

GAME GIRL POWER!

SPICE WORLD: THE GAME, COMING SOON!

GET READY for the first fully-interactive Spice Girls experience! This package, soon to be coming to the PlayStation will give fans and pervy men alike the chance to delve into the show-biz world of the Spice Girls and play around with exclusive video footage, music tracks and interviews!

The idea of the game is to beam exciting new material to the legions of fans via a totally new medium – hey, it may even attract a few more in the process! However, not only does *Spice World: The Game* provide the latest sounds, images and feedback from the girls, but it also goes one step further and gives the average armchair pop-manager the opportunity to compile their own Spice Girls remix tracks from various samples provided, and get the chance to choreograph vigorous new dance routines from the interactive real-time dance libraries.

Sony itself has high hopes for the game, Chris Deering, President of Sony Computer Entertainment Europe said this of the title, "Girl Power and PlayStation Power make an explosive combination! The Spice Girls correspond perfectly with the PlayStation – they have power, they are exciting to watch, sound great, and appeal to all ages – men and women alike. We are thrilled to be working with such an enthusiastic group and we can't wait to hear some PlayStation remixes of their number one hits!"

It is said that the Spice Girls are big fans of the PlayStation – especially games like *Tomb Raider*, whose heroine represents total Girl Power! Now this is the group's chance to truly engulf the world, and boy, they're going to snatch it with both hands! *Spice World: The Game* will be released in May, and we'll feature a preview in the next pop-tastic issue of PLAY!



aystation

TION

appenings

INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...



RYAN BUTT
Ryan's favourite film is *Withnail & I*, as he can relate to their squalid living, government oppression and the occasional high-jinx amidst pounding Jimi Hendrix!
play@paragon.co.uk



GRAEME NICHOLSON
Graeme's favourite film is *Face/Off*, as he loves the John Woo action scenario of big guns and sod-all story. This also applies to Graeme's life as his face is actually peeling off!
silencio@paragon.co.uk



TOM SARGENT
Tom's favourite film is *Star Wars*, as he dreams of a galaxy far, far away where blokes like him get to wander around in PVC and breathe heavily without being branded a pervert!
tomsargent@paragon.co.uk



[ABOVE] **Ladies and gentlemen... the Spice Girls! In the game you can manipulate them just like an unscrupulous manager. But watch out, they may turn and sack you – only joking Mr Fuller!**



[ABOVE] **Sporty performs one of her trademark back-flips as Scary gurns-on.**



[ABOVE] **Beckham had better watch out as a smooth operator gets down with Victoria!**



[ABOVE] **The girls line-up for some serious dancing lessons, not that they need them, ahem!**



[ABOVE] **You can record the routines and even select the camera angles, just like *TOTP!***

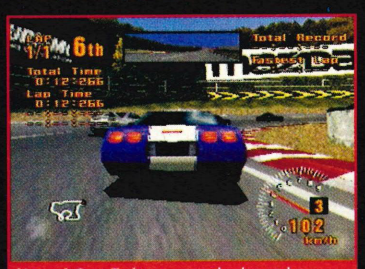
GT2!

SEQUEL PLANNED!

EAGER programmers at development house, Polys, have already begun work on the sequel to what we judge to be the best racing game ever... *Gran Turismo*.

Polys, who made the first game, which is due to be released over here in April, is already overhauling the physics engine to make it even more realistic, and is researching vast new quantities of dream-machine cars to include. Although the title has not yet been determined (*Gran Turismo 2* seems a safe bet), word is that the new game could see the light of day in Japan as early as the end of this year.

News has also reached the office that *Gran Turismo* has sold 1.5 million copies in Japan since December 23 – making it one of Japan's all-time best selling racing games!



[ABOVE] ***Gran Turismo* – record sales and a sequel in the works. Great times for racing fans!**

NOZIN' AROUND

NOZIN' AROUND

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

Psygnosis is hard at work on the sequel to *Colony Wars* to be released later in the year. *Colony Wars: Vendetta* will feature brand new missions and build on the aspects that made the first game such a success, without radically changes the key elements. We can't wait!

GT Interactive has announced plans for a sequel to *Abe's Oddysee* to happen this year! The new game (working title *Exoddus*) will continue Abe's adventures from where they left off in the first game. Although strangely this isn't the next game in the overall Oddworld series (*Munch's Oddysee* will demand 64-bit technology so the designers skipped forward to *Exoddus* which will use the original game's engine). This will be Abe's last outing on the PlayStation as we know it, so tune-in as he takes his final bow before venturing into the fully 3-D game engines of the 64-bit machines.

Ninja – the latest game from Core Design(who brought you *Tomb Raider II*) has slipped to a June release. The third person action/adventure combines the classic arcade styles of *Double Dragon* and *Rygar*, and features 13 levels of full 3-D action, with hand-to-hand fighting, weapons, magic, bonus rooms and huge bosses to overcome. All this is scattered with rendered cut-scenes to heighten the thrills!

USA ENTERTAINMENT

ENTERTAINMENT USA



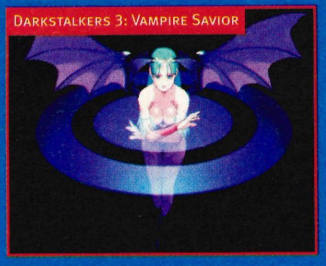
CAT BUCANNON brings you all the news on what's hot in the land of Clinton's tackle, and Beavis & Butthead!

Good news for shoot-'em-up fanatics this month as Sony of America has picked up the rights to officially release Square's *Einhander* in the States. The release date is set for 5 May and it is thought the game game will be a straight port over from the Japanese version.



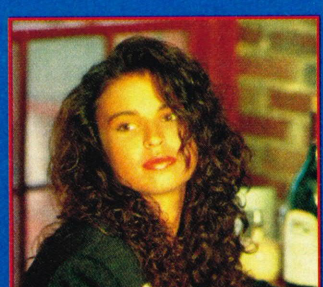
Oh dear, things aren't looking good for the PlayStation appearance of my mate Bruce Willis. As you know, he was set to star in the game, *Apocalypse*, as a kind of virtual buddy to the player, however the future of the game is now looking distinctly 'iffy'! *Apocalypse* was originally going to be published by Activision, but after lengthy slides down the release schedules, it has now washed its hands of the project and passed it over to another, little known company to finish. It is also reported that Bruce will now be promoted to the central character role. But all this shuffling can't be helping his enthusiasm in the project much.





There's a Capcom over-load this month. After the release and record sales of *Resident Evil 2* in the USA, interest is mounting over the forthcoming conversion of *X-Men Vs Street Fighter*, and how it will be converted onto PlayStation.Well when I approached the guys at Capcom to find out the details, they were cagey to say the least. However, they did tell me about *DarkStalkers 3: Vampire Savior* which will be coming to PlayStation this summer. The game shows the return of the popular demonic characters, and also features four new ones, including Jedah, the Messiah of Darkness, and B B Hood – a 'Littler Red Riding Hood' type girl who packs an Uzi!

Join me next month for exclusive news about the *Resident Evil* film!



[ABOVE] Cat Bucannon – went shopping in London last month with Demi Moore, but bought nowt!





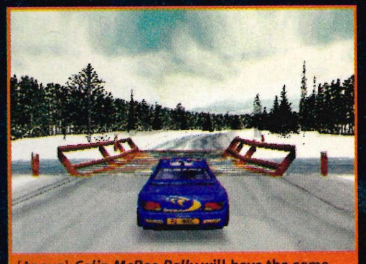
SPORTY!

CODIES GET BATTING FOR '98

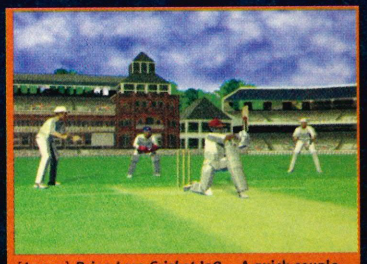
CODEMASTERS is soon to unleash a stunning double on eager sports-loving gamers with the release of *Colin McRae Rally* and *Brian Lara Cricket '98*.

Colin McRae Rally is the only official game featuring the champion driver and follows hot on the scorched tyre marks of *TOCA Touring Car Championship*, which was a huge hit. *MCRae* will feature 48 tracks and utilises realistic mechanics and handling of the best rally cars around – including McRae's own Subaru Impreza 555!

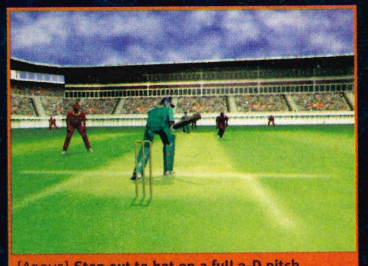
Brian Lara Cricket '98 is the first PlayStation outing for the famous West Indies captain. Played in a 3-D environment with motion-captured players, the game will include over 240 real-name international cricketers, as well as Lara, and will enable the player to bat, bowl and field in a wide range of cricketing events, such as individual matches, World Cup, Test Series, a Test Season, Knockout and World Series Tournaments. Seeing as the original *Brian Lara Cricket* game was the best-selling video game on any format from July through to September 1995 on the 16-bit consoles, there are certainly a lot of cricket fans out there who will be awaiting this release with baited breath! Full previews on both games next month!



[ABOVE] *Colin McRae Rally* will have the same stunning visuals as *TOCA*.



[ABOVE] *Brian Lara Cricket '98* – A quick couple of innings and then into the pavilion for tea!



[ABOVE] Step out to bat on a full 3-D pitch complete with scorebaord!



[ABOVE] *Colin McRae* is already reported as being billed as an authentic rally experience! It certainly looks pretty cool.

MEET THE RAT-PACK!

EVERYONE loves Tom & Jerry, don't they? Or perhaps the equally psychotic but overtly visceral Itchy and Scratchy (of *The Simpsons* fame) is more your bag? Well, if insane and wanton violence involving tiny mammals appeals, then you might be interested in London-based Pure Entertainment's new game, which makes both these cartoon duos seem tame by comparison!

Provisionally called *Rats* (it may be *Cats 'n' Rats* in the end, but we find this name a bit, well, crap), the game has you controlling a band of felines whose mission in life it is to prevent hordes of rats pouring into their homes. There are six cats initially, all with different personalities and distinctly-coloured fur. There's Sporty Cat, Stealth Cat, Kung-Fu Cat, Sexy Cat, Tom Cat and Flea-Bitten Cat – all make up a formidable fighting force intent on stopping the rats from infesting over a hundred levels by blocking up the rat holes.

Playing like a cross between *Bomberman* and the ancient trap game *Spy Vs Spy, Rats* has a glossy rendered look, and each level comprises bits of furniture and household objects which can be moved or used to help or hinder completion. A guard dog, for example, will remain asleep until touched by a cat or rat, but once active it will hunt you down; making rat-catching impossible.

You get rid of the rats by either blocking up their holes, or catching them in traps before they break anything. At the moment, there are no weapons involved, but you can already sense that as a multi-player game, there is huge potential for four-player fun. A big object, such as a sofa, is too heavy for one cat to move, but a team could easily shift it. It's up to you whether co-operating with a rival is for the greater good. *Rats* is scheduled for release in November and although it is very early, the potential is there and hopes are high for colourful and fun multi-player mayhem.



YAROZE UPDATE

To celebrate the launch of **www.playstation-europe.com,** Sony is offering the first 500 applicants who join Net Yaroze after January 30 1998, membership at a discounted price of £349.99 (inc. VAT) each. If you would like to receive details of how to join Net Yaroze please see: **http:// www.scee.sony.co.uk/yarinfo/index.html.** This ties-in nicely with the new performance analyser – the new Yaroze weapon to monitor how much of the PlayStation is being exploited by your programs. This consists of three full-length PC cards packed with a chipset that allows games to be played exactly as they run on a normal PlayStation. At any time, the programmer can obtain detailed technical information about how well the game is utilising the advanced capabilities of the console, using software that shows the usage of key features. Report next month.

WRECKIN CREW

WRECK-HEADS ARE GO!

THE LONG awaited wacky racing game from Telstar Electronic Studios, *Wreckin Crew*, looks like it's finally going to go-ahead on 1 May – a whole year after the originally intended release date!

The developer of the title, Quickdraw (ironic name, huh?) has insisted that the extra year has enabled it to fully realise its plans for the game. Quickdraw's Lloyd Baker commented: "*Wreckin Crew* was an ambitious project from the start. Firstly,it had to be blisteringly fast and move immense amounts of first person graphical data at high speed. Secondly, we wanted racing-based gameplay, set in urban landscapes, which recreated the feel of an arcade game without linear race circuits."

Wreckin Crew will feature a whole host of humourous stunts and bonuses. The multi-player mode will also feature comical weaponry such as chucking chickens and Rottweiller attacks. Full preview next month.



[ABOVE] ***Wreckin Crew*** **– an age in the making, but will we fially see it in May?**



[ABOVE] **Get wreckin in downtown Egypt, just steer clear of the ancient monuments, OK!**

CHARTS

In association with ChartTrack

POS	GAME	DEVELOPER	PUBLISHER	PLAY SCORE
1.	FIFA: RTWC 98	EA SPORTS	EA	91%
2.	COOL BOARDERS 2	UEP SYSTEMS	SCEE	81%
3.	GRAND THEFT AUTO	DMA	BMG	88%
4.	TOMB RAIDER II	CORE DESIGN	EIDOS	95%
5.	TOCA TOURING CAR	CODEMASTERS	CODEMASTERS	92%
6.	CRASH BANDICOOT	NAUGHTY DOG	PLATINUM	84%
7.	PORSCHE CHALLENGE	SCEE	PLATINUM	82%
8.	TEKKEN 2	NAMCO	SCEE	95%
9.	FINAL FANTASY VII	SQUARE	SCEE	93%
10.	TIME CRISIS	NAMCO	SCEE	90%

READERS' MOST WANTED

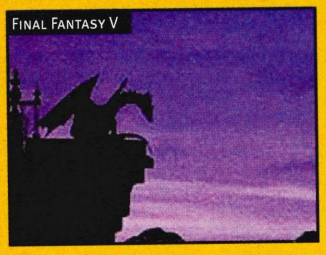
VOTED BY THE PLAY READERS BY FAX, E-MAIL OR LETTER...

POS	GAME	DEVELOPER	PUBLISHER
1.	RESIDENT EVIL 2	CAPCOM	VIRGIN
2.	X-MEN VS STREET FIGHTER	CAPCOM	VIRGIN
3.	COLIN MCRAE RALLY	CODEMASTERS	CODEMASTERS
4.	TEKKEN 3	NAMCO	SCEE
5.	ROAD RASH 3-D	EA	EA

JAPS EYE

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

Strange news to kick us off this month in that it has been announced that *Final Fantasy V* will be released on PlayStation in Japan! This is one of the *FF* games that you have missed in the western world, and it will be suitably updated for the PlayStation with the inclusion of FMV cut-scenes to jazz things up. Unfortunately (for you lot anyway) the game will not be released outside of Japan, so Square fans will have to stump-up the cash for an import version.



Excitement is mounting in this country over *Parasite Eve*, the scary new game from Square. Little is known about the game as yet, but involves a dainty young female who catches a mysterious bug and transforms into a vicious, power-crazed she-devil. More news next month.



Not content with running a theme park or a hospital? Well Human has got just the thing for you – *Convenience 2!* In this game, you take over the day-to-day running of your very own shop. That's right, you decide on stock, promotions and prices, and even get to employ burly store detectives to combat any devious shop-lifters! Unfortunately, there are no plans to release this game outside of Japan, so budding 'Arkrights' will have to fork out!



Finally this month, Capcom has announced that *Bio Hazard 2* (AKA *Resident Evil 2*) reached monster first-week sales of 1,800,000 in Japan and 700,000 in the United States... now there's a surprise!It has been reported that the first game in the horrific saga didn't do particularly well at first, but word-of-mouth soon set a chain reaction going, and *Resident Evil* went on to become a million-seller. Now with all of the extra work that has gone into the sequel and the enormous sales that are still clocking up thousands every day, there is no denying that *Resident Evil 2* will be one, if not the, biggest game of 1998. Was there ever any doubt though?



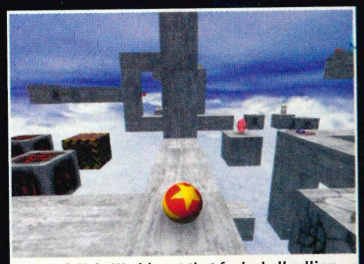
KULA WORLD!

SONY PROUDLY SHOWS ITS BALLS!

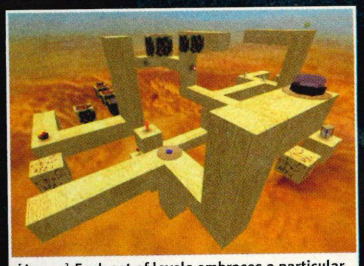
SWEDEN isn't exactly crowded with innovative software houses, so it is with some astonishment that it is the country responsible for the most original 3-D puzzle game seen on the PlayStation so far!

Kula World from Game Design Sweden is the latest game to be given the official treatment by Sony, and mighty fine it is looking too. Your objective is to control and negotiate a beachball through 200 brilliantly rendered 3-D worlds. Each of these levels provides a cunning problem solving element where you must carefully think about what you're doing. Your aim is to find the key and exit the level. It sounds simple but there are plenty of hurdles to overcome along the way. The player can rotate the level through 360° which is a major plus point, as most puzzlers tend to be of the 2-D variety. The game must be played against a tight time limit, so earning points is tough, as they are awarded by collecting icons scattered throughout each labyrinth. Bounce back for more on *Kula World* next month.



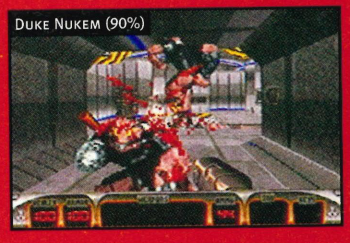


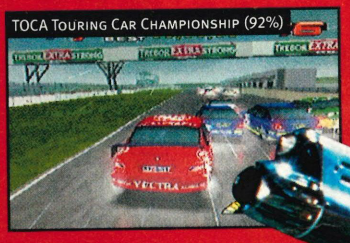
[ABOVE] ***Kula World*** **–get that funky ball rolling around 200 mystic, twistable labyrinths!**

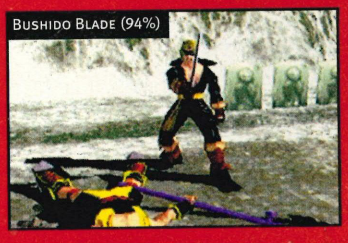


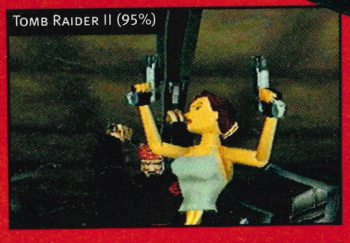
[ABOVE] **Each set of levels embraces a particular theme, the one above is Inca land.**

PLAY RECOMMENDS...













HERE COME THE MEN IN BLACK

GREMLIN DISPATCHES THE MIB TO RID YOUR PLAYSTATION OF UNIVERSAL SCUM!

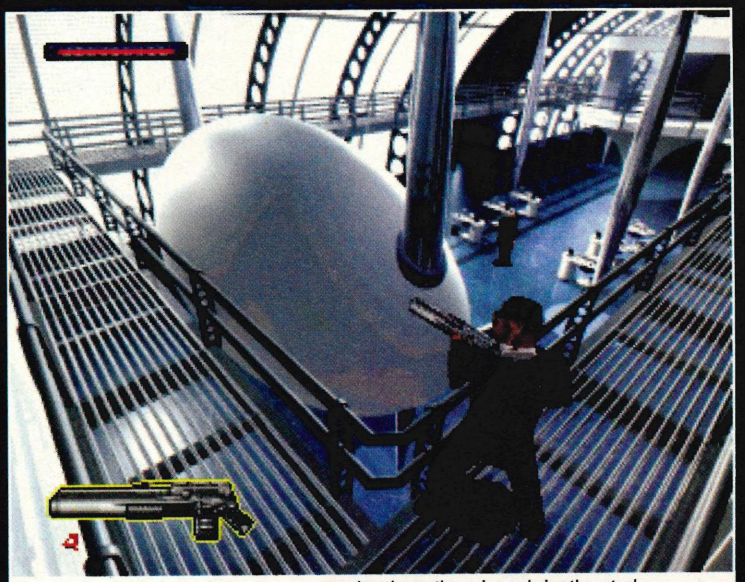
TOMMY LEE JONES may have retired as one half of the big-screen dynamic duo of alien-bustin' cool dudes – but he is back on the PlayStation! *Men In Black* broke all box-office records when it was released last summer, rapidly becoming one of the highest-grossing films ever. Now Sheffield-based Gremlin Interactive is hoping to repeat some of that immense success when the MIB grapple with the scum of the universe on PlayStation this April!

Already out on PC CD-ROM, *Men In Black* is billed as being a third-person action-adventure game that centres around a multitude of varied locations. The suave pair must root-out undercover aliens in such far-reaching locations as dense jungles, underworld lairs and desolate wastelands, with an impressive arsenal of weaponry at their disposal. The main actors from the film – cool customer Will Smith, dead-pan Tommy Lee-Jones, and sultry Linda Fiorentino have all given permission for their likenesses to be included in the game, and Gremlin has taken full advantage of this to give them as much in-game presence and menace as possible.

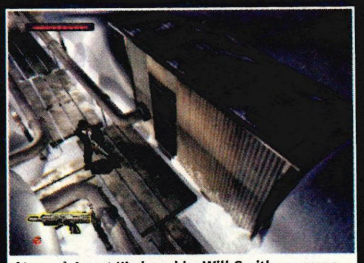
MIB begins with the player taking control of NYPD cop Jay Edwards (Smith) in hot pursuit of the city's strangest low-life. However, it isn't long before he is inadvertently drawn into the government's best-kept secret and trades his badge for a new identity, a sharp black suit and a pair of Ray-Bans. Hence the start of a inter-galactic battle to prevent an alien race from constructing a huge consciousness processor using human minds in a bid to exterminate mankind (we know it's far-fetched, but so was the film!).

The standard of movie tie-in games is on the up, and if you are in any doubt as what the MIB game will be like, we'll leave the final word up to Gremlin themselves, a spokesperson had this to say – "*Men In Black* is not just another empty license. It contains all the ingredients of a classic adventure game, but adds superb graphics and absorbing gameplay as well as all the explosive firepower from the film. All the weapons – including the 'reverberating atomiser' are available to use over the 200 locations." We'll see. Full preview next month.





[ABOVE] ***Men In Black*** **contains over 200 separate locations – the main one being the actual headquarters where the alien activity on Earth is monitored.**



[ABOVE] **Agent 'J' played by Will Smith prepares for a bust in Antarctica.**



[ABOVE] **Agent 'K' – the stone-faced Tommy Lee-Jones prepares to splatter illegal aliens.**



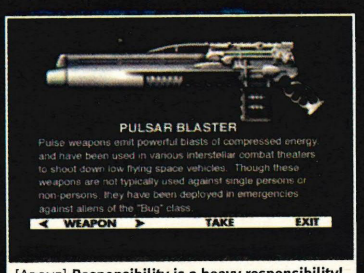
[ABOVE] **The player is sucked deep into underworld lairs to seek and destroy ET!**



[ABOVE] **The main MIB headquarters is where you select which mission to undertake.**



[ABOVE] **The game will retain the same impressive atmospheric look of the film.**



[ABOVE] **Responsibility is a heavy responsibility! Can you be trusted with this?**

HELP!

As reported last month exclusively in this magazine, Sony haS released a compilation charity disc to celebrate the sale of two million PlayStations in the UK (650,000 were sold over the Christmas period alone!). This project is looking to raise a million pounds for children's' charities, including The Prince's Trust and Great Ormond Street Hospital. Retailing at £39.99, the 'Help' charity compilation pack includes complete versions of *Broken Sword*, *Myst* and *Road Rash* and is available from all good PlayStation stockists.

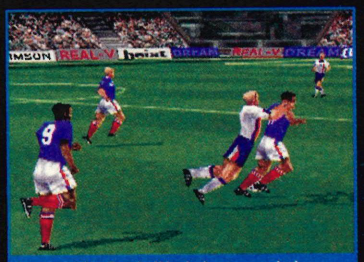


VIVE LE FRANCE

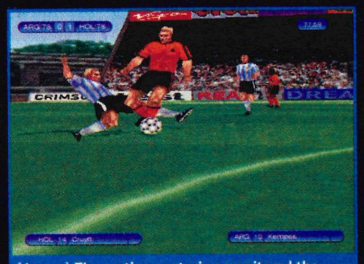
FIRST SHOTS OF VIRGIN'S CUP WINNER

What's the matter? Not going to France in the summer due to the almighty FIFA cock-up over ticket allocations? Well don't worry because Virgin has got something to occupy you throughout the dry season.

Developed by Crimson, *Viva Football* has some promising features such as complete control over shots, through-balls, dummies and flexible gameplay that is brought to you in full 3-D. The game has been motion captured using a full professional team, thus providing over 5,400 keyframes of animation which vary in defence, right through to the strike force. As if that wasn't enough, there are over 900 teams to choose from. More news next month!



[Above] *Viva Football* includes teams dating back to 1962 – so all the greats are there!



[Above] The motion capturing monitored the precise movements of key roles on the pitch.

MEMORY MARVEL

Fire International has just produced the very first actual 2MB memory card! Retailing at £14.99, this card doesn't rely on the dodgy data compression techniques favoured by other big cards on the market that has caused certain faults to occur. This card features two lots of 15 spaces that can be toggled via a switch to flick between the pages. For more info, contact Fire on (01302) 325225

TOP TEAM!

FANTASY FOOTBALL PLAYER NAMES...



With the World Cup just around the corner, we take time out from the usual game-related nonsense to bring you our totally ficticous winning 11!

1. Baloni (Italy)
2. Hardtoreachitch (Serbia)
3. Chesticov (Russia)
4. Giveitsumwelli (Italy)
5. Fellatio (Brazil)
6. Getthebeerssen (Denmark)
7. Spendapenni (Italy)
8. Aye Van Hoe (Holland)
9. Atishiou (Rumania)
10. Sodov (Russia)
11. Subbuteo (Italy)

Subs: Shagabitch (Serbia), Wobblijelli (Italy), Van Morrison (Holland), Pinnochio, Porno (Brazil)

BLANKA'S BACK!

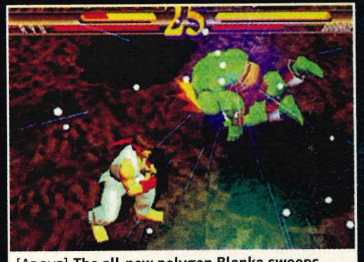
STREET FIGHTER EX 2 IN THE WORKS!

Fight fans rejoice! *Street Fighter EX* is back... and so is Blanka! The popular green mutant beast from the very first *Street Fighter II* game is set for a dramatic comeback against his old foes, and plenty of new ones.

Development has already begun on the game in Capcom's Japan studios, although it isn't yet known when it will be released. The sequel will bring back the Super Combo attacks and Guard Crashes from the first *Street Fighter EX* game game, and will feature a whole host of, as yet unknown, new fighters (and possibly a couple more old ones) and bolster them with fresh new graphics and animations. This will round off the trilogy nicely with *X-Men Vs SF* and *DarkStalkers 3* also coming!



[Above] Proof! Blanka makes a welcome return to the pounding in *Street Fighter EX Plus 2*.



[Above] The all-new polygon Blanka swoops down to put those claws to good use.

GAME SET!

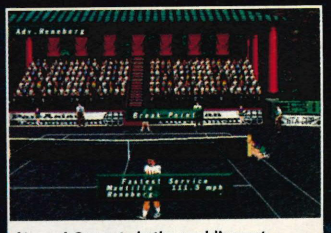
The Actua sports label is back to serve up another extra special slice of top sporting action courtesy of *Actua Tennis*. The latest addition to the award-winning series contains all of the features that have made the other titles so successful, such as the latest motion-capture technology to give full fluid movement to the real tennis pros, and a full 3-D environment where you can give those balls a thwacking!

On-the-spot commentary will be provided by Barry Davies (him again!) and Sue Barker ('er off Question of Sport). *Actua Tennis* will feature all of the sport's top events and tours, plus a four player option to indulge in a spot of mixed doubles. In its own words, Gremlin Interactive describes this game as looking more like a grand slam winner than anything this country has produced for the last 20 years.

Actua Tennis is released on 29 May, and Gremlin is also releasing *Premier Manager '98* and *Men In Black* in April, *N2O* on 1 May, *Buggy* in June and *Actua Soccer 3*, and *Actua Golf 3* are later in the year.



[Above] Become Britain's biggest hope for Wimbledon with *Actua Tennis*.



[Above] Compete in the world's most prestigious tennis events... and lose.

PRICE STRIKE

Just as Play was going to press, we discovered shocking news that some retailers are discounting *Nuclear Strike* to just £19.99 just prior to the budget priced *Soviet Strike* appearing. Is this a lack of faith in the current 'Strike' game? Whatever the reason, it means sales of the budget game will be affected.

PlayStation Magazine STARPLAYER 9/10 Official PlayStation magazine

9/10 PlayStation Power

5/5 C&VG

94% PlayStation Plus

92% Play magazine

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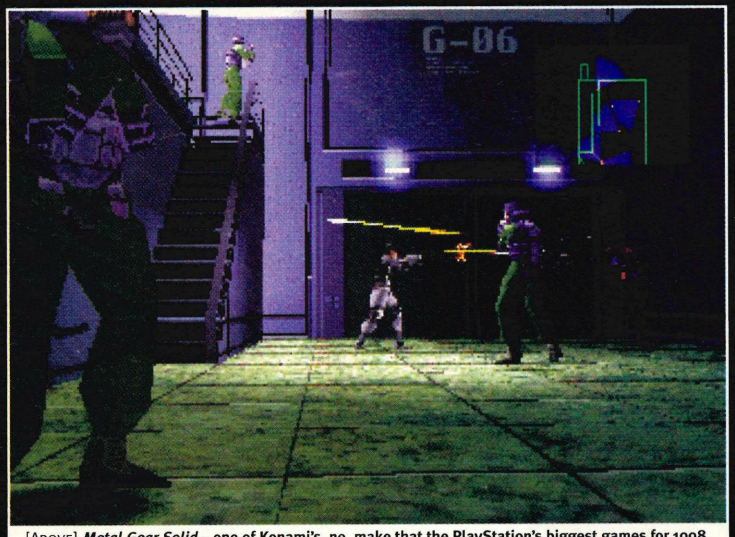
KOMAMI GEAR-UP

IMPRESSIVE LINE-UP ANNOUNCED!

SOFTWARE giants Konami is looking ahead to a very bright year indeed with an impressive sack of PlayStation games.

Nagano Winter Olympics was the first out and scored a champion 83% last issue. Also coming in the first half of 1998 is *Broken Helix*, *NBA Pro '98* and *Poy Poy* – a devilishly addictive party game that we had in-depth glance at last month.

But then it all goes quiet until the latter half of the year with two big games set to make an impact. The first is *Azure Dreams* – a new role playing game with fully rendered 3-D characters combined with real-time surroundings. Probably the most innovative aspect of this title is the way you can hatch new creatures and nurture them into killing machines to fight by your side. There is also a sequel to *Suikoden* planned, but the biggest and most talked-about title in Konami's arsenal is *Metal Gear Solid*. The bad news is that this jewel may slip into 1999. Press interest on this game has snowballed since video footage was proudly displayed in the States, although a playable version still hasn't reached these shores yet!



[ABOVE] ***Metal Gear Solid*** **– one of Konami's, no, make that the PlayStation's biggest games for 1998. We're talking *Resident Evil 2* proportions here. Excited? You should be!**

LIVING DOLL

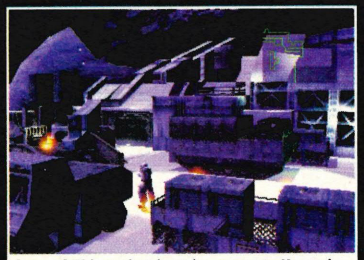
LARA LOOK-A-LIKE RIDES IN!

INTRODUCING the lovely Lara Jolley – the true real-life Lara Croft. Forget Rhona Mitra, this gal's got true grit, and she wants to be a movie star. PLAY reader, Lara approached Eidos – the company which published both *Tomb Raider* games – and expressed great interest in taking the starring role if the games were ever turned into a big-screen movie, and even went through the trouble of sending a couple of pictures to back up her case (which were passed onto us by a flushed Eidos employee, one of which is printed below, albeit in edited form!). Lara, if you're reading, PLAY would like to wish you all the luck in the world!

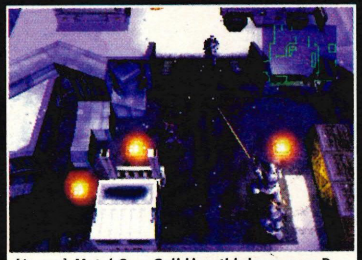
Speaking of the *Tomb Raider* film, if you recall we reported how Liz Hurley was in the running to play Lara. Well, Rhona Mitra recently blasted Hurley in the tabloids saying that she was too old to play the heroine, and that she herself should be the intrepid explorer. Hmm, sour grapes if you ask us!



[ABOVE] **Lara Croft look-alike Lara Jolley (and friends) puts her case forward on why SHE should be the big-screen heroine. We're not going to argue (not with those scary-looking minders anyway!).**



[ABOVE] **This project is so important to Konami that the release may slip to allow for fine tuning.**



[ABOVE] ***Metal Gear Solid*** **is a third-person 3-D adventure in a similar vein to *Resident Evil*.**



[ABOVE] ***Azure Dreams*****, Konami ventures once again into RPG territory for this monster trail.**



[ABOVE] **Konami continues to churn out quality sports titles, *NBA Pro '98* being the latest.**

RELEASE DATES IN FULL

THE MANIC MONTH OF MARCH

K-1: Arena Fighters (THQ)
Medievil (SCEE)
NBA Hang Time (GT)
SkullMonkeys (EA)
Broken Helix (Konami)
Bug Riders (GT)
Riven: The Sequel To Myst (Acclaim)
Steel Reign (SCEE)
Vs (THQ)
Bloody Roar (Virgin)
Bushido Blade (SCEE)
Bust-A-Move 3 DX (Acclaim)
NBA Pro '98 (Konami)
X-Men: Children Of The Atom (Acclaim)
Diablo (EA)
Theme Hospital (EA)
Warhammer: Dark Omen (EA)
Devil's Deception (Sunsoft)

AND THE SLIPPERS...

GAME	PUBLISHER	WAS	NOW
Ninja	(Eidos)	April '98	June '98
Spice World	(SCEE)	Feb '98	May '98
Reboot	(EA)	March '98	May '98

BLAZE

VIDEO GAME ACCESSORIES



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Powerstation Magazine

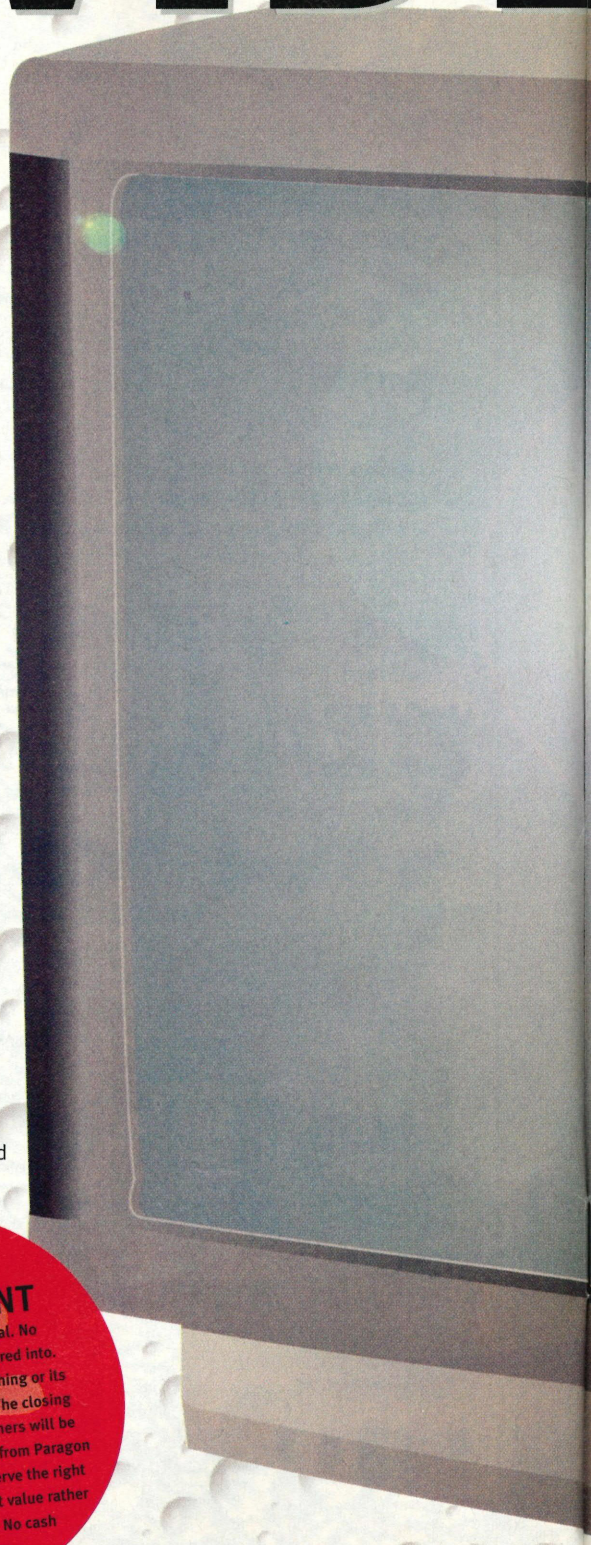
★★★★★

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We've teamed up with JVC for the most expensive give-away, er... for quite some time. Imagine playing *Brahma Force* (rated a massive 85% in issue #31) on this gigantic 28-inch screen and Dolby Pro Logic 3D-Phonic sound! It'll bring a whole new dimension to the antics of your giant robotic body-suit and the mayhem then ensues in the game. There's never been a better opportunity to really annoy the neighbours, and if this hasn't been enough to whet your appetite, cast your eyes on all of these features:

In the manner by which you, the discerning reader are no doubt familiar with by now, to win this state-of-the-art piece of kit, you must answer a question that has already been tested on chimpanzees across the country. One (extremely) lucky reader will receive the TV and a Limited Edition copy of *Brahma Force: Assault on Beltlogger 9* in a shiny tin box.



Question: What does JVC stand for?
(a) John's Vibrating Chicken
(b) Japan Victor Company
(c) Jazz Video Connection

Four runners up will each receive special Limited Edition copies of *Brahma Force*, also in a shiny tin box, so don't delay. Send your entries on the back of a postcard or a stuck-down envelope, together with your name and address and sent it to:

Feel the Force!
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Paragon House
St Peter's Road
Bournemouth
Dorset
BH1 2JS

THE SMALL PRINT

The editor's decision is final. No correspondence may be entered into. Employees of Paragon publishing or its suppliers JVC may not enter. The closing date is 15 April, 1998. All winners will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than the one illustrated. No cash alternatives, sorry.

ESCREEN TV



Picture
• 76 cm-visible super-flat tube
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• Standard 1 and 2 Colour Temperature Adjustment
• Eco Mode
• Cinema/Game Status
• Delay line aperture control circuitry

Sound
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• Dolby Pro Logic 3D-Phonic
• DSP (Digital Surround Processor)
• 3D Headphone System
• Music Power 2x4D W
• NICAM stereo

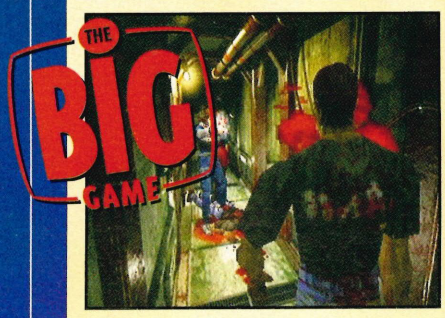
User Friendly
• Fastext
• Advanced on-screen menu control
• 1- language on-screen display
• Autoset

Other
• 2 SCARTs (2xS-VHS compatible)
• Variable audio output x5
• 100 Channel Presets
• NTSC 3.58/4.43 video playback
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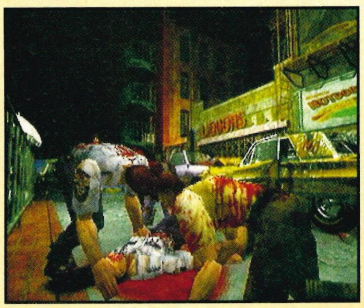
JVC AV-28WXI TV

THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!



20 The day of reckoning has arrived and the biggest game of the year is now available to buy on import. PLAY ventures down to the zombie-infested eeriness of Raccoon City to bring you the first full review of this horror extravaganza. We expose everything you need to know about the game en route to bringing you perhaps the most important evaluation in PLAY history. Load-up!



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.

76-84 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.

51-75 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

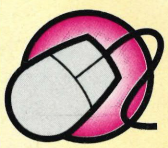
These symbols are designed to give you vital information about the maximum number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.


One player only
eg Resident Evil 2


Multiple Players
eg Gran Turismo


Steering/Analogue
eg NeGcon


Multi-Tap
compatible


Mouse compatible
eg C&C Red Alert


Uses a Memory Card
(for save games)


Split Screen
eg Bust-A-Move 2


Link Cable compatible
eg Formula 1


Light gun compatible
eg Time Crisis


Dual Analogue

ES

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

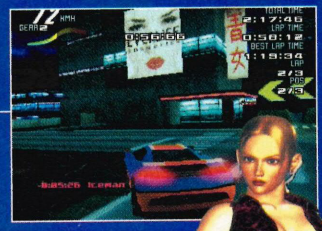
The GAMES THAT Time Forgot

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 occasionally means the game is rushed or of poor quality.

WORKSTATIONS

You want in-depth features on the latest software? You got it! The biggest games exposed.

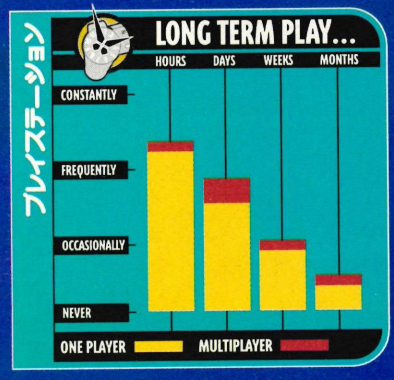
MOTORHEAD 32
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CHALLENGE BOX

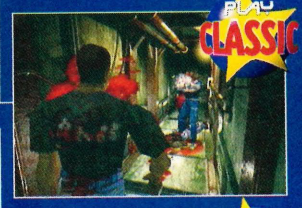
This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in yellow) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective,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



PLAY REVIEWS

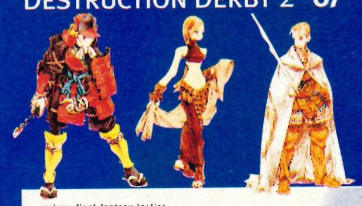
Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PlayStation game without seeing what we gave it first.

RESIDENT EVIL 2 20
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ACTUA ICE HOCKEY 44
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DEVIL'S DECEPTION 56
NHL OPEN ICE 60
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WIRED UP

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

MIDWAY ARCADE COLLECTION 80
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X-MEN: CHILDREN OF THE ATOM 84
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RESIDEN

PLAY magazine Issue 32 1998

Written By Alan Rausch (All text and screenshots taken in America)

PLAY INFORMATION

Publisher: Capcom
Supplier: Video Game Centre on 01202 527314
Price: £59.99
Release date: Out now (import) The UK version of *Resident Evil 2* will be released in April by VIE. Some aspects of the game may differ from this import version.

ONE PLAYER

MEMORY CARD

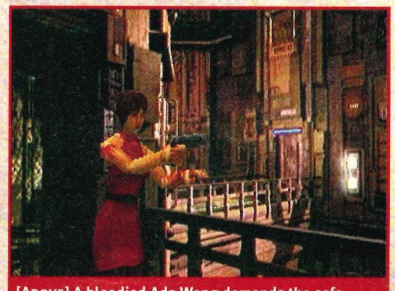
PLAY CLASSIC

FRIGHT? YOU DON'T, AND WON'T KNOW THE MEANING OF THE WORD UNTIL YOU PREPARE TO DO BATTLE WITH THE MAGGOT-RIDDEN POPULATION OF SCARIES IN RACOON CITY, WHERE LIFE IS CHEAP!

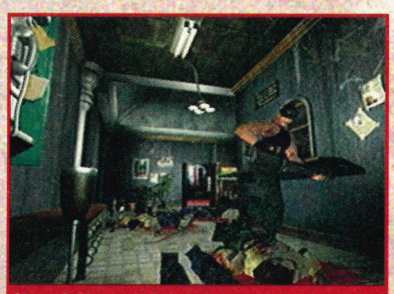
THE BIG GAME

"This game contains scenes of explicit violence and gore" – oh yes, bring it on! Brace yourself for the final word in fully immersive, edge-of-your-seat interactive horror... oh, and don't eat anything that could cause awkward bowel movements at least 24 hours before playing, alright!

The rise to reality of *Resident Evil 2* has been a long and turbulent journey full of speculation, half-truths and a few out-and-out lies. But it's here now, so we

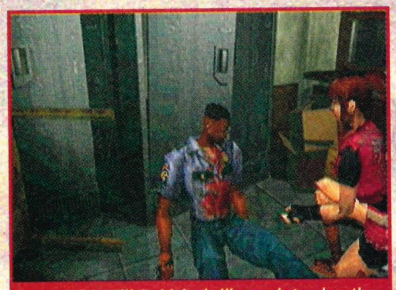


[ABOVE] A bloodied Ada Wong demands the safe return of the G-virus, but what for?

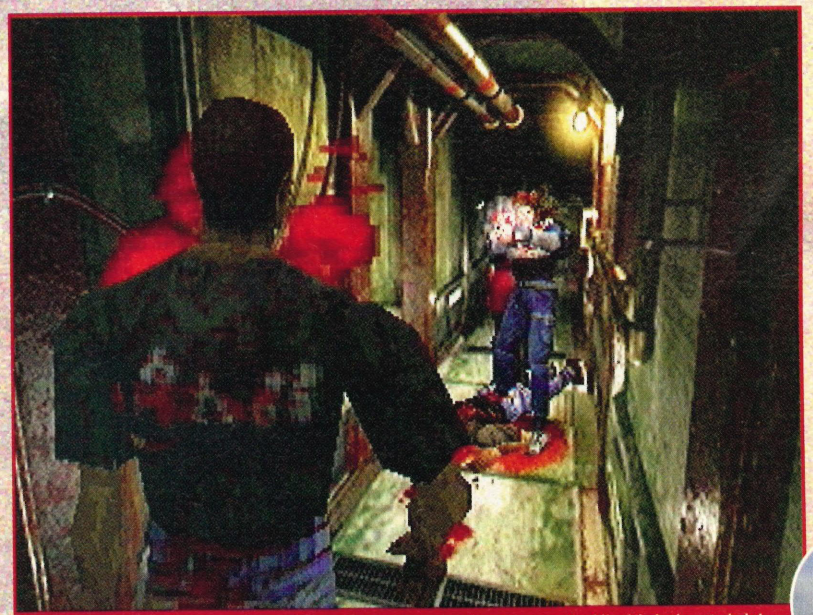


[ABOVE] Commando Leon reduces a horde of zombies into soup with the chaingun.

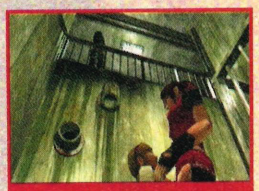
T EVIL 2



[Above] This Will Smith lookalike cop is two breaths away from a twisted eternity in zombieville!



[Above] The claustrophobic tunnels lead to many unsavoury zombie encounters. Luckily, Ada is there to help!



[Above] Claire and Sherry narrowly evade 'the ultimate being' but for how long?

"The zombie equivilent of Zulu!"

won't harp-on about just how long it has taken to arrive, let us press on to the nitty gritty and establish whether or not it has been two years well spent...

Set within the murky confines of Racoon city (albeit 90% in the police station) you must unfathom the mystery concerning the residents' transformation into flesh-chomping zombies and the whereabouts of the original S.T.A.R.S team who unearthed the secrets of the original T-Virus in *Resident Evil*.

Think *Aliens* and you'll have a pretty good idea of what to expect. Like the Hollywood blockbuster, the adventure has progressed from tense, gritty origins to all-out action. And whereby the original game balanced the scales with the shooting and puzzle aspects, in *RE2* the use of the grey-matter has been toned down to ensure that you'll crack the puzzles with ease and have plenty of energy left to take-out the vast ensemble of zombies, dogs, spiders, birds, mutants, and a rather large crocodile.

Blockbuster video

Resident Evil 2 borrows many of its big thrills from Hollywood. The game starts with a superb rendered, motion-captured intro that

WHO'S WHO IN RACOON?

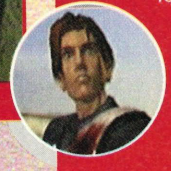
There is more glamour and corruption in *RE2* than an episode of Dynasty. Meet the proverbial pawns in the game of life and death!

THE GOOD

Resident Evil 2 is a classic case of good against evil, and four characters make up the good-guys. Leave the introductions to us.

Leon S Kennedy

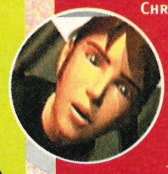
Role: Rookie cop hero
Main item: Lighter



Leon is the new guy in town, the rookie cop who has been assigned to the Racoon City Police Department. However, upon arriving in the city, he encounters a sinister kind of welcoming party. From then, on, Leon is hell-bent on getting the hell out!

Claire Redfield

Role: Sister of original hero
Main item: Lockpick



Claire is the sister of Chris Redfield, the hero from the first *Resident Evil* game. She has arrived in Racoon City to track down her brother who has vanished. She too encounters inhospitable inhabitants and briefly teams up with Leon, before circumstances separate them.

continued over

THE FIVE SCARIEST MOMENTS IN RESIDENT EVIL 2

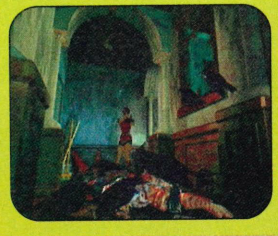
There has never been a game that conjures up so many emotions as this. In fact, not since the original game have we physically jumped with shock whilst playing – an amazing feat in itself. Here are the worst sphincter-loosening moment...

5. The library drop

Nothing too alarming, but crashing through the floor when you least expect it does make you jump!

4. The birds

Like the hounds in the first game that came crashing through the windows coupled with the music. It's scary.



3. The hounds

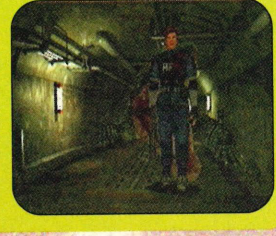
You come to a kennel with pooches locked in cells. Safe, you think, but just as you start taunting them, they break out!

2. The egg room

You don't really want to be there, but with computer data that needs accessing, needs must and all that, so get on with it! And those eggs could hatch at any time!

1. The crocodile

If you've ever seen anything so big, you're lying. When this croc gate-crashes the party, you know it's time to leave!



WHO'S WHO IN RACOON?

THE GOOD

ADA WONG

ROLE: GIRLFRIEND OF UMBRELLA EMPLOYEE/SPY

MAIN ITEM:

THE MYSTERIOUS ADA WONG IS SUPPOSEDLY LOOKING FOR HER BOYFRIEND, BEN, AN UMBRELLA SCIENTIST. HOWEVER, AS THE GAME UNFOLDS, HER MOTIVES BECOME MORE SINISTER. SHE TEAMS UP WITH LEON AND IS CONTROLLED AT CERTAIN POINTS DURING HIS ADVENTURE. *RESIDENT EVIL* FANS MAY RECOGNISE HER NAME BEING USED AS A PASSWORD TO GAIN ACCESS TO AN UMBRELLA COMPUTER IN THE FIRST GAME.



SHERRY BIRKIN

ROLE: LITTLE GIRL LOST

MAIN ITEM: LOCKET

SHERRY IS FOUND WANDERING THE DESERTED CORRIDORS AND AIR-VENTS OF THE POLICE STATION. IT TURNS OUT THAT BOTH HER PARENTS ARE UMBRELLA SCIENTISTS WHO DEVELOPED THE NEW 'G-VIRUS'. SHE TEAMS UP WITH CLAIRE AND IS CONTROLLED AT CERTAIN POINTS DURING HER ADVENTURE. FOR MORE BACKGROUND ON HER EMOTIONAL STATE, SEE NEWT IN THE FILM, *ALIENS*.



THE BAD

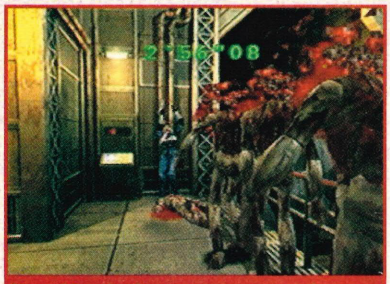
WILLAIM BIRKIN

ROLE: SCIENTIST

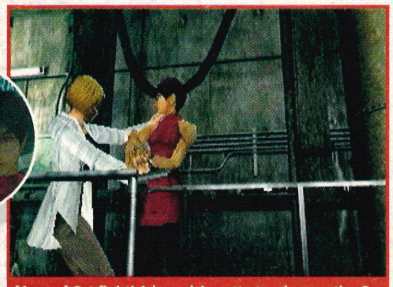
WILLIAM IS SHERRY'S FATHER AND DEVELOPER OF THE NEW 'G-VIRUS'. YOU ONLY SEE HIM (IN HUMAN FORM) IN THE GAME DURING A BRIEF FMV SEQUENCE THAT SHOWS THE CONSEQUENCES OF WHEN THE GOVERNMENT TRY TO STEAL HIS WORK. MORE FOOL THEM!

continued over

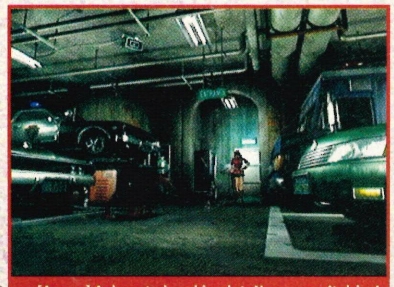




[ABOVE] One shot from a magnum can pop three zombie heads in a row. Now that's power!



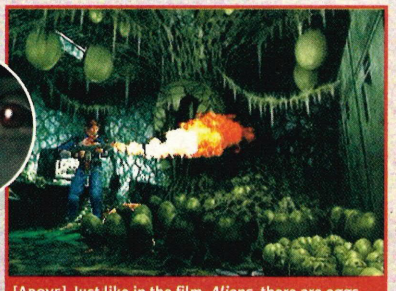
[ABOVE] Cat fight! Ada and Annette tussle over the G-virus. Is it really worth it?



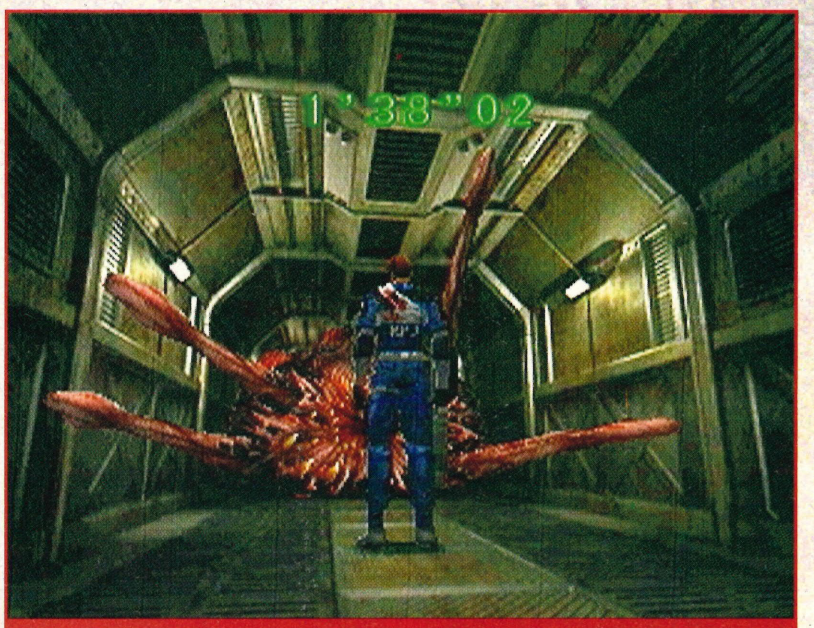
[ABOVE] A deserted parking lot. No you can't drive!



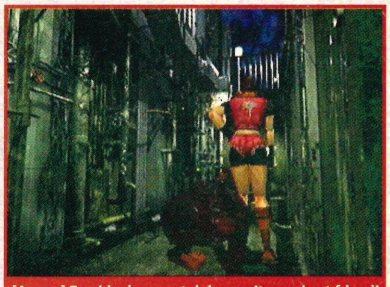
[ABOVE] When you begin the second mission, you'll be treated to exciting new locations that weren't accessible first time round, such as this back route to the police station.



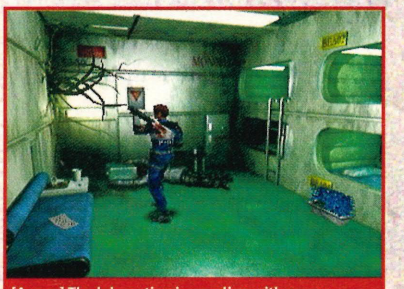
[ABOVE] Just like in the film, *Aliens*, there are eggs that seriously need taking out. Flames are the best way to do this.



[ABOVE] Just when you think that the nightmare has ended, more bio-problems lurk around the next corner! We won't spoil it for you and reveal what this thing is and where you encounter it, only that this grotesque lump of putrid pus is all that stands between you, and the greatest ending sequence ever seen!



[ABOVE] Zombie dogs certainly aren't your best friend! Aim low and they'll never go walkies again!



[ABOVE] The lab section is crawling with savage vegetation. Fire is needed to prevent further growth.

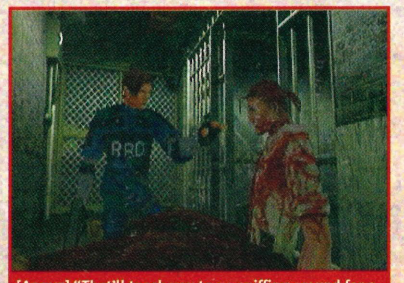
"Don't eat anything that could cause awkward bowel movements!"

steals from *Terminator*. This is particularly clever. The game comes on two discs – one for each character, Leon S Kennedy and Claire Redfield, and each has their own intro... well, at least part of it is their own. It starts with each characters' respective emergence into the city and the perils they encounter upon arrival (i.e. the zombie equivalent of *Zulu!*), however, it isn't long before circumstances throw the two outsiders together and both intros merge into one, epic sequence that sets the scene perfectly for things to come.

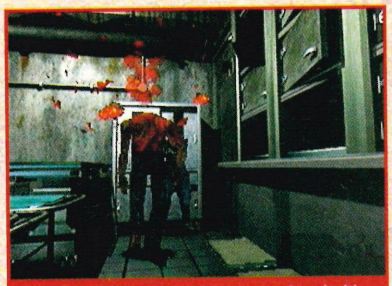
As in the original *Resident Evil*, the game varies in difficulty depending on which character you use (although the game now has an 'Easy' and 'Normal' setting as standard. The choice of character is affected by way of the standard objects they carry (him – a lighter, her – a lock-pick) and the weapons they find. The chosen difficulty is the difference between starting the adventure with 130 bullets as opposed to 15, and enough First Aid Sprays to overdose on!

DEATH ALL-AROUND

Whereas in the last game, playing with both characters only differed slightly, this time you can meet new people and explore areas that the other cannot access. There are four controllable characters in total – playing as Leon will allow you to meet, and periodically



[ABOVE] "That'll teach you to go sniffing around for a scoop!" – Leon witnesses Ben's grizzly demise.



[Above] The autopsy room doesn't sound too inviting, not least because of the re-animated corpses within!



[Above] Former civilians roam the city in limbo after being infected by the G-virus. Send them to hell!



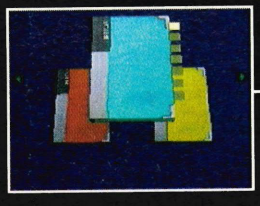
[Above] With the countdown to destruction already underway, Leon must overcome a small hurdle!

control the lovely Ada Wong, and playing as Claire will enable you to meet the nimble young Newt... sorry, Sherry Birkin. Like the young lass in *Aliens*, Sherry is effectively orphaned when her scientist parents become too engrossed in their work (which involves creating the new G-virus – 100 times more powerful and deadly than the T-virus!), and so relies on her quick-pace and cunning to survive in the police station before joining forces with the sickeningly broody Redfield.

Perhaps the biggest myth about *RE2* is the fact that it spanned across the whole of the city. This isn't the case. True, you start in the streets after the clever intro sets the scene, and it is then a mad dash past the burning motors (the bus being a particularly classy touch) and moaning undead until you reach the seemingly safe confines of the police station. This is where the action remains for most of the game as you venture back into familiar territory of finding the right keys to access the

TECHNOLOGY AT YOUR FINGERTIPS

THE INVENTORY IN *RESIDENT EVIL 2* ALLOWS YOU TO ACCESS A WEALTH OF INFORMATION THROUGH OUT THE ADVENTURE. HERE WE EXPLAIN EXACTLY WHAT DOES WHAT.

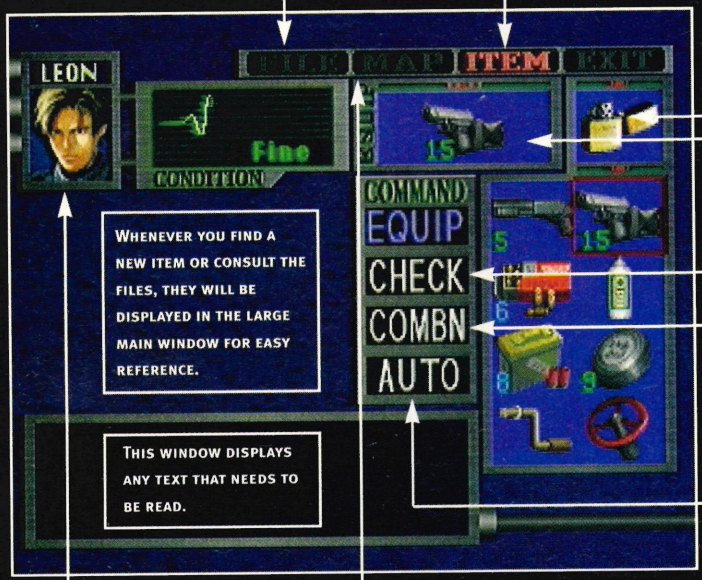


THIS IS A COMPENDIUM OF EVERY SCRAP OF INFORMATION, CLUES AND PICTURES THAT YOU HAVE GATHERED DURING YOUR ADVENTURE. THEY CAN BE ACCESSED FROM THIS MENU IF YOU NEED TO RE-READ THEN AT ANY PARTICULAR POINT.

THIS WINDOW DISPLAYS ALL OF THE ITEMS THAT YOU ARE CURRENTLY CARRYING. EACH CHARACTER CAN CARRY UP TO EIGHT.

THIS WINDOW WILL SHOW WHICH ITEM YOUR CHARACTER HAS AS STANDARD. LEON HAS A LIGHTER AND CLAIRE HAS A LOCKPICK.

THIS BOX DISPLAYS THE WEAPON THAT YOU HAVE EQUIPPED AND READY FOR USE. YOU CAN DE-SELECT AND EQUIP A NEW WEAPON BY HIGHLIGHTING THE 'EQUIP' OPTION FROM THE MENU AND SELECTING ANOTHER WEAPON FROM THE ITEMS WINDOW.



SELECTING THIS WILL ALLOW YOU TO HAVE A CLOSER VIEW AND ADDITIONAL INFORMATION ON ANY ITEM THAT YOU ARE CARRYING.

WHENEVER YOU FIND A NEW ITEM OR CONSULT THE FILES, THEY WILL BE DISPLAYED IN THE LARGE MAIN WINDOW FOR EASY REFERENCE.

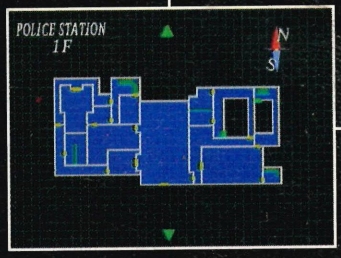
THIS OPTION WILL ALLOW YOU TO MERGE ITEMS TOGETHER. YOU'LL NEED TO DO THIS ON SEVERAL OCCASIONS WHETHER IT BE MIXING HERBS, FIXING UP EXPLOSIVE DEVICES OR SIMPLY RELOADING YOUR GUNS.

THIS WINDOW DISPLAYS ANY TEXT THAT NEEDS TO BE READ.

THIS OPTION ONLY COMES INTO EFFECT WHEN YOU HAVE UPGRADED YOUR GUNS. THIS WILL ALLOW YOU TO SWITCH BETWEEN HAVING A MANUAL OR A SEMI-AUTOMATIC.

THIS DISPLAYS WHICH CHARACTER YOU'RE USING. ALSO, WHEN YOU TAKE CUSTODY OF YOUR EXTRA CHARACTER – EITHER ADA OR SHERRY, THEIR PORTRAITS WILL BE DISPLAYED ALSO.

THIS ELECTROCARDIOGRAPH SHOWS YOUR CURRENT HEALTH STATUS. IF IT IS GREEN THEN YOU'RE FINE, YELLOW MEANS PROCEED WITH CAUTION, AND RED MEANS GET OUT QUICKLY (OR YOU'RE GOING TO DIE!)



THIS WILL BRING UP AN OVER-HEAD BLUEPRINT – STYLE MAP OF THE ROOMS YOU HAVE VISITED. THIS WILL ALSO SHOW YOU WHERE TO GO IF YOU GET STUCK.

WHO'S WHO IN RACOON?

THE BAD



ANNETTE BIRKIN

ROLE: SCIENTIST

ANNETTE IS SHERRY'S MOTHER, AND A SELFISH ONE AT THAT. SHE IS MORE WRAPPED-UP IN HER HUSBAND AND HIS WORK TO CARE TOO MUCH ABOUT THEIR DAUGHTER. SHE POPS UP AT NUMEROUS POINTS THROUGHOUT THE LATER STAGES OF THE GAME, AND EVEN TRIES TO MAKE AMENDS WITH HER OFFSPRING. BUT BY THEN IT IS TOO LATE!



BRIAN IRONS

ROLE: CHIEF OF POLICE

THE SO-CALLED CHIEF OF POLICE TURNS OUT TO BE THE MOST LOW-DOWN, TWO-FACED CORRUPT PIECE OF SCUM IN THE CITY, AND AS YOU CAN IMAGINE, THAT'S UP AGAINST SOME PRETTY STIFF COMPETITION! WITH A FRIGHTENING PASSION FOR TAXIDERMY AND AN UNHEALTHY INTEREST IN THE MAYOR'S DAUGHTER, THIS GUY IS NOT TO BE TRUSTED.



BEN BERTOLUCCI

ROLE: JOURNALIST

THE TOKEN WISE-CRACKING TABLOID HACK COULD HAVE THE KEY TO THE WHOLE RACOON CITY MYSTERY. BEING A BIT OF A WIMP, BEN HAS LOCKED HIMSELF AWAY IN A CELL TO PREVENT THE MONSTERS FROM GETTING TO HIM, BUT WILL HE SURVIVE IN HIS COSY CONFINES LONG ENOUGH TO SLIP YOU THE INFORMATION?

continued over



WHO'S WHO IN RACOON?

THE UGLY

ZOMBIES



NUMEROUS FLESH-EATING UNDEAD HAUNTS THE STREETS AND BUILDINGS OF RACOON CITY. THEY ARE HUMANS THAT HAVE BEEN EXPOSED TO THE 'G-VIRUS' (CARRIED INTO THE CITY SEWERS BY INFECTED RATS). NOW THEY JUST EXIST TO HAMPER AND ULTIMATELY DIE AT YOUR HANDS.

DOGS



THESE AREN'T THE INFECTED BRANDS SEEN IN THE FIRST RESIDENT EVIL GAME, BUT NORMAL CANINES THAT ARE JUST DOING THEIR JOB AS GUARD-DOGS. NEVER MIND, JUST KILL THE BLIGHTERS BEFORE THEY SINK THEIR TEETH INTO YOUR ARM!

BIRDS



THE FLESH-PECKING PESTS FROM THE FIRST GAME RETURN TO HINDER YOU ONCE MORE. YOU'LL ONLY MEET THEM ONCE, BUT IT'LL TAKE YOU A LONG TIME TO RECOVER FROM THE SHOCK. SHOOT THEM DOWN WITH YOUR PISTOL.

LICKERS



UPON ENTERING THE POLICE STATION, THE FIRST CREATURE YOU'LL MEET WILL BE THIS SAVAGE MUTANT THAT CAN KILL IN SECONDS WITH THE AID OF ITS SPEAR-LIKE TONGUE THAT WILL LACERATE YOUR CHEST IN A FLASH. THEY'RE ALSO FAST, SO WATCH YOURSELF.

continued over



all-important new areas and solving the odd puzzle to get an item. Like we said earlier, not much thought is required for the puzzle aspect, which is a great shame because the game suffers as a result. True it is satisfying to crack the teasers so easily, but *RE2* spells the clues out so blatantly that you'd have to be a prize cretin not to crack it first time. Also, there doesn't seem to be as many forks in the storyline. In the first *Resident Evil*, the order you performed the tasks and suchlike affected the points at which you met and interacted with the other characters. In *RE2* it seems a lot more straightforward.

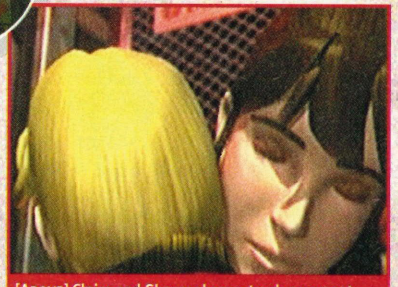
MISSION: IMPOSSIBLE

One brand new feature, and a dastardly clever twist in the tale is the second mission. Once you play and complete the game using either or the two characters, you'll be able to save the completed game data onto a memory card and then load it up on the other disc. By doing so, the events that took place the first time you completed it will be carried across to the other character – so you'll be able to play and view the adventure from a different perspective. This also adds more depth and events to the original plot-line that you thought you had sewn-up.

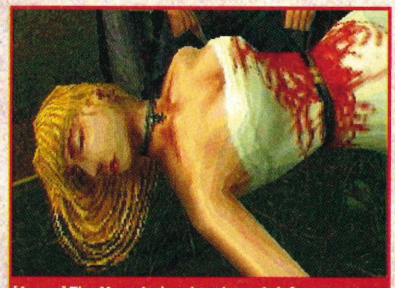
For the second mission, the other character starts the game on the other side of the burning truck that causes both parties to become separated in the first place. From there the second character must complete the game again, only this time the objects will have moved and they'll be more enemies and confrontations to contend with – the most notable being a mysterious 'being' that is air-dropped through the roof of the police station and then proceeds to pursue you relentlessly through the



[Above] In Racoon City, the streets are probably the safest place to be, and that's saying something!



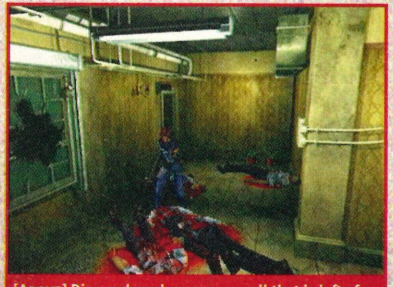
[Above] Claire and Sherry share a tender moment amidst the mayhem that is going down all around!



[Above] The Mayor's daughter has a brief cameo appearance as a stiff. But what is Irons doing with her?



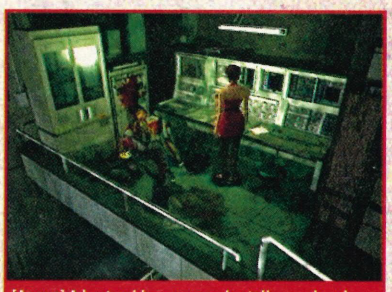
[Above] You'll be able to hack into the main Umbrella main frame to gain access to certain areas.



[Above] Dismembered corpses are all that is left of the Racoon police department.



[Above] At last, a method of escape. Unbeknown to you though, your problems are only just beginning!



[Above] Ada stumbles across a brutally murdered sewer attendant, but what's that he's clutching?

UNSOLVED MYSTERIES

AFTER COMPLETING THE GAME FOR THE FIRST TIME IN THE PROCESS OF WRITING THIS REVIEW, THERE WERE SEVERAL UNANSWERED QUESTIONS THAT NEEDED EXPLAINING...

1. RIGHT NEXT TO THE FIRST PUZZLE THAT INVOLVES PUSHING STATUES AROUND TO GAIN A RED JEWEL, YOU'LL SEE A DOOR THAT IS SEALED FROM THE INSIDE. HOW DO YOU ENTER THIS DOOR?

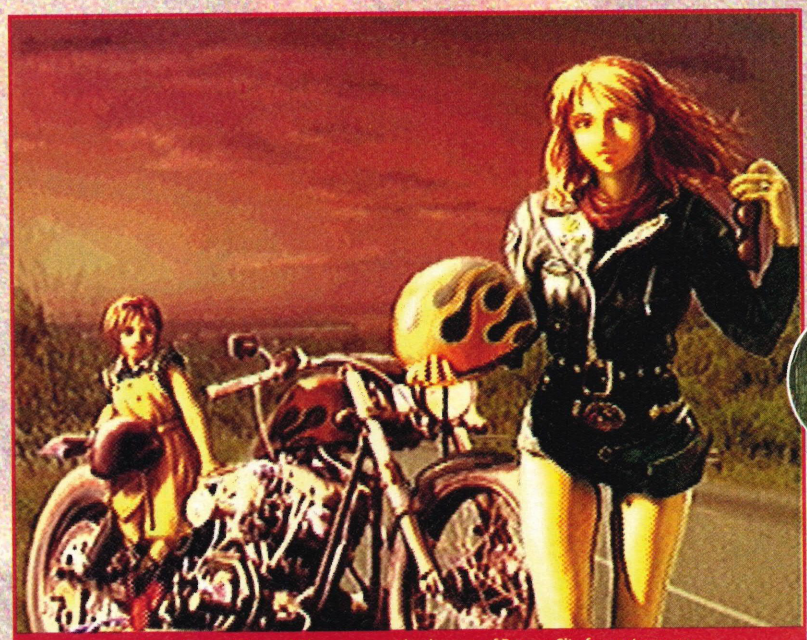
2. IN THE DARK ROOM, THERE IS A LOCKER THAT CAN ONLY BE OPENED USING A 'SPECIAL KEY', WHERE IS THIS KEY?

3. WHEN TRYING TO ESCAPE FROM THE LAB, YOU'LL COME ACROSS A DOOR THAT CAN ONLY BE OPENED BY THE HAND PRINTS OF TWO OR MORE MEMBERS OF THE UMBRELLA STAFF. YOU CAN SUPPLY ONE BY LOGGING ONTO THE COMPUTER AND REGISTERING YOUR OWN HAND PRINT, BUT WHO SUPPLIES THE SECOND?

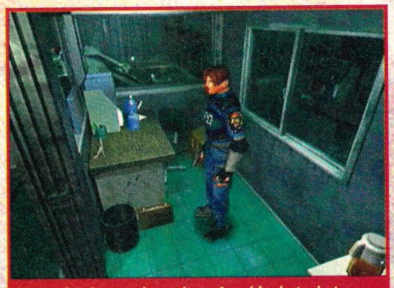
remainder of the mission. It is also clever because the radio chats that took place between Leon and Claire in the first mission happen at the same time, only from the other's perspective... it sounds confusing but it makes perfect sense when you play it.

Anyone familiar with *Resident Evil* will instantly be able to pick up and play this game, as the basic mechanics are the same. The way you find and use objects, search new areas, store items in crates and even save the game using typewriters is all familiar territory.

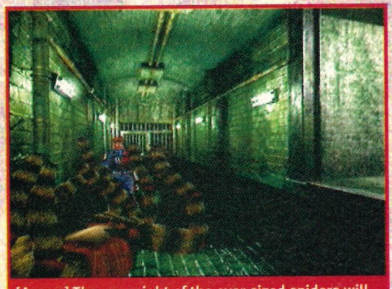
The time consuming aspect of making the game was obviously spent on special effects and updating the graphics because they look much better than before. Whereas the first was a B-movie fright-a-thon, *Resident Evil 2* is a big budget production that is as captivating to watch as it is to play. You really do get caught up in the



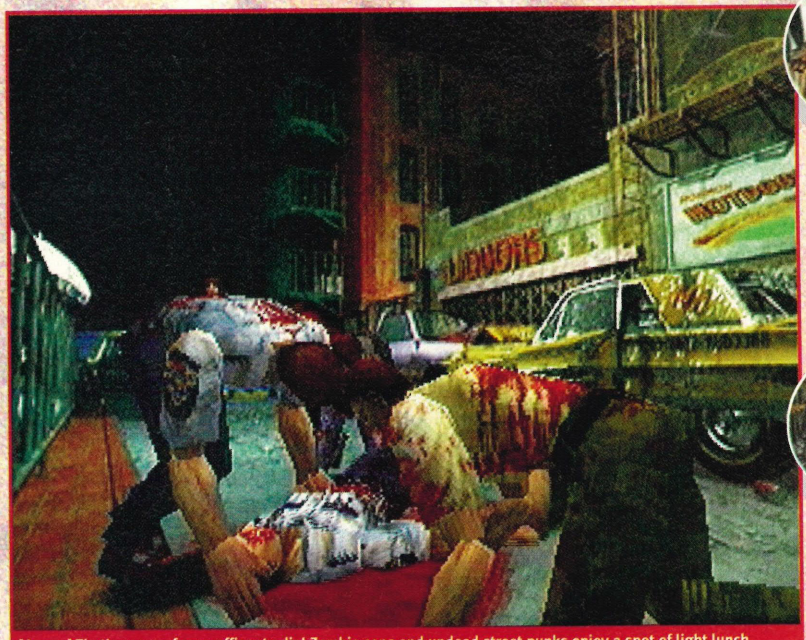
[Above] Picture of happiness. Claire and Sherry escape the dangers of Racoon City for pastures new.



[Above] A deserted watchman's cabin, but what became of the watchman?



[Above] The very sight of the over-sized spiders will send you scurrying for cover!



[Above] That's no way for an officer to die! Zombie cops and undead street punks enjoy a spot of light lunch.

WHO'S WHO IN RACOON?

THE UGLY

SPIDERS



ANOTHER UNWELCOME RETURN ARE THESE POISONOUS, RATHER LARGE SPIDERS THAT PATROL THE SEWERS. THEY'RE QUICKER THAN BEFORE AND SPIT TWICE AS MUCH VENOM, SO KILL THEM AT A SAFE DISTANCE.

GRUBS



SMALL, BLOOD-SUCKING LUMPS OF SLIME THAT LATCH ON TO YOU AND SUCK YOU FOR ALL THEY CAN GET. SHOOT THEM AT A DISTANCE OR GET IN CLOSE AND PERSONAL WITH FIRE. EITHER WAY, THEY ARE SIMPLE ENOUGH TO KILL AND POSE NO REAL THREAT.

MOTHS



THESE INHABIT ONE OF THE VENTILATION DUCTS. THERE ARE TOO MANY OF THESE CRITTERS TO KILL, SO IT IS BEST TO JUST RUN STRAIGHT ON BY BEFORE THEY CAN SWARM AROUND YOU AND GET THEIR NASTY LITTLE TEETH IN!

PLANTS



WEED-CONTROL HAS NEVER BEEN SO TOUGH! THESE SILENT ATTACKERS ARE VERY HARD TO KILL (WITH A TENDENCY TO REJUVENATE WHEN YOU LEAVE THE ROOM) AND SPIT A TOXIC VENOM THAT CAN ONLY BE CURED WITH A BLUE HERB.

MOSQUITOES



THESE DEADLY FLYING SCUM CAN BE SEEN BUZZING AROUND ANY OUTSIDE LIGHTS AND POSE PROBABLY THE BIGGEST THREAT OF THE GAME.

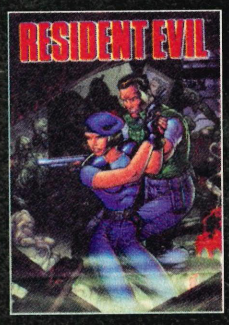
WIN! RESIDENT EVIL COMICS, POSTERS AND MOUSE MATS!

TO CELEBRATE THE HORROR EVENT OF THE YEAR, PLAY HAS TEAMED UP WITH PARADOX – THE SOUTH'S LEADING COMIC AND GAMES SHOP, TO OFFER OUR READERS THE CHANCE TO WIN LOADS OF *RESIDENT EVIL* GOODIES. FANS OF THE GRITTY HORROR SAGE WILL BE DELIGHTED TO LEARN OF THE *RESIDENT EVIL* COMIC BOOK SERIES THAT IS BEING LAUNCHED IN MARCH. THE COMIC WILL CONTAIN BRAND NEW STORIES AND DRAWINGS BY JIM LEE FROM X-MEN FAME.

FIRST PRIZE: RESIDENT EVIL COMIC, *RESIDENT EVIL* POSTER, *RESIDENT EVIL* MOUSE MAT, AND A *TOMB RAIDER*/ WITCHBLADE COMIC.

SECOND PRIZE: *RESIDENT EVIL* COMIC AND POSTER.

RUNNERS-UP: THREE RUNNERS-UP WILL EACH RECEIVE A COPY OF THE *RESIDENT EVIL* COMIC.



ALL YOU HAVE TO DO IN ORDER TO BE IN WITH A SHOT AT WINNING THIS RARE GOODIES IS TO ANSWER THE FOLLOWING QUESTION AND SEND YOUR ANSWER ALONG WITH YOUR NAME AND ADDRESS TO: ZOMBIE-DICING COMPO, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JF. ALL ENTRIES MUST BE IN BY 15 APRIL.

QUESTION: WHAT WAS THE FULL NAME OF CHRIS REDFIELD'S FEMALE PARTNER IN THE FIRST *RESIDENT EVIL* GAME?

IF YOU WANT ANY ADDITIONAL INFORMATION ON THE *RESIDENT EVIL* COMICS, OR INDEED ANYTHING ELSE COMIC-RELATED, THEN GIVE PARADOX A RING ON (01202) 661346.

10 WAYS TWO'S BETTER THAN ONE

There is a lot riding on this sequel, so is it a significant enough move forward from the original horror adventure. Let's find out.

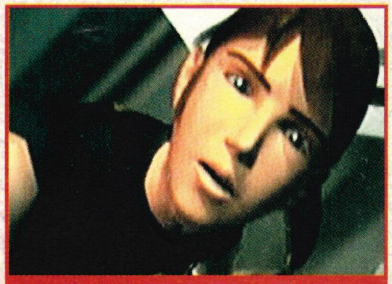
1. Visible damage is now apparent on the main characters.
2. Zombies are much harder to kill, and there are more of them.
3. The two main characters can't access exactly the same areas.
4. The game now has a second mission to come back to.
5. A new ranking system evaluates your performance.
6. Weapons can now be upgraded, and there are more of them.
7. Having to control secondary characters is now standard.
8. Objects are now more concealed to make you search harder.
9. Attention to detail is now enhanced so that the characters' heads move when they run, and their poses are now more convincing when they talk.
10. The general special effects, gore, shocks, build-ups and climax's are of the highest calibre.

BUT...

- The loading times between rooms are still a hindrance.
- The perspective is confusing at times.
- The puzzles are easier.
- It won't take you as long to complete.
- The acting is still very bad.



[Above] Burning zombies, if anything, are even more determined to sink their teeth into your succulent torso!



[Above] The lovely Claire Redfield – will have Lara in a scrap, any day!



[Above] Ada dangles over certain doom, but will Leon have the strength to rescue her?

plot and then stand back in awe as the action cuts to a sequence that introduces one of the many big frighteners... and there are many.

Ripping yarns

New effects that stand out are the way in which your character gets injured whenever too many chunks have been ripped out of them. From a broad stride, they will then go to a slight hobble whilst clutching their side. When things get really critical, your character will be reduced to a limp and use any long weapon for a makeshift crutch. These injuries can be easily rectified if you find a First Aid Spray or some trippy-coloured herbs to chomp on. These visible injuries do well to enhance the scare factor as you instantly become much more vulnerable due to the severe lack of pace in your sprint.

"Creepiness is enhanced by the pant-crapping soundtrack!"

In fact, this reviewer can't remember any video game that has stirred up so many emotions. To physically jump whilst patrolling the sinister corridors is such a credit to this game's eerie nature (mind you, it could have had something to do with the six-foot screen in pitch darkness upon which it was played!). This creepiness is enhanced dramatically by the pant-crapping soundtrack and spot-effects which rumble menacingly and grind up in tempo whenever anything dramatic, or indeed scary, is about to happen.

If you liked the first game then you'll love this basically. Although the same faults that bugged the original are still apparent – like annoying delays between rooms, sometimes impractical perspectives for seeing oncoming perils, and worst of all, the fact that you need two memory cards to save Claire and Leon's progress.

It also won't take you too long to complete (although it is mighty tough on the normal setting as opposed to easy), but in practice you'd have to complete it a minimum of four times to see everything, so there *is* a lot of replay value in there.

Like the big blockbuster films that this game borrows from, the onus here is a lot more on the action, and, more to the point, the killing.



[Above] The burning chopper can be cooled down by water. Use the value wheel to extinguish it.

EVEN BETTER THAN THE REAL THING

Tune-in to any big blockbuster film and you can't help but notice certain products popping-up in the background. *Resident Evil 2* is no different (could this be a continuing trend in videogames?). Coke is it?



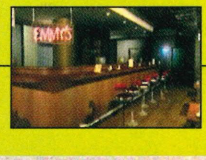
WELCOME TO RACOON CITY (ENJOY YOUR STAY!)

The fully rendered, motion-captured intro starts the game off on a truly epic note. Each character has their own tale to tell, here we show you the full highlights as the events unfold...

CLAIRE'S INTRO...

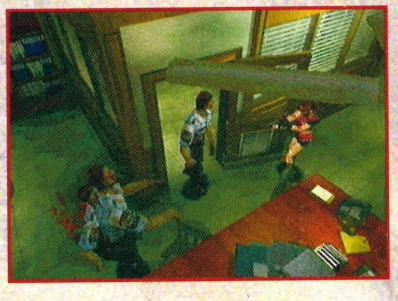














SEARCH & DESTROY

Resident Evil 2 is as much about finding and using things as it is about shooting the demented features off of some zombies face, so here's a beginner's guide to what's what and the uses...

Keys

They are plentiful, they open things, but what things?

Precinct Keys

These four keys that follow the suits of a pack of cards open various doors in the police station and are found by solving puzzles along the way.

Club Key



Diamond Key



Heart Key



Spade Key



Assorted Keys

Blue Key Card
Use: With a computer, but which one, and where?



Cabin Key
Use: To open a cabin, but where is it? Clue: It's in the second mission.



Control Panel Key
Use: Need a mode of transport to get to the lab?



Lab Key Card
Use: Provides electronic access to new areas.



Platform Key
Use: Should come in handy when you eventually get to the train.



Power Room Key
Use: Will lead you into a very important room.



Red Key Card
Use: Need new weapons? Use this at all costs!



Small Key
Use: Handy for opening drawers.



Special Key
Use: This will open something secret.



W. Box Key
Use: A welcome weapon booster!



Chess Plugs (Leon only)

You won't get out of the police station until you find a circuit board shaped like a chess board, and to crack it you need to find four plugs that resemble chess pieces.

Bishop Plug



King Plug



Knight Plug



Rook Plug



Stones (Claire only)

When playing with Claire, you need to find three stones to access the secret passage from the chief's office. One of them comes in two halves that must be combined, the other two are complete.

Eagle Stone



Serpent Stone



First Aid

Make no mistake, you're going to get hurt in this game, and dying is not an option when you're trying to save the world. That's why there's plenty of medication on-hand to patch you up, you just have to find it.

First Aid Spray
Use: Will completely restore you to full health.



Green Herb
Use: Will partly restore health.



Red Herb
Use: Mix with the green Herb to increase the healing power.



Blue Herb
Use: To combat poisoning. Mix to increase the power.



Various Items

Here's a quick roundup of some of the other items that are scattered around the dusky streets of Racoon City...

Film
Use: Find a place to develop it and find clues.



Crank
Use: To provide a stairway to heaven, relatively speaking!



G-Virus
Use: To cause hovoc through- out the western world!



Detonator
Use: Got something that needs clearing? Drastic measures indeed!



Gold Cog
Use: Insert into something to get something else. Simple!



Plastic Explosive
Use: Combine with something else for big demolition work!



Ink Ribbon
Use: To save the game using the various typewriters.



Joint N Plug
Use: You'd be very hard-pushed to get anywhere without it.



Joint S Plug
Use: Essential in your escape.



Lighter
Use: To light fires and stuff. Obvious really.



Manhole opener
Use: The name says it all, but where to use.



MO Disk
Use: To open a big door, at some point through -out the game.



Red Jewel
Use: You need two to prove their worth.



Valve Wheel
Use: A handy object that has multiple uses. So don't trash it!





Medals

Like in the first game, certain medals are used to access new areas. It's finding them that's the problem.

Unicorn Medal



Use: The first medal is vital in your escape from the police station. Find a gap, Insert andn a new route will appear!

Eagle Medal



Use: Not much on its own, but handy when paired.

Wolf Medal



Use: When you get in a stink, pair this with another to avoid the drink!















THE SECRETS OF RESIDENT EVIL 2

Well, we don't know exactly how to get them, but we know that secrets exist in the game. Below is the stuff we know about, but actually getting it could consist of completing the game in under a certain time (three hours perhaps?), or it may tie-in with the ranking system.

Ranking

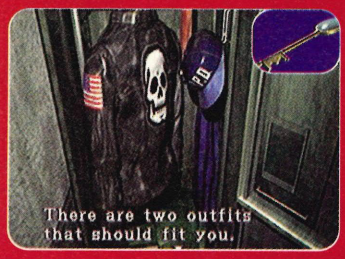
When you complete the mission, you are awarded a rank based upon how well you did. These are as follows:

S – Superior player
A – Very good
B – Could be better
C – Lame sucker
D – Get a bloody move on!

These ranks are based on how long you took to complete the game, and how many saves you clocked-up. It hints in the manual that good things happen when the rankings are higher, so jump to it.

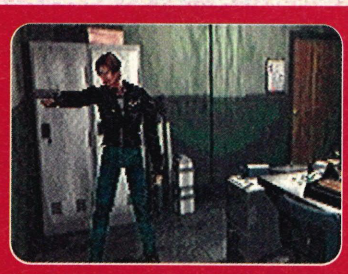
Special Key

This key will grant the player access to the mysterious locker in the Dark Room. Inside you will find two changes of clothes to give your character a fresh new look. Here is the snazzy gear that awaits Leon.



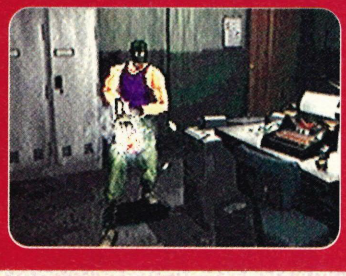
Costume A

The classic 'home-boy' look complete with leather jacket and jeans. When Leon is decked out in this clobber, he is so hard he even holds his gun at a slant, just like a gangster!



Costume B

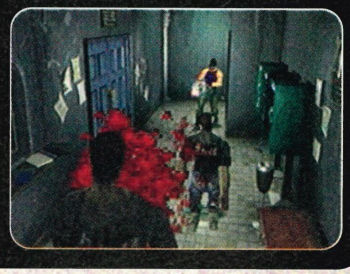
This is the Arnie-in-Predator look. Combat slacks, blue vest and baseball cap. Leon looks means as hell done up in this – enough to send any decaying cop diving for cover!



Chaingun



This is the cream of the game. Like the rocket launcher with unlimited rockets in the first game that was awarded to anyone sharp enough to complete it in under three hours, this is the ultimate prize. The best weapon by far, in fact it is so cool that the end starts spinning just before the bullets come spewing out. The only draw-back is that you can't alter the height. But then you won't need to!

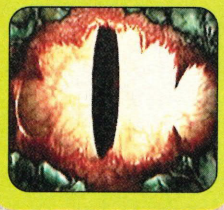


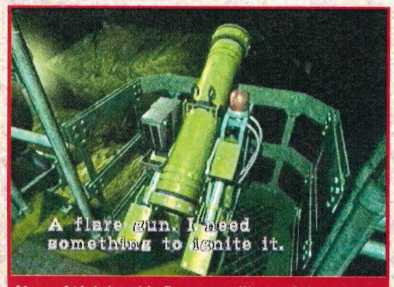
RESIDENT EVIL 3?

Seizing another cash-raking opportunity with both hands, Capcom has left the story wide open for a third *Resident Evil* instalment. If you need proof, just check out these two parting quotes that are uttered by Leon and Claire at the very tail of the good, second endings...

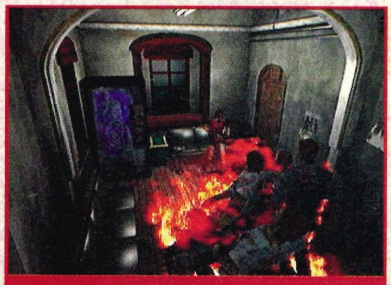
"Hey, it's up to us to take out Umbrella!" – Leon S. Kennedy

"Chris, I have to find you!" – Claire Redfield

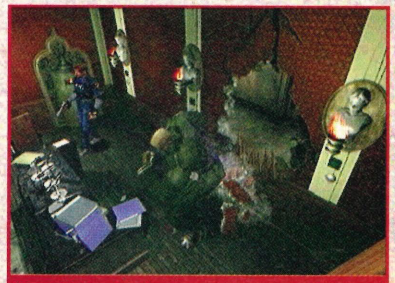




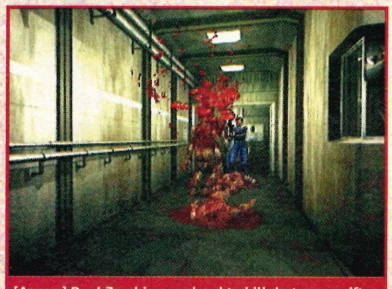
[Above] Lighting this flare gun will reveal the destination of a secret key to the weapons box.



[Above] Flame rounds in the grenade launcher will frazzle zombies in an instant.



[Above] The relentless pursuer comes crashing in to cause more strife for Leon. Will he never die?



[Above] Pop! Zombies are hard to kill, but one swift shot to the head will end it straight away.

And for this task, you need more guns obviously, and this is where *Resident Evil 2* is such a must!

This game has got loads of guns – big guns, small guns, noisy guns, quiet guns, and then some! In fact, we've counted ten different devices for mass butchering; ranging from the standard (handguns, shotguns) to the bloody-minded (machine guns, chainguns). Some of these weapons are so powerful that they actually take up two spaces in your inventory – how hard is that!

With these instruments of death you can splatter the zombie hordes to the four winds in comical fashion. Aim high to pop their heads like over-ripe water melons! Aim to the side to pick-off an arm. Aim low to ensure that they'll never walk again, and, if you get bored with toying with them, aim a powerful weapon at their midriff to blast them clean in two!

However, persistent zombies may still crawl after you with only a cold paving slab where their wedding tackle used to be, which is simply hilarious! It's also worth mentioning that whenever Claire takes out a zombie with her bow-gun, the bolts can be seen to be protruding from the neck and torso of the speared ghoul – very impressive, although unfortunately you can't yank them back out and re-use them later.

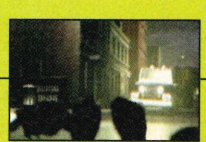
Cardiac Arrest

It is horrific touches like these, and the many set-pieces that make *Resident Evil 2* a classic. Some of the confrontations are by far the best seen in a video game – especially the gigantic crocodile that ambushes you in the sewers (if you've ever seen the film, *Jaws*, you'll guess how to defeat it!).

The build up to the finale is also impressive and gets your ticker racing faster than a doped-up horse. This all builds up to the best game

LEON'S INTRO...



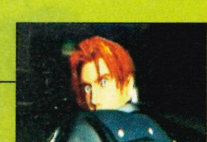






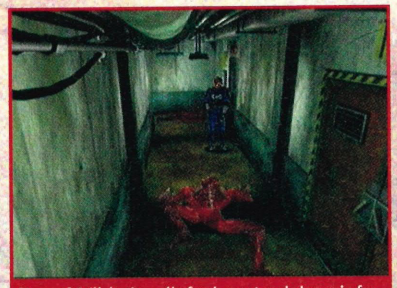








[Above] Is he dead? There's an easy way to tell – as soon as the blood drenches the floor, you've bagged him!



[Above] A 'licker' smells fresh meat and closes in for the kill. You may fire when ready.

ending sequence ever seen – although to see the good one you'll have to complete the second mission. Fans will also be delighted to learn that this leaves the prospect of a *Resident Evil 3* well on the cards!

It is very hard to work out if this game

"Pop their heads like over-ripe water melons!"

is actually bigger than the original. If it is then the difference is only marginal. However, the actual locations themselves come across as being a lot more varied and exciting, and the time spent loading in new rooms is often well spent as they seem much bigger than before.

Words cannot quite sum up the experience of playing and seeing all this game has to offer – especially after the wait. But it certainly doesn't disappoint

THE ARMOURY

Now the moment you've all been waiting for! Here we unveil the full line-up of every weapon found in *Resident Evil 2*, including the hidden one.

STANDARD ISSUE

Combat Knife

This is used only in times of dire ammo situations. Good for one-on-one with a zombie, but it takes an age to kill them.



Browning HP (Claire)

This gun can house 13, 9mm Parabellum bullets and is ideal for long range zombies. Unlike Leon's pistol, this can't be upgraded.



H&K VP70 (Leon)

Leon's gun can house 15 bullets. If you pick-up the handgun parts, it can be upgraded to a semi-automatic that pumps out three rounds at a time which can be turned off and on at the inventory.



COLLECTIBLES

Here are the guns that you pick-up relatively early on in the adventure, and the ammunition they take.

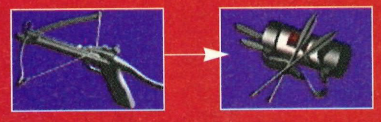
Remmington M1100-P Shotgun (Leon)

High-powered pump-action shooter that can house five cartridges. Good for close range, and can be upgraded with the proper kit.



Bowgun (Claire)

Powerful, yet not very accurate. This crossbow can fire three bolts at once, but is only truly effective at close range.



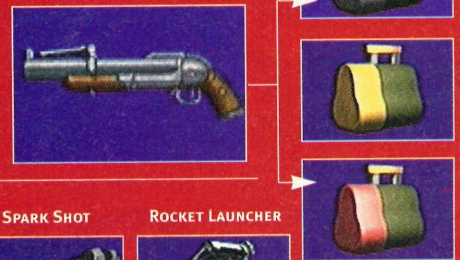
D. E. 50A. E Magnum (Leon)

The most powerful handgun in the world is devilishly effective from any range. It can be upgraded with a 10 inch barrel to become more powerful (watch out for the recoil!).



Grenade Launcher (Claire)

Like Jill's accessory in the first game, this can house three different grenade rounds and is highly effective against any enemy. You can also load as many rounds into it as you like, which is very handy.



SPECIAL WEAPONS

These are the ultimate weapons, the ones so intense that they take up two spaces in your inventory. You won't be able to pick them up until later in the game, but boy is it worth the wait! The ammo for each one is registered by a percentage that counts down from 100, apart from the rocket launcher which comes with two rockets, and two only!

Machine-gun



Flame Thrower



Spark Shot



Rocket Launcher





DOUBLE TAKE...

Resident Evil 2 is a highly original masterpiece it has to be said, but not that original. Some of the set-pieces are frighteningly familiar, and after a while obvious similarities become apparent. Here we highlight a few of those classic moments that have been there for the taking in Hollywood for ages.

The Terminator

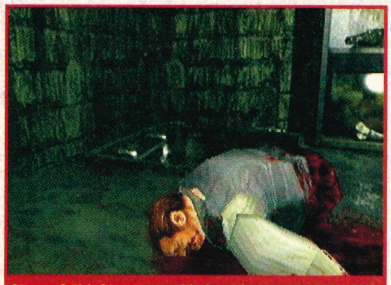
Not too obvious this one, but fans of the Arnie epic will instantly recall the similarities when you are relentlessly pursued by a trench-coat wearing super-being in the second mission. After about eight shots of a high-powered weapon, he'll go down, but it won't be for long.

Aliens

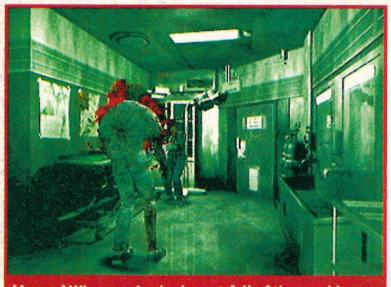
The resemblance is striking! Little lost orphaned girl who lives in the vents is befriended by the butch heroine. The two get together and form a strong mother-daughter bond, then they venture into sewage territory and are separated when the girl falls down a pipe – only to be abducted by the foul mutants that populate the place. Which one are we talking about? It doesn't matter because they're both the same!

Jaws

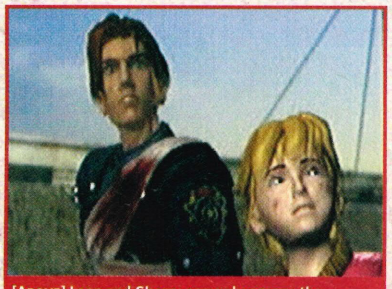
A bit obscure perhaps, but the same nonetheless. Upon exploring an underground sewage passage, you come across writing on the wall that says something along the lines of "In case of an emergency, the oxygen cylinder will be released." Hmm, what can that be for? But then you're confronted by a whopping great crocodile that seems immune to gunfire. Hence the cylinder is released, the beast gobbles it up, and then you shoot it – ultimately blowing its bloody head off! Uncanny.



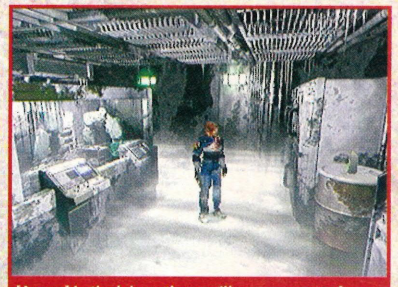
[Above] Chief Irons gets his just-deserves! IN fact he ends up being half the man he used to be!



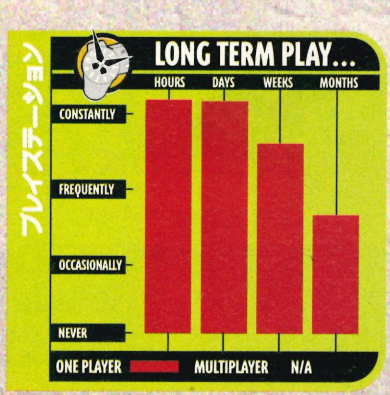
[Above] When you've had a gut-full of the zombies, simply give them a gut-full of lead. That'll sort it!



[Above] Leon and Sherry narrowly escape the carnage, looking the worse for wear!



[Above] In the lab section you'll come across a frozen room that holds the fuse case. Use this in the machine in this room to obtain the main fuse needed to restore full power to the facility.



MINE'S A G & T (WHATEVER HAPPENED TO WILLIAM BIRKIN?)

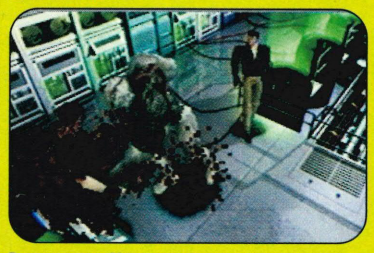
Cast you mind back to those events that took place in the strange deserted manor on the outskirts of Racoon City. A virus was manufactured that was so powerful it could cause living things to mutate into ravenous flesh-starved zombies. This virus was known as the T-virus and in the wrong hands it would have been the most potent and formidable bio-weapon known to man... until now. Since those events, Umbrella scientists have been developing a new form of the virus known as the G-virus, and if you thought the last one was bad, you ain't see nothing yet! The G-virus was the life's work of William Birkin – a brilliant and skilled scientist. However, it all turned pear-shaped when government troops were called in to seize the virus. Not one to give up his 'baby' without a fight, William takes a chest-full of lead before injecting the G-virus into his own bloodstream and making those pesky troops wish they'd never even heard of Umbrella. Little else is heard of William Birkin until the awful truth of his fate is revealed in this adventure, but the virus was spread through the city within a matter of hours thanks to the rat-population, and now all hell has well and truly broken loose, seriously affecting the Racoon City tourist trade.

Case Study (know your virus')

If you are in any way uncertain as to what the new G-virus can do to a human, simply take a look at the comparison below and be afraid, be very afraid!

T-Virus

Exhibit: Tyrant



Description: Mutated human, biologically enhanced to become "the perfect creation". Mixed DNA makes behaviour patterns unpredictable and temperament aggressive as standard.

Fright scale:

G-Virus

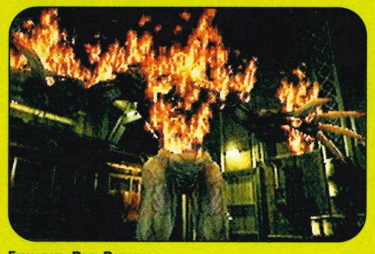


Exhibit: Bio-Birkin

Description: A virtual bubbling-cauldron of mixed DNA that causes spontaneous mutations in time with behavioural patterns. The ferocity of the virus can cause physical transformations at an alarming rate.

Fright scale:

and is one of the most clever, crowd-pleasing, tense, dramatic, beautiful and playable games ever conceived. It also has some of the most gruesome deaths, hopefully which won't be cut out of the PAL version. A truly fantastic, blood-soaked and brain-splattered game. If you rated the first, or just thirst after a roller-coaster ride of terror, get this! It's one of the best games on the PlayStation.

WE MADE THIS!

PLAY wishes to acknowledge the great efforts from all of the following for producing the epic spectacle that is *Resident Evil 2*: Hideki Kamiya, Shinji Mikami, Noritaka Funamizu, Yoshiki Okamoto, Keiji Inafune, Masaaki Yamada, Kazuhiro Aoyama, Junya Watanabe, Nororu Sugimura, Yasuyuki Matsunami, Motoji Fujita, Satoru Nishikawa, Miho Hamano, Jun Ogawa, Mitsuru Kuwahata, Tetsuya Shiraishi, Koji Wakasono, Junya Tasaki, Kazufumi Marui, Jun Takeuchi, Satomi Hayashi, Nobuhiro Tatsumi, Yosuhiro Takahashi, Ryoji Shimogama, Chie Nishida, Muneyuki Kotegawa, Shigeomi Okamura, Yoshiaki Teshima, Isao Ohishi, Ryoji Shimogama, Muneyuki Kotegawa, Mitsuru Kuwahata, Yasuhiro Anpo, Kiyohiko Sakata, Mitsuo Okamoto, Hiroyuki Kobayashi, Takaaki Yamanouchi, Tomiiiro Akizuki, Hideaki Motozuka, Noriyuki Ohtani, Katsutoshi Karatsuma, Shigeki Niino, Noriyuki Ohtani, Tomohito Ishihara, Masami Ueda, Syusaku Uchiyama, Syun Nishigaki, Hideaki Utsumi, Wataru Hama, Noriko Ando, Toshiaki Imanura, Tsutomu Torii, Noriyuki Tawada, Iiirosii Sasaki, Rica Shimazu, Noyco Qino, Yoshihiro Yamamoto, Hiroshi Nagano, Tsutomu Shimobayashi, Nobusada Takahashi, Eitaro Ariyoshi, Shigeharu Shimada, Kiyoshi Shigenaga, Yoshinori Matsushita, Masashi Imanaka, Yumi Yata, Takayuki Yamada, Hitoshi Hashimoto, Wataru Ikeda, Naruo Ibaragi, Yoko Morioka, Kazuya Hiratsuka, Hidekazu Yamamoto, Lisa Sunada, Rika Maenami, Tomoko Matsutani, Chiaki Tanaka, Bruce Fleming, Ian Rodness, Lorriaine Lang, Susan Hart, Takuya Shiraiwa, Dan Okada, Erik Suzuki, Shu Takumi, Kuniomi Matsushita, Ryuta Takahashi, Miyuki Ohiro, Takeshi Enomoto, Jun Matsumoto, Akira Kazaoka, Shizuyo Ukai, Nobuaki Yamazaki, Takashi Hama, Keiji Ueda, Toshio Kajino, Makoto Tomozawa, Tomoyuki Kawakami, Naoshi Mizuta, Kenji Fujiyoshi, Kazuyasu Koyano, Masako Honma, Keiichi Baba, Yoshihiro Ohno, Shinsuke Komaki, Capcom, Imagica Impression, Microsoft/Softimage, Imagica, Flagship, Marui. © Capcom Resident Evil is a trademark of Capcom co Ltd

Even the cast (although the Oscars can wait!): Paul Haddad, Alyson Court, Sally Cahill, Lisa Yamanaka, Jennifer Dale, Rod Wilson, Gary Krawford, Diego Matamores.

PLAY

Looks	●●●●●●●●●
Sounds	●●●●●●●●●
Gameplay	●●●●●●●●○
Value	●●●●●●●○○
Viruses	●●●●●●●●○

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Overblood (86%)

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Motorhead

NOT THE "ACE OF SPADES" SINGING, AGEING BRITISH ROCK ACT LED BY DISFIGURED FRONTMAN LEMMY, BUT A NEW CAR RACING GAME FROM GREMLIN.

Written By Graeme Nicholson

You'll probably only remember the name Digital Illusions if you hail from the murky underworld of the doomed Amiga computer. This hot shot bunch of coders from Sweden had great success with *Pinball Dreams*, *Pinball Fantasies* and *Pinball Illusions* for the old Commodore, but missed the big time with *True Pinball* on the PlayStation. After an eerie silence, the guys at Digital Illusions has once again attempted to hold off the unsavoury psychological effects of the Scandanavian midnight sun by locking themselves away and programming a new piece of software. But as you can see, even though this game might have plenty of balls, this time it's not pinball!

Can the talented Swedes transport their expertise to the race track for this new racer, *Motorhead*? We roared up the motorway in PLAY's very own Devil Car to the sleepy town of Sheffield, home of *Motorhead* publisher Gremlin Interactive, to find out.

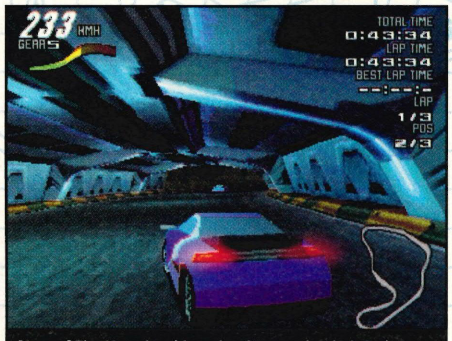
UNDER CONSTRUCTION

Blueprint

Publisher: Gremlin Interactive
Developer: Digital Illusions
% Complete: 65%
Exp. Release Date: April
Origin: Sweden
No. of Players: 1

SOFTOGRAPHY

True Pinball



[ABOVE] The Motorhead base level Transatlantic Speed League car – separated at birth from the Vauxhall Tigra? We think so!

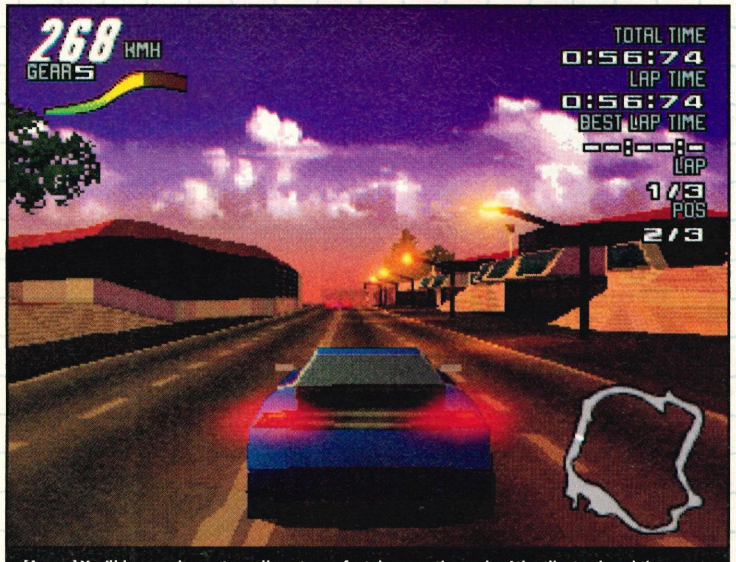
JUGHEAD

Clearly that most important element – speed – has been something of a priority in *Motorhead's* development. These cars shift like they're trying to go back in time and 50 frames-per-second makes the movement silky smooth too. The purpose of all this speed is to plunge you into the sport of Transatlantic Speed League vehicle racing, a dangerous motorsport of the near future which takes place on six purpose built circuits (no open ended courses along the coast or across country borders, unfortunately).

Whether you're weaving between the



[ABOVE] Ahead of the pack and out on the open road – the race driver's dream! Note the soft sunset effect off in the distance.



[ABOVE] You'll have a chance to really put your foot down on the easier Atlantika track and there are no Gatso cameras around here!



[ABOVE] Cutting corners is easy with the ability to stray quite far from the track surface. Just hit the handbrake and steer!

R-head

advertising-laden buildings of the Japanese NeoCity or drifting along the gentler curves of the Atlantika track at sunset, your aim is to claw your way up from the bottom of the third division where you begin the game. Success will get you a few more cars, which look fairly similar but travel even faster, and access to the next couple of tracks.

There are, apparently, over 300 polygons per car but they do look very plain at the moment. *Motorhead* is being produced simultaneously for the PC and PlayStation by Digital Illusions with hopes of a synchronised release. But something that becomes obvious from playing the game on each format one after the other is how, sadly, the PC version is pulling ahead technically. None of the truly desirable effects (the street lights cutting through the haze in the distance, the light sourced cars, showers of sparks) have been applied to the PlayStation version yet. At this early stage that shouldn't be a problem as there's plenty of time for the PlayStation code to catch up, but we have Gremlin's word that the PlayStation version should be the same in the end as the standard PC game just in case!

"These cars shift like they're trying to go back in time!"

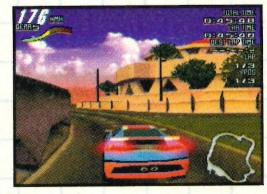


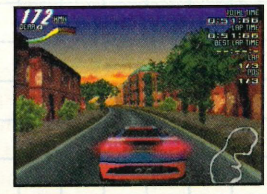
[Above] *Motorhead* gives you the opportunity to take in some fine European architecture.

BONEHEAD

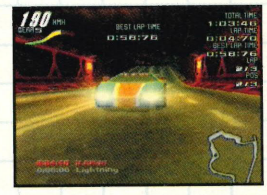
The complicated artificial intelligence on the other seven drivers in each race will be one of the things to set *Motorhead* apart from the competition when it arrives in May, but another is its simple gameplay. You see, the emphasis is on pick-up-and-play arcade thrills that are missing from heavier simulation games. However, keep in mind that *Gran Turismo's* UK release also coincides with *Motorhead's* in May, and that has both easy access arcade and full blown career and simulation modes to choose from. As for multi-player gameplay, the closest you'll come right now in *Motorhead* is by loading the ghost of your friend's lap and racing against it, but split screen is not yet out of the question.

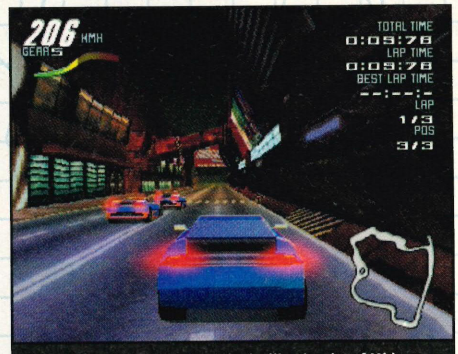
We'll be keeping our eye on this one over the next few months to see how it shapes up, so be sure to check out the previews section to find out for yourself.



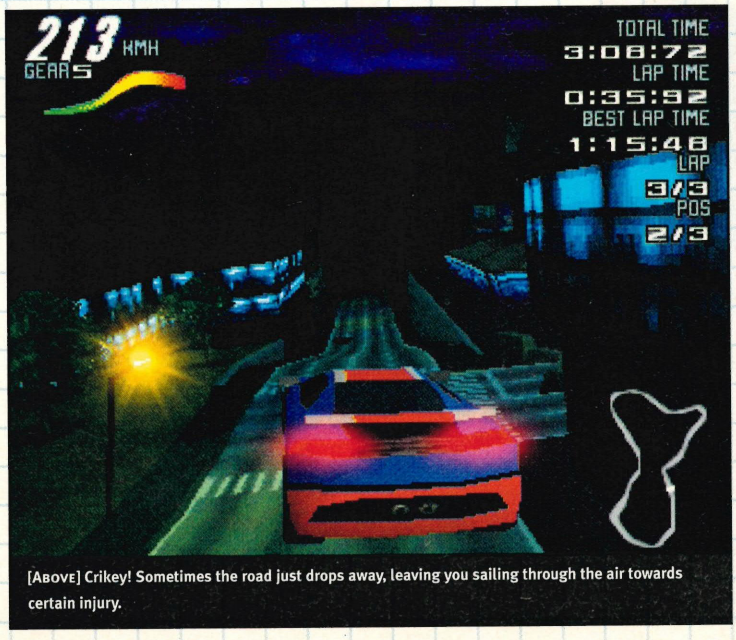




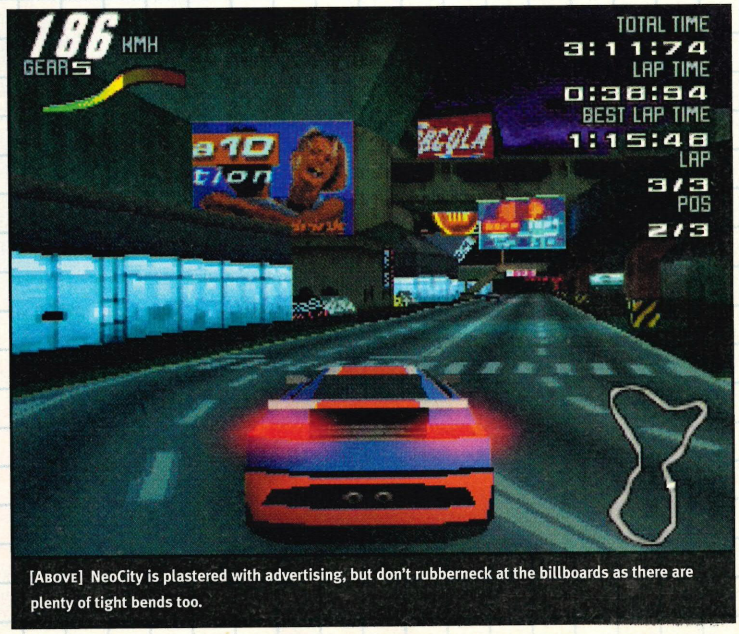




[Above] The Ruhrstadt circuit looks like the city of Midgar from *Final Fantasy VII*, although its name clearly suggests it's based on something far more, well, Swedish.



[Above] Crikey! Sometimes the road just drops away, leaving you sailing through the air towards certain injury.



[Above] NeoCity is plastered with advertising, but don't rubberneck at the billboards as there are plenty of tight bends too.

TEKKEN 3

NO BEAT-'EM-UP IS AS DESIRABLE RIGHT NOW AS *TEKKEN 3*. YOU'VE SEEN IN IT IN THE ARCADE AND YOU WANT IT – BUT WHAT IS THE STORY BEHIND IT, AND HOW IS THE PLAYSTATION VERSION DEVELOPING? READ ON!

UNDER CONSTRUCTION

Written By Graeme Nicholson

Jun is dead.

Heihachi is 73 years old. Paul Pheonix is 46. And Michelle is nowhere to be seen. How did the world of Tekken arrive at this juncture? What has befallen our favourite characters since the end of the last game? The answer lies in the far out and typically over-the-top plot, beginning as the end of the second King of Iron Fist tournament was drawing to a close.

Although schoolgirl Jun Kazama came to realise that Heihachi Mishima's son, Kazuya, drew his incredible power from being part devil, it was too late and she continued to fall in love with him. They were together for only a few days until Heihachi found Kazuya and the two became engaged in vicious combat, over a dispute about the family-owned Mishima Finacial Empire. Heihachi took his share of the punches, but ultimately defeated his son, throwing Kazuya's body into the mouth of a volcano.

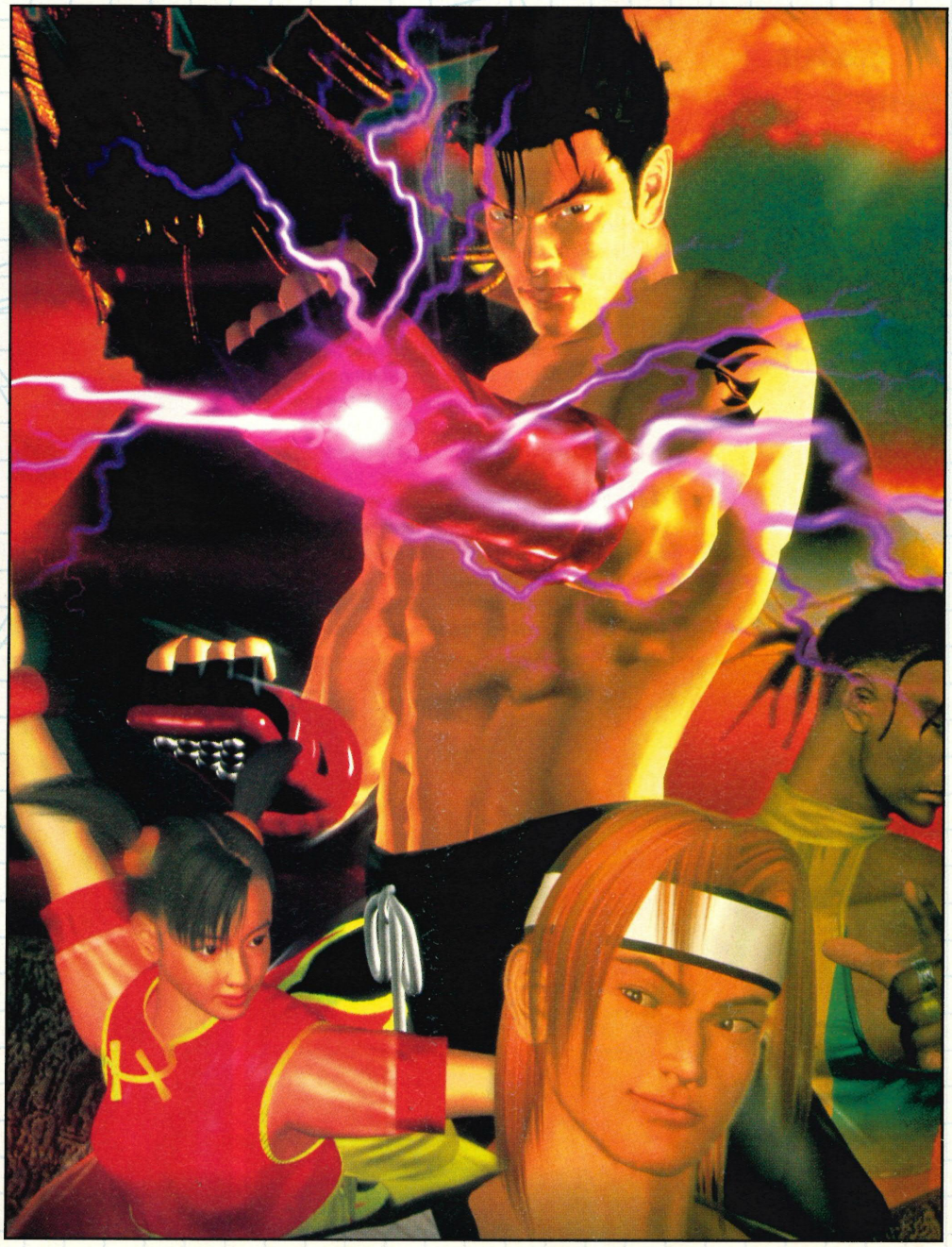
SUSPENSE

As Kazuya burned, Devil (remember, the big purple winged guy?) appeared in front of Jun and attempted to consume the soul of her unborn child – Kazuya's son. Fear for her son's safety gave her the strength to defeat Devil however, and she left to begin bringing up little Jin on her own.

Once again at the helm of the Mishima Financial Empire, Heihachi's secret army was carrying out an excavation of an ancient site in the US when they disturbed an unknown, dormant lifeform. Heihachi commanded his men to capture this beast, but all he got was a broken radio transmission containing the word 'Toshin' – 'Fighting God' in English. Finding his entire mob dead and strewn all over the archaeological site, it didn't take long for Heihachi to figure out that, whatever Toshin was, its awesome power could help him rule the world.



Not long after this discovery, the elite of the world's fighters began





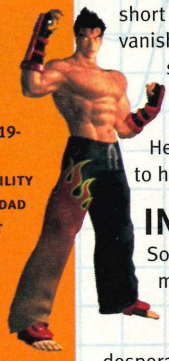
[Above] Having ducked the axe kick, Paul has the perfect opportunity to stop the Mishima family line from progressing any further!



[Above] Paul might well be getting old, but he hasn't forgotten his exceptionally effective hammerfist combo!

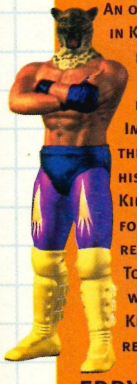
NEW GUYS

JIN KAZAMA



Lovechild of the possessed Kazuya Mishima and late Jun Kazama of *Tekken 2* fame, this 19-year-old has some serious fighting ability in his blood. Granddad Heihachi has taught him how to fight, and he's in the tournament to avenge his mother's death.

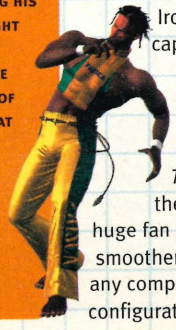
KING II



An orphan brought up in King's orphanage, he was 24 when his idol King was killed. Immediately, he took the famous mask as his own. Armour King trained him for four years and then revealed to him that Toshin was the one who killed King. King II is out for revenge.

EDDY GORDO

After being wrongfully imprisoned for killing his father, Eddy spent eight years boiling away in prison, training in the strange fighting art of Capoeiristas. Now that he is free, Eddy plans to win the tournament and use the Mishima funds to find his father's real murderers.



disappearing one by one, without leaving a clue about where they might have gone. Hearing the news, Jun knew she only had a short time before it was her turn to vanish and so decided to tell the story of her past to Jin, explaining that he should find his grandfather Heihachi if anything happened to her.

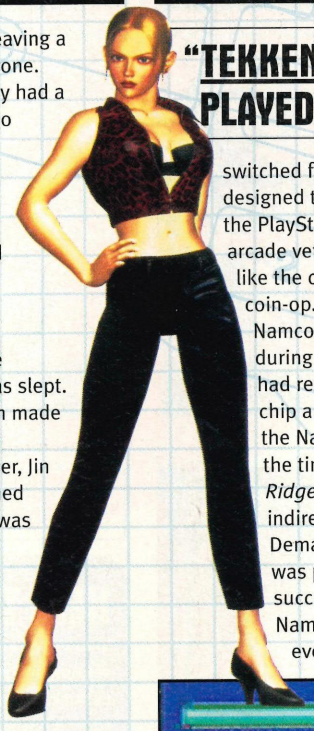
INTRIGUE

Soon after, a wild storm hit the mountains where the Kazamas slept. At the storm's centre, Toshin made its way closer to Jun. In a desperate attempt to save his mother, Jin ran into the swirling wind, determined to take on the fighting god. But he was swept up and thrown to the ground unconscious. When he awoke, the house had been burned to the ground and Jun had, indeed, vanished. He knew that she was dead.

Following his mother's last wishes, Jin travelled to find Heihachi and pleaded to be trained to fight well enough to take his revenge. Taking into account Jin's story and the news from around the world, Heihachi became convinced over the following years that Toshin was seeking out and stealing the souls of great fighters to build its already considerable strength. As Jin approached 19, Heihachi decided to host the third King of Iron Fist tournament as bait to finally capture Toshin. And so begins *Tekken 3!*

A NEW HOPE

Tekken carved its own future back in 1995, when it totally thrashed rival *Toshinden* in every conceivable area of the relatively new 3-D fighting genre. A huge fan base quickly formed. *Tekken* was far smoother, more realistic and played better than any competing title. The two-up, two-down configuration of the arcade machine's leaf-switched fire buttons seemed to be designed to be painlessly converted to the PlayStation's symbol buttons, so even arcade veterans were happy – it looked like the coin-op, and it played like the coin-op.



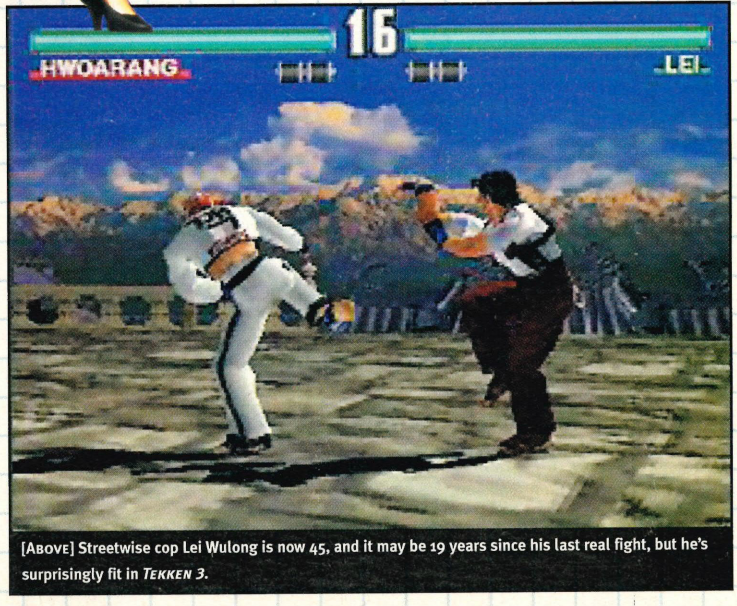
"TEKKEN LOOKED LIKE THE COIN-OP AND PLAYED LIKE THE COIN-OP!"

Namco's early alliance with Sony during the PlayStation's development had resulted in much of the console's chip architecture being modelled on the Namco arcade boards in use at the time, and so arcade hits like *Ridge Racer* and *Tekken* were indirectly written for PlayStation. Demand for the second in the series was phenomenal thanks to *Tekken's* success, but by then (March '96) the Namco technology had evolved and grown apart

Blueprint

Publisher: Namco
Developer: Namco
% Complete: 80%
Release Date: 26 March (Japan)
Origin: Japan
No. of Players: 1-2





[Above] Streetwise cop Lei Wulong is now 45, and it may be 19 years since his last real fight, but he's surprisingly fit in *Tekken 3*.

NEW GUYS

LING XIAOYU



LING IS ONLY 16 YEARS OLD, AND IS A STUDENT OF THE GERIATRIC WANG JINREY. BEING SO YOUNG, HER IDEA OF HEAVEN IS TO BUILD A GIGANTIC AMUSEMENT PARK ON HER HOME GROUND OF CHINA – WHICH BILLIONAIRRE HEIHACHI PROMISES TO FINANCE IF SHE FIGHTS IN THE CONTEST.

JULIA CHANG



ABANDONED AS A BABY ON OLD NATIVE AMERICAN GROUNDS, JULIA WAS FOUND AND SUBSEQUENTLY ADOPTED BY MICHELLE CHANG. WHEN MICHELLE LEFT THE RESERVATION TO QUIZ HEIHACHI IN JAPAN ABOUT THE RECENT DISAPPEARANCES, SHE TOO VANISHED. JULIA SUSPECTS HEIHACHI HAS SOMETHING TO DO WITH IT AND SO JOINED THE TOURNAMENT TO BEAT HIM.

FORREST LAW

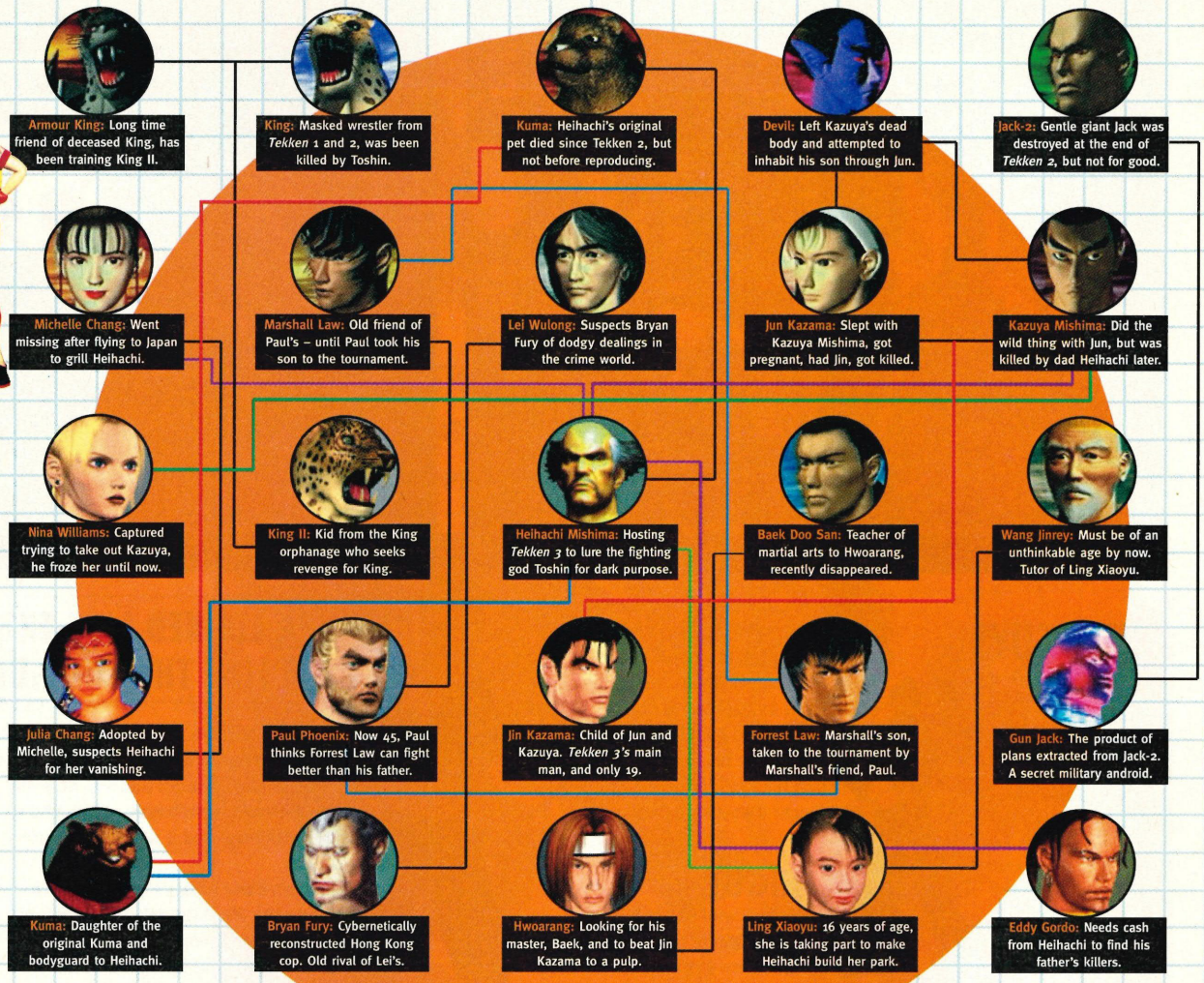


THE SON OF MARSHALL LAW. WHEN MARSHALL'S OLD FRIENDLY RIVAL, PAUL PHOENIX SHOWED UP FOR PRACTICE AND MARSHALL WAS GONE, PAUL TRAINED WITH FORREST INSTEAD. SEEING HIS OBVIOUS TALENT, PAUL CONVINCED HIM TO LEAVE AND ENTER THE TEKKEN TOURNAMENT – WITHOUT HIS FATHER'S KNOWLEDGE.

HWOARANG



NEVER BEATEN IN A FIGHT, HWOARANG RECENTLY MET HIS FIRST DRAW WHEN JIN KAZAMA WAS SENT TO PUT AN END TO HIS ILLEGAL STREET FIGHTING BUSINESS. WHEN HWOARANG STEPPED UP HIS TRAINING WITH MASTER BAEK DOO SAN TO BEAT JIN, BAEK VANISHED LIKE THE OTHER GREAT FIGHTERS. THUS, HWOARANG HAS TWO SCORES TO SETTLE.



Some characters from *Tekken 2* have just been inexplicably lost between games, hence their absence here. Sumo bloke Ganryu, odd knife-weilding thing Kunimitsu, "Big" Bruce Irving, Law copycat Lee Chaolan – they've all been taken out. Mind you, they sucked, so we won't miss them.



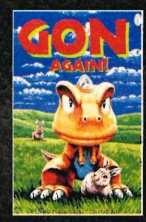
[ABOVE] The extensive use of motion capture technology is most obvious on the celebration routines after winning...

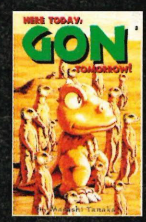


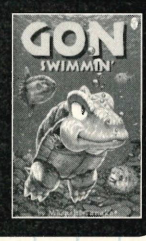
[ABOVE] *Tekken 2's* special effects and light sourcing look basic when compared to the new routines used in *Tekken 3*.

HERE TODAY, GON TOMORROW

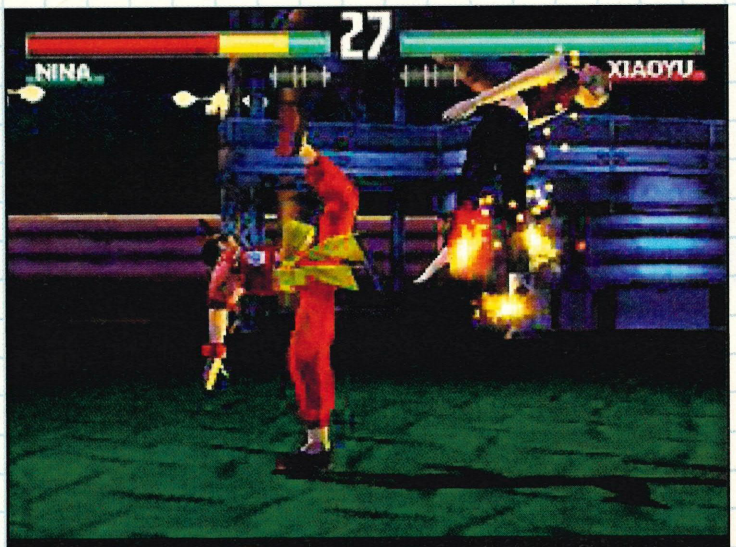
SHOTS WERE RECENTLY RELEASED OF A NEW CHARACTER IN THE PLAYSTATION VERSION OF *TEKKEN 3*, IN ADDITION TO ALL THE ARCADE FIGHTERS. WHO IS HE? CREATED BY MASASHI TANAKA, GON IS A MODERN-DAY DINOSAUR, UNDER A FOOT TALL, WHO PROTECTS THE CUTE AND FLUFFY CREATURES OF EARTH IN HIS CLEVER CARTOON STRIP ADVENTURES. LIKE A JAPANESE VERSION OF GARFIELD, GON ORIGINALLY SHOWED UP AS A REGULAR IN THE NEWSPAPERS BUT HAS NOW BECOME SOMETHING OF A CULT. YOU CAN FIND HIS COMPILATION PAPERBACKS IN LARGER COMIC BOOK STORES IF YOU'RE INTERESTED.











[Above] Wham! 16-year-old Asian contortionist Ling Xiaoyu gets an uncommon number of party invitations you know.



[Above] With that trademark bolt of Mishima electricity (Heihachi and Kazuya both shared it) Jin's moves look fantastic!

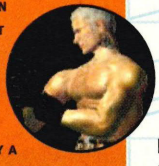
NEW GUYS

KUMA



The original Kuma from *Tekken 2* died of old age during his travels with owner Heihachi. His daughter though, taking the same name, is now Heihachi's new pet and informal bodyguard. Apparently, she's in love with Ling Xiaoyu's panda!

BRYAN FURY



The real Bryan Fury was shot dead in a Hong Kong shoot-out, but was reanimated by a mad old scientist named Doctor Abel through the extensive use of cybernetic body parts. He sneaked into the tournament to find Yoshimitsu – who knows why?

GUN JACK



That little girl from the *Tekken 2* intro who robot Jack-2 saved was horrified to see him fried by a satellite weapon. Spending her grown life trying to repair him, she discovered a secret program in his code – the Gun Jack program. After following the plans, this was the result...

from the little box they'd helped Sony design almost two years previously. Speculation was rife that this was one developer that had shot itself in the foot – it'd pushed the boat out on an admittedly popular arcade machine, but now it would miss out on software sales by releasing a sub-standard conversion that would be embarrassingly limited for the swelling PlayStation user base. But on March 27, what dropped onto the crowded shelves of Japanese game stores and importers around the globe? An astonishing *Tekken 2* conversion, whole and intact. Yes, Namco had managed to put in that cool light sourcing effect. Yes, if you kept winning you ended up with all 25 characters. Namco even put in the arcade machine's attract mode movie as well as an all new full screen intro movie and engrossing, classy character endings.

THE RETURN

Since alpha-stage 'test machines' of *Tekken 3* were first spotted (Namco places incomplete set-ups of its new games at carefully selected points to monitor exactly how people play them and to get some feedback from real gamesplayers) in Tokyo and much later in London's Namco Wonderpark. However, the same cynicism that surrounded the second game reared its ugly head. This time it couldn't possibly work, could it? Surely Namco would wait for the launch of PSX2 and release *Tekken 3* as a flagship title for that?

A rumour even started, perhaps at Namco, that the game required so much memory that it would have to be bundled with a special RAM upgrade. Boosting the PlayStation to at least four megabytes, this add-on (dubbed the "C-upgrade" or "Mod-C") would connect to the mysterious Parallel port on the back of the PlayStation and may even be used for future releases that are equally memory hungry. Only recently was this all this confusion laid to rest.

"*Tekken 3* is coming for the PlayStation," said Namco's US branch in a press release, adding that the conversion "will not require an add on device as rumoured."

And it's coming along quite nicely. With speed and fluid motion being a big part of the *Tekken* feel, the odd polygon or two have had to be removed from the character models to allow the PlayStation to shift everything at close-to-arcade rates. Even though they're opposed to the idea and have managed to avoid it so far, the programmers may have to replace the detailed 3-D backdrops with flat scenery too. But these are small prices to pay – the end result will still be that you get as near as possible to the arcade version of *Tekken 3*, in your house, there forever more whenever you want to play it, for under 50 quid. Whatever your financial status, that's a bargain!

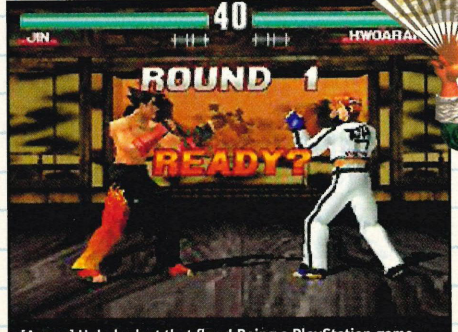
COMING ATTRACTIONS

The latest dates for *Tekken 3* in the three main territories suggest that you will have to wait seven months to see a domestic UK version – and that's before any inevitable delays have been announced. There will be English language versions however, imported from America, on the shelves of your local independent game shop at the end of April though – tempted?

EXPECTED DATES FOR TEKKEN 3
JAPAN: 26 MARCH '98
US: 30 APRIL '98
UK: SEPTEMBER '98



[Above] Tonight we have Eddy Gordo on the right in the dodgy fitness gear, challenging champion Hwoarang in the poncey sailor outfit!



[Above] Ugh, look at that floor! Being a PlayStation game, there have still been some problems with polygon warping during the conversion.



WORLD LEAG

EIDOS IS SET TO RELEASE A FOOTBALL GAME THAT COULD, AND SHOULD, MAKE THE COMPETITION SHAKE IN THEIR BOOTS. WE VISITED SILICON DREAMS TO FIND OUT WHY...

Written By Tom Sargent

Had we taken the advice of the ancient folk song – Ride a cock horse to Banbury Cross – it would have taken us approximately two weeks to get there from Bournemouth, plus a few riding lessons. Luckily, transport has moved on in leaps and bounds and before we could say "British Rail cheeseburger", Banbury train station loomed up and so began an afternoon in the pleasant company of Rob Palfreman (Senior Producer of Silicon Dreams' potentially awesome new footie game), and the two programmers, Rod Mack and Giles Parke.

World League Soccer is the latest football game from the stable that released the highly playable *Olympic Soccer*, plus the sequel *Soccer '97*, and is the fifth football title that Rod has undertaken. After nearly 15 months in development and hundreds of hours of play-testing, the team feel vehemently that *WLS* is the definitive product. All words you could argue, but you only need to play it for a couple of minutes to realise that even this early beta version is shaping up to something pretty special. Rod Parke is justifiably proud of how well the game plays already:

"In *WLS* we are primarily concerned with giving the player the total football experience. At the end of the day if it doesn't feel right to play, flashy graphics count for nothing."



[Above] You can see the names of the players on the back of the shirts. Names can be changed too.

Blueprint

Publisher: Eidos
Developer: Silicon Dreams
% Complete: 70%
Exp. Release Date: May '98
Origin: UK
No. of Players: 1-4

SOFTOGRAPHY

Olympic Soccer
Soccer '97
Fever Pitch
Olympic Games



[Above] As the two opposing players leap to the challenge, their eyes never leave the ball. Nice.

LIVE FOOTBALL

This isn't to say that the game forsakes graphical finesse in favour of gameplay. Every effort has been made to ensure that the frame rate doesn't skip below 30 frames per second (fps). Originally *World League Soccer* was designed with a hi-res



[Above] There's nothing quite so satisfying as volleying the ball into the back of the net. You can replay these magic moments again and again and again...



[Above] If you look closely, the players heads always follow the action.



[Above] Matches can be played either by day or under the glare of stadium floodlights.

TEAM PLAY

THE TEAM AT SILICON DREAMS HAVE BEEN BEAVERING AWAY LIKE, ER, BEAVERS TO PRODUCE THE DEFINITIVE FOOTBALL EXPERIENCE. THE TWO MAIN PROGRAMMERS ARE ROD MACK (FRONT ROW, SECOND FROM THE RIGHT) AND GILES PARK (FRONT ROW, FAR RIGHT).



GUE SOCCER

UNDER CONSTRUCTION



[Above] There are two kinds of header in *WLS*. One where you head down, or the looping header (seen here). He's bound to miss though being a Man United player.



[Above] Chesting the ball down allows players to comfortably gain control – just like the real thing. It's control versatility like this that makes the game look promising.

"THE BEAUTY OF WLS IS THAT IT DOESN'T FEEL LIKE A GAME. IT REFLECTS THE WAY IN WHICH A REAL TEAM WILL BUILD UP MOVEMENT..." SILICON DREAMS



engine in mind, but more recently it was decided that to provide players with totally fluid animation and instantaneous passing, a slightly lower resolution would ensure that every facet of the game worked as seamlessly as possible. Looking at the way the teams gracefully run around the pitch, there's little doubt that, bar a complete disaster, *WLS* is going to be, well, at the top of the World League. There are over 190 teams from ten different leagues covering the majority of football territories world-wide, including: England, Italy, France, Spain, Germany, Holland, Scotland, Japan, Rest of the world and America. Yes even America, but whether there'll be four quarters, zone shooting and adverts every two minutes in this league has yet to be finalised!

Spurs striker and England International, Les Ferdinand has supplied the motion capture information, and interestingly *WLS* incorporates a new skeletal system, which roughly translated means that all of the players move perfectly smoothly. Each face is also



[Above] The goalie gets down low to scoop up a low drive. They're really quite adept between the sticks now.



[Above] Replays can be saved at any time during the game and can be viewed from the perspective of any player. Great for gloating , of course.



[Above] Re-arrange team formations to formulate a winning strategy and choose one of the beautifully rendered stadiums.





HE GRABS YOUR BALLS!

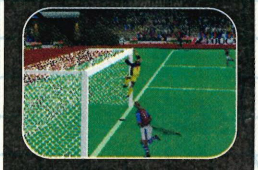
A CONCERTED EFFORT HAS BEEN MADE TO ENHANCE THE AI OF THE GOALIES. THE TRICK IS MAKE THEM ACT IN AN INTELLIGENT FASHION WITHOUT MAKING THEM UNBEATABLE. HERE'S A RESUME OF THEIR NEW FOUND TALENTS... SOME SAVES WILL BE SPECTACULAR LIKE THIS FINGER-TIP EFFORT.



ON OCCASIONS, THE KEEPER WILL SPILL OR FUMBLE THE BALL. IT'LL EVEN SLIP UNDER HIS BODY.



EXPECT LOADS OF LITTLE EXTRA ANIMATIONS AFTER SAVING SUCH AS CLIMBING UP ON THE GOAL FRAME.



AFTER COLLECTING THE BALL THE GOALIE CONTEMPLATES WHERE TO THROW OR KICK IT.



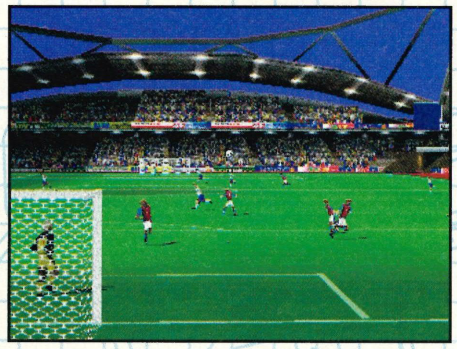
THERE'S AN OPTION TO DROP THE BALL IN FRONT OF THE KEEPER AND RUN THE BALL OUT HIMSELF.



LAST-GASP SAVES ON THE LINE WILL ENSURE THAT THERE'S PLENTY OF EXCITEMENT.









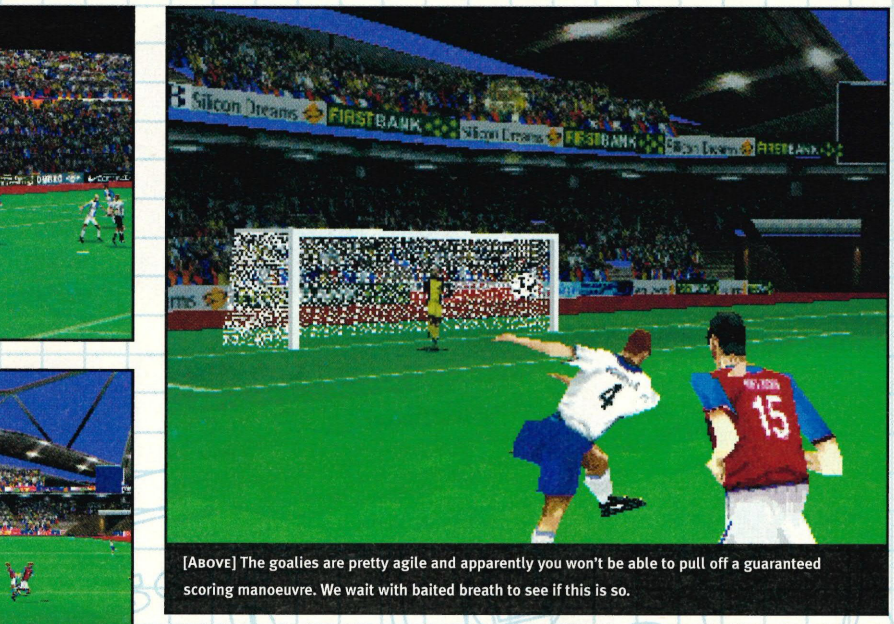
being texture-mapped enhancing their facial characteristics, in fact you'll be able to recognise muscle tone, facial features and detailed kit design.

Breath Football

So we know that it's going to look and move more elegantly then the Bolshoi Ballet, but what new features are going to rock the world of console soccer? Rob Palfreman explains:

"For a start, the tempo of the game is such, that although you can get the ball from one end of the pitch to the other with minimal fuss, team formations will play a visible and significant role. One touch passing is a feature which means that one-twos (and chipped-return one-twos) can be pulled off very easily."

This is where *WLS* scores so highly. You have time to build up imaginative and skilful attacks without the frustrating 'kick and react' scenario that plagues so many other titles. Football, as we are all well aware is a fast, physical game, but without creativity it becomes a game of human pinball. To counter this problem, one of the most innovative concepts has been the development of a 'Drone Player'. This is where you can assign the computer to take control of a player while you move into a good position; you can then decide when he passes to you. It works surprisingly well and should do for positional creativity what the 'through-ball' did for defence splitting in *ISS Pro*. Incidentally, the 'through-ball' will be in there, along with an instant cross button borrowed from the evergreen *Soccer '97*, only this time you'll be able to cross the ball from anywhere – not just in the oppositions half.



[Above] The goalies are pretty agile and apparently you won't be able to pull off a guaranteed scoring manoeuvre. We wait with baited breath to see if this is so.

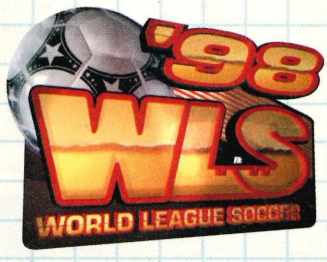
"THE FLOW IS WHAT MAKES FOOTBALL AN ART, NOT A SCIENCE... THIS IS WHAT WLS ENCAPSULATES" SILICON DREAMS

Sleep Football

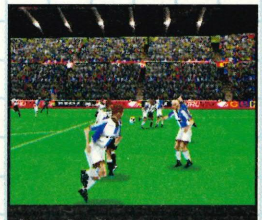
This idea has been modified for *WLS*, enabling crosses to the wings from the middle of the park too. All the regular shots and moves are in there – volleys, overhead kicks, two types of header (one directed downwards, the other a looping variety), sprinting and tackling. The tackling is the one of the only areas that needs refining as the game stands you can't walk into an opponent and steal the ball yet, and the standard tackle hasn't been included either.

Although the game doesn't have a working front end as yet, all of the options are available, ie day and night matches, four player simultaneous play, Leagues, Tournaments and Exhibitions, weather effects, commentary from top Channel 4 pundits Peter Brackley and Ray "Smashing" Wilkins and a smattering of camera angles. All that remains to be completed is the fine-tuning, and a few new animations.

World League Soccer is going to be huge and we can't wait to pull on our pixel boots and scrutinise it in more detail. Unfortunately, we haven't got a working copy in the office, but at this very moment a begging letter is being compiled, so it shouldn't be too long before we can elaborate.



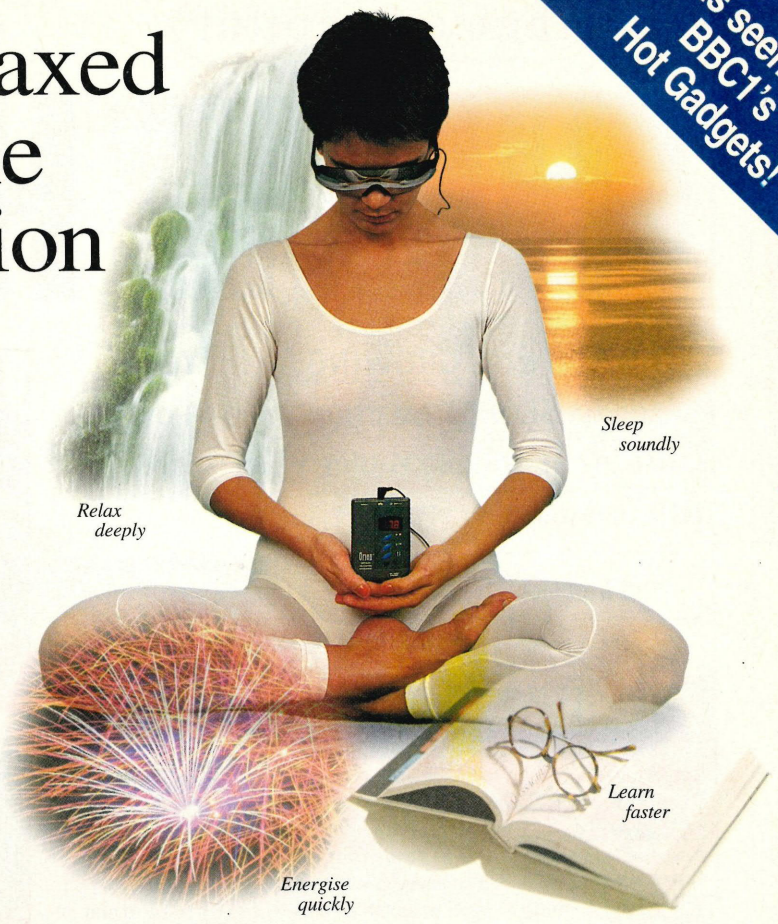




[Above] Hell, even the crowd look better than your usual 'rent-a-multi-coloured blur'.

As seen on BBC1's Hot Gadgets!

Feel profoundly relaxed in minutes – with the NEW MindLab Orion



Tune in and turn on to shut out everyday pressures – and unleash the natural resources of your mind – *writes Chris Payne*

Dazzling patterns of colour swirled in front of my closed eyes, and gyrating shapes soared across my visual field as hypnotic rhythmic tones caressed my ears.

All I'd done was put on the liteframes and headphones, pressed a few buttons on the MindLab Orion's compact console and lay back with my eyes closed.

As the patterns and sounds slowed down I felt my mind sink deeper and deeper, and it seemed as if I was rolling back through space.

Clear your mind in minutes

Ten minutes later I re-emerged – relaxed, alert and with no mind chatter. The serene state lasted for the next two hours. This was my first experience of using the remarkable MindLab Orion.



Slip on the liteframes and headphones, press a few buttons on the MindLab Orion and you'll feel deeply relaxed within 15 minutes

It may at first sound like a way out Spielberg creation, but the MindLab Orion is far from science fiction. This is science fact, tried and tested to help you cope with life's stresses and strains.

Using light and sound patterns matched to your own natural rhythm, the machine can induce a state of relaxation, and even aid learning.

Far from being futuristic, the MindLab Orion is based on ancient techniques blended with sophisticated technology.

In 2000BC Ptolemy noted that sunlight flickering through the spokes of a rotating wheel caused fascinating visual patterns and a feeling of euphoria.

UK research validates the technology

Then in the late 1940s a British neuroscientist, W. Gray Walter, measured the effects of an electronic strobe using an EEG, which monitors brainwave activity.

He found that rhythmic, flashing lights altered activity across the whole cortex, producing trance-like states of profound relaxation and vivid imagery.

Since then, a series of independent studies have confirmed Walter's findings. Research now suggests that machines using light and sound can dramatically reduce stress.

Change mental states easily

Benefits include deep relaxation within minutes, improved learning ability and enjoyment of music, increased alertness, enhanced ability to visualise new goals, and better sleep at night.

The user of the MindLab Orion chooses the state of consciousness that he or she wishes to obtain, and is lulled by a rainbow array of colours and rhythms into the chosen state of awareness.

Just press a few buttons and you can choose to relax, sleep, visualise, energise or learn. Lie back, close your eyes and let the kaleidoscopic light patterns and rhythmic tones gradually shift your consciousness.

The press raved about the original MindLab

"The MindLab has received rave reviews from both the scientific community and the public... After a few minutes the dazzling spectacle winds down into a deeper state of consciousness." – *New Scotsman*

"The systems reliably produce visual effects and relaxation... the experience resembles the closing sequences of 2001: A Space Odyssey." – *New Scientist*

"The MindLab produces a feeling of total inner calm where once there was chaos. The technology of tomorrow really is with us today." – *Fit Body magazine*

"The machine really does need to be experienced to be believed." – *Computer Life*

"The MindLab gives you hundreds of different methods, via amazing sounds, music and light displays, of achieving Nirvana." – *London Evening Standard*

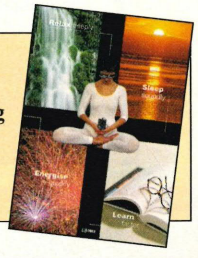
"The MindLab really works!" – *Ms London*

Here's what the testers said on Hot Gadgets!

Said tester Anuj Nayor on **BBC1's Hot Gadgets:** "I thought the MindLab Orion was a top gadget. I felt perky and alert. The first program I tried was the sleep one. I went into the deepest sleep in ages. I was *so* late for work the next day."

James Mayor, a medical student, commented "I feel quite relaxed. That exam: sorted!"

Find out why thousands of people in the UK and one million worldwide are using this technology – ring 01625 502602 for your FREE brochure TODAY!



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PY

THEME HOSPITAL

WHEN YOU WERE GROWING UP DID YOU HARBOUR A SECRET AMBITION TO BE A HOSPITAL MANAGER? IF YOU DID YOU'RE VERY SAD, IN OUR OPINION...

There are some activities which just don't look like being an exciting choice for a top video game. There's watching paint dry for example, and stamp collecting. And – we would have said until now – managing a hospital.

It's a good thing for everyone else that no-one ever asks my advice or else *Theme Hospital* may never have been made, and that would be a travesty!

The object of *Theme Hospital*, quite simply, is to build and run your own hospital. Well... actually it's to build and run your own successful hospital – but that's just nit-picking.

Now, you're probably thinking that you don't have the faintest idea how to run a hospital, let along build one, but fear not, for the programmers have foreseen this and lo they have produced for you a tutorial which runs during the early part of the first level, and takes you kicking and screaming step-by-step through the initial processes.



[Above] A 'little litter problem'? There's *vomit* everywhere! What *are* all these sick people doing here, anyway?

PLAY INFORMATION

Publisher: Electronic Arts
Customer support: 01753 546465
Price: £44.99
Release date: Out now!





[Above] Isn't that just the way? You've just opened your hospital, and before you know it you've got a queue of hippies!



[Above] Hmm... deaf as a post and smells of cabbage? It's my old school dinner-lady! Wonder if she's any better at first aid than she was at rice pudding?

"Forget ER, this is the real thing!"

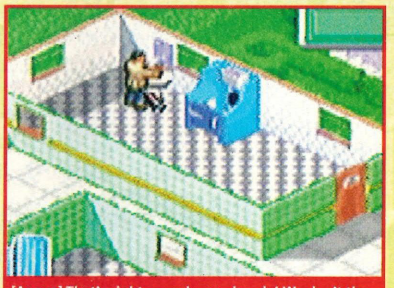
The control interface is a little tricky to get to grips with at first – it all runs through a series of icons, each of which deals with a different function of the management process. If you need to build yourself a ward for example, you select the buildings icon and choose from a list of room blueprints. You then position the blueprint somewhere suitable within the hospital, adjust the dimensions as required, give it a door (always useful in a room) and then add the initial furniture.

SICK BAY

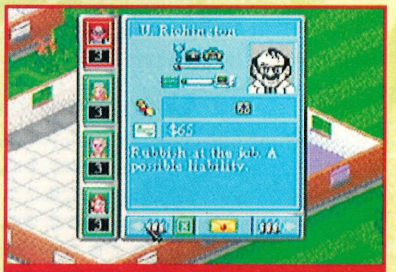
Next you need to provide staff for the room, and you do this by hiring personnel from the list of people available. At the start of the game this list is full, but you'll find that if you hang about, names start to disappear from the list, as other, rival hospitals recruit for themselves. The staff vary in temperament and talent, and this is reflected in their wage costs. It's possible to view a kind of CV for each person you are interested in. From these rather forthright CVs you can select the staff that are right for you.

Once you've built your basic hospital (reception area, GP's office, etc) you can then add other items of furniture. These include benches for patients to wait on, plants and drinks machines to keep them happy while they're waiting, and of course toilets, staff rooms and radiators to generally make the place more habitable. You'll then need to hire maintenance men to take care of the place, water the plants, clean up the vomit, etc (of which there will be loads).

All this sounds terribly unexciting and,



[Above] That's right – wash your hands! We don't the germs from your... well, we don't want the germs, all right? (Yes, right, sneezy Roy!)



[Above] Right, let's have a look at the old CV. Yes, everything seems to be in order. You seem fine for the job! Now, about that dinner date...

CHAIN SAW DOC

THE INTRODUCTION TO THE GAME GIVES YOU A VERY GOOD IDEA OF WHAT YOU'RE GOING TO BE IN FOR TUSING A SHORT BUT HUMOROUS FMV SEQUENCE SHOWING A DOCTOR LEAPING INTO ACTION DURING AN EMERGENCY. WOULD YOU TRUST A DOCTOR WIELDING ONE OF THESE THOUGH? I DON'T EVEN TRUST THE DENTIST, AND HE'S ONLY GOT A DRILL!





[Above] It's a sick world. The cut and thrust of management cut a swathe through the caring profession...

WE'LL CURE ANYTHING

Yes, *Theme Hospital* has the cure to all known diseases, and a few that aren't that well known. One of the first you'll meet though should be familiar to you. It's often noticeable around self-important bosses, chat-show hosts, lousy pop stars and French ex-Man United football players. It is of course... Swelled Head Syndrome.



And the cure couldn't be simpler. Simply take one ordinary pin...



... apply to the side of the head, like so, deflating it...

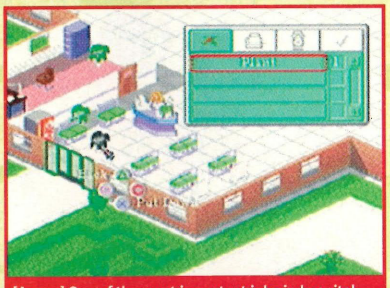


... and finally use the 'Inflator' (standard equipment in all Theme Hospitals) to return patients head to the proper size. Now, where's that Mark Morrison bloke..?





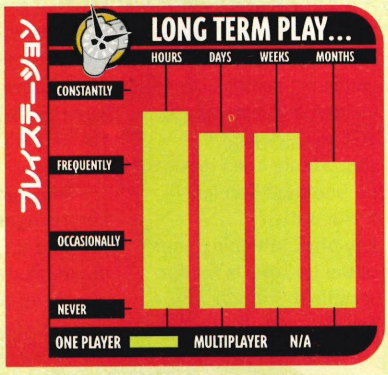
[Above] One way to get rid of patients is to leave them until they get fed up and leave. Pioneered by the NHS in the early Sixties, I believe... (ooh... political)



[Above] One of the most important jobs in hospital construction is obviously the positioning of the plants. It's all Feng Shui you know!



[Above] Not enough seats? Well, what do you expect? I had to save up for a bed, didn't I? And look – someone's sleeping in it! Ah... now shhh!



unless you have a particular penchant for interior design, on the whole it is. The real fun starts when your hospital opens and the first patients saunter in. What starts as a slow, calm process, rapidly becomes mayhem as more and more patients come in with stranger and stranger complaints, and you realise that your hospital isn't quite up to scratch.

You haven't enough doctors, not got enough treatment rooms, there are more patients than benches, the doctor in diagnostics has wandered off for a cigarette, the maintenance guy you hired is too old and tired to clear up all the sick, and the nurse from ward two is constantly on the toilet. Forget *ER*, this is the real thing!

George Clooney

Of course, you can't just deal with the day to day activities either, since you're competing with other hospitals. No, you've got to invest in training and research and buy new equipment. You've got to earn money by curing patients and also build up a good reputation, which you do by not offending the wrong people.

Every so often your status bar will give you advice or warnings, and the patients themselves have icons representing their own state of health. A reception area full of people with sad faced icons under a cloud is not a good sign. Oh, and you need to keep up with the news and deal with emergencies and visiting VIPs too.

The emphasis is on humour, as you'll see when your first patient arrives. How often do you think real hospital bosses get memos saying things like: "We've almost identified the patients type of invisibility, but we need to do more research"?

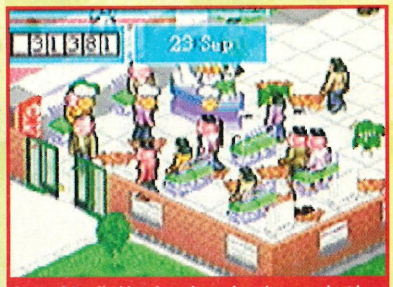
Theme Hospital is great. No guns, no gore, no violence, no crumpet, but it delivers more fun than one person can justifiably have by themselves!



[Above] Hurrah! Cured my first patient! And I only managed to kill seventeen of them so far – not bad at all, if I do say so myself!



[Above] How do a few pot-plants and a drinks machine improve staff performance? Now if I had some video games to put in there, that might help a bit, but plants?



[Above] Swelled head syndrome is rather prevalent in this town. I wonder if it's been featured in one of those 'real soaps', like *The Village* or something?

PLAY

Looks	8
Sounds	7
Gameplay	9
Value	8
Out-Patients	9

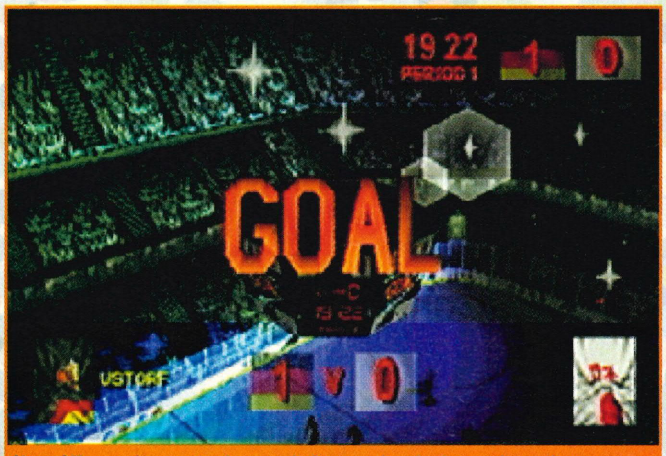
PLAYED 86%

More fun than a real hospital ever is!

Alternatively:
Theme Park, 86%
Sim City, 75%

ACTUA ICE HOCK

OH NO! MORE ICE HOCKEY! SURELY THIS IS THE LAST ONE ANYONE CAN FIT IN BEFORE THE OLYMPICS?



[ABOVE] The crowd goes nuts when somebody scores, bursting into roaring applause...



[ABOVE] Nimble fingers are required to slip between the brutes who would like to slam you into the Perspex siding. It's a war out there, make no mistake.

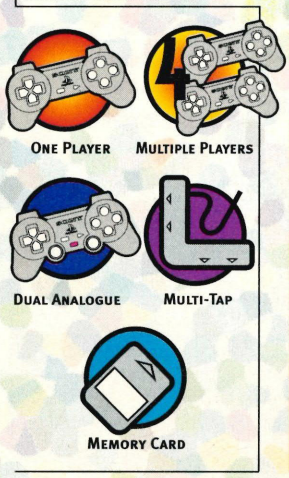
Written By Graeme Nicholson

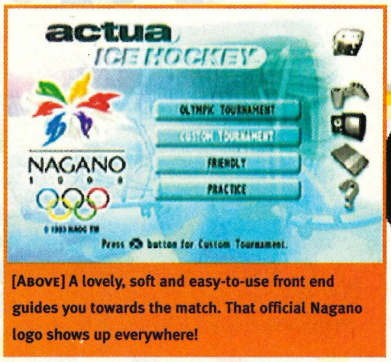
If you happen to be a fan of the most violent legal sport this side of Thai kickboxing you may have been shocked to find it absent from the official *Nagano Winter Olympics* sports game. All is not lost. This game has two important things in its favour – it's the official ice hockey game of the Winter Olympics and it carries the Actua badge.

The official tag means you get all qualifying teams that made it to Nagano included, each with the correct player names, positions and vital statistics. In order to ensure the game's popularity with the UK audience, the rules were bent to accommodate the rather pathetic Great Britain team who were knocked out by the Swiss.

PLAY INFORMATION

Publisher: Gremlin
Customer support: 01142 753 423
Price: £39.99
Release date: Out now!



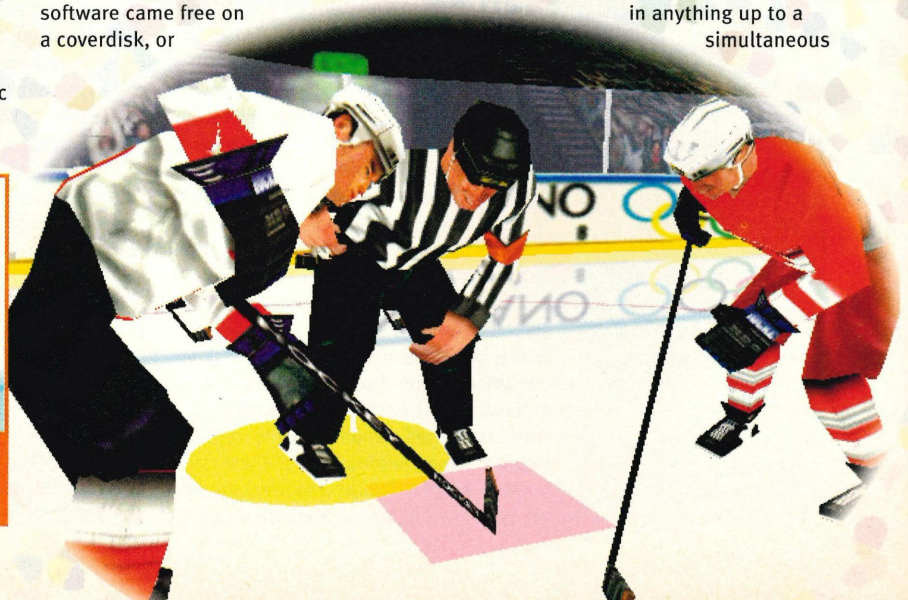


[ABOVE] A lovely, soft and easy-to-use front end guides you towards the match. That official Nagano logo shows up everywhere!

HOT SPRINGS

And what does the *Actua* prefix mean? It's basically like *Actua Soccer 2* but the guys are wearing skates, right? Well, no. *Actua Ice Hockey* doesn't score anywhere near as high as *Soccer* for its game engine. For a start, every movement has supposedly been motion captured from the Sheffield Steelers team (winners of the British championship play-offs). Watching your men move across the ice, this is hard to believe unless Gremlin's motion capture software came free on a coverdisk, or the Steelers are comprised wholly of shaking geriatrics. Nothing the players do looks especially human compared to any other 3-D sports game and the effect isn't helped by the frame rate. It isn't quite smooth enough to fool the eye into thinking it's seeing live action, the way a TV does.

The *Actua* gameplay however, is surprisingly intact. There doesn't seem much to it, with only controls for pass, shoot, skate faster and choose-bloke-closest-to-puck, but once you get going, in anything up to a simultaneous



KEY

"The Steelers seem comprised wholly of shaking geriatrics! "

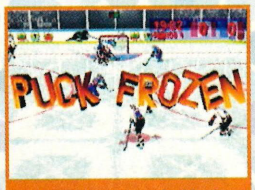




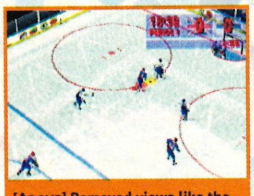
[Above] This angle is slightly depressing as it lets you see the awful distance yet to travel to the goal without being tackled.

four player game, the matches can get quite compelling.

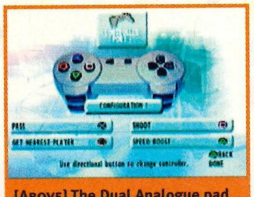
Translucent arrows at the feet of your player currently in possession point to your team-mates wherever they are on the ice. Using these you'll soon find that the key is a rugby-style backwards passing method of play to erode the opposing defences, and when you find a comfortable camera angle your game really starts to flow.



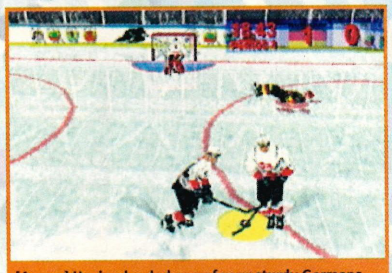
[Above] It's a game of odd rules. This happens whenever you repeatedly beat the keeper.



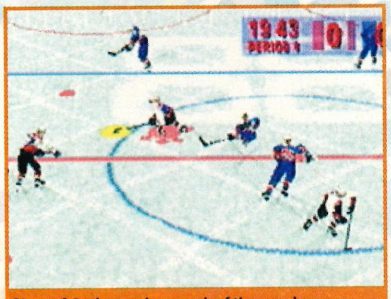
[Above] Removed views like the isometric view here make passing easier because you can see where to send the puck.



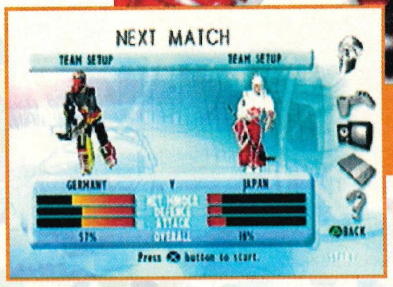
[Above] The Dual Analogue pad is nowhere to be seen on the controller screen, so you can't calibrate it properly. Oops.



[Above] Having landed one of your sturdy Germans flat on his back, the rapidly moving Japanese scuttle off with the puck.



[Above] Options galore: each of those red arrows points to a friendly player. Just choose the direction and press X to pass.



[Left] It's always a good idea to take a quick peek at how your team's abilities compare with the competition. Looks like Japan are in for a good hiding!

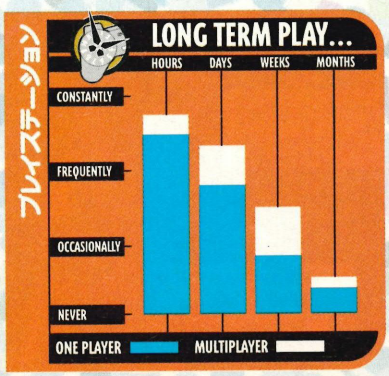
RAMEN

After a few friendly games, you pop in to the Practice area to learn the nuances of skills, like taking penalties and shooting, before entering yourself into the actual Nagano championship for a massive international battle. Once you've gone ahead and conquered the world in the Olympics, you might want to create a league of your own, including only your favourite teams, and then beat that.

Actua Ice Hockey is the first hockey game we've seen on the PlayStation to make use of the Dual Analogue pad, but in actual fact you still only get the eight directions from it that are possible with a normal pad, which is a bit out of order.

You can't carve your way up the ice like a real player – you're limited to facing in eight rigid directions. A lot of the motion is unrealistic – the keeper also slides along the edge of his semi-circle in front of the goal like one of those Subbuteo goalies on the end of their stick!

In the end, Actua Ice Hockey plays well enough but doesn't rival *NHL '98*, from Electronic Arts, in terms of detail and realism. Too many faults exist in the game engine to recommend it, unfortunately.



PLAY

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

PLAYED 71%

Ice, ice booby!

ALTERNATIVELY:
NHL '98 (71%)
NHL OPEN ICE (40%)

FINAL FANTAS

ANYONE WHO THINKS SQUARE IS CASHING IN ON THE *FINAL FANTASY* FRANCHISE ARE SADLY MISTAKEN. *TACTICS* IS A WORTHY ADDITION TO THE FAMILY...

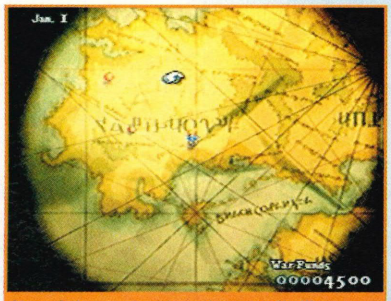
Written By Tom Sargent

Just when you thought *Final Fantasy VII* had drained every last drop of your social life, Square has released a tempting spin-off to the series in America. Unlike its multi-million selling cousin, '*The Zodiac Brave Story*' (as it's sub-titled) takes the form of a complicated combat-driven role playing game (RPG), where you roam around the capacious world of Ivalice, albeit along a strictly story-driven plot which chronicles the bloody confrontations of The Lion War.

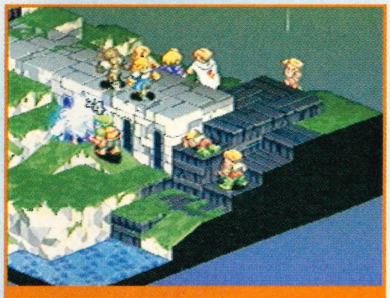
You play a dashing young troop leader (son of Beoulve, one of the two rival Kings in the region), and begin the game with a handful of keen, but unskilled characters. The difference with *Final Fantasy Tactics* (*FFT*) is that it is an unashamed battlefield simulator, with little emphasis on exploration. Intense preparation and tactical cunning are the order of the day as most of the game is spent priming your troops for battlefield confrontations. But before you turn the page in disdain, a few important factors need to be addressed. First, the presentation and depth of this game is unparalleled. Second, the graphics are gorgeous, consisting of imaginative and multifarious backdrops populated by perfectly-smooth characters and monsters.



[Above] Try to take out a few enemies early on by ganging up on them. This way, the odds are in your favour.



[Above] Choose where to venture next. You'll come across swamps, castles, open plains – the list is endless, the battles relentless.



[Above] Each round is like a game of chess (but much more exciting). Learn to out-manoeuvre the enemy and use specialist characters optimally.

PLAY INFORMATION

Publisher: Square Soft
Customer support: The Video Game Centre on 01202 527314
Price: £59.99
Release date: Out now (import)

ONE PLAYER MEMORY CARD

HIP TO BE SQUARE

Aficionados of the strategy genre (particularly games such as *Suikoden*) will jump for joy, because Square has set a new benchmark for detail and complexity. Although you begin with only a handful of pretty useless grunts, before long they gain Job Points (JP) through winning battles, and use them to learn new abilities, such as: Knight, Monk, Mage, Dancer and Samurai. The system of character progression is such that, each member of your squad can change occupation at any stage as long as enough experience (JP) has been accumulated. It takes an awfully long time to soak up every option and nuance of the character preparation/ battle engine, but there's an invaluable tutorial system that walks you through absolutely every aspect of the game. It's only after truly learning the complexities and subtleties of *FFT* that the real fun begins, otherwise it'll bog you down almost immediately. Before every encounter, there's a short interlude pertaining the plot, followed by a character select screen where you choose up to 16 characters for the ensuing battle from your swelling ranks.





MAIM

It's tempting (and suicidal) to go all-out and pick a band of marauding warriors, but fun,

LISTEN WITH MOTHER (AGAIN)

DON'T SCOFF AT THIS WIZENED OLD BUGGER, HE'S THE SOURCE OF EVERY TRICK, TACTIC AND PIECE OF INVALUABLE INFORMATION YOU'LL EVER NEED TO SEE YOU THROUGH THE MASSIVE CHALLENGE AHEAD. SO BEST TO STAY ON CHUMLY TERMS THEN.



SY TACTICS



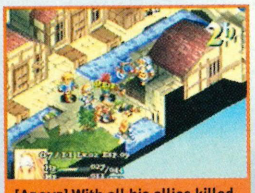
[Above] Before each encounter in the field, choose the team most appropriate for victory. Remember to keep it well-balanced.



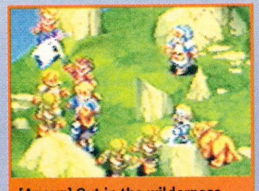
[Above] Owners of *FFVII* expecting a semi-sequel beware, this is a pure turn based strategy game – a totally different animal.



[Above] Learning magic is essential for success. Enormous damage can be inflicted to gain an early advantage.

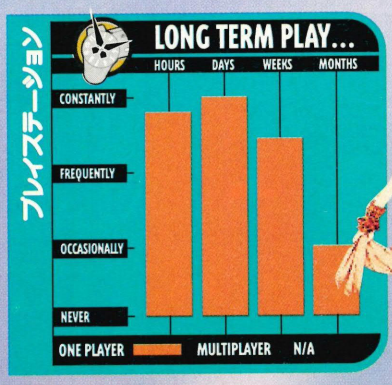


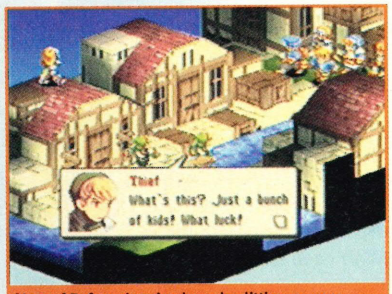
[Above] With all his allies killed, the enemy Chemist is doomed. Not even Paul Daniels could save his sorry hide.



[Above] Out in the wilderness, attacks from monsters such as this giant monster are common.

success and satisfaction comes from balancing muscle with healing power. In other words, make sure you have at least a couple of Chemists to heal everyone. There's nothing more satisfying than out-flanking the enemy or luring them into a trap and because the battles are turn-based, you have time to plan a winning strategy.





[Above] Before charging in and splitting up your group let these thieves come to you, thus giving away their advantage on the town roofs.



[Above] Rotate and tilt the scenery for the best view. It's not only practical, but lets you look for potentially advantageous avenues of attack.

"Offers a long term challenge with enormous replay value..."

At any point in the battle, you can rotate the beautiful isometric landscapes for the best view as well as zooming in or out to gain the best vantage point. With each successive victory come the spoils of war. Not only do you and your characters increase their 'Job' status to become even more powerful, but corpses littered around the landscape leave behind Gil (cash), spells and other useful accoutrements to be hoovered up.

The longer you play *FFT*, the better it gets – new weapons and skills can be learnt, and all the while a rousing orchestrated soundtrack catapults the game into epic status. Will this game appeal to everyone? Certainly not, it's too complicated and involving. If, however, you're a serious RPG fan who wants a long-term



CRISIS, WHAT CRISIS?

THE GAME HAS A CONVOLUTED PLOT, CONTAINING MURDER, LOVE INTEREST AND MORAL ISSUES. CUT-SCENES WILL APPEAR IN THE MIDDLE OF A SKIRMISH & YOU'LL BE ASKED WHETHER YOU'D LIKE TO SAVE A CHARACTER, OR LET HIM DIE.









PLAY

LOOKS	8
SOUNDS	9
GAMEPLAY	9
VALUE	9
WIZARDS	9

PLAYED **90%**

Epic and engrossing strategy game

ALTERNATIVELY:
SUIKODEN (80%)
VANDAL HEARTS (81%)

CRITICAL DEPTH

IF YOU LOVED *THE ABYSS*, YOU'RE GONNA LIKE THIS. SUIT-UP AND SOUND THE ALARM FOR SOME 3-D SUB ACTION.

Written By Tom Sargent

Single Trac is back! It's been a while (too long in fact), but the coder of the hit titles *Warhawk* and *Twisted Metal 2* aims to make a splash with its foray into the deep with *Critical Depth*, a 3-D blend of head-to-head submarine combat and strategy.

The game certainly has a familiar feel, in that two players are encouraged to slug it out with swarming enemies, but it doesn't quite grab you as much as the *Twisted Metal* games due to the pedestrian pace and ambient environment. This is not to say that *Critical Depth* is boring – far from it. The game starts with the disappearance of Douglas McKragen the bloke who discovered some mysterious alien pods. Thereafter you find yourself, along with 11 rival factions, scouring the oceans trying to discover the origins and purpose of the pods existence. There are three modes of play: Mission, where you (or a friend co-operatively) can forge your way through 11 increasingly difficult levels. Death Match, where you battle against a human in split screen mode or the computer. And finally Battle, where you just collect pods...

PLAY INFORMATION

Publisher: GT Interactive
Customer support:
0171 258 3791
Price: £39.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS | SPLIT SCREEN | MEMORY CARD | DUAL ANALOGUE



[ABOVE] At any time during a one or two player skirmish, you can break the surface of the water.



[ABOVE] Often an enemy vessel appears directly behind you and out-manoeuvring them can be tricky.

"Starved in the big thrill underwater stakes..."



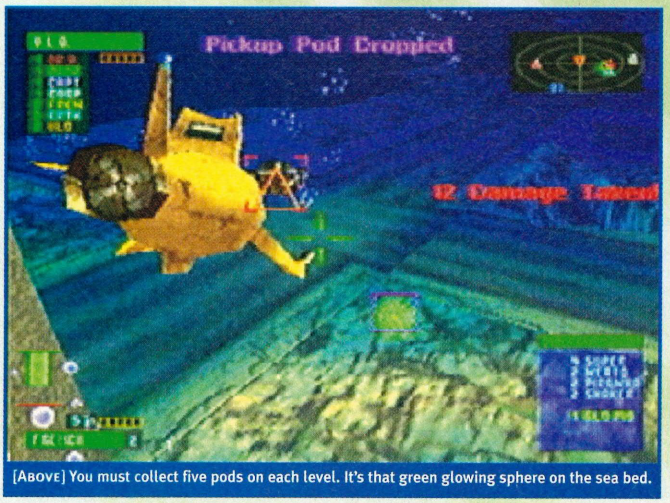


[ABOVE] In Challenge mode, you and another player work co-operatively to make it through the levels.

WE ALL LIVE IN...

There are weapons aplenty to pick up, such as the Slow Poke (depletes enemy energy), Piranha Swarm (rips the enemy apart) and the Shaker (steals loot from other craft). Where *Critical Depth* differs from *Twisted Metal 2* however, is that it isn't necessary to blow up all of the enemies, just so long as you retrieve all five pods and open up the Threshold to the next level.

The pods are unique in that they endow you with extra powers. For example, some will double your power bar, while others enhance your firepower. There are also combo attacks, bosses and shields and the enemy AI is such that if you collect quite a few pods, they'll target you first, so it's important to adopt the best tactics. Less impressive is the speed of the game and the graphics – they're not as good as *Treasures of the Deep*. This doesn't detract from the gameplay much, but it's enough to leave it starved in the big-thrill underwater stakes. *Critical Depth* certainly has lasting appeal, but it's disappointing from the gameplay masters at Single Trac.



[ABOVE] You must collect five pods on each level. It's that green glowing sphere on the sea bed.



PLAY

LOOKS	6/10
SOUNDS	7/10
GAMEPLAY	6/10
VALUE	7/10
PODS	7/10

PLAYED 70%

Das Boot it into touch!

ALTERNATIVELY:
TREASURES OF THE DEEP (83%)
AQUANAUT'S HOLIDAY (58%)

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Abe's Oddysee – rated 90% in PLAY!

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Tomb Raider II – rated 95% in PLAY!

MDK – rated 90% in PLAY!

Duke Nukem – rated 90% in PLAY!

Final Fantasy VII – rated 93% in PLAY!

Colony Wars – rated 92% in PLAY!

Touring Car – rated 92% in PLAY!



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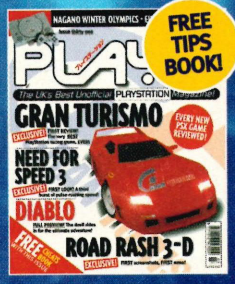
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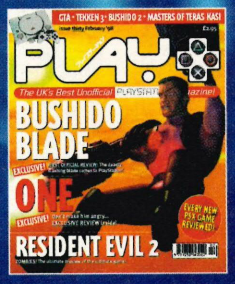
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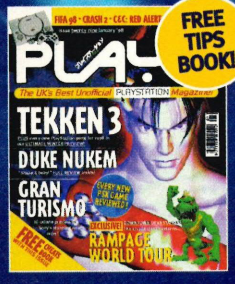
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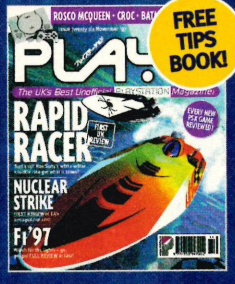
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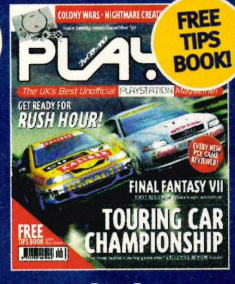
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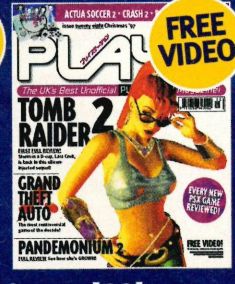
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Issue [26]
First UK review of *Rapid Racer*, plus *F1 '97, Abe's Oddysee* and *Batman & Robin!*



Issue [27]
First review of *TOCA Touring Car*, plus *Final Fantasy VII, Colony Wars, Fighting Force!*



Issue [28]
First review of *Tomb Raider II*, plus *Actua Soccer 2, Grand Theft Auto, Broken Sword II!*

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MAXIMUM FORCE

THERE ARE MORE LIGHT GUNS THAN THERE ARE GAMES FOR THEM THESE DAYS. *MAXIMUM FORCE* GIVES US MORE FOLKS TO SHOOT AT...

"Ooh, ooh, a new shooting game!" you say, "I love blowing people away with my joypad and/or optional light gun!" Look a little closer though and your enthusiasm will be dampened when you see that, unfortunately, *Maximum Force* is one of those full motion video games. You'll be reminded that they are about as interactive as firing your cap gun at the TV when you were little.

Here's what happens. A games developer buys a staggeringly powerful Silicon Graphics machine that could be much better used sitting in a corner of the Pentagon, mathematically plotting the outcomes of global nuclear war. On this huge computer they knock up a long, 3-D rendered movie that gives you the impression of zooming through some kind of industrial wasteland (so as to allow the use of many oil drums which have to be included for enemies to hide behind). The 16 million-colour movie will look beautiful.

Next, the developers film inexpensive actors toting guns and wearing garish costumes against a blue screen, position them all over the Silicone Graphics sequence, and radically compress the data that makes up the combined footage into something the PlayStation can spool comfortably. The movie will thus look awful.

LET 'EM HAVE IT

All you get to do in the finished game is move a crosshair around the screen, or aim "as God intended" using a light gun, and shoot stuff as this film continues. Entering the Controller Configuration screen before you start says it all – the only available controls are "shoot" and "reload."

In between pumping rounds into all those grimacing terrorists who burst into pints of tomato soup, you try to hit as many power-ups and as few civilians as possible. The power-ups can give you brief access to a shotgun or assault rifle, like in *Area 51*.

It may seem cynical, but *Maximum Force* and its predecessor *Area 51* don't do anything to cover up their dodgy production values. Fixed-route shoot-'em-ups can survive in arcades because the guy dropping coins in the slot will only play once or twice, get a bit of a giggle from the crummy cast, and move on to another machine. In your house though, it has to stand up to repeated play. And it won't. Steer well clear of this – get *Time Crisis* instead.

"As interactive as firing a cap gun at the TV!"

PLAY INFORMATION

Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £39.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS | ENFORCER

The GAMES THAT Time Forgot



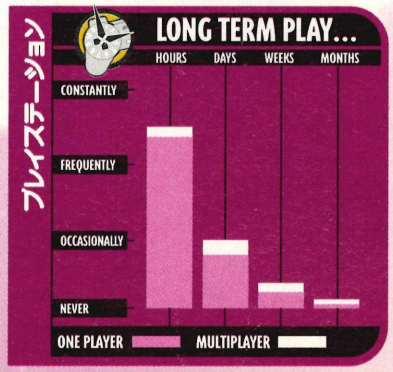
[Above] Suspiciously, you still get bullet holes in your screen when you've been stabbed or beaten...



[Above] Do you go for the shotgun power-up and then kill the guy, or do it the other way around? Your decision could be critical.



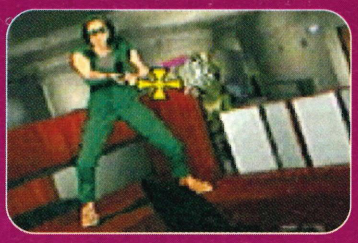
[Above] Using a saucy temptress as a human shield is a low tactic – drop this guy!



PLAY PUTRID

GOOP TROOP

REALISM ISN'T ONE OF *MAXIMUM FORCE'S* STRONG POINTS. ENEMIES POP LIKE WATER MELONS WHEN SHOT, THEN DISAPPEAR WITHOUT SO MUCH AS A STUBBORN STAIN ON THE CARPET.





PLAY

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

PLAYED 33%

Like shooting? Buy *Time Crisis*!

ALTERNATIVELY:
TIME CRISIS (90%)
AREA 51 (68%)

Written By Graeme Nicholson

NHL FACE OFF '98

THREE, COUNT 'EM, THREE ICE HOCKEY GAMES IN ONE ISSUE! BUT WAIT A MO', THIS ONE'S A SCORCHER!

In life, two things are certain. One is that you'll die (eventually) and second, ice hockey and American football game publishers will continue to update their stats and slightly tweak the gameplay to assuage the relentless thirst of fans who demand to play with new signings and new options.

Until this month however, there has been only one word in Ice Hockey, and that is EA's *NHL '98*. It's got everything you could want, from gritty realism to excellent sound effects, but the gameplay is a little sluggish due to the quality of each skater.

NHL Face Off '98 doesn't have quite the attention to detail and close up intricacies of the former, but it has an unrivalled graphics engine as far as speed and smoothness are concerned. Players move with the kind of authentic grace you would hope to expect, and if the pace is a little too hectic or sluggish, you can tailor suit it to your own requirements, likewise with the viewpoints.

"An unrivalled graphics engine as far as speed and smoothness are concenered..."

SKATE OR DIE

The directional control system is exceptional, and the inspired 'Icon Passing' technique that worked fantastically well in *Total NBA '97* works just as well here, although it is an acquired taste. You could argue that this removes some of the skill in passing (as it always goes to one of your team-mates), but if you crank the speed and difficulty levels up later on, you'll be glad for its inclusion!

Some of the button combinations are a little complicated compared to *NHL '98* too, which can prove frustrating at the most inopportune moments, it's only when you fully get to grips with them that you unleash the true worth of this game. Sony continues to support its hardware by including a Dual Analogue option which proves essential, especially in an ice hockey game. It works a treat compared to the angular movement of a regular D-pad, and this, coupled with the intuitive game engine, is why this game is better than *NHL '98*, and indeed the other two ice hockey games reviewed in this issue. Added amusement comes in the form of the on-ice punch-ups (always good for a laff), and the in-depth options that can be fully explored and fiddled-with once you master the basic mechanics of this game.

Granted, it isn't as flashy as *NHL '98*, but it does truly capture the feel of the sport, and has enough accessible gameplay and under-the-bonnet depth to appeal to all ice hockey lovers, and it proves that the fantastic engine that originally captivated us in *Total NBA* can still hold its own when inserted into other sporting genres. Expect to see it in a football game some time closer to the World Cup!



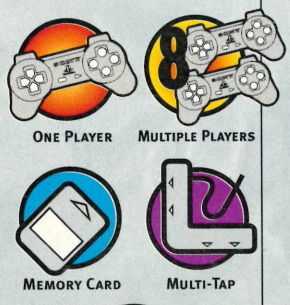
[Above] Before each match the skaters face each other in perfect symmetry.



[Above] Even when players are toppling over they can still shoot on goal.

PLAY INFORMATION

Publisher: Sony
Customer support: 0881 505505
Price: £34.99
Release date: 27 March '98



ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | MULTI-TAP | DUAL ANALOGUE



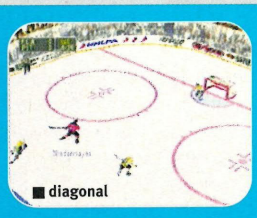
[Above] Every part of the game can be toggled to suit the player's own taste.



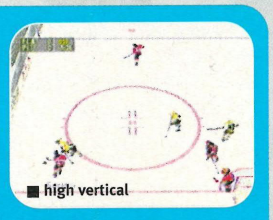
[Above] Wild celebrations ensue when the puck hits the back of the net.

EYE SPY

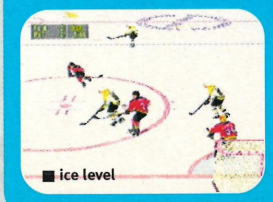
INSTEAD OF GIVING THE PLAYER A BEWILDERING ARRAY OF VIEWS TO TOY WITH, SONY HAS SENSIBLY OPTED FOR JUST FIVE (EQUALLY PLAYABLE) VIEWS.



■ diagonal



■ high vertical



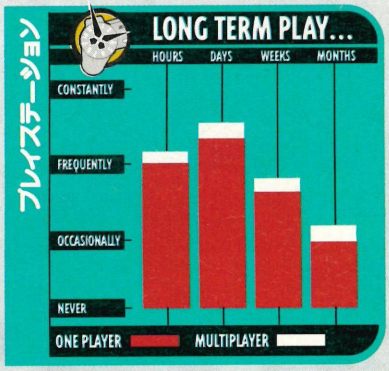
■ ice level



■ side



■ vertical



PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	8
VALUE	8
FROST BITES	8

PLAYED 80%

Chil out with the best Ice Hockey around

ALTERNATIVELY:
NHL '98 (71%)
ACTUA ICE HOCKEY (70%)

Written By Tom Sargent

DEVIL'S DECEPTI

INVITATION TO DARKNESS

Written By Tom Sargent



[Above] An early boss, Ardebaran cleaves open an overly-enthusiastic warrior.

MAKE A PACT WITH SATAN, SACRIFICE SOULS AND AMASS MORE GOLD THAN A MARAUDING SPANISH GALLEON IN SUNSOFT'S SINISTER RPG...

Here at PLAY

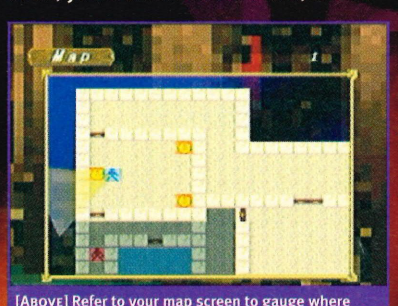
Towers we regularly push the boundaries of good taste and perversion to the limit, but one area we've neglected to dabble in is the Occult, or more specifically Devil worshipping. Thanks to the little tripod wielders at Sunsoft however, it's all change for a one way ticket to Hell in this reasonably engrossing strategy/RPG hybrid.

You are the framed son of a recently assassinated king, who is wrongly charged with his murder by your scheming brother – the swine. In no time at all, you're sentenced to death, and as the flames of the pyre lick around your feet you suddenly find yourself making a pact with the Devil in an enchanted wood (as you do). Old Nick promises you great power if you resurrect him, and so begins a series of Chapter Quests where you must protect your castle from the intruding good guys and steal their souls (a bit like *Dungeon Keeper* on the PC).

PLAY INFORMATION

Publisher: Sunsoft
Customer support: 0171 374 2766
Price: £39.99
Release date: Out now

ONE PLAYER | MEMORY CARD



[Above] Refer to your map screen to gauge where enemies, objects of interest and traps are.



[Above] Astarte is the Devil's assistant and communicates any relevant information throughout the game. She's a bit of a looker too.



[Above] Strike up rousing conversations with the locals. The warrior has about as much charisma as 'Trigger' from *Only Fools and Horses*.

DANCE WITH THE DEVIL

Instead of the more typical scenario of chopping up the intruders with weapons and spells, the entire game is based on the imaginative construction of traps and rooms.

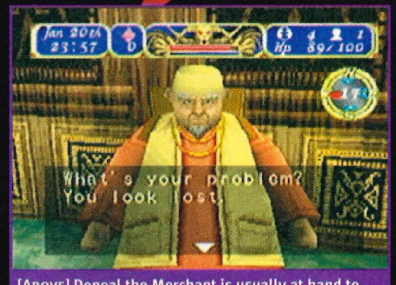
The basic premise is to lure any would-be heroes who are seeking specific items into either the 'Hit Point damaging' or 'Capturing' traps by using the game's Strategy Planner. From here, you can also construct extensions to the existing rooms, or create and develop new traps and monsters. This aspect of the game is crucial to learn, because the visitors to the castle become progressively more intelligent and harder to lure. The first chapter is effectively a taster of how you are supposed to plan your trap strategies and use various items such as keys and healing potions.

Most of *Devil's Deception* is played out in a ropey-looking first-person perspective after you've set the traps up or instigated the construction of new rooms and corridors. It's here that any intruders to your dark domain must be lured under the traps (represented by tiny hovering triangles that chime when a victim gets close).

SOUL DESTROYING

Upon a successful capture you must decide between sacrificing their souls to Satan in return for Magic Points, killing them for gold, or retaining the corpse for the purpose of creating your own grisly creations. The skill lies in deciding how to play the game, or rather contemplating whether pleasing your master and

"Highly original – rewards persistence and patience..."



[Above] Doneal the Merchant is usually at hand to dispense all of the potions, spells and antidotes you'll ever need. Don't trap him!



[Above] Intruders and allies patrol the corridors and rooms of the castle, and using the map pinpoints everything.

ION





THINK IT OVER

SUCCESS WITHIN YOUR CASTLE REVOLVES ALMOST ENTIRELY AROUND HOW CLEVER YOUR TRAP AND ROOM LAYOUTS ARE.

STRATEGY ROOM

THE STRATEGY ROOM CONTAINS MAP INFO, TRAP DESIGN AND AN ADD ROOM FACILITY.



ROOM BUILD

SOONER OR LATER, NEW ROOMS NEED TO BE CONSTRUCTED AND TRAPS LAID WITHIN THEM.



CAGE CHOICE

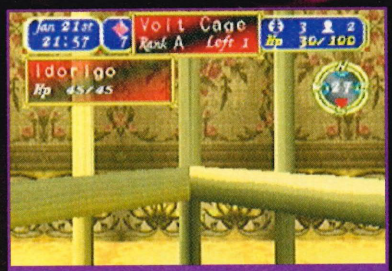
ONCE YOU AMALGAMATED ENOUGH GOLD, SOME EVIL TRAPS CAN BE CREATED. ONLY YOUR IMAGINATION LIMITS HOW CRUEL YOU CAN BE.







[ABOVE] Studying signs often reveals how a puzzle can be solved. For example, the traps must be set off in a certain order to reveal a hidden doorway.



[ABOVE] Foolish adventurers take note, trapping yourself is not recommended – you tend to die a lot.

gaining MP takes precedence over stashing the loot. Each mission presents you with fresh challengers, where new traps and tactics can be put to the test. It's frustrating and slow to begin with and the graphics are very poor indeed (looking like the original *Doom*), but it grows on you once the basics have been mastered.

Many of you will be aware that Bullfrog's illustrious *Dungeon Keeper* should be winging its way to the PlayStation in the coming months, but in the meantime Sunsoft's engrossing game fills the void adequately. It certainly won't be to everyone's taste, and it does get repetitive, but it's a highly original concept with rewards for persistence and patience.





[ABOVE] Some rooms contain magically-hidden doors. It's up to you to work out how to open them.



[ABOVE] When you're spotted, attacks ensue, usually resulting in him chasing you around the castle until you manage to lure him into a trap.



[ABOVE] A bright sparkle on the floor of a dungeon can reveal useful objects such as this Skull key, so kep your eyes open for goodies.

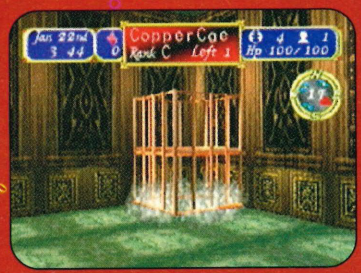
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PLAY

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

PLAYED **68%**

Intriguing, but rough looking and repetitive

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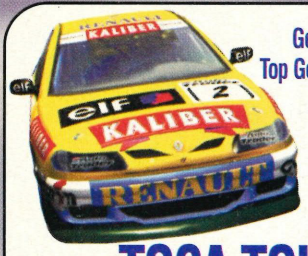
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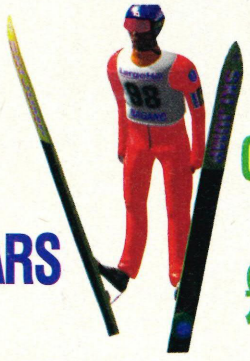
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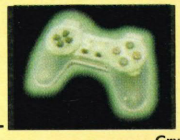
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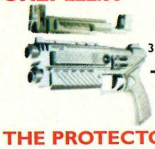
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NHL OPEN ICE

IT'S THE TIME OF FROSTY SPORTS THANKS TO THE OLYMPICS, BUT SOME GAMES SHOULD JUST BE KEPT ON ICE...

There must be a minority of games players who are, shall we say, anti-simulation. Otherwise, strange products like *NHL Open Ice* would never find their way onto the market. Playing *Open Ice*, it's clear from the very beginning that what you have here is *NBA Jam* on ice, with all the trademark elements of the old basketball game. Well, except basketballs.

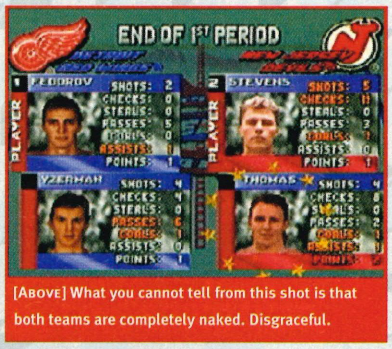
"What you have here is *NBA Jam* on ice!"

We're talking about very badly drawn, flat in-game characters who move uneasily between their few frames of animation while haring from one end of a small arena to the other. The full team is also cut down to only two members on each side, plus a little grubby heap of protective pads at either end which might be a goalie.

There are even similar pyrotechnics: when you charge up your 'hot meter' all the way with each steal, tackle and goal, your man gets an extra boost of speed and the puck catches fire in his possession; setting the net alight with each successful goal he scores in this state.



[Above] When your player becomes truly all powerful, he expands to four times his original size.



[Above] What you cannot tell from this shot is that both teams are completely naked. Disgraceful.

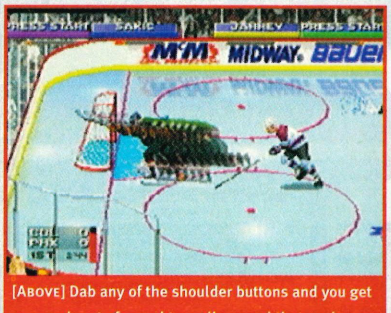
The GAMES THAT Time Forgot

ICE MAN

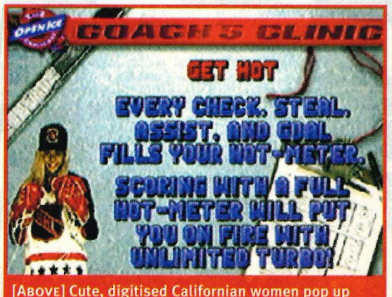
The perspective is limited to a single viewpoint from the side of the court, so you can't choose to get in close or play in the more natural up and down fashion made possible with the infinitely more recommendable *NHL '98*. Dear oh dear.

The most aggravating part of *Open Ice* though is the way non-human players are handled. If you play a single player game or against a friend, a computer controlled character takes the other position in your team, but there's no way to switch your control to him like you can in any decent football/ basketball/ hockey game when he gets the puck! You can force him to pass or shoot by pressing the buttons, but that's it.

The end result is that you don't ever feel particularly involved in the matches, as they tend to unfold without needing any help from you. Add this to the nasty graphics and poor definition that cause the puck to be hidden for unacceptable periods of time and the whole thing becomes a rather confusing ordeal, instead of a fun experience. *NHL Open Ice*? Who gives a puck!



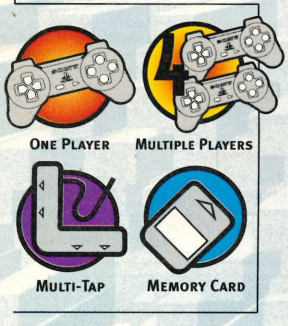
[Above] Dab any of the shoulder buttons and you get a super burst of speed to really pound that puck.

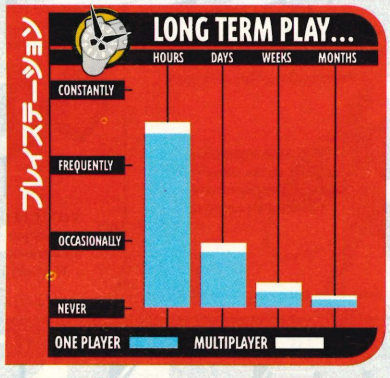


[Above] Cute, digitised Californian women pop up between games with tips on how to play **Open Ice.**

PLAY INFORMATION

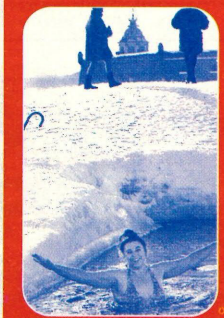
Publisher: GT Interactive
Customer support: 0171 258 3791
Price: £39.99
Release date: Out now





PLAY'S TOP THREE WINTER PURSUITS

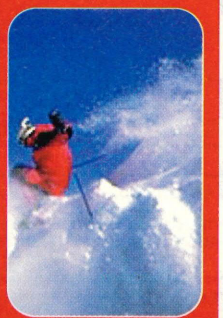
THERE ARE MANY THINGS MORE FUN TO DO IN THE COLD THAN PLAYING NHL OPEN ICE. HERE'S WHAT YOU'LL FIND US DOING IN THE DARK WINTER MONTHS!



1. SUB ZERO SWIMMING



2. DEER HOISTING



3. AVALANCHE SKIING

PLAY

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

PLAYED 40%

Outdated and obsolete hockey for £40!

ALTERNATIVELY:
NHL '98 (71%)
ACTUA ICE HOCKEY (??%)

Written By Greame Nicholson

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PLATINUM UPDATE

IT'S BUDGET TIME, SCROUGERS! SONY HAS EXPANDED ITS PLATINUM RANGE TO INCLUDE SOME REAL CLASSICS YOU CAN'T AFFORD TO MISS!

SOUL BLADE

Publisher: Sony
Price: £19.99
Release date: April '98



THERE WAS certainly a lot to get excited about at the time... *Tekken 2* was getting old hat, the *Mortal Kombat* and *StreetFighter* games seemed somehow dated, and in slammed *Soul Blade* from nowhere; with cutting edge graphics bolted onto a solid beat-'em-up engine. Walloping each other senseless with swords was great fun at first, and it seemed impossible to tire of the graphics with all their transparency and lighting effects...



A year later, *Soul Blade* may have lost some of its magic, but it's still a mightily impressive title, a classy beat-'em-up with still unmatched visual flair, and as a budget release, it's unbelievable value. Perhaps it's just the pre-release excitement of *Tekken 3* that makes our attention pall somewhat...

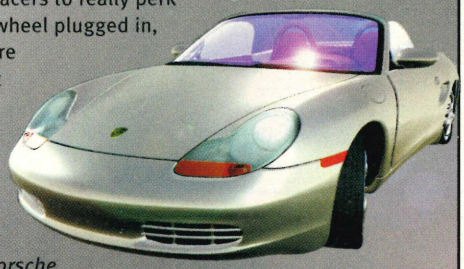
PLAYED SCORE: 91%

PORSCHE CHALLENGE

Publisher: Sony
Price: £19.99
Release date: Out now



THE FAB graphics of sexy Porches made this a rather attractive title at the time, but if there's one genre the PlayStation has continued to excel with it's racers, and *Porsche Challenge* fails to cut it set against the strong competition available now. True, those open top cars with dishy blonde's hair blowing in the wind are fantastic, but the game engine itself is frustratingly trapped between a sim and arcade experience. Although this was one of the first racers to really perk up with a good steering wheel plugged in, the roads themselves were curiously bland and most damaging, the sensation of speed just wasn't convincing enough to deliver truly edge-of-the-seat driving thrills.



Even at budget, it's difficult to recommend *Porsche Challenge* with such dramatically superior full price games available. *Rage Racer*, of course, is light-years ahead, whilst the phenomenal *Gran Turismo* is easily worth the significant extra investment on import. Much like buying cars for real, you may enjoy your little runabout with *Porsche Challenge*, but you'll always be staring wistfully at the dream car in front...

PLAYED SCORE: 82%

MICRO MACHINES V.3

Publisher: Codemasters
Price: £19.99
Release date: Out now



IF THERE was one game that established the PlayStation as *the* post-pub entertainment for rowdy young adults, then surely it was Codemasters' jewel, which delivered 100% addictive gameplay in multi-player mode; upping the stakes by allowing up to eight piss-heads to join in at once.

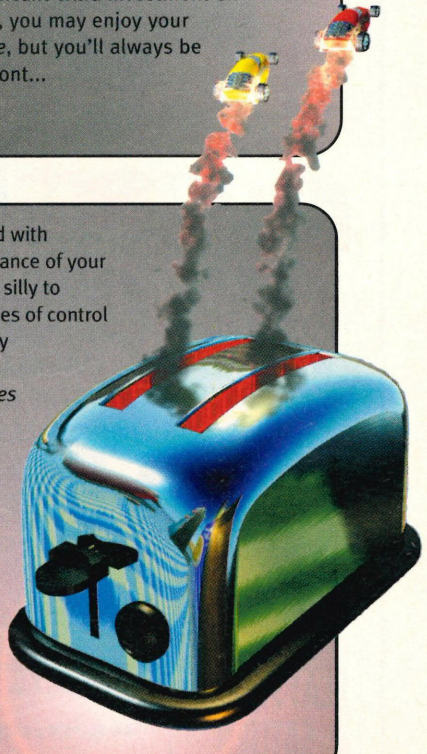
Polished and spruced from its Mega Drive origins, the graphics are crisp, functional and neat, with all manner of environments from table tops to beaches playing host to your furious little cars. The relatively tiny view of the upcoming track is infuriating at first, but this is where pros take their dues, as lovingly remembered courses are negotiated with terrifying accuracy, and hopeless wannabes disappear in all manner of embarrassing carve-ups.

The key to the game is simplicity delivered with perfection. The tiny cars respond to every nuance of your sticky joypad, and whilst the game may look silly to outsiders, there's a sophistication and finesses of control that makes practice both essential and highly rewarding.

As a one player experience, *Micro Machines* is a significantly less attractive experience, but there's still plenty of fun to be had and it's a kick just seeing all the wacky tracks that the programmers have designed. And if you're practising solo in anticipation of a multi-player championship, it's richly satisfying to perfect each route.

Micro Machines is an easily overlooked classic then, and its re-release at just £20 makes it one of the most eagerly greeted Platinum titles.

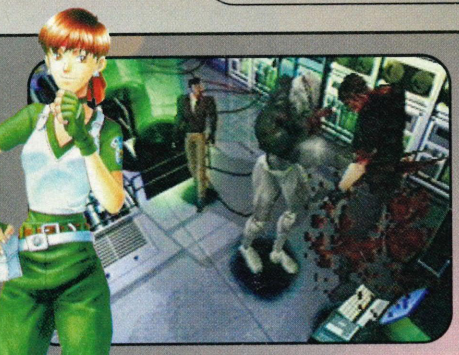
PLAYED SCORE: 92%



RESIDENT EVIL

Publisher: VIE
Price: £19.99
Release date: Out now







CAPCOM COULDN'T have imagined just how successful this B-movie inspired arcade adventure would become, although it now must rank as one of the most important titles in the PlayStation's impressive arsenal.

Whilst the intriguing puzzles and sound game engine would have ensured success, it was the truly horrifying, adult orientated presentation that would guarantee *Resident's* world domination. Whilst Nintendo was seeking to perfect its strange, cartoon alternate world with *Mario 64*, pushing videogames further into the abstract, Capcom delved into the grungy legacy of low budget horror, rendering a world that was as frightening as it was real. Gigantic spiders, blood-dripping zombies and stunning attention to detail made *Resident Evil* a truly ground-breaking console title, that captivated anyone who played it. The game owed a lot to the violent fetishism of *Doom*, where the sheer pleasure of shooting a shotgun or cleaving an enemy's head ensured instant addiction, and the *Alone In The Dark* inspired (and bettered) isometric design and overwhelming movie atmosphere of the game finally allowed hacks to pull out the industry's most cliche tagline – "An Interactive Movie!" – for the first game to truly deserve it.

With the superlative sequel a good couple of months away, there's never been a better time to catch up on this classic.

PLAYED SCORE: 95%

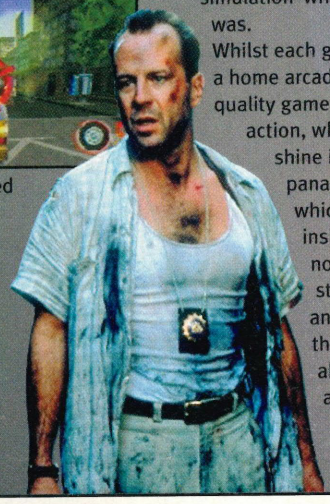
DIE HARD TRILOGY

Publisher: Electronic Arts
Price: £19.99
Release date: Out now









THIS WAS that rare breed, a stunningly playable and faithful film license. Probe really pulled out the stops with this title; tying up three excellent genre games with the conceit of each game recreating a key scene from one of the Brucey movies. That all three were individually superb was something of a marvel at the time, and they've hardly dated at all.

Die Hard recreated the skyscraper hi-jinx of the first movie, with a slick isometric shoot-'em-up. *Die Harder* was a superior light gun blaster that radically improved on Sega's *Virtua Cop* idea and remains the best game of it's type, with loads of amusing touches and A-class presentation ensuring furious addiction, whilst *Die Hard: With A Vengeance* was and remains a superlative 'roadkill simulation' which is as much fun as it ever was.

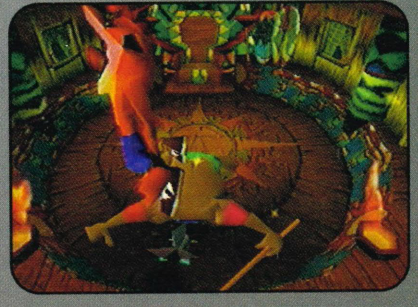
Whilst each game in the package creates a home arcade game experience through quality game design and immediate action, what really makes the package shine is the sheer gloss and panache of the presentation, which exploit all the tricky chips inside the PlayStation. Even now, *Die Hard Trilogy* looks stunning, with no slow-down and bags of eye candy. And at the heart of it all beats a truly absorbing set of games that just demand high-score replays and quests for the 100% hit rate. Fabulous.

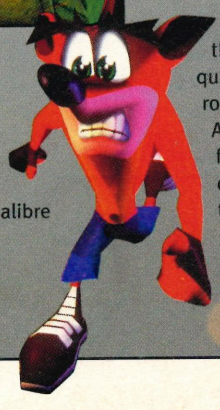
PLAYED SCORE: 93%

CRASH BANDICOOT

Publisher: Sony
Price: £19.99
Release date: Out now







AT THE TIME, Sony was keen to employ Crash as a semi-official furry mascot (although time would prove that they could afford to take altogether more adult icons like Lara) in an effort to play Nintendo and Sega at their own game. But whileh Crash was an enjoyable videogame character, the game itself didn't have the originality or vitality of either *Mario* or *Sonic*. Adding to the slight over-enthusiasm of contemporary reviews was the fact that *Crash* was the first high-calibre 'traditional' platformer to be hosted by the machine, so over-excitement was only to be expected.

That said, *Crash* still has a lot to be commended, not least the fabulous graphics, which have only recently been bettered by its own sequel.

The overall impression while playing is of an extremely slick and polished title, which truly plays like an interactive cartoon, but there isn't quite enough variety or imagination to guarantee extensive play, and the magical Nintendo quality conjured by secret rooms and experimentation in genre styles is sorely missed.

At bargain basement pricing, however, inadequacies are easily forgotten, and there's no doubt that *Crash* provides a serious challenge that never disappoints visually, and as an introduction to the tweaked sequel, it makes an attractive package to fans of the genre or gamers just looking for a pleasant break from their regular software.

PLAYED SCORE: 84%

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TWO VERY BIG games are coming to the Platinum range of PlayStation software. The best part is that both these games are from YOUR favourite games company! That's right – in our readers survey, the results of which were published last issue, more than 30% of you voted for Psygnosis when asked: Based on the coverage in Play, which is the publisher/developer who makes the best games? That's more than any other company got, and now you can buy both their *Wipeout 2097* (a PLAY Classic award winner) and *Destruction Derby 2* for £19.99 each!

To celebrate, we got together with Psygnosis to give one lucky reader the chance to rupture their ear drums with a top Sony stereo system! The four-speaker MHC-RX80 sounds brilliant and has an impressive feature list, including:

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If you win, you'll also be getting a Gamester LMP steering wheel for your PlayStation to enhance both *DD2* and *Wipeout 2097*, the *Wipeout 2097* CD soundtrack, and T-shirts of both games too! Four runners up will each receive an LMP wheel, the soundtrack CD and *Wipeout 2097* and *Destruction Derby 2* T-shirts. Can't say fairer than that!







Wipeout 2097 and *Destruction Derby 2* are both reveiwed over the page...

PLAY CLASSIC

THE SMALL PRINT

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or it's sponsors Psygnosis may not enter. Your entry should reach us no later than 15 April 1998. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives.

TO ENTER, SIMPLY ANSWER THIS QUESTION:

Which *Wipeout 2097* soundtrack dance act has also gone double platinum, with their Fat Of The Land album?

A. Val Doonican and the Firestarters
B. Napalm Death
C. Prodigy

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PlayStation

WIPEOUT 2097

NOW YOU CAN AFFORD SOME CREDIBILITY. IF THIS CLASSIC RACER ISN'T IN YOUR SOFTWARE COLLECTION, NOW'S YOUR CHANCE.

PLAY CLASSIC



[ABOVE] No console title has yet equalled *Wipeout 2097's* incredible sense of speed.



[ABOVE] High speed combat is radically improved over the original game, as are the optical effects.

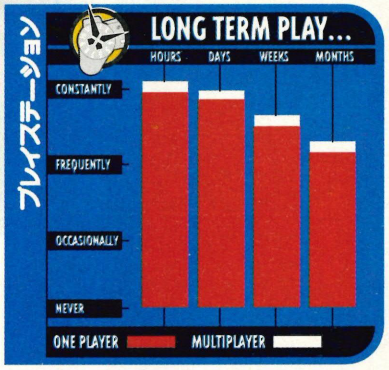


[ABOVE] Stomach churning drops illustrate the game's stunning track design. Every one is exhilarating.



[ABOVE] Moody industrial locations are enhanced by music from the likes of the Chemical Brothers, Prodigy, Future sound Of London and more.

"Was and remains one of the finest videogames ever!"



This remarkable game looks as fresh today as it did when it was released, which is testament to just how long The Designer's Republic took polishing their jewel. *Wipeout 2097* was almost as influential in the continued success of the PlayStation as the original was in establishing the machine, and whilst detractors bemoaned the relative lack of development between the two games, they missed the vital point: the elements that Psygnosis did address were pivotal, and transformed a decent sci-fi racer into a phenomenal videogame experience that has yet to be bettered.

STATE-OF-THE-ART

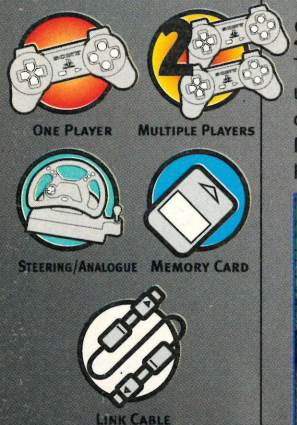
The original *Wipeout* was hampered by an unresponsive control system that compounded an already difficult game. For the sequel, Psygnosis refined the ship handling to a dreamy degree of responsiveness, so that although play was still tricky, perfection could be achieved, albeit with a degree of concentration from the player seldom demanded by more conventional racers.

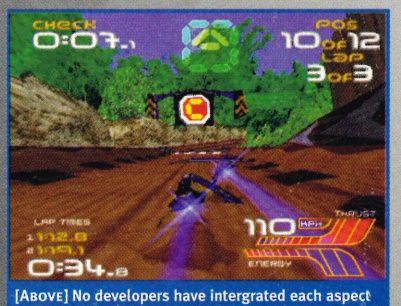
Perfecting the package were the cutting-edge graphics, the PlayStation's bag of tricks fully exploited with transparency effects, designer lighting and an unmatched speed. Even today, *Wipeout 2097* looks extraordinary.

With the combat system and opponent AI tweaked for more thrilling races, plus a superb soundtrack and addictive game structure, *Wipeout 2097* was, and remains one of the finest videogames ever written, and at this price, it's simply unmissable.

PLAY INFORMATION

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £19.99
Release date: Out now





[ABOVE] No developers have intergrated each aspect of their product so slickly as The Designers Republic.



[ABOVE] Product placement hasn't been so gorgeous since the movie, Blade Runner.

PLAY

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

PLAYED 90%

Unbeatable racer, must-have price

ALTERNATIVELY:
WIPEOUT (80%)
DESTRUCTION DERBY 2 (79%)

Written By Mark Wynne

DESTRUCTION DERBY 2

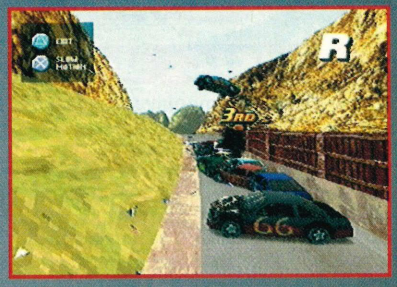
ANOTHER SEQUEL TO ANOTHER RACING GAME FROM PSYGNOSIS, THIS TIME ROOTED IN THE DOWN AND DIRTY VIOLENT STADIUMS OF THE HERE AND NOW.



[ABOVE] Those crumpling cars looked great then, and the appeal hasn't diminished.



[ABOVE] Watch the movie *Crash* then play this game, and you're bound to turn into a kinky pervert. Fact.



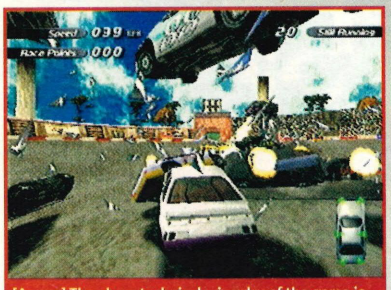


Unlike say, Roger Moore, *Destruction Derby 2* has aged fairly well. With a whole year having passed since its release (and a year is a long time in video games) it's surprising how solid the graphics look, and how smoothly the game runs. Barrel-rolling your dented stock car across the giant leap on Chalk Canyon still knocks the breath out of you for a few seconds, that's for sure!

PLAY INFORMATION

Publisher: Psygnosis
Customer support: 0151 2823000
Price: £19.99
Release date: Out now

ONE PLAYER | MEMORY CARD



[ABOVE] The sheer technical wizardry of the game is still mightily impressive, a credit to Psygnosis.

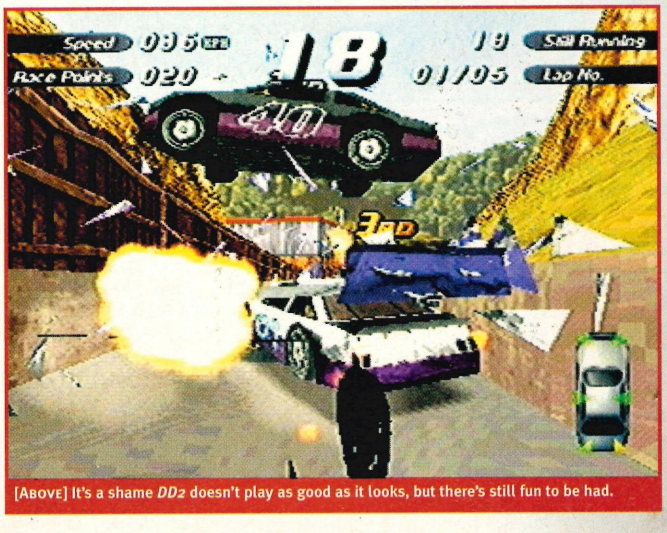
Although the controls are a bit weird, using the D-pad to steer normally but the L1 and R1 buttons for full lock, once you get the hang of it you'll make speeds just as fast as *V-Rally* and most other racing games that were invented well after *DD2*. Saying that, it is a bit of a shame that a line of code couldn't have been tweaked somewhere to allow the use of the Dual Analog pad in this new version.

ALL ALONE

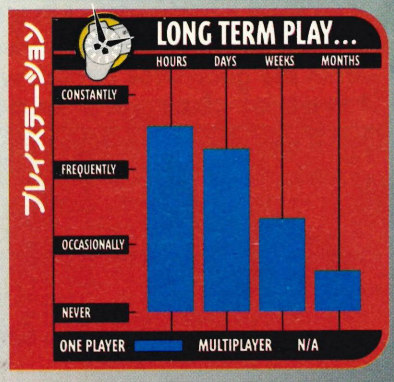
All seven tracks are nicely designed, except in a few tricky cases like the SCA Motorplex which it seems has corners so tight they can't be taken without dropping to stupidly low speeds, in turn letting the massive pack smash you into a steaming heap at the roadside. Still, the nighttime courses look particularly gorgeous and there is hardly any polygon tearing to be found on any track.

"Barrel-rolling still knocks the breath out of you!"

The saddest thing about *Destruction Derby 2* is the missing link-up option, which was removed at the last moment. If it had been in there, you and a friend could now buy two Platinum copies for the price of one old one and hey presto – budget linkable gaming! What we all want! But with this oversight you'd be better off going for two copies of the link compatible *Ridge Racer Revolution*.



[ABOVE] It's a shame *DD2* doesn't play as good as it looks, but there's still fun to be had.



PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	7
VALUE	9
SPARKS	9

PLAYED 79%

Ultimate destruction at half price!

ALTERNATIVELY:
WIPEOUT (80%)
RIDGE RACER (??%)

Written By Graeme Nicholson

GAMEplay

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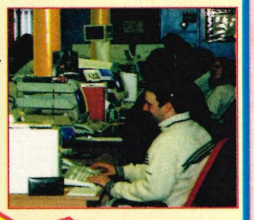
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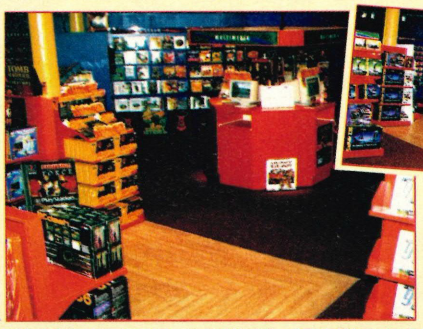
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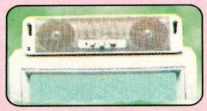
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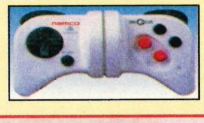


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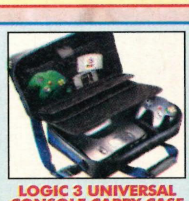
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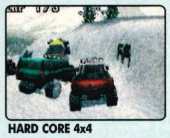

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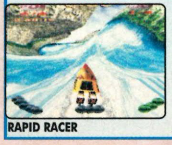

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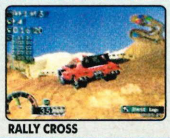

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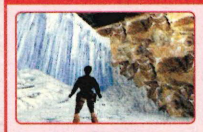

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MICRO MACHINES 3

ARCADE ADVENTURE



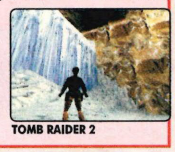
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TOMB RAIDER 2

ARCADE SHOOTERS

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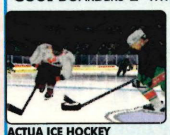
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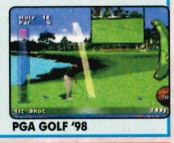

COOL BOARDERS 2


FIFA '98 TRWC

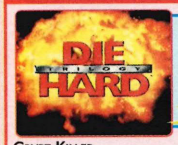
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CRASH BANDICOOT 2


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PL2(4)

PLAY Q&A

Trust the PLAY experts take up the challenge and guide you through the stickiest moments of gaming hell and beyond. Oh yes!

Dear PLAY,
Is there a cheat to build Chem Warriors, SSM's, Commandos and Barbed wire in *Command and Conquer*?
Anonymous

Unfortunately, there are no more cheats other than the ones printed in Issue 28. We've milked *C & C* for all its worth Tom.

Dear PLAY,
I recently bought *SimCity 2000* and I keep going bankrupt and need some money. Could you help, I would be so grateful.
Stephen McKeogh, Kent

To get $1,000, 000 (in the 2-D game), select City Info, Budget from the menu. At the Budget screen, hold R1 and press ×, ●, ▲, ■. Release R1 and hold L1. Press ×, ●, ▲, ■. Release L1 and hold R2. Press ×, ●, ▲, ■. Release R2 and press L2. Press ×, ■, ●, ●. Release L2. The sound of a cheer confirms the correct code entry. This code can only be used once per game.

Dear PLAY,
Are there any cheats at all for *Crash Bandicoot 2*, please?
P Davidson, Merseyside



STATION

WELCOME TO ANOTHER ORGY OF TIP-RELATED SELF-INDULGENCE. THIS MONTH WE'VE GOT ALL OF THE VERY LATEST CODES FOR *GRAND THEFT AUTO*, AND SOME FANTASTIC FIFA '98 CHEATS. KEEP YOUR OWN TIPS POURING IN AND SEND THEM TO: *STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST. PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS*. OR E-MAIL: PLAY@PARAGON.CO.UK

AUTO DESTRUCT

Cheat mode
Pause game play and press ⇧, ⇩, ⇦, ⇨, ⇩, ⇨, L1, R1(twice) to enable the cheat menu. The following features may now be activated.
Blood mode
Pause game play and press L1, ⇩, R1, ⇦, L1, ⇨, R1.
Immortal
Pause game play and press ⇦, R1, a, L1, a, ⇨, R1, ⇩, L1.
Choose mission
Pause game play and press ⇧, ⇩, ●, L1, R1, L1, ●, ⇩, ⇧.
Angels
Pause game play and press ⇧, R1, ⇩, L1, ⇧, ⇦, R1, ⇨, L1.
Swarmers x5
Pause game play and press ⇧, ⇩, ⇧, ⇦, ⇨, R1, L1, R1, L1.
Double laser
Pause game play and press R1, L1, R1, L1, ⇧, ⇩, ⇧, ⇦, ⇨.
Car select
Pause game play and press ⇦, R1, ⇨, R1, ⇦, R1, ⇨, R1.

ABE'S ODDYSEE

Green air mines
Hold R1 and press ⇧, ⇦, ⇨, ■, ●, × during game play. Abe will produce ⇧ green air mine every time he farts.
Instant voice puzzle solution
Hold R1 and press ▲, ⇧, ●, ⇦, ×, ⇩, ■, ⇨ during game play. Select any sound to solve the game's voice puzzles.

FANTASTIC FOUR

Stage select
Enable the 'Hidden options' code and activate the stage skip option. Then, press L1 + L2 + R1 + R2 during game play to display the stage select menu. Press ⇧ or ⇩ and press ▲ or × to select a new stage. Finally, press Start to resume game play at the selected stage.

PARAPPA THE RAPPER

Get a 'Cool' rating on level 3
(Working at the flea market with Master Prince Fleaswallow). When you start freestyle rappin', hit the following sequences to make Parappa create the corresponding sentences.
"I got all the skunk!"
⇦, ●, ▲, ⇨ (twice)
"I got all the money!"
⇦, ●, ▲, ⇨, ■
"I will try the skunk!"
⇦ (three times), ⇨ (twice)
"All you ever need is the skunk!"
× (five times), ⇨ (twice)
"I will try to got all you money!"
⇦ (four times), ●, × (twice), ■
"All you ever need is to be money!"
× (seven times), ■

CRITICAL DEPTH

Invincibility
Press L1, R1, L1, R1, ⇧, ⇩, Left, Right during game play.
Unlimited weapons
Press L1, R1, L1, R1, ⇧, ⇩, ⇦, ⇩ during game play.
Drop pod
Press L1, R1, L1, R1, ⇧, ⇩, ⇦, ⇧ during game play.
Quadruple weapon damage
Press R1, R2, R1, R2, ⇧, ⇩, ⇧, ⇩ during game play.
Stun blast
Hold R2 and press ⇨, ⇦, ⇧. Note: When the controller is in the default configuration.

COOL BOARDERS 2

Hard mode
Complete all nine rounds in 'Snowboarding Combined' reverse mode and achieve any ranking. Hold L1 and select 'Freestyle' or 'Snowboarding Combined' modes to play hard versions of the courses.
Alternate clothing
Highlight the Snowboarding Combined option on the main menu and press ⇩, R1, ⇧, R1, ⇩, R2, ⇧, R2, ⇧ (twice), R1, ⇩ (twice), R2. Cindy will have a leather outfit and Irin will have ⇧ school uniform in any mode except Snowboarding Combined.
Play as Boss
Complete Competition Mirror mode in first place.
Play as Gray
Achieve the 'Gray' rank in Trick Master mode. Alternatively, score 37.5 or greater in Half Pipe mode.
Freestyle SP board
Complete Freestyle mode in first place for the 'Trick' category in at least five courses. The board will be available in all modes except for Tour Competition.
All-Around SP board
Complete Freestyle mode in first place for the 'Total' category in at least five courses. The board will be available in all modes except for Tour Competition and Half Pipe.
Alpine SP board
Complete Freestyle mode in first place for the 'Time' category in at least five courses. The board will be available in all modes except for Tour Competition and Half Pipe.

MASTER

Jet Moto 2

All tracks

Use the following steps to enable all tracks, including the alternate tracks.
Set master difficulty and five laps per race at the options screen
Press ✕ on Li'l Dave at the 1 player select screen, then go back to title screen.
Press ⇧, ⇩, ⇦, ⇨, R2, R1, L2, L1 within four seconds at the title screen.
Set three laps per race at the options screen.
Press ✕ on Wild Ride at the 1 player select screen, then go back to title screen.
Press ⇧, ⇦, ⇩, ⇨, ■, R2, ●, L2 within four seconds at the title screen.
Set amateur difficulty and turbos off at the options screen.
Press ✕ on Bomber at the 1 player select screen, then go back to title screen.
Press ⇧, ⇩, ⇦, ⇨, ⇧, ⇩, ⇦, ⇨ within four seconds at the title screen.
Set professional difficulty and turbos on at the options screen.
Press R2, R1, L1, L2, R2, R1, L1, L2 within four seconds at the title screen.

Race as Enigma

Set master difficulty and 6 laps per race at the options screen. Press ⇦, ■, ⇩, ▲, ⇨, ●, L1, R1 within four seconds at the title screen.

FIFA: Road To The World Cup '98

Unlimited player attributes

Press L1, L2, ✕, ■, ✕ at the player edit screen.

Editable bankroll

Press ■, ✕, ■, L2, L1 at the club transfers screen.

Command & Conquer: Red Alert

Cheat mode

Click on the 'Teams' button menu with ● (or the button that is currently configured as 'Cancel'). Then, move the pointer over the following icons on the tool bar and press ● ('Cancel') on each.

Instant victory

Press ● when the pointer is over '✕', '■', '■', '●', '▲', and '●'.

Nuclear attack

Press ● when the pointer is over '●', '✕', '●', '▲', '■', and '▲'.

Money

Press ● when the pointer is over '■', '■', '●', '✕', '▲', and '●'.

Convert ore to civilians

Press ● when the pointer is over '✕', '●', '▲', '▲', '●', and '✕'.

Chronoshift

Press ● when the pointer is over '▲', '●', '●', '■', '■', and '✕'.

Full map

Press ● when the pointer is over '■', '▲', '●', '✕', '▲', and '■'.

More fantastic tips next month!



Grand Theft Auto

Cheat modes

Enter the following player names to enable the corresponding cheat features. Please note that some cheats may be bugged and cause your game to crash with a 'Fatal Error' screen. Alarming, but harmless, just reset and try again.

Enter THESHIT as a player name for all weapons, unlimited ammunition, level selection, 99 lives, armour, get out of jail, and the 5x bonus.
Enter MADEMAN as a player name for all weapons, unlimited ammunition, level selection, armour, and get out of jail.
Enter GROOVY as a player name for all weapons, unlimited ammunition, armour, and get out of jail.
Maximum wanted level
Enter EATTHIS as a player name to set the wanted level to four.

Display co-ordinates

Enter BLOWME as a player name.

No police

Enter CHUFF as a player name.

All cities

Enter TURF as a player name.

All cities (1 and 2)

Enter CAPRICE as a player name.

City skip

Enter WEYHEY as a player name to instantly collect 9999990 points.

Liberty City level (1 and 2)

Enter FECK as a player name.

Liberty City (1 and 2) and Sand Andreas levels

Enter TVTAN as a player name.

Unknown

Entering URGE as a player name appears to be a valid code, but has an unknown effect on the game.

To return to the Boss stages, position Crash on the centre platform. Hold L1 + R1 + L2 + R2 + ▲ and press a when Crash points up or down.

Dear Play,
I just love *V-Rally* and was wondering if you have any cheats?
Paul Davidson, Wallasey

There's a full list of cheats for the game in Issue#27. But, to activate all of the cheats, hold ⇦ + R1 + R2 + L1 + L2 until the 'Infogrames' logo disappears.

Dear Play,
I am an old codger who is stuck on *Broken Sword*. How do you get into the castle in Ireland?
John Chidzey, Surrey

Tell the farmer about Fitzgerald's abduction, then climb the haystack. Insert the manhole tool into the wall, then click on the gap at the top to climb over. Approach the goat to the right of the trough (by left-clicking on the ladder) and as soon as the goat knocks you over, click on the ploughshare on the far left.

Dear Play,
Please could you help me on *Alien Trilogy*. More specifically, I can't get passed the Bone Ship stage.
Chris Wesley, Northants

For the ultimate cheat, including: all weapons, unlimited firepower, invincibility and complete access to every level, enter this password: 1GOTPP1NK8C1DBOOTSON

Dear Play,
I'm stuck on *Tomb Raider II* in Lara's bedroom. There is a door with a lock on it. Where is the key for it – please can you help?
Alan Johnston, Merseyside

You must complete the game first! That means completing the Dragon's Lair level, then you return home, whereby you find that you've got a key to unlock the bedside cabinet and access to a shotgun and ammo.



BUSHIDO BLADE

SOLVED

IT'S ALL SYSTEMS GO AS THE PAL VERSION OF SQUARESOFT'S AWESOME *BUSHIDO BLADE* FINALLY HITS THE SHOPS. YOU KNOW HOW GOOD IT IS, BUT WHAT YOU WANT IS THE FULL LOW-DOWN ON ALL THE WEAPONS AND CHARACTERS RIGHT? LOOK NO FURTHER, WE'VE GOT THE LOT, DELIVERED BY POWERSTATION'S PAUL MORGAN.



CODE OF HONOUR

To become victorious in the way of Bushido, you must follow certain rules and regulations. Often the saying goes, "Rules are there to be broken." However, you'll soon find that progress through the game can only be achieved if you follow the rules to the letter. On the plus side, the following rules ONLY apply to Story Mode – so you can go crazy in Vs & Slash modes.

Rule 1: Never make an aggressive move against your opponent before he or she is ready. Now I know what you're thinking, "If I can get in an early strike I'll be victorious." Wrong, you'll only end up facing a screen criticising you for such appalling tactics. So don't act prematurely; wait for them to finish talking.



Rule 2: Never attack an opponent whilst he is climbing, or until he has readied his weapon (signified by a short clicking sound). Only the truly despicable would attack their opponent whilst he is climbing up or down from a ledge. So unless you're like our Adam, a brutal psycho killer – that's only in video games (we think) – then don't disgrace yourself by doing so.

That's basically it. Two simple rules that must always be obeyed if you wish to complete the game. Oh, and just one more thing: your CPU opponents don't follow these rules; after all, that would be too easy now!

WEAPONS GUIDE...

Key:
HS = High Stance
NS = Neutral Stance
LS = Low Stance
R = Red Shadow
T = Tatsumi
M = Mikado
B = Black Lotus
U = Utsusemi
K = Kannuki

KATANA

WEIGHT: 1.5 kg
TOTAL LENGTH: 92.0 cm



About...
Although the majority of warriors have the necessary ability to handle the Katana, its value is more suited to the stronger warriors with an average agility.



Advantages/Disadvantages
Good close and long-range attacks. Very good for performing quick combos and thrusting attacks.

Character(s) Best Suited To Weapon
Black Lotus & Utsusemi



BASIC ATTACKS



HIGH STANCE
Overhead Chop – ▲
Cross Cut – ●
Spinning Sweep – ×
Dodge Step – ⇦, ▲
Backing Chop – ⇦, ●
Sidestep Slash Left – ⇧, ● (to NS)
Sidestep Slash Right – ⇩, ● (to NS)
Ground Stab – ⇨⇨, ● (not B)
Lunging Sweep – ⇨⇨, × (not B)
Lunging Chop – ⇦⇨, ●

NEUTRAL STANCE
Overhead Chop – ▲
Cross Cut – ●
Sweep Cut – ×
Dodge Step – ⇦, ▲
Backing Chop – ⇦, ●
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Deep Lunging Chop – ⇨⇨, ▲
Lunging Stab – ⇨⇨, ●
Lunging Slash – ⇨⇨, ×
Lunging Head Strike – ⇦⇨, ▲
Sword Bat – ⇦⇨, ●

LOW STANCE
Stepping Overhead Chop – ▲
Quick Cross Cut – ●
Underhand Chop – ×
Backing Sweep – ⇦, ×
Sidestep Sweep Left – ⇧, ×
Sidestep Sweep Right – ⇩, ×
Lunging Throat Stab – ⇨⇨, × (not U)
Lunging Side Cut – ⇦⇨, ▲
Lunging Underhand Chop – ⇦⇨, ● (not U)

COMBO ATTACKS

HIGH STANCE
Quick Chop & Cut – ▲, ●
Cross Cut & Head Strike – ●, ▲
Sweep & Chop – ×, ▲
One-Step Pass – ⇦, ▲, ▲ (to NS)

NEUTRAL STANCE
Double Cross – ●, ●
Triple Cross – ●, ●, Pause, ⇨, ●
Chop & Slash – ▲, ●
Chop & Double Slash – ▲, ●, Pause, ●
Chop, Slash & Head Strike – ▲, ●, ▲
One-Step Pass – ⇦, ▲, ▲
Bat & Stab – ⇦⇨, ●, ●
Bat & Head Strike – ⇦⇨, ●, ▲

LOW STANCE
Chop & Sweep – ▲, ×
Quick Double Cross – ●, ●
Underhand Chop & Lunge – ×, ●

SPECIAL ATTACKS

ANY STANCE
Rising Strike – ⇨, R2, R1, × (R, B, U)
Leaping Chop – ⇨, R2, ▲ (M, B, U)
Ducking Sweep & Chop – ⇨, R2, ×, ▲ (B, U)
Crouching Sweep – ⇨, R2, ×

RAPIER

WEIGHT: 0.9 kg
TOTAL LENGTH: 75.0 cm



The Rapier is the quickest weapon in Bushido Blade. Although with most fighters you'll find it reasonably limited.

Advantages/Disadvantages
Designed for quick thrusting attacks for characters with good agility. However, its poor defensive capabilities and swinging attacks can be all too offputting.

Character(s) Best Suited To Weapon
Black Lotus



BASIC ATTACKS



HIGH STANCE

GENERAL MOVES

High attack – ▲
Medium attack – ●
Low attack – ×
Parry/block – ■
Run – L1
Switch stance (up) – R1
Switch stance (down) – R2
Roll back – R2 (after block)
Kneel or pick up weapon – ⇨, R2
Throw dirt or snow – ⇨, R2, R2
Jump – ⇨, R2, R1
Sidestep – ⇧ or ⇩
Hopping Sidestep – ⇧ ⇧ or ⇩ ⇩
Backstep – ⇦
Large Backstep – ⇦⇦
Pause – Pause very briefly before pressing the next button
Surrender – Select (only when crippled)
Pause game – Start
Reset – Start + Select
Reset in Vs Mode – L1 + L2 + R1 + R2 + Start + Select

When Crippled

Lunging Chop – ▲
Slash – ●
Sweep – ×
Parry attack – ■
Temporarily stand up – R1
Stand and lunge – R1, ▲
Fall down – R2
Throw dirt or snow – ⇨, R2
Throw sub-weapon – ⇨, ●
Slash overhead – ▲ (on back)
Slash above chest – ● (on back)
Flip over and slash – × (on back)
Roll back – ⇦ (on back)
Roll back and lunge – ⇦, ● (on back)
Sit up – ⇨ (on back)
Roll to side – ⇧ or ⇩ (on back)
Crawl forward and sit up – ⇨ or ⇦ (on chest)
Roll over – ⇧ or ⇩ (on chest)

MIKADO

Information



Nationality: Japan
Age: 22
Sex: Female
Height: 5' 6"
Weight: 130 lbs
Attributes: Good Handling Of Larger Weapons
Best Weapon(s): Naginata & NoDachi
Sub-Weapon: Aikuchi

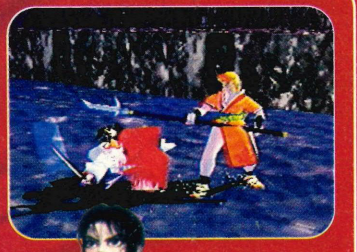
Naginata

HIGH STANCE
Double Chop & Slice – ▲, ▲, Pause, ●

NEUTRAL STANCE
Shaking Stab – ⇦⇨, ●
Lunging Upswing – ⇨⇨, ▲
Triple Stab – ⇨, ●, ●, ●
Mikado's Vault – ⇦⇨, ▲, ×, Pause, R1, Pause, ×

LOW STANCE
Stepping Spin Strike – ⇨⇨, ▲
Flying Upswing – ⇦⇨, ●
Four-Points Stab – ⇦⇨, ▲, ●, ×, Pause, ●





NoDachi

HIGH STANCE
Short Lunging Chop – ⇨⇨, ▲

NEUTRAL STANCE
Sword Bat – ⇦⇨, ●
Sword Bat & Slash – ⇦⇨, ●, ●

LOW STANCE
Double Slice – ×, ×

ANY STANCE
Leaping Chop – ⇨, R2, ▲

Saber

HIGH STANCE
Rolling Cutter – ⇨⇨⇨, Pause, ●

ANY STANCE
Somersault Chop – ⇨, R2, ×

Broadsword

HIGH STANCE
Double Strike – ⇦⇨, ▲



RED SHADOW

Information



NATIONALITY: RUSSIA
AGE: 25
SEX: FEMALE
HEIGHT: 5' 11"
WEIGHT: 152 LBS
ATTRIBUTES: SPEED & AGILITY
BEST WEAPON(S): LONG SWORD & SABER
SUB-WEAPON: SHURIKEN (5)



Long Sword

NEUTRAL STANCE

LUNGING CUT – ⇦⇨, ●

ROLLING SWEEP – ⇨⇨, ×
SOMERSAULT SLASH – ⇨, ▲

LOW STANCE
SIDE-ROLL SWEEP – ⇨⇨, ×

ANY STANCE
SOMERSAULT – ⇦⇦
DOUBLE SOMERSAULT – ⇦⇦⇦

Saber

HIGH STANCE
ROLLING CUTTER – ⇨⇨⇨, PAUSE, ●

LOW STANCE
EASY ROLLING CUTTER – ●, ×

ANY STANCE
SOMERSAULT CHOP – ⇨, R2, ×

Overhead Slash – ▲
Chest Stab – ●
Ankle Stab – ×
Backing Stab – ⇦, ▲
Twirling Sweep – ⇦, ×
Sidestep Stab Left – ⇧, ●
Sidestep Stab Right – ⇩, ●
Lunging Slash – ⇨⇨, ▲ (not B)
Lunging Stab – ⇨⇨, ●
Lunging Underhand Slash – ⇦⇨, ▲
Deep Lunging Stab – ⇦⇨, ● (R, T, M)

NEUTRAL STANCE
Head Stab – ▲
Chest Stab – ●
Ankle Stab – ×
Backing Stab – ⇦, ●
Sidestep Stab Left – ⇧, ●
Sidestep Stab Right – ⇩, ●
High Lunging Stab – ⇨⇨, ▲
Lunging Stab – ⇨⇨, ●
Lunging Head Stab – ⇦⇨, ▲ (not U, K)
Delayed Power Stab – ⇦⇨, ● (not B)

LOW STANCE
Head Stab – ▲
Chest Stab – ●
Ankle Stab – ×
Spinning Cut – ⇦, ●
Kneeling Slash – ⇦, ×
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Glancing Head Stab – ⇨⇨, ▲
Short Head Stab – ⇨⇨, ●
Lunging Sweep – ⇨⇨, ×
Turning High Stab – ⇦⇨, ▲ (not U, K)
Lunging Stab – ⇦⇨, ●

COMBO ATTACKS
HIGH STANCE
Slash & Stab – ▲, ●
Double Stab – ●, ●
Low Stab & Chop – ×, ●

NEUTRAL STANCE
Double Stab – ▲, ×
Triple Stab – ▲, ×, Pause, ▲
Triple Stab & Lunge – ▲, ×, Pause, ▲, Pause, ●
Triple Stab, Lunge & Chop – ▲, ×, Pause, ▲, Pause, ●, Pause, ●

LOW STANCE
Trip & Spin – ×, ●
Double Head Stab – ▲, ▲

SPECIAL ATTACKS
ANY STANCE
Rapier Uppercut – ⇨, R2, ×
Flying Skull Splitter – ⇨, R2, R1, ×

NAGINATA

WEIGHT: 2.2 kg
TOTAL LENGTH: 181 cm



The ideal weapon for those who prefer to fend at a distance. By far the longest weapon in Bushido Blade, however, size isn't everything!

Advantages/ Disadvantages
Its long reach means you'll never need to get within striking range of your opponent. However, if you find yourself at close quarters, your range of moves will be limited.

Character(s) Best Suited To Weapon Mikado



BASIC ATTACKS
HIGH STANCE
Overhead Chop – ▲
Wide Slice – ●
Low Slice – ×
Kneeling Slice – ⇨, ×
Backing Chop – ⇦, ▲
Side-step Slice Left – ⇧, ●
Side-step Slice Right – ⇩, ●
Lunging Slice – ⇨⇨, ●
Charging Underhand Chop – ⇦⇨, ▲
Charging Slice – ⇦⇨, ●
Lunging Chop – ⇨⇨, ▲ (not R, B, K)

NEUTRAL STANCE
Overhead Chop – ▲
Wide Slice – ●
Sidestep Low Slice Right – ×
Sidestep Low Slice Forward – ⇨, ×
Backing Stab – ⇦, ●
Sidestep Slice Left – ⇧, ●
Sidestep Slice Right – ⇩, ●
Push Stab – ⇨, ●
Lunging Stab – ⇨⇨, ●
Twirl Chop – ⇦⇨, ▲

LOW STANCE
Stepping Chop – ▲
Stepping Wide Slice – ●
Stepping Low Slice – ×
Quick Low Stab – ⇨, ×
Spinning Cut – ⇦, ●
Backing Low Stab – ⇦, ×
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Quick High Stab – ⇦⇨, ▲

COMBO ATTACKS
HIGH STANCE
Double Chop – ▲, ▲
Triple Chop – ▲, ▲, Pause, ▲
Double Cross – ●, ●
Lunge Chop & Slice – ⇨⇨, ▲, ● (not R, T, B, K)

NEUTRAL STANCE
Slice & Sweep – ●, ×
Chop & Poke – ▲, ●
Double Stab – ⇨, ●, ● (not R, T)

LOW STANCE
Two-Point Stab – ⇦⇨, ▲, ●
Three-Point Stab – ⇦⇨, ▲, ● ×
Slash & Stab – ●, ●
Reversing Double Chop – ▲, ×
Sweep & Lunge – ×, ●

KANNUKI

Information



NATIONALITY: JAPAN
AGE: 28
SEX: MALE
HEIGHT: 6' 3"
WEIGHT: 198 LBS
ATTRIBUTES: GREAT STRENGTH & POWER
BEST WEAPON(S): SLEDGEHAMMER & BROADSWORD
SUB-WEAPON: TENSEN



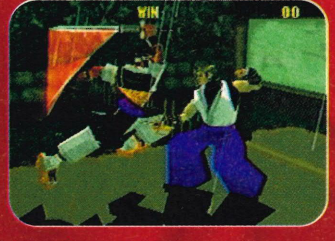
Katana

ANY STANCE
CROUCHING SWEEP – ⇨, R2, ×

Sledgehammer

LOW STANCE
SPIN BLITZ – ●, ●, PAUSE, ●, PAUSE, ●

ANY STANCE
LUNGING SKULL SMASH – ⇨, R2, ▲



Broadsword

HIGH STANCE
TWO-HOP CHOP – ⇨⇨, ▲
TRIPLE CHOP – ▲, ▲, PAUSE, ▲
LUNGING SWEEP – ⇨⇨, ×
LEAPING CHOP – ⇨, R2, ▲
RISING CUT – ⇨, R2, ×

NEUTRAL STANCE
LUNGING UPSWING – ⇨⇨, ×
DOUBLE SLASH & CHOP – ●, ●, PAUSE, ▲

LOW STANCE
SWEEP & DOUBLE CHOP – ×, ▲, PAUSE, ▲

SLEDGEHAMMER

WEIGHT: 4.5 kg
TOTAL LENGTH: 83.5 cm



This bone-crusher needs a firm and powerful hand to utilise it.

Advantages/ Disadvantages
The sheer bulk of the weapon can prove to be both an advantage and disadvantage. If you connect with your opponent it should inflict some serious damage.

Character(s) Best Suited To Weapon Kannuki

Basic Attacks
High Stance
Overhead Smash – ▲
Torso Crush – ●
Ankle Stab – ×
Backing Smash – ⇦, ▲
Sidestep Crush Left – ⇧, ●
Sidestep Crush Right – ⇩, ●
Stepping Smash – ⇨⇨, ▲ (not T)
Stepping Crush – ⇨⇨, ●
Symmetry Swing Falls – ⇨⇨, × (R, T)
Hop Smash – ⇦⇨, ▲
Charging Torso Crush – ⇦⇨, ●

Neutral Stance
Overhead Smash – ▲
Torso Crush – ●
Backhand Swing – ×
Backing Swing – ⇦, ●
Sidestep Crush Left – ⇧, ●
Sidestep Crush Right – ⇩, ●
Stepping Smash – ⇨⇨, ▲
Stepping Crush – ⇨⇨, ●
Rushing Smash – ⇦⇨, ▲
Spinning Crush – ⇦⇨, ●

Low Stance
Stepping Overhead Smash – ▲
Spinning Reverse Crush – ●
Stepping Sweep – ×
Backing Sweep – ⇦, ×
Sidestep Spin Crush Left – ⇧, ●
Sidestep Spin Crush Right – ⇩, ●
Weapon Bat – ⇦⇨, ● (not T)

Combo Attacks
High Stance
Double Smash – ▲, ▲
Triple Smash – ▲, ▲, Pause, ▲
Quad Smash – ▲, ▲, Pause, ▲, Pause, ▲
Smash & Bash – ●, ●

Neutral Stance
Crush & Smash – ●, ▲
Double Crush Delay – ●, ▲, Pause, ●
Double Smash – ▲, ▲

Low Stance
Sweep & Smash – ×, ▲
Lunging Double Smash – ▲, ▲

Special Attacks
Any Stance
Ducking Sweep – ⇨, R2, × (K, U)

NODACHI
WEIGHT: 1.9 kg



TOTAL LENGTH: 119.0 cm
With the longest blade of all the weapons, the NoDachi offers a great range of attacks and combos. This razor sharp blade is not for the weak.

Advantages/Disadvantages
Strong defence and powerful attacks in the right hands. Unfortunately there is a slow draw and recovery time.

Character(s) Best Suited To Weapon
Utsusemi & Mikado

Basic Attacks
High Stance
Overhead Chop – ▲
Wide Slice – ●
Wide Sweep – ×
Backing Chop – ⇦, ▲
Ducking Sweep – ⇨, ×
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Lunging Chop – ⇦⇨, ▲
Spin Slice – ⇦⇨, ●

Neutral Stance
Overhead Chop – ▲
Wide Slice – ●
Backhand Sweep – ×
Kneeling Chop – ⇨, ×
Backing Slice – ⇦, ●
Sidestep Chop Left – ⇧, ●
Sidestep Chop Right – ⇩, ●
Lunging Cut – ⇨⇨, ●
Lunging Chop – ⇦⇨, ▲
Short Upswing – ⇦⇨, ● (not M, U)

Low Stance
Slow Chop – ▲
Cross Cut – ●
Long Upswing – ×
Backing Sweep – ⇦, ×
Lunging Sweep – ⇨, ×
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Stepping Slash – ⇨⇨, ●
Stepping Sweep – ⇨⇨, ×
Lunging Chop – ⇦⇨, ▲ (not U)
Charging Slash – ⇦⇨, ●

Combo Attacks
High Stance
Double Chop – ▲, ▲
Triple Chop – ▲, ▲, Pause, ⇨, ▲
Dropping Double Cross – ●, ●
Sweep & Charging Chop – ×, ▲
Reversing Chop – ▲, ×

Neutral Stance
Double Cross – ●, ●
Dropping Cross & Chop – ●, ●, Pause, ⇨, ▲
Upswing & Chop – ⇦, ⇨, ●, ● (not M, U)

Low Stance
Reversing Upswing – ×, ▲
Chop & Sweep – ▲, ×
Double Cross Delay – ●, ●

LONG SWORD
WEIGHT: 1.4 kg
TOTAL LENGTH: 79.0 cm



If your character is agile, you can rely on 'hit-and-run' tactic. However, if they're one of the bulkier warriors, you may find that your blade is too short.

Advantages/Disadvantages
Quick strike and recovery time comes in handy when counterattacking. Length of blade may put off some fighters.

Character(s) Best Suited To Weapon
Red Shadow & Black Lotus

Basic Attacks
High Stance
Double Chop – ▲
Body Stab – ●
Slashing Sweep – ×
Backing Chop – ⇦, ▲
Sidestep Chop Left – ⇧, ●
Sidestep Chop Right – ⇩, ●
Swinging Cut – ⇦⇨, ▲
Spinning Cut – ⇦⇨, ●

Neutral Stance
Overhead Chop – ▲
Chest Slice – ●
Low Cut – ×
Backing Cut – ⇦, ●
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Lunging Chop – ⇦⇨, ▲
Lunging Stab – ⇨, ●

Low Stance
High Slice – ▲
Spin Cut – ●
Rushing Upswing – ×
Standing Cut – ⇦, ●
Backing Upswing – ⇦, ×
Sidestep Cut Left – ⇧, ●
Sidestep Cut Right – ⇩, ●
Lunging Spin Stab – ⇨⇨, ●
Hopping Ground Strike – ⇦⇨, ▲

Combo Attacks
High Stance
Two-Level Assault – ▲, ×
Three-Level Assault – ▲, ×, ▲ (not K)
Double Stab – ●, ●

Neutral Stance
Stepping Double Cross – ●, ●
Stepping Triple Cross – ●, ●, Pause, ● (not K)
Reversing Chop – ▲, ×

Low Stance
Flipping Stab – ×, ▲

Any Stance
Somersault Chop – ⇨, R2, ×

TATSUMI
Information
Nationality: Hiroshima
Age: 16
Sex: Male
Height: 5' 9"
Weight: 143 lbs
Attributes: Superb Agility & Speed
Best Weapon(s): Saber & Sledgehammer
Sub-Weapon: None

Naginata
Neutral Stance
Lunging Upswing – ⇨⇨, ▲

Sledgehammer
High Stance
Somersault Smash – ⇨⇨, ▲

Low Stance
Crashing Spin – ⇦⇨, ● (falls down)

Saber
High Stance
Stab Fury – ⇦⇨, ●, ●, ●, ●, ●

Low Stance



Reversing Upswing – X, ▲
Reversing Upswing Lunge – X, ▲, Pause, ▲
Devil's Drum – ▲, ●
Cut & High Lunge – ⇦, ●, ▲ (Not K) (to NS)
Cut & Lunging Stab – ⇦, ●, ● (Not K) (to NS)

Special Attacks

Any Stance

Flying Upswing – ⇨, R2, R1, X (R, T, M)

SABRE

WEIGHT: 1.2 kg
TOTAL LENGTH: 72.0 cm



This small weapon is not a tool for the inexperienced. Because of its size, quick feet and agility are needed to balance out the weapon's disadvantages.

Advantages/Disadvantages
If you're after a little speed in your fighting, then this is the weapon for you. However, its reach is poor and provides very little in the way of defence.

Character(s) Best Suited To Weapon
Tatsumi & Red Shadow





Basic Attacks

High Stance

Overhead Chop – ▲
Slash – ●
Low Slash – X
Backing Chop – ⇦, ▲
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇦, ●
Stepping Chop – ⇨⇨, ▲
Spin Sweep – ⇨⇨, X
Hop Chop – ⇦⇨, ▲
Straight Stab – ⇦⇨, ●

Neutral Stance

High Stab – ▲
Mid Slash – ●
Low Cut – X
Backing Slash – ⇦, ●
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇦, ●
Lunging Stab – ⇨⇨, ●
Hop Chop – ⇦⇨, ●

Low Stance

Overhead Chop – ▲
Stepping Slash – ●
Stepping Stab – X
Delay Stab – ⇦, ●
Backing Slash – ⇦, X
Low Slash – ⇨, X
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇦, ●
Charging Spin Sweep – ⇨⇨, X
Swinging Cutter – ⇦⇨, ▲
Lunging High Stab – ⇦⇨, ●

Combo Attacks

High Stance

Chop & Slice – ▲, ●
Chop & Double Slice – ▲, ●, ● (not U, K)
Double Slash – ●, ●
Double Slash & Chop – ●, ●, Pause, ▲ (not U, K)

Neutral Stance

Stab & Spin Cut – X, ▲
Stab & Double Spin Cut – X, ▲, Pause, ●
Double Slash – ●, ●
Double Slash & Chop – ●, ●, ▲
Flipping Frenzy – ●, ●, ▲, Pause X (not U, K)

Low Stance

Twisting Double Chop – ▲, ▲
Two-Point Slash – ⇨, X, ●
Three-Point Slash – ⇨, X, ●, ▲ (not U, K)

BROADSWORD

Weight: 4.1 kg
TOTAL LENGTH: 85.0 cm



The second of two heavy weapons in *Bushido Blade*, the first being the Sledgehammer. The Broadsword is a deceptive weapon, it's a lot quicker than you'd think.

Advantages/ Disadvantages
The double edges of the sword allow for attacks without having to reverse the blade; unlike such weapons as the Katana. Recovery time is slow.

Character(s) Best Suited To Weapon Kannuki



Basic Attacks

High Stance

Overhead Chop – ▲
Cross Cut – ●
Low Cut – X
Backing Chop – ⇦, ▲
Sidestep Cut Left – ⇧, ●
Sidestep Cut Right – ⇩, ●
Lunging Chop – ⇨⇨, ▲ (not K)
Lunging Cut – ⇨⇨, ●
Lunging Sweep – ⇨⇨, X (not K)
Hop Chop – ⇦⇨, ▲ (not M, K)
Lunging Pass – ⇦⇨, ●

Neutral Stance

Overhead Chop – ▲
Body Slash – ●
Low Cut – X
Backing Cut – ⇦, ●
Sidestep Slash Left – ⇧, ●
Sidestep Slash Right – ⇩, ●
Lunge Chop – ⇨⇨, ▲
Lunging Slash – ⇨⇨, ●
Lunging Sweep – ⇨⇨, X (not K)
Spinning Slash – ⇦⇨, ●

Low Stance

Lunging Strike – ▲
Twirl Cut – ● (R, T, M fall down)
Rising Sweep – X
Wide Slash – ⇦, ●
Backing Chop – ⇦, X
Sidestep Twirl Left – ⇧, ●
Sidestep Twirl Right – ⇩, ●
Stepping Chop – ⇨⇨, ●
Hop Chop – ⇦⇨, ▲
Spinning Sweep – ⇦⇨, ●

Combo Attacks

High Stance

Double Chop – ▲, ▲
Reversing Double Chop – ▲, ▲, Pause, X (not T, K)
Double Cross – ●, ●
Reversing Chop – X, X

Neutral Stance

Double Slash – ●, ●
Double Slash & Sweep – ●, ●, Pause, X (not T, K)

Low Stance

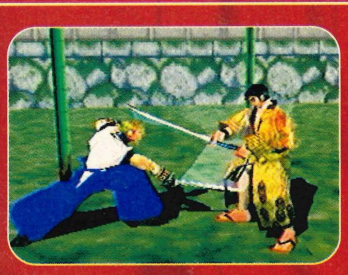
Reversing Upswing – X, ▲
Slash & Chop – ⇦, ●, ▲ (not T, K)
Lunging Double Chop – ▲, ▲
Twirling Cut & Stab – ●, ● (not T, M, K)

Phew! Now you've no excuse not to thrash your opponents every single time!

BLACK LOTUS

Information

NATIONALITY: IRELAND
AGE: 36
SEX: MALE
HEIGHT: 6' 2"
WEIGHT: 178 LBS
ATTRIBUTES: VERSATILITY & SKILLED SWORDSMAN
BEST WEAPON(S): RAPIER
SUB-WEAPON: TANKEN



Katana

High Stance
LUNGING CROSS – ⇨⇨, ●
LOTUS SWEEP – ⇨⇨, X

Rapier

HIGH STANCE
STABBING SPIN DODGE – ⇨, PAUSE, ⇨, ▲
ONE-STEP PASS – ⇦⇨, ● (TO NS)

NEUTRAL STANCE
RUSHING STAB – ⇦⇨, ●

LOW STANCE
LUNGING DOUBLE STAB – ⇨⇨, ▲, ●
LUNGING TRIPLE STAB – ⇨⇨, ▲, ●, PAUSE, X
LUNGING QUADRUPLE STAB – ⇨⇨, ▲, ●, PAUSE, X, PAUSE, ●
LUNGING QUINTUPLE STAB – ⇨⇨, ▲, ●, PAUSE, X, PAUSE, ●, ●
LIGHTNING STRIKE – ●, ●
DOUBLE LIGHTNING STRIKE – ●, ●, PAUSE, ●

Long Sword

HIGH STANCE
DEEP STEPPING CHOP – ⇨⇨, ▲

NEUTRAL STANCE
TWISTING SLASH – ⇦⇨, ●

LOW STANCE
LUNGING SWEEP – ⇨⇨, X

Saber

HIGH STANCE
STAB FURY – ⇦⇨, ●, ●, ●, ●, ●

LOW STANCE
FLIPPING STAB – X, ▲

ANY STANCE
SOMERSAULT CHOP – ⇨, R2, X

Broadsword

HIGH STANCE
LEAPING CHOP – ⇨, R2, ▲
RISING CUT – ⇨, R2, X

NEUTRAL STANCE
FLYING STRIKE – ⇦⇨, ▲

LOW STANCE
REVERSING UPSWING & SPIN – X, ▲, PAUSE, ●



MASTER UTSUSEMI

Information



Nationality: Japan
Age: 55
Sex: Male
Height: 6' 0"
Weight: 187 lbs
Attributes: Unmatched Swordsman & Strength
Best Weapon(s): Katana & NoDachi
Sub-Weapon: Kotsuka (2)

Katana

High Stance
Long Lunging Chop – ⇦⇨, ▲
Lunging Underhand Chop – ⇨⇨, ▲

Low Stance
Spin Stab – ⇨⇨, ×





Master's Blitz – ⇦⇨, ●, Pause, ●, ●, ●, ●

Naginata

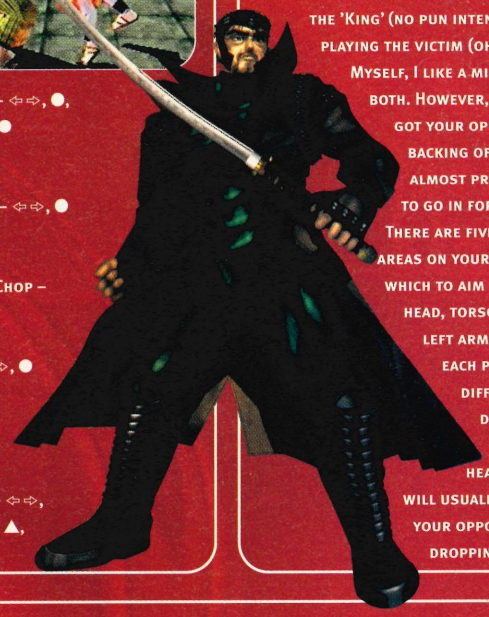
Low Stance
Flying Upswing – ⇦⇨, ●

NoDachi

High Stance
Short Lunging Chop – ⇨⇨, ▲

Neutral Stance
Sword Bat – ⇦⇨, ●
Sword Bat & Slash – ⇦⇨, ●, ●

Low Stance
Master's Fury – ⇦⇨, ▲, Pause, ▲, ▲, ▲, ▲



OFFENSIVE TECHNIQUES

The most important element in fighting is the attacking moves that you can inflict upon your opponent – or rather, victim. Adam's philosophy is 'KILL, to hell with defending', whereas Phil is the 'King' (no pun intended) at playing the victim (oh yeah? – Ed). Myself, I like a mixture of both. However, when you've got your opponent backing off, it's almost primal instinct to go in for the kill. There are five target areas on your opponent in which to aim for: the head, torso, right arm, left arm, and legs; each providing a different damage effect. The head and torso will usually result in your opponent dropping to the floor like a sack of spuds! A good hard thump to the right arm will weaken your opponent's weapon-handling ability (amongst other things!); while the left arm will prevent them throwing their sub-weapon, dirt or snow. Take out their legs and they'll be crippled (no kidding – Ed), which will severely reduce their attacking options.

Best Strategy: Simply take out your opponent's legs (usually with a sweep move) and then perform all the powerful combos you can think of to finish them off. It may not the easiest strategy, but in this particular fighting game, the best style of attack is one you develop yourself – and that takes practice on your part.



SECRETS

Second Endings

Once you've seen the first endings, you'll understand the need for a second ending. But getting there isn't quite so easy. Before beginning on this gruelling journey you must follow these rules strictly:

1. The *Bushido Blade* 'Code Of Honour' must be obeyed at all times.
2. You must not take any hits until you face the final boss.

Defeat the first opponent without taking a hit, no matter how slight. When you face the second opponent, hold down L1 and run to the well at the construction site (see 'Route To Well' section). Before jumping into the well, take out your opponent's legs – this way you won't have to face them before jumping to the fifth fight. Defeat the fifth opponent and the following four bosses without receiving a hit – believe me when I tell you it's not that easy!

With the hard part out the way, you'll face one of three hidden bosses: Kindati, Hongou or Black Lotus (in bandages). If you made it this far, then defeating the hidden boss shouldn't be all that difficult, especially as the no-hit rule doesn't matter any more. Use as many continues as necessary to defeat the final boss and reveal the hidden ending for that character.

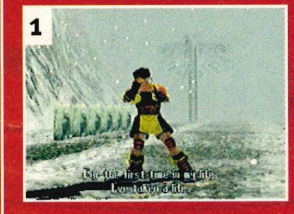
Obtaining Katze

By far the toughest challenge in *Bushido Blade* is this much-guarded secret. The ultimate test of your skill can be found in Slash Mode; because at the end of it lies the opportunity to control and select Katze as your character.

However, and you should know by now that there's always a 'however', you must kill all 100 opponents WITHOUT getting killed – that means no continues at all. If you die, you must exit Slash Mode, then begin again from opponent number one. Once you've completed this near-impossible task, you can choose Katze in Vs Mode and Practice Mode. Just move the selection box off the side of the screen next to Red Shadow or Kannuki. If done correctly, there will be no cursor or character shown. To select Katze, simply press ●.

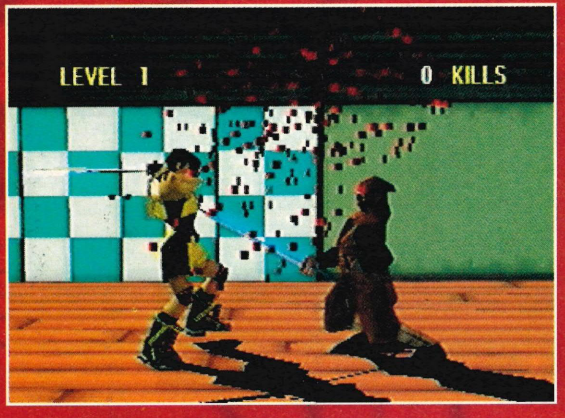
Katze's Moves

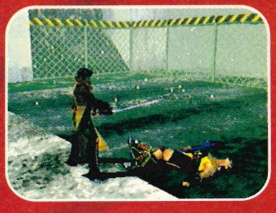
High Shot – ▲
Middle Shot – ●
Low Shot – ×
Quick Shot – R1 + ▲
Backflip Shot – R1 + ●
Floor Shot – R2 + ●
Running Shot – L1, ⇨, ●
Double Shot – ●, ●
Double Backflip – ⇦⇦
Reload – Select



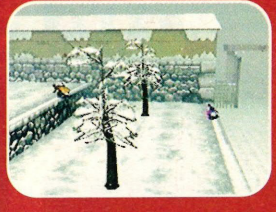


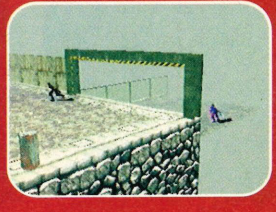












ASSORTED

ARCADE'S GREATEST HITS: THE MIDWAY COLLECTION 2

PLAY INFORMATION

Name: Arcade's Greatest Hits: The Midway Collection 2
Publisher: GT Interactive
% Complete: 90%
Release date: March '98



It's now official

– retro-gaming is on the up! Regardless of how old-fashioned or awful some of these compilations look from a graphical point of view, there's something about the simplistic playability that hooks not only those who were fortunate enough to witness the birth of arcade games the first time around, but young and curious console fanatics who haven't witnessed anything other than the state of the art, too.

As this is the second in the Midway series, sceptics could say that this is going to be a major cash-in. True enough, classics such as *Defender*, *Joust* and *Robotron* were major selling points in the first one, but there looks to be more than enough in the 'must have' department to keep retro-arcadsters misty-eyed and happy in the second collection. An incipient glance at the checklist reveals not only *Spy Hunter* (Yessss!), but *Moon Patrol*, *Burger Time* and *RootBeer Tapper* amongst others.



[Above] *Spy Hunter* – an overhead driving/shooting game – a real classic in its time!



[Above] In *RootBeer Tapper* you run around like a student serving drinks and collecting glasses.



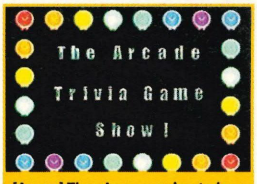
[Above] *Moon Patrol* spawned quite a few clones, and remains fun to play.



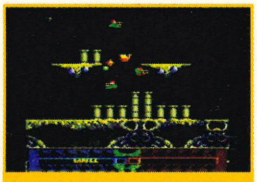
[Above] *Blaster* was the first ever psuedo 3-D game. Er, wow.



[Above] *Splat* is one weird game involving vegetables and keys.



[Above] There's even going to be a trivia game, with answers from the programmers themselves. Excellent.



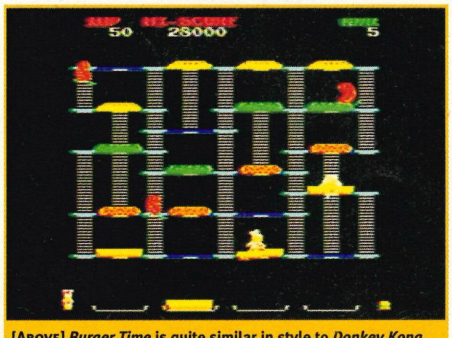
[Above] *Joust 2* is really tough and fiddly to play, but better than the original.

Time-Warp

Spy Hunter is the biggest crowd-pleaser of course. As soon as word got around the office of its existence on a compilation, a group of eager enthusiasts slowly began chanting as the minuscule car sprite throttled up and started knocking motorbikes onto the roadside.

Moon Patrol is looking peachy – it was one of the first games where you jumped and fired at the same time, and it remains fun today. Three other games featured are noteworthy for how rare they are: *Splat* (a little known and weird creation), *Joust 2* (*Joust* with added poke) and *Blaster*, allegedly the first 3-D shooter ever to appear.

Besides the seven games, Midway has popped-in a trivia game containing video footage of the game designers. It may be over 15 years since most of these games first appeared, but demand is high for this bygone era.



[Above] *Burger Time* is quite similar in style to *Donkey Kong*.

OVERGROWN

PITFALL: BEYOND THE JUNGLE

PLAY INFORMATION

Name: Pitfall: Beyond The Jungle
Publisher: Activision
% Complete: 65%
Release date: April '98

Has Evil Dead been revived? Hopefully, in the form of Activision's *Pitfall: Beyond The Jungle* which looks set to finally arrive this April. This most elusive PlayStation game has been under construction longer than Michael Jackson's face, likewise never wanting to be seen in public until the blemishes were flattened out. Now we have been given the first close look at what used to be known as *Pitfall 3-D*, to see how all that time and money has been spent.

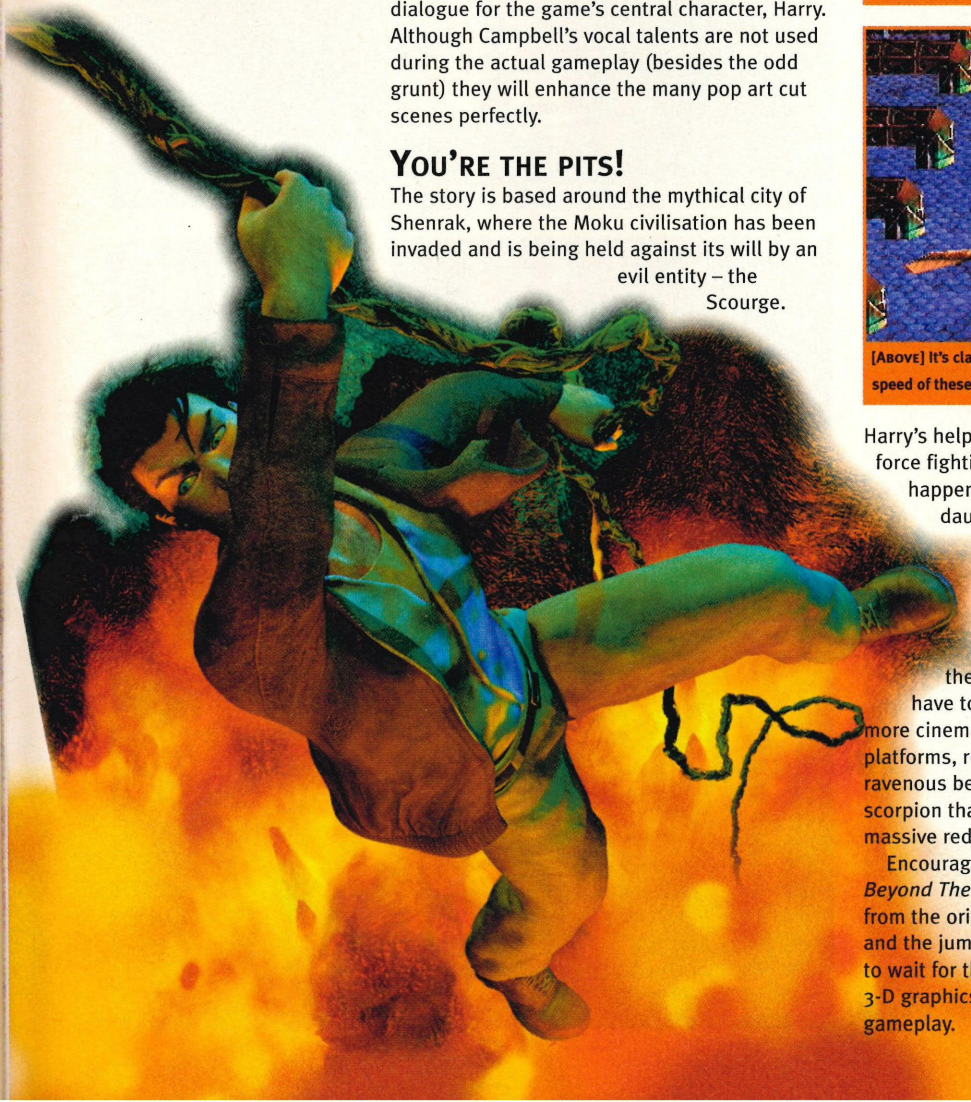


[Above] This thing isn't friendly, so the best thing is cleave it in twain with your handy pick axe.

The most notable expense must have been that of employing the cult star of the *Evil Dead* films Bruce Campbell to record all of the dialogue for the game's central character, Harry. Although Campbell's vocal talents are not used during the actual gameplay (besides the odd grunt) they will enhance the many pop art cut scenes perfectly.

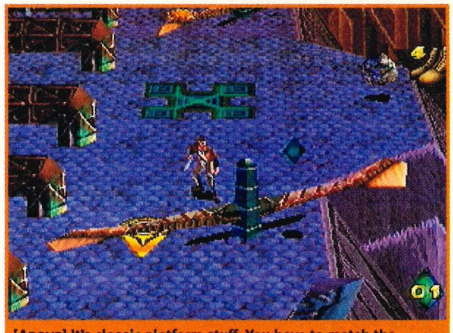
YOU'RE THE PITS!

The story is based around the mythical city of Shenrak, where the Moku civilisation has been invaded and is being held against its will by an evil entity – the Scourge.





[Above] Watch out for those frightening scorpions. Once they get a hold, they'll fling you around like a rag doll!



[Above] It's classic platform stuff. You have to match the speed of these rotating spokes as you pass or they'll hit you.

Harry's help has been enlisted by a small rebel force fighting the Scourge, an army that just happens to be led by the beautiful Mira, daughter of the former Moku king, who provides the romantic interest for the adventure.

Most of the game is played from a viewpoint slightly above main man Harry, but the use of 3-D means that the cameras can get in close when they have to zoom in or pull out, to provide a more cinematic look. There are floating platforms, rope swings, springy tiles and some ravenous beasts, ranging in size from a tiny scorpion that can throw you over its head, to a massive red gorilla-type animal.

Encouraging as it is to see that *Pitfall: Beyond The Jungle* does use a few elements from the original *Pitfall*, like the rope swings and the jumping-over-rolling-barrels, we'll have to wait for the finished version to see if 3-D graphics make or break the classic gameplay.



[Above] Mira, daughter of Arcam. Yes, we would.

GROOVY!

LIKE WE SAID, BRUCE CAMPBELL HAS BEEN COMMISSIONED TO PROVIDE THE VOCAL DUTIES FOR THE GAME'S STAR, HARRY. BRUCE SHOT TO CULT STATUS IN THE *EVIL DEAD* FILMS AND WAS FAMED FOR HIS QUIRKY CATCHPHRASES SUCH AS "YOU'RE GOIN' DOWN" AND "GROOVY!" – PERHAPS EVEN INSPIRING THE NO-NONSENSE DUKE NUKEM CHARACTER! OTHER CLASSIC CAMPBELL FILMS MOMENTS INCLUDE HIM WRESTLING WITH, AND ULTIMATELY CUTTING-OFF HIS POSSESSED HAND (REPLACING IT LATER WITH A CHAINSAW), AND STICKING DEAD GIRLFRIENDS' HEADS IN VICES! THE MAN, AS THEY SAY, IS A STAR!

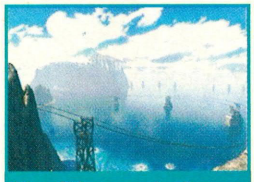




PICTURESQUE

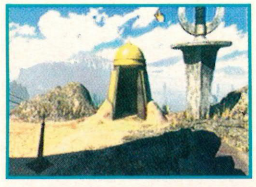
RIVEN: THE SEQUEL TO MYST

Having sampled the visual splendour of *Riven's* prequel – *Myst*, playing through an early section of the elaborately rendered environments of Generator Island for the first time leaves your jaw agape like never before, your tongue unfurled on the floor.



[Above] The scenery has been designed on a grand scale. Check out this sea-side view.





Creator Cyan intends to stun fans of the first game in a project that allegedly cost around $10 million to create on the latest Silicon Graphics workstations. We can see where all of this hard work has been channelled, because the world of *Riven* (which means "split asunder" in middle English by the way) looks undeniably stunning.

It's hard to describe the atmosphere generated when you take your first tentative steps into this surreal story-driven adventure, but "weird" and "enchanting" probably sums it up nicely. Each location is almost photo-realistic and movement is achieved by using a hand-shaped icon to go wherever you please. Point the hand in a northerly direction and the screen flicks to a closer view of the horizon. Even when you reach a specific object, it can usually be investigated to the minutest detail.

PLAY Information

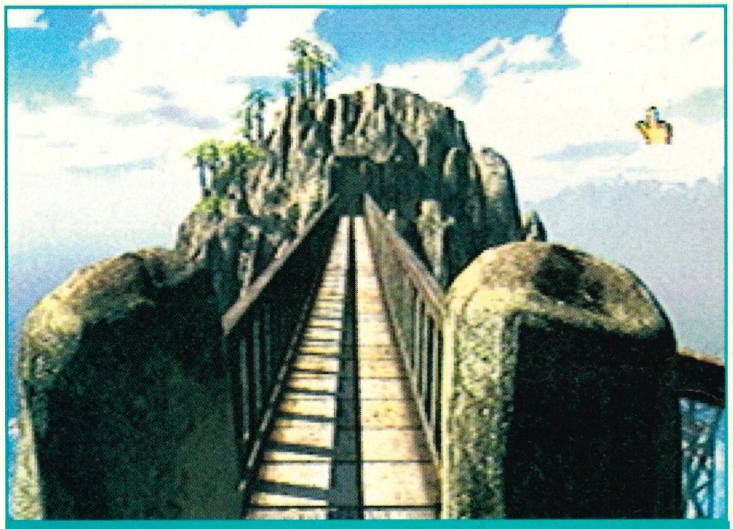
Name: Riven: The Sequel To Myst
Publisher: Acclaim
% Complete: 90%
Release date: Late March '98

Mystical

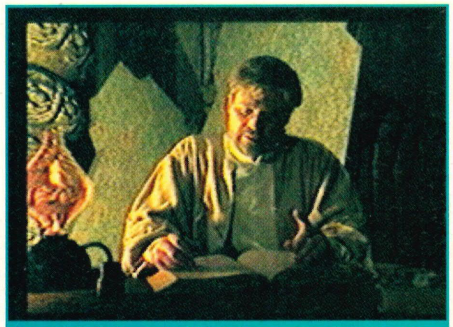
This system certainly takes some getting used to, but at least it isn't one of those sit-back-and-watch pre-rendered nightmares. The story revolves around Atrus, who has asked you to search for his wife Catherine and father, Ghen. Both of whom are trapped in the world of *Riven* – a kind of island chain, and it's up to you to solve the intricate riddles which make up a greater mystery.

En route to the goal you'll come across even more inhabitants, including various uniquely-crafted inhuman creatures with peculiar textures and features. Texture seems to be the primary focus in *Riven*, much more so than in *Myst* and this time the locations, together with a more interactive storyline, should ensure the overall enjoyment and longevity of the game. Graphically luxuriant it may be, but we'll reserve judgement of the way *Riven* actually plays until next we get our hands on it next month...





[Above] This bridge to another island is just one of hundreds of stunning locations found throughout the world of Riven. It's fun just wandering around just for the hell of it.



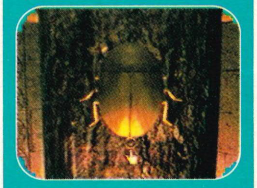
[Above] The is Atrus, the bloke who entrusts you to save his wife and father.



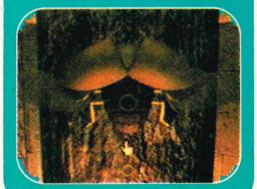
[Above] You begin the journey in a jail, but soon get freed by a lone vigilante.

MOVIE TIME

ATTENTION TO DETAIL IS NOTHING SHORT OF ASTONISHING. THAT GOES FOR THE THREE HOURS WORTH OF ANIMATION TOO.







HAUNTING

GHOST IN THE SHELL

PLAY INFORMATION

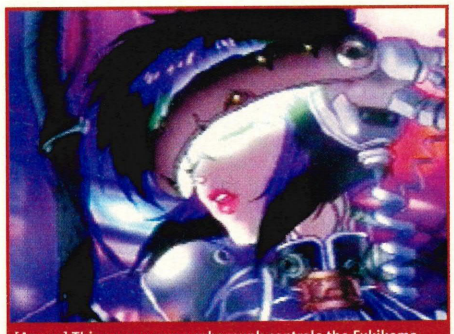
Name: Ghost In The Shell
Publisher: Sony
% Complete: 90%
Release date: March '98



[Above] So you wouldn't immediately run and hide from such an amusing toy, but when it starts shooting it's not so funny.



[Above] Handy advice from the heads-up display is 'Attack The Target'. Thanks. Be sure and remind me to 'Drive The Tank' too.



[Above] This saucy young cyberpunk controls the Fukikoma tank remotely, suspended in a room filled with cables.



[Above] The terrorists are doing their job admirably and have gotten hold of some scary gunships. Yikes.

Fukikoma tanks, eh? What's all that about? It seems the well received anime film and comic book series, *Ghost In The Shell*, has spawned its own PlayStation game of the same name. Development team Exact – the same mob who brought you the *Jumping Flash* games – was supposedly persuaded to take on the project by the man who created *Ghost In The Shell* himself, the PlayStation-owning Shirow Masamune (of Dominion fame).

The game will appeal to anime fans with the blessing of Masamune as well as a slick cinema quality introduction sequence using the original characters and a further combined ten minutes of original animation spread throughout the game. For those aficionados of large-eyed women and giant robots, there is a theatre that lets you watch these sequences as many times as you like – once you win them.

You control a kind of red beetle of death. However, nobody's going to squash this bug! The oversized insect, one of the Fukikoma tanks, is fitted with dual automatic guns, a grenade launcher and, being based on a spider, it can stick to walls and ceilings very easily.

ULTRAMAN

12 missions of tracking and destroying a terrorist group that is wanted for bombing a cyber body factory (no doubt related to the fact that the heroine of the film had no limbs!) are included, along with a weapons training ground.

Completing the training area against the clock unlocks even more anime footage, but mainly tests your ability to master the high leaps and vertical climbing that make *Ghost In The Machine* different from the usual shoot-'em-ups.

Although *Ghost in the Shell* isn't strictly new (it was released in early December last year in the US and in Japan before that) it still looks like it could be a hit with the UK's considerable Manga fan base. We'll be throwing on our faded Akira T-shirts and reviewing the finished game just as soon as it arrives, so keep those giant glassy eyes peeled!



[Above] Holographic enemies walk the streets and litter the rooftops of the training ground. Most don't shoot back.

OTAKU!

THE ANIME WHICH THE GAME IS BASED ON HAS BECOME A CLASSIC – AND FOR GOOD REASON. RENT IT NOW!











FINALLY

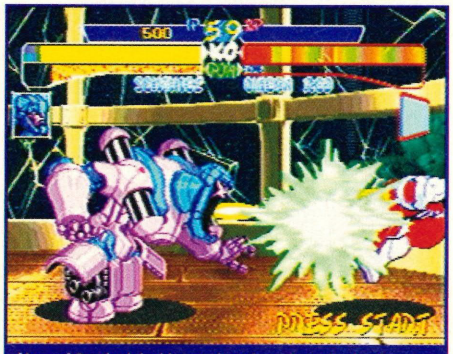
X-MEN: CHILDREN OF THE ATOM

PLAY INFORMATION

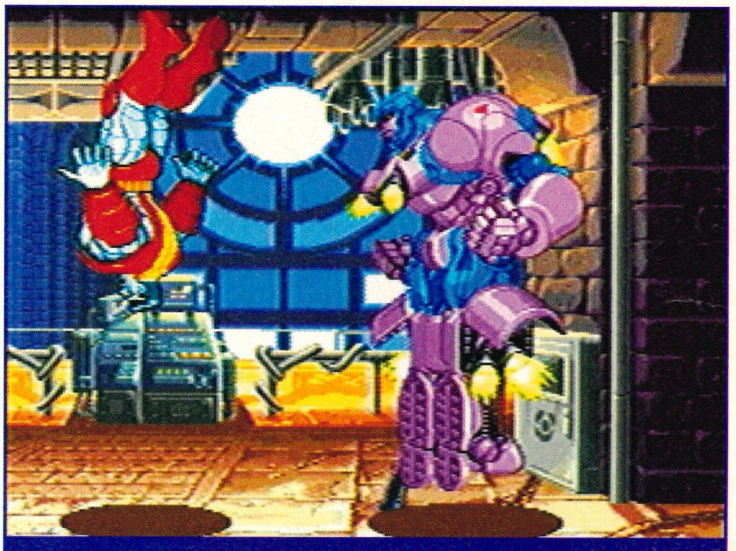
Name: X Men: Children Of The Atom
Publisher: Acclaim
% Complete: 90%
Release date: March '98



[Above] The Silver Samurai lets rip with a five combo multi-sword swipe.



[Above] Sentinel decides against that trip to the dentist, preferring instead to launch a rocket from his mouth.



[Above] There aren't that many frames of animation in *X-Men*, but the action is relentless.

Mighty mutants



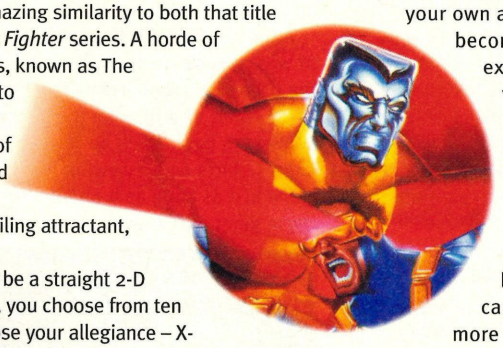
[Above] Wolverine charges up for a Berserker Charge. He's not very happy.



[Above] As Ice Man demonstrates, there are some wonderful special moves unique to each character.

battle for the fate of the planet in Acclaim's long overdue smash hit conversion. The arcade version may be getting on for three years old, but it's never too late for a Capcom game, and *Children of the Atom* looks as though it's going to be near-perfect.

After the recent triumph that was *Marvel Super Heroes* (a much newer game), *X-Men* has a lot to live up to, but the most noticeable aspect of the game is its amazing similarity to both that title and the *Street Fighter* series. A horde of Super Mutants, known as The Acolytes plan to overthrow the governments of the world ruled by none other than the iron-filing attractant, Magneto.



In what will be a straight 2-D fighting arena, you choose from ten mutants (choose your allegiance – X-Men or Acolyte) and basically smash each other to smithereens thanks to an enormous range of offensive and defensive moves. Players familiar with Capcom's approach to 2-D beat-'em-ups will take comfort in the fact that the same formula is being incorporated to pull-off all of the moves.

X-CITING

Three strengths of kick and punch combined with thumb-numbing D-Pad rotations means that although slightly different rules apply with each evolution of the system it still has the old *Street Fighter* feel. In *X-men*, energy can be transferred from an opponent's energy bar to your own and other actions such as becoming invisible, flying and extravagant Super Hero powers will make it into the finished game. Additionally, each character has a power meter (like *SSF2 Turbo*) that gradually swells with each special move or hit you inflict. This bar has three levels, and by the second you can use new X-moves, which are more powerful than the normal special moves, but drain your X-meter quickly. All in all, there are hundreds of different moves to learn and experiment with, and, apparently, only half of them will be included in the instructions. It's already shaping up to be another hugely playable addition to the Capcom lineage and the inclusion of a two player 'join-in at-any-time' option should ensure an even more enjoyable challenge. Check out our review coming soon.



[Above] Choose your allegiance, is it the X-men or the Acolytes?



[Above] Psylocke KO's Colossus with a sweeping double kick. The special moves are spectacular.

MARVEL® COMICS

STRESSFUL

PREMIER MANAGER '98

PLAY INFORMATION

Name: Premier Manager '98
Publisher: Gremlin Interactive
% Complete: 75%
Release date: April '98

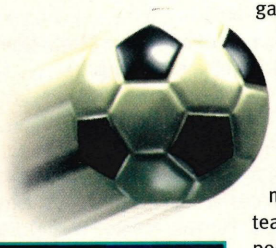


[Above] Gasp! Even the mighty *Sensible World of Soccer* cannot offer such juicy graphics. *PM '98* looks great.



[Above] Flip backwards and forwards through the highlights of the match and make sure your guys are worth that £5000 per week each.

"That must be the easiest job in the world," is the most popular thing people say to you when you write for a games magazine. The second most popular has to be, "Is there going to be a decent football management game coming out for the PlayStation?" Finally we can answer your favourite query with a resounding "Yes!" *Premier Manager '98*, coming after *Premier Manager 1*, *2* and *3* on the PC and Amiga, will make all your dreams of managing your own team come true, hopefully without the grey hair, poor health and muck-for-brains chairman breathing down your neck! As these things can get awfully deep and complicated rather quickly you will have the choice when you take on your new position to be just an accountant, a trainer, the team manager, or to have full control.





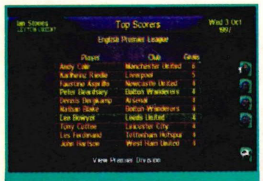
[Above] Time passes very quickly in the world of *PM '98*, but it always wise to catch the day's news each morning.

COMING HOME

With full control enabled you'll be able to tweak, alter and amend every possible element of the game. Boost the cost of tickets at your grounds to make the most of the club's success and with any luck you'll rake in enough cash to build that new stand and squeeze even more members of the paying public. Take the big bucks onto the transfer market and make some wise investments, try different methods of training your squad, hire and fire all key members of staff from around the grounds – if a real manger can do it, so can you.

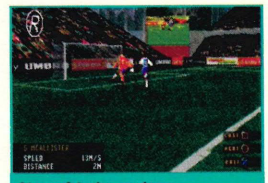
What promises to be the best new feature of any footie management game however is *Premier Manager's* match highlights mode. Brought to you using the *Actua Soccer 2* engine, you can watch and assess the work of your players in crystal clear 3-D, as they wear the correctly detailed kit and play in the right stadium.

Management fans are notoriously obsessed with detail, so every one of the 92 clubs that play in the '97/'98 leagues will be present, each with a full, authentic squad and the ability to buy in some heavyweight talent from the huge international transfer market. Barry Davies is even on hand to provide commentary for all your matches – could the first serious management sim on PlayStation be the best of all formats? We'll be donning Big Ron's sheepskin coat soon to find out!

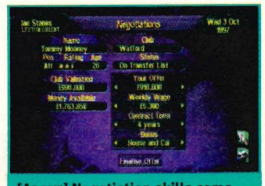


[Above] Take a look at the top goal scorers of the entire Premier League and you'll see a few familiar names.





[Above] Action replays automatically show you the finer moments of play again. Come on, ref, he's offside!



[Above] Negotiation skills come into play heavily in *PM '98*. Do you think a bonus car and house will get you your man?

arena

views · questions · criticisms · ideas

VIEWS · QUESTIONS · CRITICISMS · IDEAS

FOOTBALL GAMES APPEAR TO BE THE HOT TOPIC OF THE MONTH, WHICH IS JUST WHAT WE NEED IN THE BUILD UP TO THE GREATEST FOOTBALL EVENT ON THE PLANET! ARENA IS SPONSORED BY GAMEPLAY – BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF PLAYSTATION GAMES, AND IT WILL BE DONATING ANY GAME AS A REWARD FOR THE BEST LETTER. GET YOUR POINTS OF VIEW ACROSS TO THE MASSES BY SENDING THEM TO: *ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS.* OR EMAIL US AT: PLAY@PARAGON.CO.UK

UGLY EASTENDER?

Dear PLAY,

Firstly, I am a 30 year old single parent – that, however, is where my similarity to *Eastender's* Ian Beale ends.

My first point is the price of games. I can remember moaning when top titles for the Spectrum and C64 cost £10. But since buying my 12 year old son a PlayStation, I was horrified to find titles costing between £30 and £40 – sometimes even more.

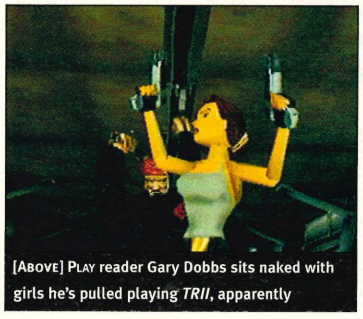
I mean surely this is a bit high, particularly as the cost of two current games is almost that of the PlayStation itself. I think £25 would be a better option – then I'm sure Sony and others would shift more units and not suffer a loss. The Platinum titles are good value, but what is Sony's policy here? When does a game qualify to be put back out at budget price? For instance, when can we see the likes of *Crash Bandicoot*, *Tekken 2*, *Rage Racer* and *Resident Evil* on Platinum? Perhaps gamers should write to their MPs urging the monopoly commission look at software pricing.

Point two. Violence in games. Don't make me laugh. There is no difference to the carnage in the brilliant *Grand Theft Auto* than in, say, *Space Invaders*. It's all computer generated pixels and bad sound effects. I mean, get a life. My son and I, not to mention my daughter often spend hours doing drug deals and mowing down pedestrians and we have not turned into thugs. Mind you, I have turned to prostitution to pay for my over-priced games! Another valid point is that in *Grand Theft Auto*, I get a high body count, but when driving my own car, I avoid the old people crossing by the post office, sometimes even slowing down to ten miles an hour to do so.

My final point is for the Sony marketing people who may be unaware of how cool the PlayStation has become. When I go out on the pull on a Friday night, and bring a lucky young women home, we often sit naked and play *Tomb Raider II* until the wee small hours. In fact my chat-up line is now; "All I've bought out of my lottery winnings is a Sony PlayStation" – it works every time!

Lastly, is the PlayStation 2 expected to run the current PlayStation software, or will all our expensive stuff become obsolete?

Gary Dobbs, Gilfach Goch



[ABOVE] PLAY reader Gary Dobbs sits naked with girls he's pulled playing *TRII*, apparently

"VIOLENCE IN GAMES? DON'T MAKE ME LAUGH. THERE IS NO DIFFERENCE TO THE CARNAGE IN THE BRILLIANT GRAND THEFT AUTO THAN, SAY, SPACE INVADERS. IT'S ALL COMPUTER GENERATED PIXELS AND BAD SOUND EFFECTS. GET A LIFE." GARY DOBBS

The price of games has been a big issue for ages now. Most people seem to have accepted the fact that they won't be coming down, although Sony made a conscious effort to reduce the price of the official games to £34.44, but unfortunately this didn't extend to third-party releases.

A game qualifies for a Platinum release when it has sold over a certain amount of units at full price (100,000 copies being the usual target). All of the games you mention, except *Rage Racer* will be released on Platinum in the next two months, so get your wallet out, pops!

Your comments about *GTA* are perhaps a little casual. OK it isn't real and it's all portrayed in a rather tongue-in-cheek way, but whereas you are fine about your kids playing this kind of thing, there'll be a further thousand who aren't. It's true that kids won't turn to crime as a result of this game, but you can understand how the government needs a scapegoat for its own society cock-ups!

Hey smoothy! We wish we could pull lovely ladies with the mere mention of a PlayStation... are you sure you don't live in Essex?

No news from Sony on PlayStation 2, which isn't a great surprise.

EAT YOUR CHIPS

Dear PLAY,

Having played *TOCA Touring Car Championship* and *F1 '97*, I must agree with D.G. Thomas (Arena, Play 30). The challenge should come from racing a whole season and coming first, not reaching the next track after ten attempts. I think *F1 '97* offers a solid challenge this way, has anyone won the championship on the hardest level with damage on, in an Arrows car?

I read your magazine every month and will subscribe soon. I think that you balance forthcoming releases, previews and import games well. I also agree with most of your review scores, although you must have been well paid for your *Need For Speed 2* score! I also think that giving *Bushido Blade* six pages when you had already reviewed it once was too much.

My last point is with regard to



'chipping' my PlayStation. One week you say it is OK for playing import games, and another you say it will cause overheating. I know someone who had his done and has no trouble whatsoever.
BJ Porter, Bury St. Edmunds

We gave *Bushido Blade* more coverage because the game was being released officially. Having an English copy meant that we could explore and play many of the options that were previously inaccessible through the language barrier. Also, seeing as PLAY has been championing the game for so long and demanding an official release, we felt that it was our privilege to introduce the new and improved version to the UK nation first. Got a problem with that?

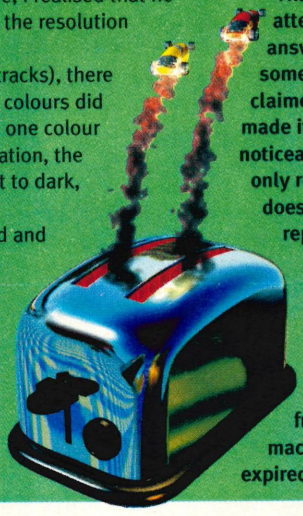
As for 'chipping', it is pretty much down to the individual as to whether or not they have it done. It is rather like doing up the house or customising your car – once your own the item then it is up to you what you do to it. We're just here to point out the dangers.

GAMEPLAY GAME WINNER! NEW YEAR RESOLUTION

Dear PLAY,
I bought my PlayStation in '95. It was one of the first units that reached Norway (or Europe for that matter). Last summer, an observant friend of mine, who had a newer PlayStation, told me that there where something wrong with the graphics on my PlayStation. After comparing the images to his machine, I realised that he was right. In certain lighting effects, the resolution on my PlayStation was much lower.

On *Micro Machines V3* (the sand tracks), there was no texture on the sand, and the colours did not change gradually, but went from one colour to a much darker one. On his PlayStation, the colours changed smoothly from light to dark, and had textures. I thought that my PlayStation must had been damaged and bought a new one (cool to have two for linking anyway). On my new PlayStation the graphics where better. I have tried to find out if there has been a change in the machine's mechanics since its release, but no one seems to know anything about that. I also seem to remember Sony confirming that no changes have been made.

Is it possible that Sony has enhanced the PlayStation and denied it at the same time? If you could confirm that there is a graphical quality difference between new and old PlayStations, I'm sure your readers would love to know about it.
Hauk Langlo, Norway



Thank you for bringing this matter to our attention Hauk, and we have dug deep for the answers. The problem is due to a bug present in some PlayStations (although apparently Sony have claimed that none of these defective machines ever made it onto the shelves. This fault isn't very noticeable in most games, and like yourself, you'll only really notice it if you've see a machine that doesn't suffer from the problem. According to reports, the problem is most visible in *Tomb Raider* and *Twisted Metal 2* (although *Micromachines V3* was also mentioned!). It is very hard to fathom what causes the problem, but apparently Sony has hardly been forthcoming in acknowledging that there is one. Machines sold in 1997 and on should be free from this bug, but if not you can get your machine swapped on the warranty (if it hasn't expired) or corrected for a fee.

TOMORROW NEVER KNOWS

Dear PLAY,
Congratulations on an excellent magazine! I recently bought a copy of *Final Fantasy VII* and I strongly believe that it is the best game ever! I completed the game and I was hoping that you could tell me whether there will be a *Final Fantasy VIII*? Also, I was hoping you could tell me what the *Tomorrow Never Dies* game will be like? I know you had a section about it in a recent magazine but you didn't say whether it will compare to the excellence of *Goldeneye*! Finally, on *Time Crisis*, how do you save the game? There is an option to do this in the menu but not when you are actually playing the game!
Tom Archer, Cyberspace

No news on *Final Fantasy VIII* as yet, but we suspect that such a money-spinning idea would be insane to pass-by. Perhaps in 1999.

There is also no news on *Tomorrow Never Dies* as yet, but it won't be a first-person shooter like *Goldeneye*, more of a mix of gaming style like *Die Hard Trilogy*.

***Time Crisis* cannot be saved in the actual game, you just save your high scores from the title screen.**

GRAN DAY OUT

Dear PLAY,
As an avid gamesplayer, I was astounded by the brilliance of your magazine. Taking for granted that there are some amazing fountains of knowledge involved with this mag, I was wondering if you'd answer a few questions.
1. In issue 29 you gave *Gran Turismo* an April release, yet two weeks ago on Gamesmaster they had a challenge on it. How was this possible? I mean, was that a finished version?
2. In the same issue you said (in the rumour section I think) that *wipeout 3* was a release for the PlayStation 2. What is this machine and when will it be released?
Wayne, Ireland

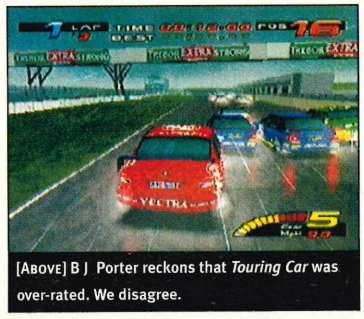
***Gran Turismo* is going to be released officially by Sony in May. The version seen on *Gamesmaster* was either an import Japanese copy (which is currently available to buy) or a preview copy which Sony sent out to the press.**

This thing about *Wipeout 3* was just a rumour, but the PlayStation 2 is definitely on the cards. It is basically the step-up machine that will gradually take over from the current PlayStation and will be released in Japan at the end of next year. The exact specifications of this dream machine aren't yet known, but expect something phenomenal!

"I THINK THAT YOU BALANCE FORTHCOMING RELEASES, PREVIEWS AND IMPORT GAMES WELL. I ALSO AGREE WITH MOST OF YOUR REVIEW SCORES, ALTHOUGH YOU MUST HAVE BEEN WELL PAID FOR NEED FOR SPEED 2!" B J PORTER

MEMORY LOSS

Dear PLAY,
I am writing about a problem with my Datel 120 slot memory card. I have filled three pages, less a couple of blocks on each. However, if I try to save any further games (I tried *Ridge Racer* on a blank page), the card will not change from whichever page I use. I phoned Datel for advice and was told by a guy that it sounded as though the card was full. Asking him how the eight page card could be full after using only three pages, he answered, to my amazement that it was "bad luck" and waffled on about compression difficulties. The instructions state that two already compressed games saved together on a page could lock that page until one is deleted, but nowhere does it mention the card getting full after only three pages! I didn't take the matter further with Datel as this guy was obviously trying to fob his way out of the matter. Do you think I have any comeback here and/or can you offer any advice? I also think that it is important that your readers are aware of the problems that exist with these cards before purchasing.
1. Why is there no mention anywhere, including on the case, of the Dual Analogue compatibility with *FIFA: Road to World Cup 98*? I found out by chance.
2. *FIFA: RTWC98* or *Actua Soccer 2*? I say buy both, as each plays an equally great, but totally different game of football.
3. If *Kurushi* is worth 88%, then *FFVII* is worth about 190%!
Mark Prescott, Wigan



[ABOVE] B J Porter reckons that *Touring Car* was over-rated. We disagree.

To be honest, all cards that rely on memory compression are prone to problems. There have always been problems with data not saving and files being deleted, so it's probably best to steer well clear. If you must have a big memory card, then Fire International has just released the first proper 2MB card which doesn't rely on compression (see PlayStation Wired for full details). It is inexcusable that Datel should try and fob you off like this. If you bought its product fully believing what it says on the box then you should be entitled to a plausible explanation, a refund, or a replacement.

1. It seems very strange that EA didn't hype the Dual

Analogue compatability with *FIFA*. The pre-production copy that we reviewed was not compatible, and nor did EA mention at any point that the game would be. Still, consider it as a hidden bonus!
2. You have a point, but at the same time your answer is a 'sitting-on-the-fence' cop-out, so we won't accept it!
3. So you reckon!

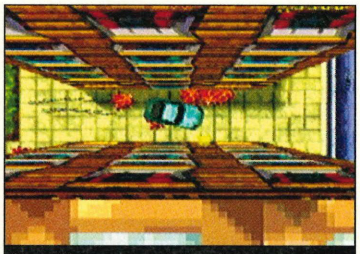
Auto Trader

Dear Play,
I have a copy of *GTA* and it is one of the best games I have ever played. I'm 15 years old and it hasn't influenced me to steal cars, kill cops, turn pedestrians into dirt on the sidewalks or join a mob.

I don't see the problem with the game. Just look at *Die Hard Trilogy*. In parts one and two, the object is to kill all the people that you can. In part three with the in-car view; hitting pedestrians causes them to splatter all over the windscreen. This is much worse than *GTA*, where the innocents are merely converted into comical pavement pizza.

The only people who have a problem with *GTA* are the stuck-up MPs and the older generation who think that it will influence us youngsters to imitate it. The fact is that they haven't even played it before slagging it off.

GTA is the best thing that could happen to the PlayStation and PC. It will revolutionise games as we know them. Maybe now when the critics see how well the public have accepted and



[Above] Warren Brown judges *GTA* to be an important step in the evolution of the PlayStation. If only it ran a little quicker...

demanded this game, more like it will be made.
Warren Brown, Bristol

Are you sure you're not on the pay-roll of DMA Design? Yes, *GTA* was just a bit of daft nonsense that was fun to play, and yes, the MP's that are calling for it to be banned are totally out of touch with what the people want. However, BMG certainly won't be complaining about the type of publicity that the game is getting. There is no need for you to get on your soap-box Warren because it is doubtful that anything will come of it. The MP's reaction was exactly the kind of notoriety that DMA and BMG wanted to generate, and it is selling shed-loads as a result. The best thing to do is sit back and laugh at the state the critics are getting into flapping about this game. When the News of the World newspaper ripped into Brian Baglow at DMA for losing his license by driving into a tree, they were merely acting as DMA's promotional tool.

New Guy in Town

Dear Play,
I have only recently found out what I have been missing all these years when I bought my two sons their first PlayStation. Issue 30 was also the first copy of Play that I bought, nice one.

Anyway, bearing in mind that I am a complete novice in the world of videogames, I was wondering if you could answer me a few questions...
1. Mark 'Ice' Walker mentioned in his letter that he has a 'chipped' PlayStation, can you tell me what this means?
2. I have also heard that you need a black PlayStation to make your own games. Can you tell me what the difference is?
3. What did Keith Conway mean when he asked if *Wipeout 2097* is going Platinum?
4. Is it worth buying a steering wheel, or is the joypad just as good?
Mike Nolan, Waterlooville

Welcome to our happy family Mike, enjoy your stay!
1. A chipped PlayStation is one that has been modified by the insertion of a special custom chip that allows the user to play import games on a UK machine. It costs about 30 quid to do , although doing so invalidates your warranty and Sony doesn't agree with it.
2. A black PlayStation, or rather a Sony Yaroze is only available by written request by Sony. It costs significantly more than a standard machine and can be connected up to a high-end PC to code games. It comes with extensive user manuals and additional gadgets, but they are only really designed for bedroom programmers and schools.
3. When a game goes Platinum, it basically means that it has sold a significant amount at full price and is therefore re-released under the Platinum label. All Platinum games cost £19.99, so although they're old, they'll all bargains.
4. Personal choice really, we use them constantly for racing games as they give the most realistic feel.

Battle of the Sex's

Dear Play,
I am a 20-year old PlayStation addict (and female) and I would like to give Claire Langely a piece of advice... just grow up!

Although I do think that some of the female characters in games are over-developed, and (in the case of beat-'em-ups and *Deathtrap Dungeon*) under-dressed, you have to expect it in a male-dominated market.

Cheats that make female characters take even more clothes off are just plain sad. If they did the same for male characters it would be totally ridiculous. Imagine trying to kick your opponent's head in when yours has his testicles hanging out of his shorts!

Any male who sexually fantasises about Lara Croft, Taki, Sophitia or Crash Bandicoot's girlfriend is probably the spotty, greasy geek in the corner with no life. He probably has more chance of scoring with a computer generated character than he has with a human, unless of course he pays for it.

Anyway Claire, if you like big blokes, check out the polygons on Rock in *Soul Blade*!
Kirsty MacKenzie, Northumberland

Although you tell Claire to grow up, you then go on to thrust a similar stab at the male population, women eh! It's true that there are a very large number of weirdoes out there, in fact we get loads of trashy letters about sex and video game characters, which is quite scary we can tell you. But then seeing as you two girlies seem to agree, there's not much point in carrying on with this pointless debate. Unless of course there are other females out there that fancy 'avin' a go!



"Any male who sexually fantasises about Lara Croft, Taki, Sophitia or Crash Bandicoot's girlfriend is probably the spotty geek in the corner with no life." Kirsty MacKenzie

Strange Moments in Video Games #5

This month... Resident Evil

This has been pointed out by several eagle-eyed readers in the past, and seeing as the sequel is featured in this very issue, what better time to dredge it up!

When playing as Jill Valentine, you go to the terrace (whereby you stumble across fellow S. T. A. R. S member – Forest's severely-pecked corpse) and meet Barry. Being a bit of a thicko, Baz will hand you a bazooka and say: "I see you don't have a gun, here, take this... !" But you do have a gun and so the hairy oaf obviously had no grounds being in such a tight, military unit on account of his appalling eyesight. There you go, very strange indeed!



How to get your letter printed in Play

If you've sent letters into Play before and never had them published, there is probably a damn good reason why. Simply follow these guidelines and you're bound to get a result, eventually!

1. Make sure that the point you are making is valid, topical, and logical – we don't mind you disagreeing with our views, just make sure you can back-up your opinions.
2. Try being humourous in your approach – serious droning is boring and has no place in our magazine!
3. Don't be unduly sarky in your approach and slag things off unnecessarily. Be constructive, not aggressive.
4. Get your views tight and to the point, endless waffle will only be edited – that is if it is printed at all.
5. Finally, write letters that we can read. You'd be surprised how many scrawled, dog-eared letters we get that are written on bog-roll and go straight to the file marked 'bin'.

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- Grandia
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PLAYSTATION IMPORTS

- Time Crisis
- Final Fantasy VII
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- Rage Racer
- Bushido Blade
- Street Fighter Collection
- Street Fighter X
- Director's Cut Resident Evil
- Gun Bullet
- Bio Hazard
- Marvel Super Heroes
- Ace Combat 2
- Nagano Winter Olympics
- Cool Boarders 2
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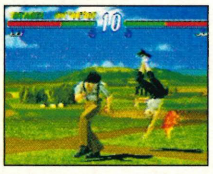
PLAYLIST

THE COMPLETE A-Z OF PLAYSTATION GAMES REVIEWED IN PLAY COMPLETE WITH SCORES AND COMMENTS...

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. Tekken 2	**95%**
2. Bushido Blade	94%
3. Soul Blade	96%
4. SF EX Plus	91%
5. Tobal 2	92%
6. SF Zero 2	94%
7. Marvel Super Heroes	87%
8. Teras Kasi	74%
9. Tekken	95%
10. SF Alpha	93%

FIRST PERSON SHOOT-'EM-UPS



1. Duke Nukem	**90%**
2. Doom/Final	93%
3. Tenka	86%
4. Mechwarrior	91%
5. Exhumed	84%
6. Alien Trilogy	91%
7. Disruptor	87%
8. Magic Carpet	90%
9. Tunnel B1	87%
10. Shadow Master	79%

* Indicates an import review

GAME										ISSUE REVIEWED	SCORE	WE SAY...
4-4-2	1-2	●								26	57%	Dated and disappointing sunDay league stuff.
2Xtreme	1-2	●								19	52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●				●				01	69%	Famous puzzle game, now in 3D! Average.
Abe's Oddysee	1	●								26	**90%**	The most addictive platform game on the PSX!
Ace Combat*	1-2	●								01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●							●	23	84%	Far better graphically and playability wise.
A-Train*	1	●				●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●							10	88%	Best golf game on PSX so far (until *Golf2*).
Actua Golf 2	1-4	●								23	80%	Not as good graphically, but still great fun.
Actua Soccer	1-2	●								04	79%	Slick looking footy sim, now dated.
Actua Soccer: Club Edition	1-2	●								22	62%	Cynical re-badged version of above.
Actua Soccer 2	1-4	●	●						●	28	**90%**	The best football game on the PlayStation!
Adidas Power Soccer	1-4	●	●							06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●							19	52%	Same game, but with UK teams. Poor.
Agile Warrior:F111X	1	●								03	79%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Alien Trilogy	1	●								06	**91%**	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●								19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	●							24	80%	Superb comic commentary, not bad footy !
Alone in the Dark 2	1	●								04	77%	Intruiging French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●		●			11	74%	Average split screen American racer.
Aquanaut's Holiday	1-2	●								10	58%	Impenetrable and dull underwater guff.
Area 51	1-2					●		●		21	68%	Rough coin-op conversion using light gun.
Assault Rigs	1-2	●		●						03	81%	*Tron*-like tank blasting game. Good link-up.
Atari Collection, The	1	●								21	81%	Many classics. Best: *Missile Command, Asteroids.*
Auto Destruct	1	●								29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●		●			●			14	71%	Ropey racing engine, jerky action.
Ballblazer Champions*	1-2	●			●					22	69%	Dull as dishwater futuristic sports.
Batman Forever	1-2	●								15	41%	Bloody awful film licence – avoid!
Battle Stations	1-2	●								25	51%	Flat and unconvincing naval strategy...
Beast Wars Transformers*	1	●								30	65%	Transforming fun that's far from easy.
Bedlam	1	●				●				25	78%	Muggy and complicated *Syndicate* wannabe.
Big Hurt Baseball*	1-2	●								09	81%	Moderately successful sports conversion.
Black Dawn	1	●								15	76%	Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●								12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	●							15	82%	Clever puzzles with rotating rooms.
Blood Omen: LOK	1	●								18	81%	Be a vampire – top bloody fun.
Brahma Force	1	●								31	85%	Stompingly good mech-warrior action.
Broken Helix*	1	●								24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	●				●				14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●				28	**90%**	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	●								11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4									15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●			●			12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●			●			20	**94%**	Stylish and brutal sword-fighting.
Bust-a-Move 2	1-2	●			●					08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●								30	88%	Once you pop, you can't stop!
Buster Bros Collection*	1-2	●								22	86%	*Pang* gets the 32-bit treatment.
Carnage Heart	1	●								23	57%	Dull robot strategy adventure on the moon.
Casper	1	●								12	65%	Plain and unimaginative film game.
Cheesy	1	●								15	50%	It certainly is...
Chessmaster 3D	1-2	●								08	68%	Chess. On PlayStation. Hmm...
Choro Q*	1	●								11	70%	Quirky but rough cartoon racer.

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Choro Q 2*	1-2	●			●		●			22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	●				●				18	43%	Tedious adventure – avoid!
City of Lost Children	1	●								18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
Colony Wars	1	●							●	27	**92%**	Gorgeous, totally playable space blasting.
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●		●		●				29	**90%**	The last word in real-time wargames.
Contra: Legacy of War	1-2	●								16	62%	Scappy arcade shoot-'em-up from Konami.
Coolboarders	1	●								16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●		●	●				●	26	81%	The definitive snowboarding game.
Courier Crisis	1	●								30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●								13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●							●	29	86%	Crash returns in style!
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●								02	65%	Putrid futuristic *Hi-Octane*-style racer
D	1	●								06	69%	Mediocre 3-D adventure – Slow.
Dark Forces	1									17	75%	Appalling *Star Wars* conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	85%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●		●						01	86%	PSX showpiece and good two player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Die Hard Trilogy	1	●				●	●	●		11	**92%**	Utterly brilliant three film games in one.
Discworld	1	●				●				01	74%	Unfunny cartoon adventure.
Discworld II	1	●				●				28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D *Doom* clone.
Doom	1-2			●						03	**93%**	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Duke Nukem	1	●		●					●	29	**90%**	Fantastically playable shoot-'em-up.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	**90%**	Another genre swen-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Excalibur 2555 AD	1	●								19	86%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●		●			●			25	82%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Fade To Black	1	●								09	**90%**	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●							26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●							03	81%	Unexceptional footy flannel.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
FIFA: Road to World Cup 98	1-4	●	●						●	29	**91%**	Best all-round football game yet!
Fighter's Impact*	1-2	●								23	76%	Dated and blocky 3-D beat-'em-up. Buy *Tekken2*.
Fighting Force	1-4	●							●	27	89%	Brutally destructive two-player action.
Final Doom	1-2			●		●				13	82%	New levels, but otherwise the same.
Final Fantasty VII	1	●								27	**93%**	The final word in adventure!
Firemen, The*	1	●								05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Formation Soccer*	1-2	●								24	58%	Expensive and dated-looking footy guff!
Formula 1	1-2	●		●			●			11	84%	Exhilerating and glorious F1 sim!
Formula 1 '97	1-2	●			●		●		●	26	**90%**	Well upgraded and stuffed with excitement!
Formula Karts: SE	1-2	●			●			●		28	75%	Too simplistic for mass appeal.
Frogger	1-4	●	●							27	69%	Genuinely disappointing frog-'em-up.
G-Police	1	●							●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●				10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.

playback

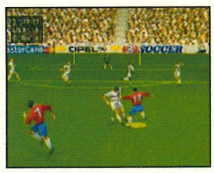
ARCADE-STYLE SHOOT-'EM-UPS



1. Time Crisis 90%

2. Colony Wars 92%
3. MDK 90%
4. Die Hard Trilogy 93%
5. Twisted Metal 2 88%
6. Syndicate Wars 85%
7. Nuclear Strike 88%
8. G-Police 84%
9. Gun Bullet 85%
10. Darklight 80%

SPORTS SIMS



1. FIFA 98 91%

2. Actua Soccer 2 90%
3. Smash Tennis 86%
4. Total NBA '97 92%
5. Soccer '97 82%
6. ISS Pro 84%
7. Actua Golf 88%
8. Int Track & Field 85%
9. Victory Boxing 90%
10. VR Baseball '97 80%

STRATEGY & ADVENTURE



1. Final Fantasy VII 93%

2. Tomb Raider II 95%
3. Resident Evil 95%
4. Tomb Raider 94%
5. Broken Sword II 90%
6. Nightmare Creatures 90%
7. Warcraft 2 86%
8. C&C Red Alert 90%
9. LBA 83%
10. Z 86%

playback

Puzzle & Party Games



1. Puzzle Fighter 90%

2. Puyo Puyo Sun 87%
3. Bust-A-Move 3DX 88%
4. Micro Machines V3 92%
5. PaRappa the Rapper 82%
6. Bust-A-Move 2 88%
7. Kurushi 88%
8. Worms 92%
9. Bubble Bobble 85%
10. Rampage World Tour 77%

Racing Games



1. Gran Turismo 97%

2. TOCA Touring Car 94%
3. Rage Racer 94%
4. Rally Cross 89%
5. Total Drivin' 84%
6. Rapid Racer 87%
7. V-Rally 87%
8. Formula 1 '97 90%
9. Wipeout 2097 93%
10. Need for Speed 2 90%

Platformers



1. Abe's Oddysee 90%

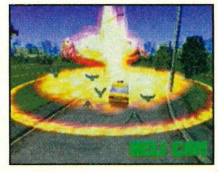
2. Crash Bandicoot 2 86%
3. Klonoa 83%
4. SkullMonkeys 83%
5. Pandemonium 2 72%
6. Dracula X 84%
7. Mega Man 8 82%
8. Rayman 87%
9. Jumping Flash 2 86%
10. The Lost World 79%

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...
Hard Boiled	1	●								25	29%	A disasterously wasted licence...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when *Puzzle Fighter* exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●					03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●					21	47%	Wretched film-inspired nonsence!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footy conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
Int Track & Field	1-4	●	●							09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●								04	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●								17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2									16	47%	As much fun as genital surgery!
Jersey Devil	1	●							●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●								18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●			●				●	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	●								04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●							20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●						●		28	62%	Fantastic license, disappointing game.
Jumping Flash	1	●								01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●								08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●								25	68%	Doesn't do the name justice!
Kileak The Blood	1	●								01	57%	Sparse *Doom* clone that lacks any kind of thrill.
Kileak The Blood 2	1	●								05	65%	The same only with a '2' at the end.
Killing Zone*	1-2									08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●								02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●								06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●								11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●								24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●								30	83%	Fast and loveable Japanese platformer.
Konami Antiques Vol. 1	1-2	●								31	58%	Vaired, but dogged with too much rubbish!
Krazy Ivan	1	●								04	**90%**	Sumptuous visuals hide a real stinker!
Kurushi	1	●								27	88%	Ultra high quality puzzler.
Lifeforce Tenka	1	●								20	86%	Grisly polygonal *Doom* clone – flashy.
Little Big Adventure	1	●								19	83%	Outstanding graphical adventure!
Loaded	1-2	●								01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1									14	70%	Dull as dishwater platform game.
Lone Soldier	1	●								02	43%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2									23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●								25	79%	Stunning-looking platformer, but shallow.
MDK	1	●								27	**90%**	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2				●					22	72%	Decent *Paradroid*-inspired shooter.
Madden '97	1-4	●	●							12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Marvel Super Heroes*	1-2	●								30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●								06	**80%**	Magnificent magic carpet ride!
Mass Destruction*	1	●								30	80%	Enjoyable, destructive tank romp...
Mechwarrior 2	1	●								19	**91%**	Top class big robot shoot-'em-up!
Mega Man 8*	1	●								21	82%	Playable and colourful, but ultimately shallow.
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
Mickey's Wild Adventure	1	●								12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	●	●							19	**92%**	Blistering racing game. Fantastic!
Midnight Run	1	●								31	**60%**	Hum-drum racer with short-term appeal.
Monopoly	1-4	●	●			●				28	75%	A fun and faithful conversion of the original.
Monster Trucks	1	●								18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●								01	**93%**	Don't buy this, get *MK Trilogy* instead.
Mortal Kombat Mythologies	1	●								29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2									14	**92%**	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●							●	26	86%	A seat-of-the-pants roller coaster ride.
Motor Toon GP 2*	1-2	●		●			●			10	79%	Highly playable cartoon racer.
Myst	1	●								07	68%	Humdrum static screen adventure. Sad.
Nagano Winter Olympics*	1-4	●	●	●					●	31	83%	Excellent multi-player winter challenge

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Namco Encore*	1	●								29	79%	Catching up fast – best: *Rolling Thunder*
Namco Museum 1*	1-2	●								04	70%	Retro collection – best: *Pacman* and *Galaga*.
Namco Museum 2*	1-2	●								06	70%	Worse than Vol 1 – best: *Xevious*.
Namco Museum 3*	1-2	●								13	73%	Decent retro fix – best: *Pole Position II*.
Namco Museum 4	1-2	●								23	79%	Some cool games – best: *Pacland*.
Nanotek Warrior*	1									22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●			15	80%	Comprehensive racing simulation – a bit jerky.
Nascar '98	1-2	●			●		●		●	28	82%	The complete Nascar package.
NBA Hang Time	1-4	●	●							31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●								05	79%	Solid sports sim, not as good as *Total NBA*.
NBA Jam Extreme	1-2	●								15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●							01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-2	●								07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-2	●	●							16	89%	All the latest stats and players – better engine.
Need For Speed, The	1-2	●		●	●		●			06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●			●		●			21	**90%**	Rough looking, but actually more fun – long term.
NFL Game Day	1-2	●								04	73%	American football – who cares?
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL Face Off	1-2	●								04	78%	Admirable attempt, but a bit cumbersome.
Nightmare Creatures	1	●							●	27	**90%**	A fantastic, full-on splatter flick!
Note, The	1	●								28	72%	Above average first person adventure.
Novastorm	1	●								01	38%	Contemptable FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●								26	88%	Better looking and bigger than *Soviet Strike*.
Off World Interceptor	1-2	●			●					02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●							09	89%	Utterly fantastic multi-player event.
Olympic Soccer	1-2	●								09	84%	Highly playable footy game, basic graphics.
One	1	●								30	86%	The most destructive game ever!
Onside Soccer	1-2	●								12	76%	Uninspiring footy with management aspects.
Overblood	1	●								22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●						●	27	75%	Fun, repetitive and simple boat-'em-up.
Pandemonium	1									15	**90%**	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●								28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●				05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●								24	82%	Tap the buttons, sing the rhyme. Brilliant!
Peak Performance*	1-2	●			●		●			21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●								19	65%	Slothful 3-D adventure, lacking visual flair.
PGA Tour '96	1-8	●								02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●								13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
PO'ed	1									07	87%	Scrappy *Doom* clone, meant to be humerous.
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Primal Rage	1-2	●								04	85%	Claymation-based beat-'em-up. Piss poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footy. Worse than *FIFA*.
Pro Pinball: The Web	1-2	●								10	**90%**	Definitely the best pinball game on the PSX!
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two player!
Psychic Detective	1	●								06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	●			●					31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	1	●					●			16	**94%**	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●			12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●		●		●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●							29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●		●		●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●								01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rayman	1	●								01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●								23	74%	Super fast *Chase HQ*-style racer. A bit basic.
Re-Loaded	1-2	●								17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●								18	60%	*Star Wars* shoot-'em-up. Boring and reptitive.
Resident Evil	1	●								08	**95%**	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Marginally better than RE, but dated.

playback

PLATINUM RANGE GAMES



1. Die Hard Trilogy 92%

2. Wipeout 2097 93%
3. Resident Evil 95%
4. Micro Machines V3 92%
5. Soul Blade 96%
6. Crash Bandicoot 84%
7. Destruction Derby 2 82%
8. Tekken 95%
9. Ridge Racer Rev 90%
10. Soviet Strike 83%

LONG TERM TEST



NAME: SF: THE MOVIE
LENGTH OF TEST: 26 MONTHS
REPLAY VALUE: ★★★★★

THIS GAME FIRST EMERGED ON PLAYSTATION WHEN *MORTAL KOMBAT* WAS STILL ALL THE RAGE, AND IT EMULATED IT TO SUCH A DEGREE THAT THE WHOLE STREET FIGHTER SERIES WENT SERIOUSLY OFF THE RAILS. IF YOU RECALL THE FOUL-SMELLING ABOMINATION THAT WAS THE SF FILM, THEN YOU'LL KNOW JUST HOW CRAP AND WOODEN THE CHARACTERS WERE – WELL IF ANYTHING, THEY'RE WORSE IN THIS GAME! THE ONLY REDEEMING FEATURE OF *SF: THE MOVIE* WAS THE 'SUPER COMBO' MOVES THAT WERE LATER DEVELOPED IN THE ALPHA SERIES. BUT EVEN SO, YOU'D BE HARD PUSHED TO FIND A WORSE FIGHTING GAME. A RANCID STAIN ON CAPCOM'S OTHERWISE UPWARD TRAJECTORY.

playback

Joypads



1. Dual Analogue — Sony
2. PSX 1 — LMP
3. Station Master — Logic3
4. Cyclone — Phase9
5. Program Pad — Interact

Light Guns



1. G-Con 45 — Sony
2. Erazer — Fire
3. Predator — Logic3
4. PXS Light Gun — LMP
5. Protector — Logic3

Joysticks



1. Dominator — Logic3
2. Pro Arcade 2 — Fire
3. EagleMax — ActLabs
4. Arcade Stick — Namco
5. PS Arcade — Interact

Wheels



1. Top Gear — Logic3
2. PSX Wheel — LMP
3. NegCon — Sony
4. VRF1 — Fire
5. Per4mer — import

Please note, in the Playlist a '*' means that an import copy of the game was reviewed and may vary.

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●					●			01	**93%**	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●			04	**90%**	A better game, with link-up and nicer cars.
Riot	1-2	●								18	72%	Moribund futuristic sports – like *Rollerball*.
Rise 2: Resurection	1-2	●								05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●					29	35%	Boardgame – there's no contest.
Road Rage	1-2	●					●			17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●								05	75%	Dodgy visuals, but fast and fun. Now cheap.
Robopit	1-2	●			●					12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	●								15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	●					●			31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	●			●					21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●								31	80%	Enjoyable 3-D adventure. For smash get Dash!
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	1-4	●	●							09	**90%**	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called *Samurai Slowdown!*
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Shadow Master	1	●							●	29	79%	Nice try, but lacks variety...
Shellshock	1	●								06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●								03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●					●			30	63%	Uninspiring, run-of-the-mill racer.
Sim City 2000	1	●				●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1									10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●								31	83%	Pleasurable plasticine playability.

GROOVY GADGETS

LET'S BE HONEST, THERE AREN'T MANY SHOOTING GAMES ON THE MARKET – NOT DECENT ONES ANYWAY. SO IT SEEMS RATHER STRANGE THAT THE MARKET IS SATURATED BY SO MANY BLOODY LIGHT GUNS! BUT ANYWAY, IF YOU ARE ON THE LOOK-OUT FOR A DECENT SHOOTER, THEN IT IS IMPORTANT TO KNOW JUST HOW THEY SHAPE-UP. THIS MONTH THE PLAY TEAM DON EAR-PLUGS AND MARCH DOWN TO THE SHOOTING RANGE FOR THE DEFINITIVE LIGHTGUN MARKSMAN PLAYTEST!

G-Con 45

Supplied by: Sony
Price: £29.99



This is the big daddy of light guns. A gun so accurate that it could pick a flea off of a cat's whisker at 40 paces! Comfortable, compact, sleek in design and quite cheap when sold separately, the G-Con 45 is the official PlayStation gun, and it takes no prisoners!

OVERALL: ★★★★★

Erazer

Supplied by: Fire International
Price: £29.99

Endorsed by our sister magazine, PowerStation, this gun had better be good! It looks like the sort of companion that Arnie would call his friend! It comes with Namco-compatibility, so *Time Crisis* won't be a problem, as well as recoil for full blazing authenticity. Where the Erazer really goes for it though is in the accuracy – it's spot-on. In fact we'll bite the bullet and say that no other third-party gun marches this for mowing-down civilians in *Die Hard Trilogy*. Great value as well.



OVERALL: ★★★★★

PSX Light Gun

Supplied by: Gamester LMP
Price: £19.99

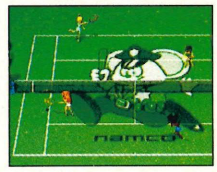


Winning no prizes for subtlety (it is bright red after all), this gun is nevertheless an affordable, no-frills affair that is reasonably accurate. It isn't compatible with *Time Crisis*, but it works alright with other third-party shooting games, and is comfortable to hold. There are better shooters around.

OVERALL: ★★★★★

GAME									ISSUE REVIEWED	SCORE	WE SAY...
Smash Court Tennis	1-4	●	●						16	86%	Supremely playable, addictive cartoon tennis.
Soccer '97	1-4	●	●						20	82%	UK teams version of *Olympic* – very playable!
Soul Blade*	1-2	●							17	**96%**	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●							14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●							10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●						21	39%	Pants cartoon basketball game, based on film.
Speedster	1-2	●			●		●		20	80%	Overhead racer with okay handling, but slow.
Spider*	1	●							20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●							20	72%	Uninspiring cartoon platform game. Yawn.
Stahlfeder*	1	●							06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●							16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	●							02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1								08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	●							30	74%	A great license, but somewhat wasted.
Starwinder	1	●							13	77%	Linear space-based racer. Lacks excitment.
Steel Harbinger	1	●							13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●			●			●	30	58%	One to rent, not to buy!
Street Fighter Alpha	1-2	●							07	**93%**	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●							29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	●							25	**91%**	It's absolutely EXcellent!
Street Fighter: The Movie	1-2	●							01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	●							12	**94%**	Simple, colourful graphics – total gameplay!
Street Racer	1-8	●	●		●				14	84%	Childish *Mario Kart* wannabe, good multi-player.
Strikepoint*	1-2	●			●				14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●						01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●							16	80%	Endearing and lasting Manga RPG.
Super Puzzle Fighter 2*	1-2	●							18	**90%**	Fan-bloody-tastic Japanese puzzler!

LONG TERM TEST



NAME: SMASH COURT TENNIS
LENGTH OF TEST: 14 MONTHS
REPLAY VALUE: ★★★★★

SINCE MARK WYNNE JOINED PLAY WE HAVE ALL BEEN INDULGING IN A SPOT OF LATE-NIGHT WIMBLEDON ACTION WITH WHAT WAS (AND STILL IS) THE BEST, MOST ENJOYABLE TENNIS GAME ON THE PLAYSTATION. *SMASH COURT TENNIS* WAS ALWAYS BEST PLAYED WITH FOUR HUMAN COMPETITORS, AND THIS IS STILL THE MAIN DRAWING POINT. THE GAME PLAYS SO ACCURATELY THAT YOU HAVE A WEALTH OF DIFFERENT SHOTS TO MASTER, ALONG WITH THE 'SPIN' THAT CAN BE APPLIED TO ANY STROKE TO SLOW OR SPEED UP THE BALL. THE VARIETY IN THE PLAYING SURFACE ALSO MAKES FOR DRAMATIC MATCHES THAT ARE AS UNPREDICTABLE AS THEY ARE RIOTOUS.

THE ONE PLAYER GAME, ALTHOUGH STILL GOOD, DOESN'T QUITE HAVE THE SAME APPEAL. IT INVOLVES TRAVELLING AND COMPETING IN THE WORLD'S MOST GRUELLING TOURNAMENTS. YOU CAN CHOOSE WHICH PRIZE YOU'RE AIMING FOR – ALL OF WHICH CONSIST OF QUIRKY ITEMS FOR YOUR OWN CUSTOM COURT. THIS CAN GET QUITE BORING AFTER A WHILE. SO IT'S JUST AS WELL THAT THE FOUR-PLAYER MATCH MODE IS SO DISTRACTING. STILL THE BEST SMASHER AROUND!

NEW RELEASES

PREDATOR

Supplied by: Logic 3
Price: £29.99



This was the market leader for so long, but then other guns were released! This is a gun that looks so futuristic it would make Judge Dredd poop himself, but it isn't very accurate when compared to the far superior Erazer.

OVERALL: ★★★★★

PROTECTOR

Supplied by: Logic 3
Price: £14.99



A low-budget, vile-looking gun that will never win any awards for design. However, it is very comfortable with every button within easy reach, although sadly the accuracy is some way off. Worth getting if you only intend to buy one or two third-party shooting games.

OVERALL: ★★★★★

GUNZ

Supplied by: Act Labs
Price: £TBA

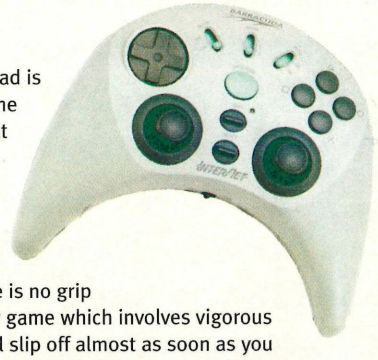


Bad BBC prop look-alike award goes to this awful ray-gun. Tacky in the extreme with very poor accuracy – in fact the sight is a big blob of plastic that totally obscures your view. So bad we wouldn't even touch it with yours mate!

OVERALL: ★★★★★

BARRACUDA

Supplied by: Interact
Price: £34.99

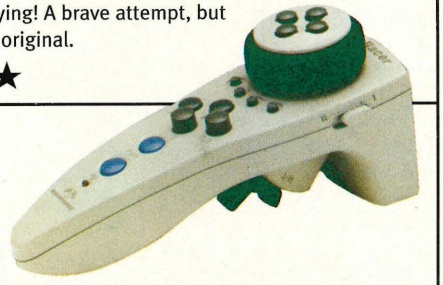


All hail the first third party Dual Analogue replica. This chunky pad is bloody big – in fact it feels like some kind of post-apocalyptic boomerang that belongs in Mad Max's saddlebag. However, instead of simply emulating the thumb-sticks of the original, Interact has opted to go for the N64 style with two little joystick controllers. This sounds all well and good, but there is no grip whatsoever, and when you try it on any game which involves vigorous thumb movement, your thumbs'll slip off almost as soon as you begin. Try again and exactly the same thing will happen – talk about annoying! A brave attempt, but light years behind the Sony original.

OVERALL: ★★★★★

ULTRARACER

Supplied by: Interact
Price: 29.99

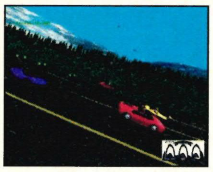


Designed like a radio controlled car operator (oh happy memories of a long gone childhood), this is designed for racing games and promises to keep a tight leash on the on-screen action. It actually works rather well. The top-mounted wheel offers controlled turning abilities in just the right amount, and the speed is determined by a trigger which can be pushed or pulled back for acceleration and breaking. Trying it with the likes of *F1 '97* and *Gran Turismo* and it takes some getting used to, but as you get a feel for it, it is actually a novel alternative to the over-priced wheels that are the popular choice. Well worth trying out at your local friendly shop.

OVERALL: ★★★★★

NEXT MONTH – MASTERMIND, THE BATTLE OF THE MEMORY CARDS!

LONG TERM TEST



NAME: NEED FOR SPEED 2
LENGTH OF TEST: 11 MONTHS
REPLAY VALUE: ★★★★★

NOW THIS ONE'S A BIT CONTROVERSIAL, TO SAY THE LEAST! BUT THE THING THAT IS CLEAR ABOUT *NEED FOR SPEED 2* IS THAT THOSE WHO LOVE IT, STICK WITH IT FOR A LONG TIME. JUST AS THE INABILITY TO PLAY ANY OF THE TRACKS BACKWARDS AS WAS INITIALLY PROMISED BEGAN TO FINALLY LIMIT THE GAME'S LIFESPAN, AFTER A HEALTHY SIX OR SEVEN MONTHS, ALONG CAME NEW LIFE IN THE FORM OF THE TOP GEAR STEERING WHEEL.

AS WELL AS BEING BACKWARDLY COMPATIBLE WITH THE DUAL ANALOGUE PAD, *NFS2* JUST SEEMED TO BE WRITTEN FOR THE LOVELY TOP GEAR: THE REALISTIC MOAN OF THE ENGINE AS YOU SHIFT DOWN WITH THE SEQUENTIAL GEAR STICK, THE BURNOUTS YOU GET FROM HOLDING THE HANDBRAKE BUTTON AND SLAMMING THE ACCELERATOR PEDAL TO THE FLOOR – IT'S ALL THERE FOR CAR FREAKS. BECAUSE OF THIS, *NFS2* BOUGHT ITSELF SUBSTANTIALLY MORE REPLAY TIME THAN MANY RACE GAMES GET AROUND HERE. EXCEPT FOR *GRAN TURISMO*, OF COURSE!

LOOKING AT THE SERIOUSLY NICE VISUALS ON MORE RECENT GAMES LIKE *GT* AND TOCA THOUGH, IT'S HARD TO BELIEVE THIS WILL BE FREQUENTING THE PLAYSTATION CD DRIVE FOR MUCH LONGER. SIMULATION IS ONE THING, BUT WE LONG FOR SOMETHING THAT PLAYS THIS WELL WITH KILLER GRAPHICS AND SPEED! MAYBE THAT'S EXACTLY WHAT WE'LL GET THIS MARCH THOUGH, WITH THE RELEASE OF THE MUCH SEXIER *NEED FOR SPEED 3*? YOU CAN COUNT ON PLAY TO LET YOU KNOW!

GAME											ISSUE REVIEWED	SCORE	WE SAY...
Supersonic Racers	1-8	●	●								11	**91%**	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●									21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●				●				22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●									22	84%	Innovative caveman adventure. Badly presented.
Tekken	1-2	●									01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	●									07	**95%**	Ultimate 3-D beat-'em-up – essential purchase!
Tempest X3	1-2	●									16	86%	Ancient coin-op brought up-to-date. Good fun.
Tennis Arena	1-4	●	●								28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6										18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	●			●						24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4	1-2	●		●				●			28	86%	Enough to blow your gasket!
Tetris Plus	1-2	●									30	81%	Addictive, but antiquated puzzler.
Theme Park	1	●									01	86%	Build your own Alton Towers – very in-depth.
Tiger Shark	1										23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1										11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	●							●		24	**90%**	Stupendous light gun shooting action. Top.
Tobal No. 1*	1-2	●									12	**94%**	Cracking high res beat-'em-up with quest mode.
Tobal 2*	1-2	●						●		●	22	**92%**	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●									20	73%	Great concept, let down by low overall speed.
Tomba	1	●									31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	●									14	**94%**	Superb Indiana Jones-style 3-D adventure.
Tomb Raider 2	1	●								●	28	**95%**	A fine sequel that easily surpasses the first.
Top Gun: Fire at Will	1	●									09	76%	Lack-lustre combat flight sim based on film.
Toshinden	1-2	●									01	76%	First *Tekken* rival, graphically fantastic. Dated.
Toshinden 2*	1-2	●									05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●									25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●			●		●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●									02	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	●	●								05	**94%**	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●								20	**92%**	The most advanced basketball game ever!
Touring Car Championship	1-2	●			●			●		●	27	**92%**	Really fast, really fun, really racing!
Transport Tycoon	1	●					●				24	78%	Absorbing strategy about transport networks.
Trash It	1-4	●	●								24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●								●	27	83%	Atmospheric underwater adventure.
True Pinball	1										05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●									10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●									02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●						02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2				●						16	88%	Remarkably compelling two player blast-a-thon!
Vandal-Hearts*	1	●									22	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	●									13	**90%**	Fast and smooth rendition of the 'sport.'
Viewpoint	1	●									02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Virtual Golf	1-4	●									09	61%	Drab golf sim, *Actua Golf 2* is much better.
Virtual Pool	1-2	●					●				17	68%	Great PC game, awkward and slow on PSX.
V-Rally	1-4	●			●			●			23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●									23	80%	Excellent and comprehensive sim of the sport.
V-Tennis	1-2	●									21	75%	Bland tennis game. Get *Sampras* or *Smash Court*.
Warcraft 2: The Dark Saga	1	●									24	86%	Utterly compelling medieval strategy fest!
Warhammer: SOTHR	1	●									14	82%	Unbelivably complex, but rewarding war game.
Warhawk	1	●									03	68%	Distinctly adverage helicopter shoot-'em-up.
WCW Vs The World	1-2	●									24	79%	Best wrestling game on PSX, until the next one.
Wild Arms*	1	●									24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●									08	84%	Decent retro pack. Best: *Robotron*, *Defender*.
Wing Commander III	1	●									06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●									22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●				●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●							01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●				●			13	**93%**	Far better than *Wipeout* – a stunning game.
World Cup Golf	1-8	●									05	71%	Wholly rendered golf sim. Better than average.
Worms	1-4	●									01	**92%**	Crap looking, but oh-so playable in multi-player.
Wrestlemania	1-4	●	●								01	74%	Wrestling – not a real sport. Game sucks.
X2	1-2										15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●					●				06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●					●				15	88%	Deeply involving underwater strategy game.
Xevious 3D/G*	1-2	●									23	72%	Collection of every *Xevious* game. Not bad.
Yusha	1-2	●									30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●			●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●									01	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide*	1-2	●									01	68%	Hopelessly clumsy robot beat-'em-up.

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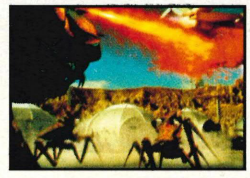
GEX 2

FULL REVIEW of the spiciest-looking platform game around. The charismatic lounge lizard dons a tux and remote for a license to thrill next month!

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PLAY

Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS England
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
play@paragon.co.uk
http://www.paragon.co.uk/play

Managing Editor Damian Butt
gecko@paragon.co.uk

Editor Ryan Butt
ryan@paragon.co.uk

Senior Staff Writer Graeme Nicholson
silencio@paragon.co.uk

Staff Writer Tom Sargent
tomsargent@paragon.co.uk

Contributor Roy Kimber

Art Editor Mark Wynne

On-Line Editor Stuart Wynne
ssw@paragon.co.uk

Advertising Manager Michael Halton
Direct line (01202 200224)
mhalton@paragon.co.uk

Ad Sales Executive Daniel Russell
Direct line (01202 200223)
danruss@paragon.co.uk

Ad Production Dave Osborne, Jo James, Danni Schofield, Angela Derbyshire

Senior Production Manager Jane Hawkins

Systems Manager Alan Russell

Bureau Manager Chris Rees

International Licencing Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

Art Director Mark Kendrick
mkendrick@paragon.co.uk

Sales Director Trevor Bedford
trevorb@paragon.co.uk

Finance Controller Mike Daly

Jt Managing Directors Di Tavener
ditavener@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk

Subscriptions Andy Youings
andyy@paragon.co.uk
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 299955
subs@paragon.co.uk
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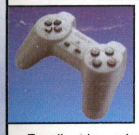
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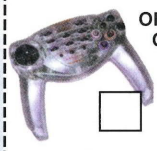
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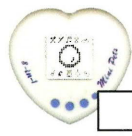
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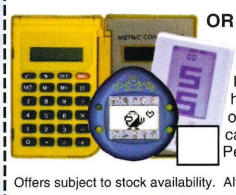
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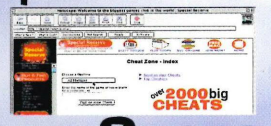
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