

WORLD LEAGUE SOCCER

issue thirty five

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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION gazin



TIME CRISIS 2

EXCLUSIVE! FIRST LOOK! Double-barrelled, sharp shooting, perp-maiming killing frenzy is coming to PlayStation!

FORSAKEN

FULL REVIEW! The ultimate 3-D adrenaline rush finally arrives!

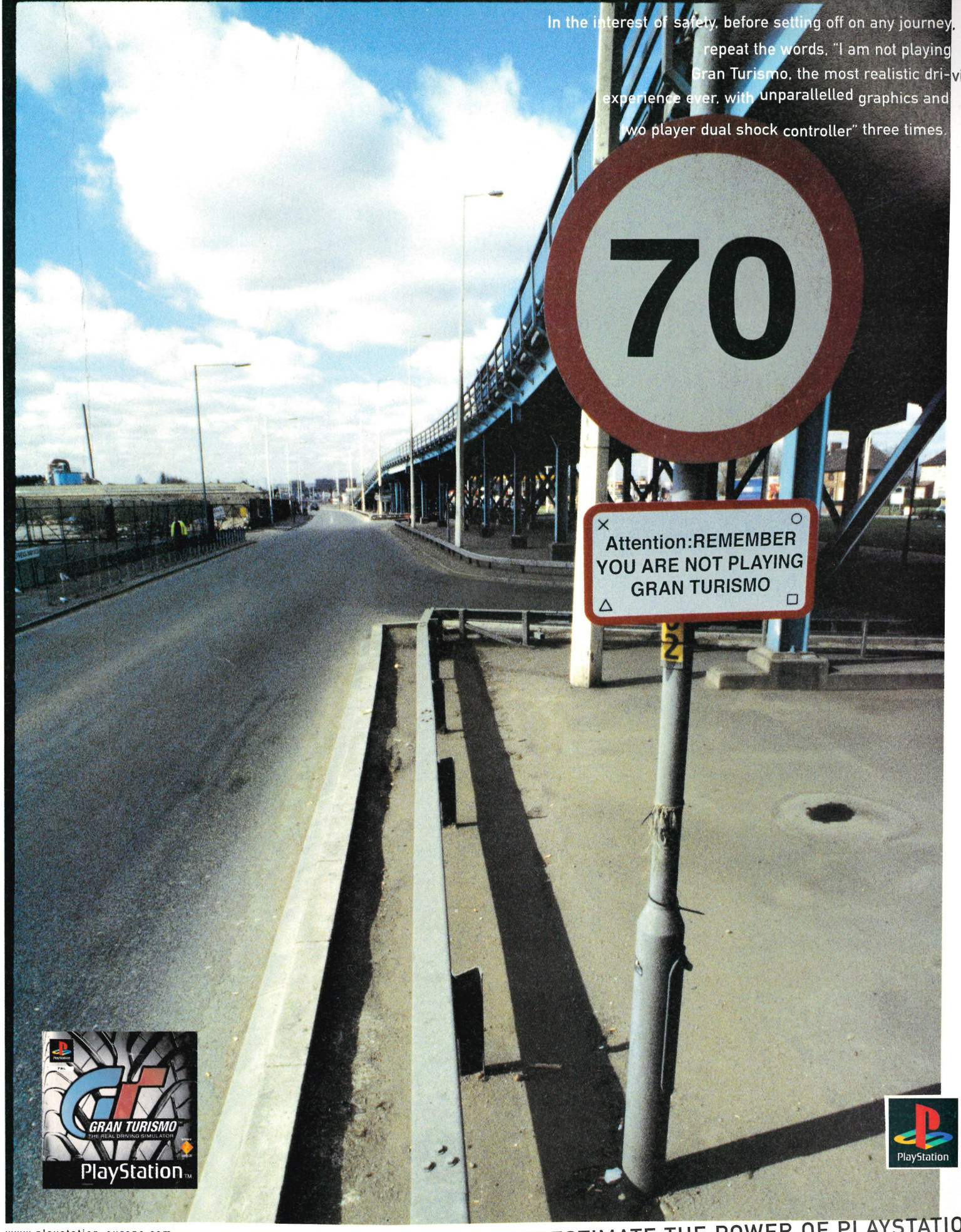
THREE LIONS

KICKIN' REVIEW! The official En-ger-land team game comes home!

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PLUS

Wargames Tenchu
Small Soldiers Ninja
Batman & Robin
Dead Ball Zone
V Boxing 2



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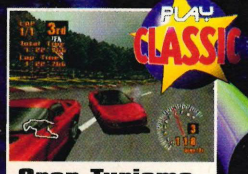
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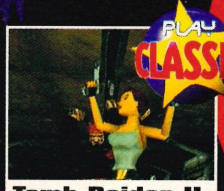
Gex 3D: Enter The Gecko
rated 92% in PLAY!



Gran Turismo
rated 97% in PLAY!



Deathtrap Dungeon 86%



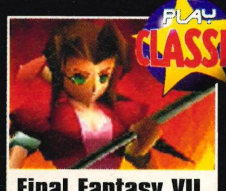
Tomb Raider II
rated 95% in PLAY!

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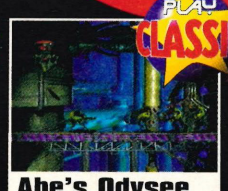
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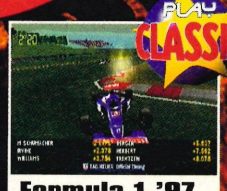
SAVE 25%



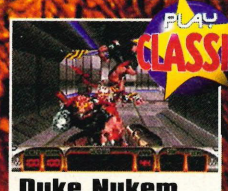
Final Fantasy VII
rated 93% in PLAY!



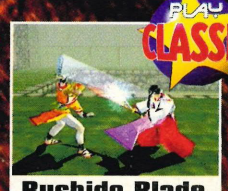
Abe's Odysee
rated 90% in PLAY!



Formula 1 '97
rated 90% in PLAY!



Duke Nukem
rated 90% in PLAY!



Bushido Blade
rated 94% in PLAY!

TURN TO PAGE 52 NOW...

PLAY magazine Issue 35 1998

FORSAKEN



THE BIG GAME

20 Acclaim has scored a blinder with this fantastic-looking two-player tunnel shoot-'em-up. Blink, rub your eyes, whatever, this is the PlayStation version you see before you, and it will blow you away! We power-up for the definitive five-page review!

PLAY CLASSIC

REGULARS

PlayStation Wired
06 The very latest news from Planet PlayStation – first looks at brand new games, exclusive screenshots, wry articles on the games scene, and sneaky snippets!

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Arena
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 magazine and also the industry.

The Playlist
90 Reviews of every PlayStation game ever covered in PLAY, plus our Playback, recommended games, long term tests and more.

5 WAYS TO CONTACT PLAY!

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The UK's Best Unofficial PLAYSTATION Magazine!



TIME CRISIS 2



EXCLUSIVE!



28 It's causing a sensation in the arcades, and we take an in-depth look at what's in *Time Crisis 2*, and bring you exclusive news on the PlayStation release!

TENCHU

44 Learn how to become a natural born killer with Sony of Japan's dark Ninja sim. Creep in the shadows, skulk out of sight and then slit throats by the plenty. *Tenchu* gets rated!



EXCLUSIVE!

WLS

36 It hasn't got a huge license behind it, it hasn't even got any big names attached to it, but *World League Soccer* is in a league of its own! Find out why this football game takes on the big names at their own game and scores big time! We got the exclusive review on page 36!



PLAY CLASSIC



SMALL SOLDIERS

BUSHIDO BLADE 2

WORKSTATIONS

Imminent blockbusters exposed...

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WIRED UP

Packed with upcoming games, featuring...

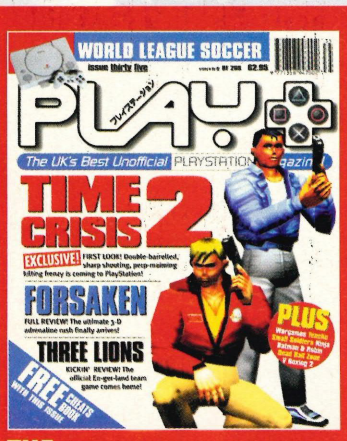
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Resident Evil 2 Codes on page 79, news and exclusive info, see PlayStation Wired (06-14)

PLAYSTATION wired



THE summer silly season is nearly on us, and we here at PLAY are looking forward to getting out of the office for a bit and sampling some of the forthcoming festivals. Sony realises the importance of these major outdoor events and has got a string of PR stunts lined up to snare the happy-go-lucky loved-up youth. Most notably, Sony used the hush-hush outdoor Cream all-nighter to preview its forthcoming *Fluid* game. If you didn't know, *Fluid* is an innovative PlayStation package that allows you to make your own dance music. This isn't just basic Kraftwork knob-twiddling either – it's the full-on caboodle featuring everything you need to give Mr Flint and his Prodigy boys a run for their money! *Fluid* has been presented to a vast plethora of dance industry icons, and we'll be reporting back next month as we emerge from the party, probably the worse for wear, with comments from Roni Size and other big-wigs about what *Fluid* can do for you!

Also coming soon from Sony is *Baby Universe*, a kaleidoscope program that creates tripped-out visuals for your music CDs. Who said PlayStations were a kid's thing, I'll bloody shoot 'em!

■ Ryan Butt **Editor**

NOWT TEKKEN OUT?

POSSIBLE TEKKEN 3 CENSORSHIP SHOCKER!

It has been reported that Namco has had to make significant changes to the US version of *Tekken 3*, due in May.

The first thing to go has been the ending movie sequence for the character Anna Williams, where big sister Nina embarrasses Anna by snatching her bikini top away by the side of the pool (all with her back to the camera, of course). Namco feels the sequence would be unsuited to a US audience, but instead of censoring the offending frames like it did with Sophitia's derriere as she ascended naked from the sea in the *Soul Blade* US intro, they decided to render an entirely new sequence to take its place.

In a freak legal anomaly, the second change to *Tekken 3* has been ordered by Sega of America. No doubt still burning over outrageous losses of $309 million over the last 12 months, which parent company Sega Enterprises attributes to the American division's poor performance with the Saturn console, Sega of America claims it has a patent on key displays. These are the kind that pop up on screen in *Tekken 3*'s practice mode. This feature has also had to be pulled from *Tekken 3*'s US code. Since the Saturn failed so spectacularly to achieve its sales goals, Sega has been keeping itself busy with all sorts of questionable patent claims, including one only valid in Japan that says the company owns the idea of changing camera angles in any 3-D game environment! Earlier this year Sega of America cut loose 25 per cent of its work force, and on 13 March the company finally announced that it was withdrawing support for the Saturn in the US completely. Sour grapes?

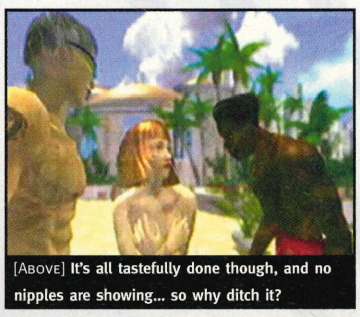
On a slightly brighter note, Sony Computer Entertainment Europe is adament that no such changes will come into effect for the European release in September and the game WILL be a direct port over from the Japanese version that achieved a 97% rating in the last issue of PLAY.



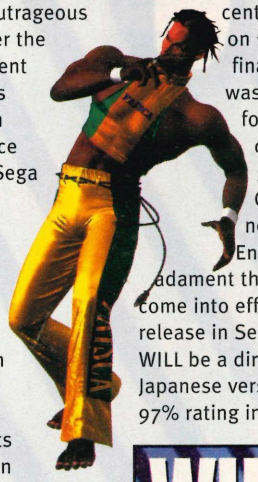
[ABOVE] ***Tekken 3*** **– a truly fantastic game and well worthy of the 97% score we awarded it... so why does some sap want to go changing it? Let's hope the European version remains true to the original.**



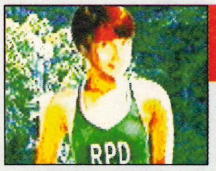
[ABOVE] **The offending article. This is the moment when Anna's bra is 'twanged'.**



[ABOVE] **It's all tastefully done though, and no nipples are showing... so why ditch it?**



WIRED UP contents



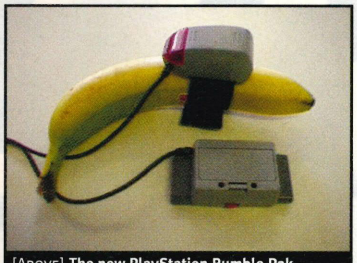
IT'S A FACT! There is a hidden picture of Rebecca Chambers in *RE2*. To find it, search the desk at the far left-hand end of the S.T.A.R.S office 50 times and you'll get a film. Take this to be developed and the photo is yours!



IT'S A FACT! Activision has snapped up the rights to officially release *Tenchu* on PlayStation in the autumn. The game (reviewed on import this issue) is a third-person Ninja sim that should go down well here.

BUZZING

WE TEST THE NEW PS VIBRATOR!



[ABOVE] The new PlayStation Rumble Pak – swap the banana with any part of your anatomy.

We get loads of strange devices sent through to the PLAY offices. But the strangest of all, for this month at least, was this interesting offering from European Technologies.

It basically amounts to a Rumble Pak, but the beauty is that you can attach it to any part of your anatomy for intense 'buzzing' sensations. The main section houses two pencil batteries, and then it plugs into the PlayStation joypad port (the joypad then plugs into the back of this device). A wire runs from the main unit to a futuristic phaser-like device complete with adjustable strap, stick this to some part of your body and brace yourself baby!

We tested this contraption with *Gran Turismo* and after a few teething problems it worked fine! Initially, we accidentally had the unit to vibrate constantly which meant that after two laps, our teeth were rattling like a milk float over crazy paving. A switch on the side of the main unit enables you to rectify this and only have it rumble when you prang your on-screen car. This rumble device will retail at £14.99, so if you're interested or want more information, give European Technologies a ring on 0958 901581.

GENERATIONS

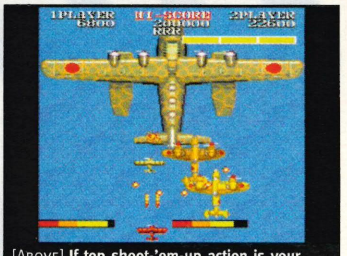
CAPCOM GOES RETRO!

In a classic case of 'everybody else is doing it so why shouldn't we?', Capcom has announced plans to hop on the recent retro bandwagon by releasing compilation discs of some of its ancient treasures.

Capcom Generations 1 and 2 will be previewed at the forthcoming E3 computer trade show in Atlanta, but two games that we know are definitely on the discs are the classic platform shoot-'em-up, *Ghosts 'n' Goblins* and *1943*. The compilation discs follow hot on the heels of *Street Fighter Collection*, which got a luke-warm reception from us (beat-'em-ups do tend to age quicker than most other gaming genres!), but the scope for other Capcom gems to make a re-entry into the 90's gaming scene is immense. Other titles that could appear on the Generations discs are *Commando, Bionic Commandos, Side Arms, Forgotten Worlds, Strider* and *Final Fighter* – what a treat that would be!



[ABOVE] Feel a tingle go down your spine when playing *Ghosts 'n' Goblins* all over again.



[ABOVE] If top shoot-'em-up action is your thing, then *1943* is still up there with the best.



[ABOVE] Amazingly, the game still looks as fresh as it did all those years ago. Although this is partly due to the fact that the graphics have been touched-up to look crisper.

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.

BEEF CAKE! Apparently, Acclaim is working on a PlayStation game based on **South Park**, the new cult cartoon series to feature on Satellite TV. There are no actual details as to what the game will contain, but if it is anything like the programme then there will be swearing and death in vast quantities.

You've all played with a **Tamagotchi** right? Well now, to tie-in with the World Cup, you can buy a special **Footix** (that's the France '98 official mascot) virtual pet that must be fed, watered and trained for the tournament. Er... great!

Psygnosis has announced an impressive quota of PlayStation titles for the forthcoming year including **F1 '98, ODT, Colony Wars: Vengence, Psybadek** and **Global Domination**. More is reported to be coming at the forthcoming E3 trade show. So more news next month.

The new and improved versions of the **ISS** series won't make it out to the shops in time for the World Cup. Both the PlayStation and N64 versions of **ISS '98** were originally intended for a May release, but both have now slipped right back down to the second half of the year. On a slightly lighter note, the original **ISS Pro** game is now available to buy on the Platinum range.

B-MOVIE SHOOT – 8
Exclusive first screenshots and news on this new odd-ball title from GT Interactive. Want to know more about the impending alien invasion? Turn to page 8 now!

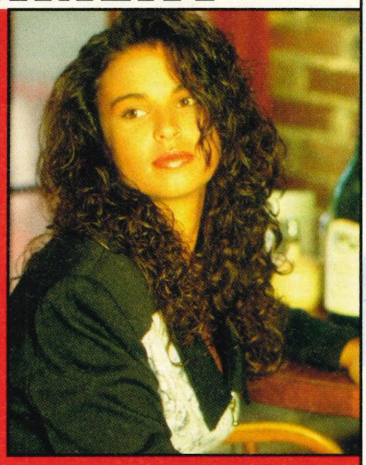
BOND'S BACK! – 12
Secret agent 007 prepares for his first Playstation adventure. Is it a *Goldeneye* beater? Check out the screenshots for yourself on page 12!

RE2 BLOODLINES – 14
Do you want the definitive guide to who's who in the *Resident Evil* games? We show you the entire cast to date, and explain their role in the dreaded plot!

ENTERTAINMENT USA

with Cat Bucannon

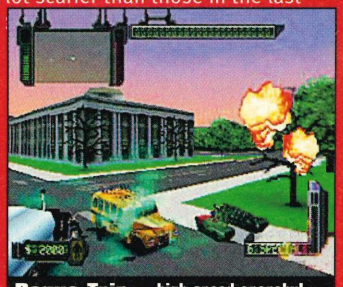
Regular monthly reports about the happening events in the land of the free from the Play American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and smuggle out top secret screenshots in her knickers!



Why, looky here, if it isn't the first in-game screenshot of **Alien Resurrection**, the eagerly-anticipated movie tie-in game from Fox Interactive. As you can clearly see, the action is viewed from a third-person perspective and you can choose to play as a selection of different characters from the smash-hit film. As you can see, the in-game aliens are also looking a lot scarier than those in the last



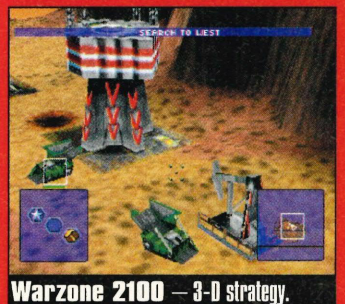
Alien Resurrection – scary!



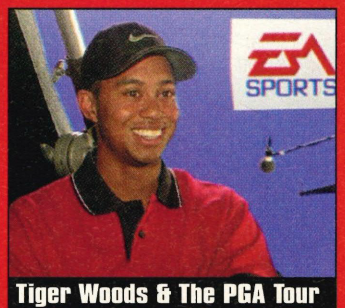
Rogue Trip – high speed anarchy!

Fans of **Twisted Metal**, get ready for more high speed anarchy because SingleTrac is currently working on a sequel, of sorts. Although the third TM game is being coded in-house by Sony, SingleTrac is working on **Rogue Trip** – the unofficial sequel to **Twisted Metal World Tour.** Details as to what the game will contain are very sketchy at present, but we are hoping for the full unveiling at this month's E3 show.

The next release from Eidos is a new action strategy game called **Warzone 2100**. Set on Earth in the 21st Century, the aim of the game is to conquer North America and win back lost technologies. Developer Pumpkin Studios is headed by Jim Bambra, former leading light on Microprose superb X-Com series, so expect amazing results when it hits the shelves. It will also feature a link-up option. Praise the lord!



Warzone 2100 – 3-D strategy.



Tiger Woods & The PGA Tour

Electronic Arts has signed a deal with golf's number one goldenchild, Tiger Woods to use the star's name to promote the next PGA Tour game. **Tiger Woods & The PGA Tour** (sounds like a band to me!) will allow gamers to compete as, or against the superstar on the official PGA courses. There are also 15 other golfers included in the package including Peter Jacobson, Brad Faxon and Davis Love III.

B-MOVIE

LIGHTS, CAMERA, ACTION!

GT Interactive is about to venture into the seedy realms of the self-styled crap world of cinema with its new release, cunningly entitled, *B-Movie*. The game is a spoof affair along the same lines as *Mars Attacks* and is reported to be a bit like *Defender*, but in sexy 3-D and complete with cattle, people, guns, spaceships and aliens. The idea is to collect turrets and set them up to protect villages while shooting aliens and beaming up humans. Sounds great to us!



[Above] **Watch the skies because *B-Movie* is swooping down to take the planet by storm. What we really want to know is whether or not you can destroy the White House. Failing that, Downing Street will do!**



[Above] **Crikey! We know that aliens are invading mate, but you could use a holiday!**



[Above] **The chances of anything coming from Mars, are a million to one... they say.**

GORE CONTROL

ASCII RELEASE NEW *RE* JOYPAD!

Third party peripheral makers, ASCII, has just unveiled its new joypad to tie-in with the launch of *Resident Evil 2*. Designed for use with all three *RE* games, the pad features a unique 'Gun Grip' trigger and handle, plus the ideal button layout to handle the zombie onslaught. The Japanese version even comes with memory card stickers and a set of *RE2* refreshing herbal teas. Genius!



[Above] **The ASCII *Resident Evil* pad – turn to page 94 for a full tried and tested review!**

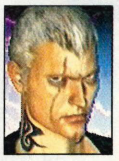
PLAYBOYS...

Every ship needs its rats to guess when the storm's coming. And here they are, the PLAY staff, complete with useless info!

Ryan Butt
When the World Cup happens, Ryan will be down the local pub sinking cool ale and wearing his 'Sutton For England' t-shirt. Happy of course.
ryan@paragon.co.uk



Graeme Nicholson
When the World Cup happens, Graeme will be at home, sipping tea, watching the Live Channel, oblivious of the actual event. Happy of course.
silencio@paragon.co.uk

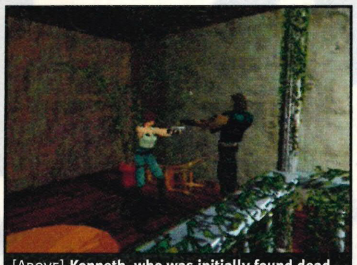


Tom Sargent
When the World Cup happens, Tom will be unconscious, with alcohol poisoning, dreaming of the impossible dream. Happy of course.
tomsargent@paragon.co.uk



UNDEAD!

WHO WILL BE THE NEXT S.T.A.R.S ZOMBIE?



[ABOVE] Kenneth, who was initially found dead in *RE* returns in *The Director's Cut*... as a zombie!



Jill 50-1



Chris 3-1 ON

Think about it, first Kenneth made a B-line for your jugular in *The Director's Cut*, and then Brad the pilot turned super zombie in *Resident Evil 2*. So what is it with old *RE* cast re-emerging in cameo roles as flesh-chewing zombies? It seems that nobody is safe from the noxious over-exposure to the dreaded 'T' and indeed 'G' virus so now the big question is who will be next? Here are the PLAY odds for the remaining S.T.A.R.S members to re-emerge in *Resident Evil 3* (which is being developed as we speak) as rotting, maggot-infested chutney-spewing cannibals... !



Barry 5-2



Rebecca 33-1



[ABOVE] Brad Vicars, the friendly pilot bloke makes a comeback in *RE2*... as a super zombie!

NEW STALKER FOR PSX

CAPCOM'S DARKSTALKERS 3 DUE SEPTEMBER

Capcom is rolling them out now! Hot on the heels of *X-Men Vs Street Fighter*, a PlayStation version of *DarkStalkers 3: Jedah's Damnation* has been announced for a September release in America and Japan (the PAL version should follow shortly afterwards). The game once again brings back the popular supernatural characters from *DarkStalkers* and *Night Warriors* and also introduces four new demonic fighters into the fray. There are now 18 in total including the new blood – Jedah, the Messiah of Darkness, Q-Bee (a Queen Bee that calls on her buzzing army in times of need), Lilith (Morrigan's little sister), and B. B. Hood (an Uzi-toting 'Little Red Riding Hood'!). Also in addition to what the previous games offered is a new custom combo 'Dark Force' move that apparently propels the fights into a new dimension by opening numerous possibilities to string together special moves, multi-hit combos and other devastating secrets. There will also be a Visual Story Mode that will allow players to explore a *DarkStalkers 3* museum containing a gallery full of exquisite artwork. The game will also feature re-worked graphics and visual effects to ensure that it is a real crowd-pleaser! Expect a lavish preview as soon as we get hold of a copy.

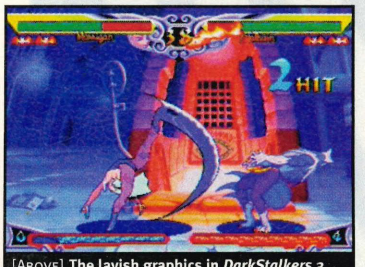




[ABOVE] New character, Q-Bee, calls upon her army of angry killer bees to inflict some serious stingage on poor old boy, Demitri. It'll take a lot of antiseptic to clear that lot!



[ABOVE] New character B.B. Hood declares the cat-hunting season well and truly open.



[ABOVE] The lavish graphics in *DarkStalkers 3* look more like paintings than actual animation.

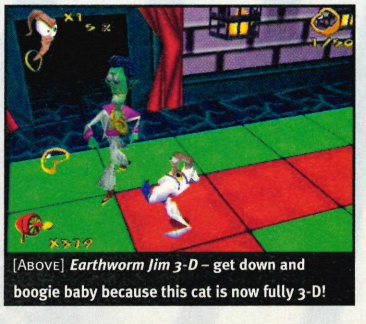


[ABOVE] New devastating combo systems will rip into your foes health like nobody's business!

THE WORM HAS TURNED

EARTHWORM JIM 3-D COMING TO PSX

Earthworm Jim, that loveable video game character, created by Dave Perry and his Shiny boys, is back in a full 3-D adventure due out on PlayStation later in the year. Developed by VIS Interactive for Interplay, *EJ 3-D* was intended to be a sprite-based pseudo 3-D game, but that idea has been scrapped in favour of Jim now becoming a more dynamic 3-D character with extra abilities. A worthwhile alteration as the game is now looking very slick.



[ABOVE] *Earthworm Jim 3-D* – get down and boogie baby because this cat is now fully 3-D!

JAP'S EYE



ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

G Darius, the latest incarnation of the hit arcade shoot-'em-up series has been ported over to PlayStation and is out now. The home version adds two new modes and a high-speed rapid fire button. The first of these modes is the novel 'Vs Boss' mode, where you alone practice your skills against the bosses; the second is a 'Beginner' mode, which allows the novice to begin the game with enhanced weapons.



G Darius – out now from Taito.



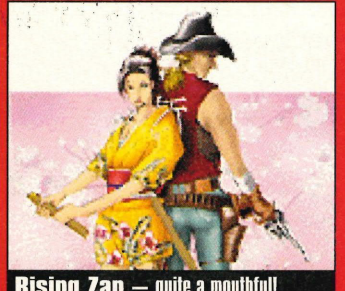
B.L.U.E Legend Of Water

Hudson recently announced its intention to launch a new underwater adventure, **B.L.U.E Legend Of Water** in time for a summer release. It involves the exploration of 3-D underwater environments such as ancient civilisations and sunken ships. You play as feisty young 17 year-old female researcher, Maia, and with the aid of a trusty dolphin sidekick, Luka, search the vast underwater worlds.

In the land where role-playing-games are commonplace, Atlus has just released **Rebus**, a one or two player game, where the fantasy story concerns the battle for a magical substance that can be used to create weapons, spells, armour, mythical monsters and other commodities. There are two parallel scenarios, one where you play as a male character and the other as a female.



Rebus – two parallel scenarios!



Rising Zan – quite a mouthful!

A new third-person adventure entitled **Rising Zan: The Samurai Gunman** (phew!) heads Ascii's list of titles to be showcased at E3 in Atlanta. PLAY can reveal that you control one of two characters armed with only a sword and a gun as you traverse 12 diverse stages facing over 40 different types of adversary and seven end-of-level bosses. There is also more coming from ASCII that we'll reveal soon.



OUT NOW...

Guide To World Cup 98 **(ISBN 1-873650-33-7) is available from all good newsagents from 7 May priced just £3.95. Packed with profiles, players and pictures, it's the ultimate souvenir to the biggest sporting event of the year. Reserve your copy now!**

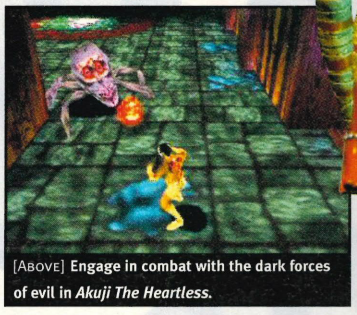
CRYSTAL GOLD

NEW GAMES FROM THE DYNAMIC LADS!

American software developer Crystal Dynamics has announced a trio of exciting new titles to hit the PlayStation throughout the forthcoming months. The company responsible for the *Pandemonium* games and *Gex 3-D* has some very high profile treats in store, including the eagerly anticipated follow up to *Blood Omen: Legacy of Kain*. Entitled *Legacy of Kain: Soul Reaver*, the sequel once again features the vampire with attitude, but this time he has recruited some henchmen from the underworld. Scheduled for an October release, *LOK: Soul Reaver* is looking spectacular, and we'll have the full scoop next month.

Also on the way is *Akuji The Heartless*, a 3-D combat action epic set in a world fuelled by the elemental power of voodoo. We saw a FMV intro to this game running six months ago, but now that gameplay elements have been slotted together and the game is looking very tidy indeed.

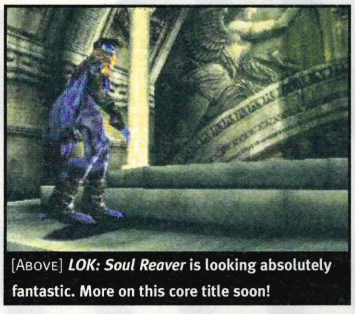
Rounding off the trio is *The Unholy War*, a 3-D strategy game that pits two cabative tribes against one another for domination of a distant planet. Both *Akuji* and *The Unholy War* are scheduled for September.



[ABOVE] **Engage in combat with the dark forces of evil in *Akuji The Heartless*.**



[ABOVE] **Have you ever danced with the devil in the pale moonlight? Evil lurks in *Akuji!***



[ABOVE] ***LOK: Soul Reaver* is looking absolutely fantastic. More on this core title soon!**



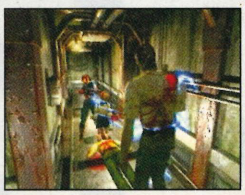
[ABOVE] **3-D strategy is the order of the day in *The Unholy War*. Impressed?**

ON THE RACK PAL

PAL conversions about to hit the shelves and how they match up to their Japanese originals...

RESIDENT EVIL 2

The PAL version of Resident Evil 2 is more or less identical to the US import. We initially thought that some of the more bloodthirsty cut scenes would be edited out, but this is not the case. So sit back, turn off the light and enjoy it in all its terrifying glory!





OUT NOW...

Stuck on a PlayStation game? Fret not because *PlayStation Secrets, Strategies & Solutions* is available to buy now from all good book shops. It features over 250 games, and contains over 2000 cheats. It's priced at £9.95 and would make a great gift!



OUT NOW...

Hitting the shelves on May 7th, *PowerStation* 22 features the complete walkthrough solution for **Resident Evil 2** with exclusive maps, an exclusive **Gran Turismo** guide, **Tekken 3** secrets revealed, **Gex 3D** guide (part 2), a **Soul Blade** special, and thousands of cheats.

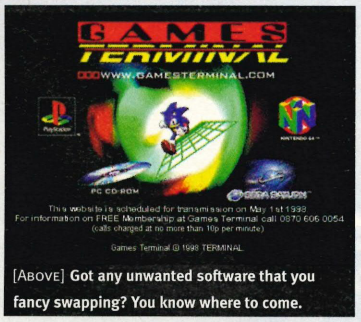
SWAP-SHOP

NET-TRADING!

Now that the video games industry is thriving like never before, and the Internet is fast becoming an invaluable trading tool, it was only a matter of time before the two merged to serve the gamesplaying public – enter Terminal!

Terminal is a web site devised purely for the buying, selling and swapping of PC-CD, Nintendo, Amiga, Sega and PlayStation games. For a yearly subscription of just five pounds, members can purchase new software with money back offers, swap products with other members or simply sell unwanted games. Sue Malcom, a director of Terminal commented: " The potential of connecting members with second hand games to an unlimited audience will revolutionise this market." She also added: "This is very much a membership in its truest sense of the word – the site is designed with the user very much in mind and we will constantly monitor feedback from our members and evolve the site to meet their requirements".

The Game Terminal site went live on Friday 1 May, and if you're interested, Terminal is offering 500 free subscriptions to PLAY readers, all you have to do is ring 0870 606 0054 and mention PLAY Magazine. The site address is: **www.gamesterminal.com**



[ABOVE] Got any unwanted software that you fancy swapping? You know where to come.

PSYGNOSIS SWITCH TEAMS FOR *F1 '98*

BIZARRE PIT CHANGE

Just six months ahead of the scheduled October release, Psygnosis has announced that Bizarre Creations will not be responsible for the third game in the massively successful *Formula One* series. According to Psygnosis, Bizarre Creations felt it needed a new challenge and after the first two *F1* games, plus contributing to *Newman Haas*, it felt it was time to move on.

Psygnosis for its part, is very eager to maintain the enthusiasm and freshness which Bizarre brought to the first games. As a consequence, they have signed up Visual Sciences, the Scottish development team of *Myst* fame.



[ABOVE] *F1 '98* is on the way, but it won't be coded by Bizarre Creations.

CHARTS

In association with ChartTrack

Pos	Game	Developer	Publisher	Score
1.	Tomb Raider	Core Design	Platinum	94%
2.	Tekken 2	Namco	Platinum	95%
3.	Crash Bandicoot	Naughty Dog	Platinum	84%
4.	Die Hard Trilogy	Fox	Platinum	92%
5.	Micro Machines	Codemasters	Platinum	92%
6.	Destruction Derby 2	Psygnosis	Platinum	82%
7.	FIFA: RTWC '98	EA Sports	EA	91%
8.	Deathtrap Dungeon	Eidos	Eidos	86%
9.	ISS Pro	Konami	Platinum	84%
10.	Grand Theft Auto	DMA	BMG	88%

READERS' MOST WANTED

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

Pos	Game	Developer	Publisher
1.	Vigilante 8	Luxoflux	Activision
2.	Ehrgeiz	Namco/Square	Namco
3.	ISS Pro '98	Konami	Konami
4.	Ninja	Core	Eidos
5.	Premier Manager '98	Gremlin	Gremlin

PLAY CLASSIC RECOMMENDS



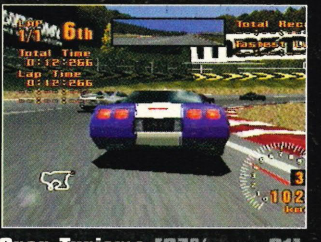
Tekken 3 [97% PLAY 34]
The best beat-'em-up around!



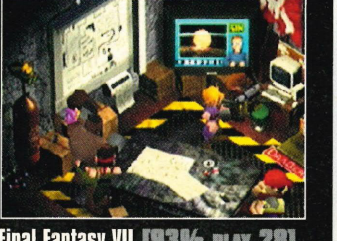
Resident Evil 2 [96% PLAY 32]
Extraordinary gore-fest. Superb



Gex 3D [92% PLAY 33]
State-of-the-art platformer



Gran Turismo [97% PLAY 31]
Next generation racing, now



Final Fantasy VII [93% PLAY 28]
Cutting edge role-playing action

GRAN TURISMO

Well, despite all the talk of a PAL version of Gran Turismo that would beat the Japanese one on all counts, the UK version of GT has standard black borders, but the speed is absolutely breathtaking. It would appear that Sony is true to its word on this occasion!



STAR WARS: MASTERS OF TERAS KASI

It was a duff fighting game on import and the PAL conversion has done it no justice at all. It is still a no-frills fighting game with nothing but the flash licence to redeem it. Shame.





ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, as if you couldn't guess...

TEKKEN 3

We've been running a production line, copying this data file for sad gits that can't be arsed to find all the secret stuff for themselves. We have also found more secrets to be unveiled soon!

COOL BOARDERS 2

After finally managing to get the secret Snowman character, office staff were told in no uncertain words "delete this and die!" Needless to say, it is still on the cards!

UNKNOWN

Any guesses as to what this strange offering could be? We honestly haven't got a clue. The Jap text that comes under this icon could be absolutely anything. If you know, write in!

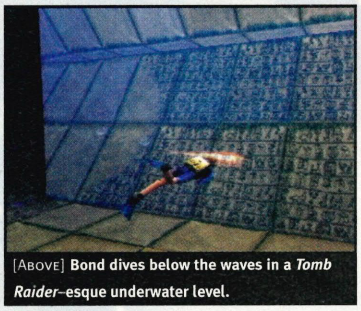
AH MR BOND!

007 FINALLY ARRIVES ON PLAYSTATION

Since *Goldeneye* was released on the Nintendo 64, it feels as though the shoddy product-owning contingent has got one over on us... well not any more! James Bond 007 is coming to PlayStation in *Tomorrow Never Dies*, a frantic multi-level action game based on Bond's latest big screen adventure. As you can see from the screenshots, the game changes in style depending on which level you're on. It's got the *Goldeneye* all-out shooting in a first-person perspective levels, but much more besides. Check out these exclusive pictures!



[ABOVE] **"You talkin' to me?" Bond gets busy doing what he does best... no, not seducing beautiful women with dodgy accents, but killing baddies with a multitude of impressive firepower.**



[ABOVE] **Bond dives below the waves in a *Tomb Raider*-esque underwater level.**



[ABOVE] **Hurtle down snow-covered mountains at death-defying speeds. It can only be Bond!**

THOSE RELEASE DATES IN FULL

All these games should be out on the shelves in the next two months.

May/June

- Dead Ball Zone (GT)
- World Cup 98 (EA)
- Premier Manager '98 (Gremlin)
- Klonoa (SCEE)
- Cardinal Syn (SCEE)
- Gran Turismo (SCEE)
- World League Soccer (Eidos)
- Forsaken (Acclaim)
- Tommi Mäkinen Rally (Europress)
- WCW Nitro (THQ)
- Vs (THQ)
- ISS Pro (Konami)
- Point Blank (SCEE)
- Bomberman World (SCEE)
- Tombi (SCEE)

AND THE SLIPPERS...

Game (publisher)	Was	Now
Viva Football (Virgin)	May	September
ISS '98 (Konami)	May	September

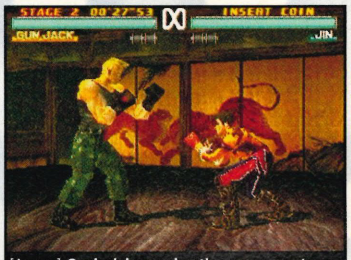
FANCY DRESS

NEW TEKKEN 3 COSSIES REVEALED!

Since our review last month, we have discovered some startling new tricks in *Tekken 3!* By playing as various characters a certain number of times, you'll be able to unlock the respective characters' extra set of clothes if you use the 'Start' button to select them. So far, we've exposed snazzy new outfits for Jin (play as him 50 times), Gunjack (10 times), Anna (25 times) and Xiaoyu (50 times). There may be more to find by using other characters a vast number of times, but these are the only ones to come out of the closet so far. It has also been rumoured that you get more endings for different costumes!



[ABOVE] **Anna is wearing the new Cruella De Ville range with matching floppy hat.**



[ABOVE] **Gunjack is wearing the same sweaty vest his predecessor wore in the original *Tekken*.**



[ABOVE] **Jin dons a pair of pants that not even Rupert the Bear would be seen dead in.**

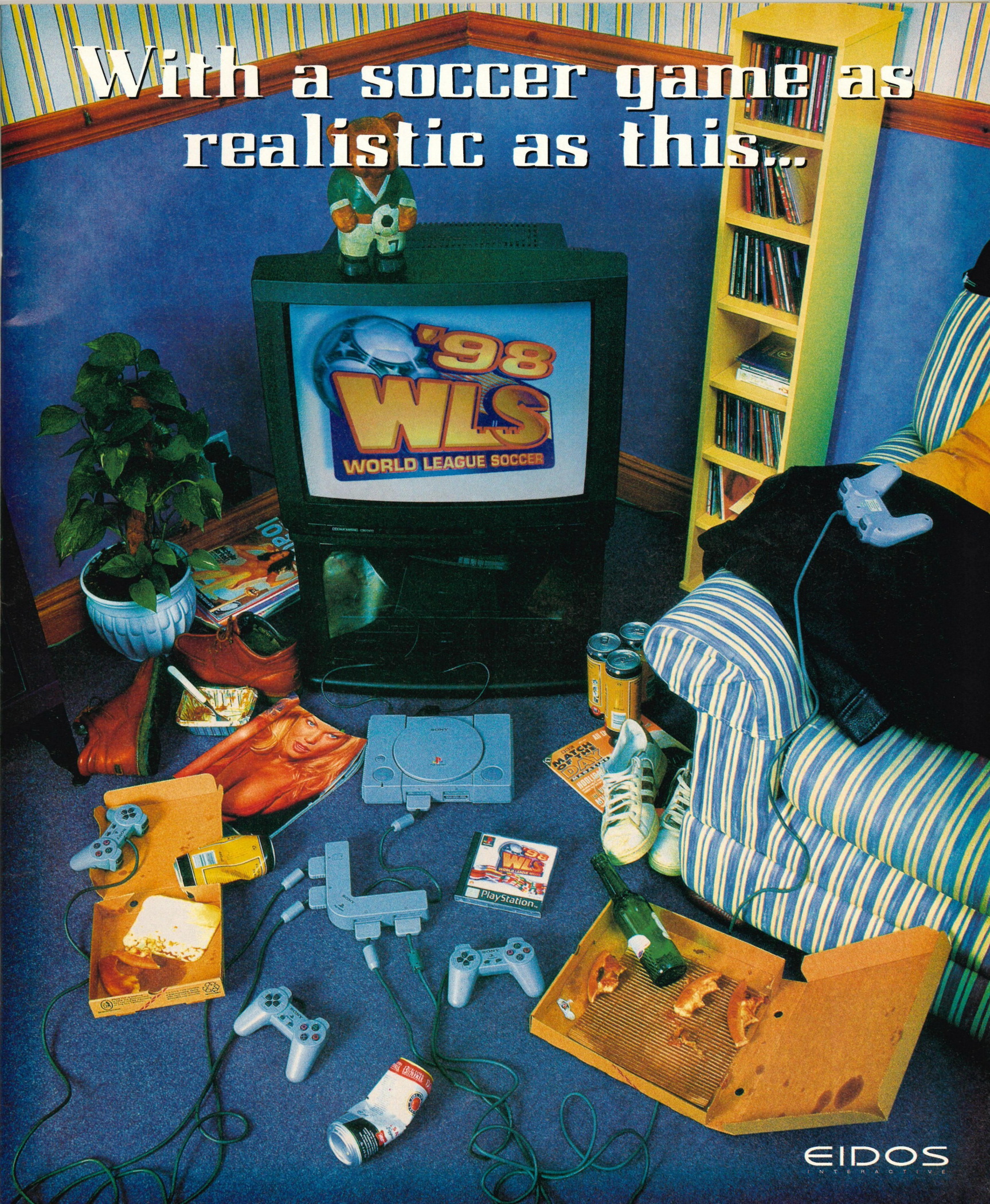


[ABOVE] **Xiaoyu reverts back to her school uniform. Time for some corporal punishment!**

SHOCK UPDATE

SONY ANNOUNCES RELEASE FOR DUAL SHOCK PAD

Sony Computer Entertainment has finally committed itself to a solid release date for the Dual Shock Analogue Controller. It has stated that the controller will appear in Britain on 15 May. The confirmation means that gamers will be able to appreciate the two independently vibrating mechanisms and modified analogue thumbpads. The new Dual Shock controller will be released to coincide with the PAL release of *Gran Turismo* (which is strangely a week earlier!). Expect the joypads to fly off the shelves.


With a soccer game as realistic as this...
'98 WLS
WORLD LEAGUE SOCCER
MATCH OF THE DAY
PlayStation
EIDOS
INTERACTIVE

BOUND BY BLOOD

THE DEFINITIVE GUIDE TO THE RESIDENT EVIL CAST

Oh dear... this whole business with the G-Virus in *Resident Evil 2*, very nasty! For two games now (three if you count *RE: The Director's Cut*) people have been terrorised by some kind of genetic-mutating virus, several of which have met with a grizzly demise.

Now that Capcom is working on *Resident Evil 3*, let us all recap on who's who in the *Resident Evil* test tube and observe how the paths of the cast have crossed in the battle against the virus and those that control it. If we've missed anybody out, then they're probably already dead!



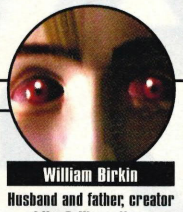
Tofu
Tongue-in-cheek agent sent by Umbrella to get G-Virus.



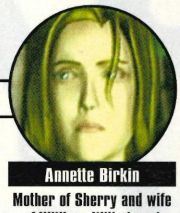
Hunk
Special agent sent by Umbrella to get the G-Virus.



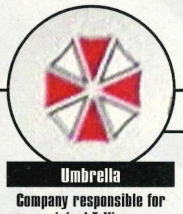
G-Virus
Highly dangerous bio weapon created by William. More powerful than the T-Virus.



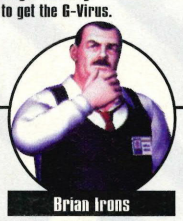
William Birkin
Husband and father, creator of the G-Virus. Now a psychotic mutant.



Annette Birkin
Mother of Sherry and wife of William. Will stop at nothing to protect him.



Umbrella
Company responsible for original T-Virus.



Brian Irons
Police Chief, Leon's new boss and traitorous sod.



Sherry Birkin
Lost girl, neglected by her parents who is befriended by Claire in RE2.



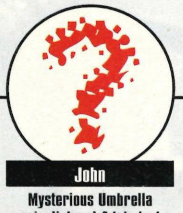
Rebecca Chambers
Chris' accomplice in the first RE game.



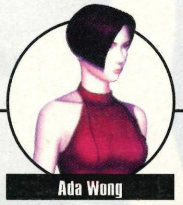
Chris Redfield
The brother Claire came to see. Star of RE1.



Jill Valentine
Chris' partner in the first Resident Evil game.



John
Mysterious Umbrella scientist and Ada's lost boyfriend.



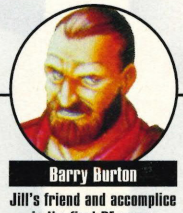
Ada Wong
Mysterious spy who falls in love with Leon, and then dies!



Leon S. Kennedy
The new rookie cop in town and star of RE2.

Claire Redfield
Girl from outta town, and other star of RE2.

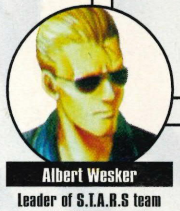




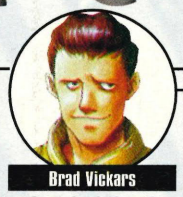
Barry Burton
Jill's friend and accomplice in the first RE game.



Ben Bertolucci
Reporter friend of Ada that learns the secret of the G-Virus... and dies!



Albert Wesker
Leader of S.T.A.R.S team and traitorous sod!



Brad Vickars
Comrade who turned zombie in Resident Evil 2 (Special Key holder).



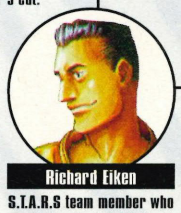
Kenneth J. Sullivan
Comrade who turned zombie in RE: The Director's cut.



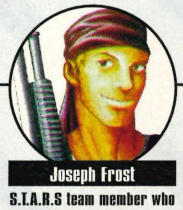
Forrest Spike
S.T.A.R.S team member who died in Resident Evil.



Enrico Malini
S.T.A.R.S team member who died in Resident Evil.



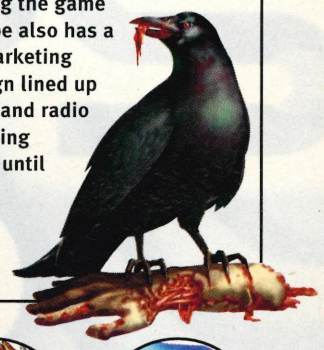
Richard Eiken
S.T.A.R.S team member who died in Resident Evil.



Joseph Frost
S.T.A.R.S team member who died in Resident Evil.

IT'S A MONSTER

At the time of going to press, *Resident Evil 2* was on course to completely obliterate the PlayStation software sales records with 200,000 units shipping to the UK for the first day. The game has broken all records elsewhere with three million copies being sold worldwide to date. Virgin, who is releasing the game in Europe also has a huge marketing campaign lined up with TV and radio advertising running until June.





OUT NOW...

If you get stuck solving the mysteries in *Resident Evil 2*, have problems killing those genetic mutants, or just want to know all of the secret stuff, then help is at hand. *Resident Evil 2: Secrets, Strategies & Solutions* brought to you by Paragon Publishing (priced £3.95) offers 100 full colour pages of maps, hints, tips, walkthroughs and character guides – everything you need to know infact to escape Raccoon City alive! Alternatively, you can seek much needed assistance from the book that comes free with this copy of PLAY Magazine, completely free of course!

STOP PRESS!

Just as this issue was going to press, we discovered the info that every *RE2* player is desperate to know – how to key an 'A' ranking. You must start a new game with any character, obtain the 'Special Key' at the start of the game, then complete it in under two and a half hours only saving twice. We'll have more on this next month!

...it's easy to get carried away!

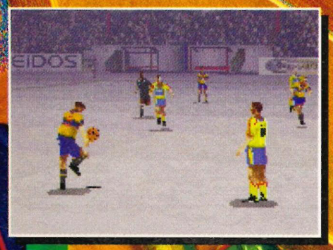
If you find yourself having a communal post-match bath round your mates house, don't panic. You've probably just had a palm-sweating, pulse-pounding, ultra-realistic World Cup semi-final on World League Soccer - the best ever soccer game to hit your PlayStation.

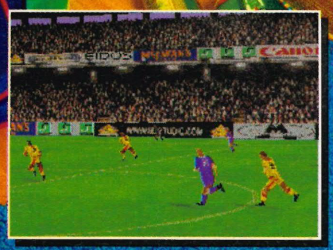
WLS takes 3D football games to a new level of excellence. Stunningly presented with attention to detail that will mesmerise you including:-

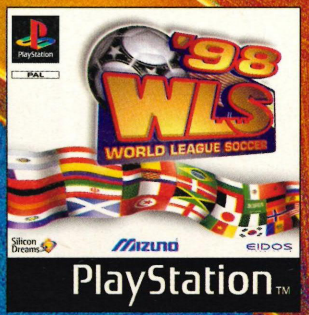
- Motion-capture featuring Les Ferdinand
- Realistic camera angles
- Amazing 50 frames per second
- Post-pub satisfying 4 player capabilities

So get in the beer, order the pizza and turn on the hot water ...it's time for kick-off!









Mizuno

Silicon Dreams

EIDOS INTERACTIVE

PlayStation

Also available on PC CD & SEGA SATURN

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WIN A 25 INCH TV WORTH £600!

VICTORY IS YOURS

The greatest football experience on PlayStation is *World League Soccer*, and to commemorate the release of this premier title, we've teamed up with Eidos for a huge give-away worth a cool grand. Not only will the winner blag a fabulous Sony TV and an official *World League Soccer* T-Shirt, but three runner-up will get their mitts on some seriously flashy Mizuno sportswear. OK so you won't get the prize in time for the finals, but who cares? You can always tape them and watch them over and over on this fabulous hunk of television perfection. Or perhaps you could venture forth to the local park (minding the dog poo) and recreate those fabulous goals, all decked out in your snazzy new Mizuno boots and attire.



FEATURES INCLUDE:

- 68cm visible FST screen (29" tube)
- Super Trinitron
- Dolby Pro Logic Surround Sound
- Power Surround subwoofer included
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- Parental lock
- Auto tuning, labelling and sorting
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- Headphone socket
- Front A/V including S video
- Rear Surround speakers supplied
- Cabinet supplied





To win this luxuriant prize, you must answer the simple question below.

How many teams have qualified for this year's World Cup finals in France?

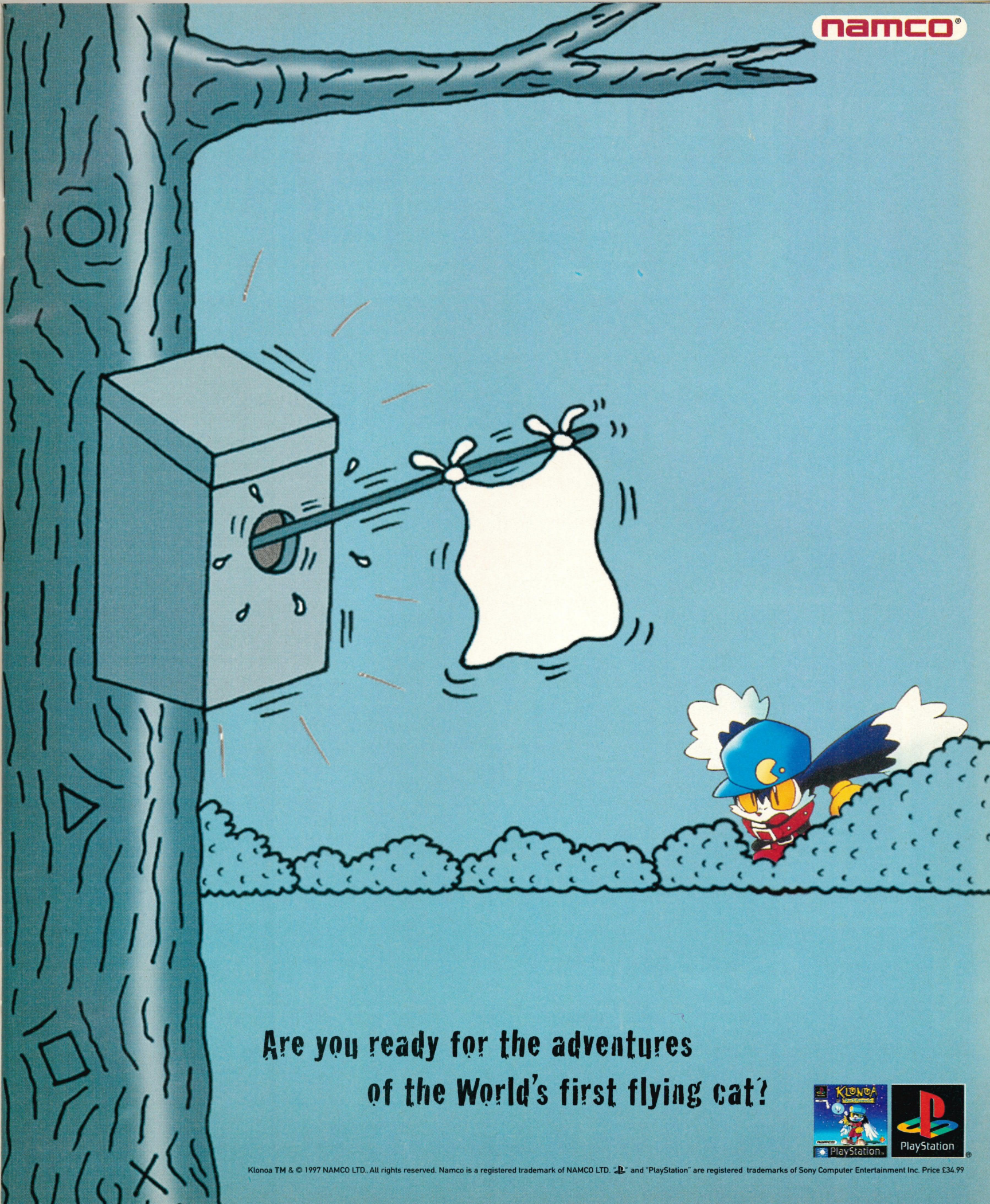
(a) 16
(b) 24
(c) 32

Three runners up will each receive a wardrobe full of Mizuno sportswear, including: a pair of Pro football boots, a sports bag, a cap and a *WLS* T-Shirt. Send your entries ASAP on the back of a postcard or a stuck-down envelope, together with your name and address and send it to:

They think it's all over...
PLAY MAGAZINE, Paragon Publishing, Paragon House St. Peter's Road, Bournemouth, Dorset BH1 2JS

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Eidos may not enter. The closing date 4 July, 1988. 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.

READ THE WLS REVIEW ON PAGE 36



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THE GAM

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

Forsaken

PLAY CLASSIC

THE BIG GAME



18 It's about time that a decent 3-D engine has been developed, and you'd be forgiven for thinking that *Forsaken* on PlayStation looks like a PC game... it looks that smart! We've got the full review of this surging tunnel shoot-'em-up, and we've never seen anything quite like it! Load up your big guns for the ultimate blast!



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...

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 tell you about the 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



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

The GAMES THAT Time Forgot

You'll see this ominous logo every time a game's 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.

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

Workstations

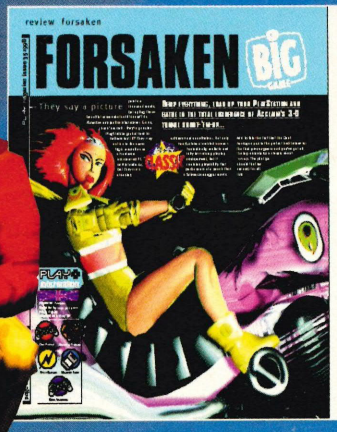
You want in-depth features on the latest software? You got it! The latest games exposed.

NINJA 26
TIME CRISIS 2 28
SMALL SOLDIERS 30
WARGAMES 32







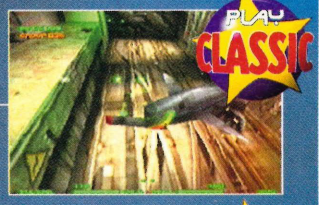


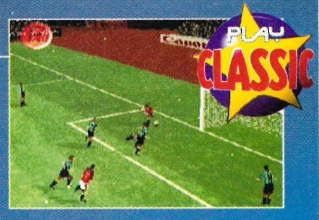


Play Reviews

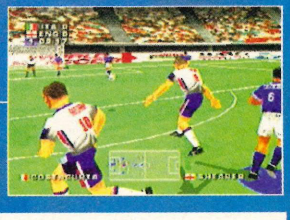
Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PlayStation game without seeing what we gave it first.

FORSAKEN 20
WORLD LEAGUE SOCCER 36
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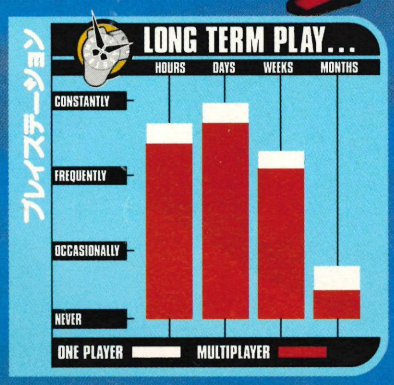






Challenge Box

This 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.



Wired Up

Sneaky peeks at games either too big to be ignored, or a final assessment before it's reviewed.

BATMAN & ROBIN 80
BLASTO 81
ATARI VOL 2 81
DUKE NUKEM 82
MR DOMINO 83
V BOXING 2 83
COLIN MCRAE RALLY 84
ROAD RASH 3-D 84
POCKET FIGHTER 85
KICK OFF WORLD 85

FORSAKEN

THE BIG GAME

Written By Tom Sargent

They say a picture paints a thousand words, but ogling these beautiful screenshots still doesn't do *Forsaken* any justice whatsoever. Go on, check 'em out – they're genuine PlayStation grabs! Hard to believe isn't it? They may not be in the same high resolution as a hardware accelerated PC or Nintendo 64, but they are a stunning achievement nonetheless. Not only has Acclaim stumbled across a fantastically-realistic and fully-immersing playing environment, but it contains playability that packs more of a punch than a Schwarzenneggar movie. Add to this the fact that the Dual Analogue pad is the perfect bed-fellow for the first-person genre and you've got all the ingredients for a classic shoot-'em-up. The plot (or should that be excuse) for all this

DROP EVERYTHING, LOAD UP YOUR PLAYSTATION AND BATHE IN THE TOTAL LUXURIANCE OF ACCLAIM'S 3-D TUNNEL SHOOT-'EM-UP...

PLAY CLASSIC



PLAY information

Publisher: Acclaim
Supplied by: 0171 344 5000
Price: £39.99
Release date: May '98

ONE PLAYER

MULTIPLE PLAYERS

SPLIT SCREEN

MEMORY CARD

DUAL ANALOGUE

PSYCHO PSYCLES

BEARD Rides around with his dead buddy on Brough superior 119. Lives life in line with the 'biker's ethic'.



CERBERO An outworld bounty-hunter who preys on the scum of the universe. He has a titanium heart.



CUVEL CLARK He is your average, cunning, double-crossing, gambling, swindler...



EARL SLEEK Cruising into town, bass drums driving home a P-funk groove, he is the purveyor of fine gems and jewellery.



EX-COP Threw away an exemplary record after a blood-frenzied drugs bust saw him take down fellow officers.



JO The ultimate computer-junkie with a laid back sleazeball character.



FOETOID A hideous genetic mutation contained within a life-sustaining steel womb.



HK-5 Intended as the last word in cyber controlled attack craft, HK-5 was a disaster waiting to happen. Programmed for self-sufficiency.

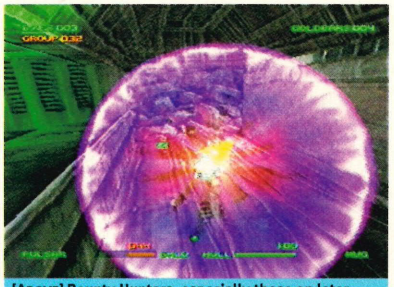




[Above] Avoid deadly surface radiation by submerging in the water until you find the exit at the other side.



[Above] Every incursion with mechanoids results in a huge firework display as you exchange shots.

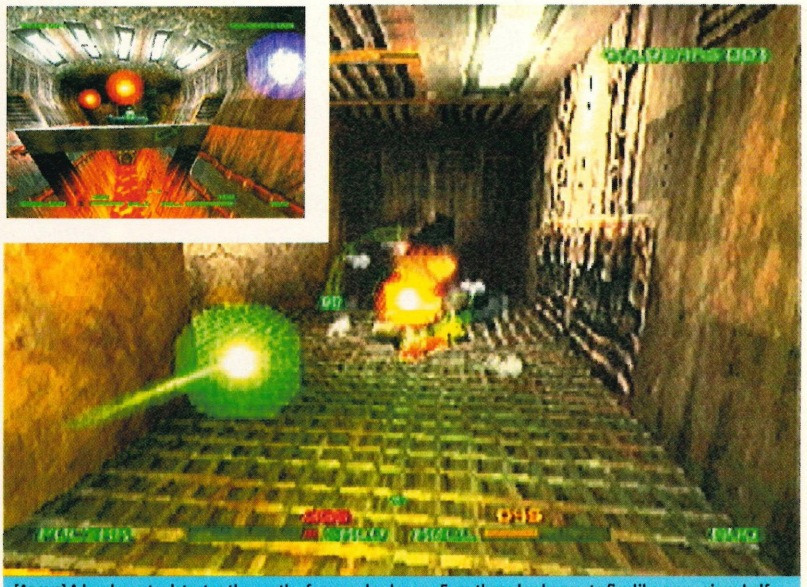


[Above] Bounty Hunters, especially those on later levels unleash deadly Trojax and Titan weapons.



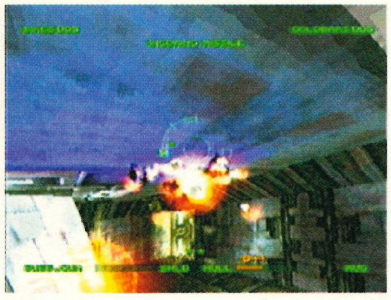
[Above] Pulling this circuit breaker down results in the whole system coming back to life.





[Above] A level one tank tastes the wrath of your pulse lasers. Even these lowly grunts fire like crazy given half a peak at you, so remember to keep strafing as you fire. [Inset] Trouble ahead as enemy tanks attack.







gratuitous violence revolves around the destruction of the Terran system, which lies derelict – a mere husk – thanks to an experiment that went catastrophically wrong on Earth. Physicists studying the very fabric of matter came across a way to manipulate it at the most basic level of subatomica, but unfortunately the first experiment created an uncontrollable fusion reaction, physically tearing the planet apart and sending a shockwave through the entire system.



Scum

Months later the whole region is condemned and it's open season on Earth – every bounty hunter and mercenary can legally loot the planet in a deadly free-for-all, and naturally enough, you find yourself in the thick of the action... one of the *Forsaken*. At a glance *Forsaken* looks like a *Descent* clone, and to a certain extent it is, but after a few minutes play you'll be wishing you'd never even heard of Interplay's popular sickness simulator, such is the quality and feel of the game. Before descending into the convoluted depths of *Forsaken's* 14 gigantic levels, you must choose from one of 16 ruthless mercenaries – each one the proprietor of a unique anti-gravity pioncycle. As you'd expect, each one has it's own strengths and weaknesses based upon speed, hull strength, shields and so on. The general rule goes as thus: the more powerful the pioncycle the slower it is; it's advisable to begin with a good all-rounder such as Nubia or Cerebro. Each level has different objectives to achieve which are outlined in the mission briefing; the first level, Volcano, is a stunning 3-D setting and pretty much sets the standard for every other level, ie rich, detailed textures with absolutely fantastic real-time lighting and masses of variety.

"A wonderful showpeice that grips like a vice!"

Maze

Developer Probe has really pulled out all of the stops to ensure that

GOLDEN GATE...

The entrance to this underwater room harbouring stacks of goodies is locked.



An audible voice informs you that the gate opens elsewhere. You must shoot this button.

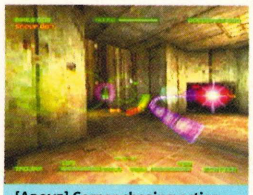


The gate has swung open leaving you free to dive in.



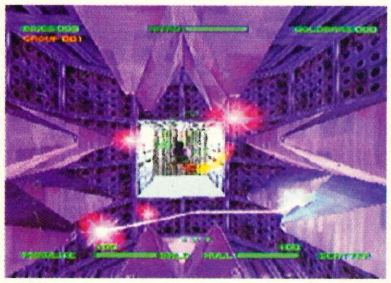
Before long you'll discover the booty. Da-daa!





[Above] Corner chasing action...











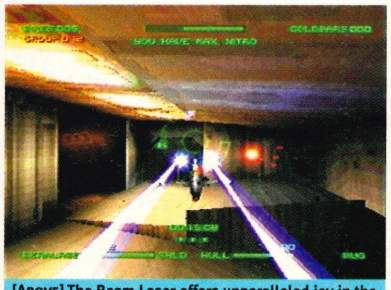
[Above] Firing from above and making liberal use of the strafe buttons an give you the crucial edge.



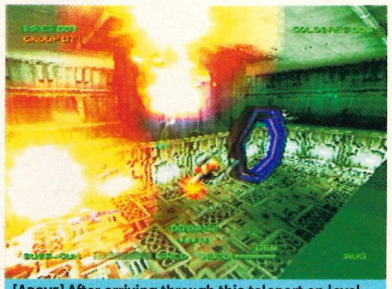
[Above] Enemies won't think twice about working together in large groups to hunt you down. Be wary of their pack mentality. [Inset] After each successful level, you are de-briefed by means of various statistics.



[Above] Not only can you become invisible, but so can some of the more devious enemies. Bugger!



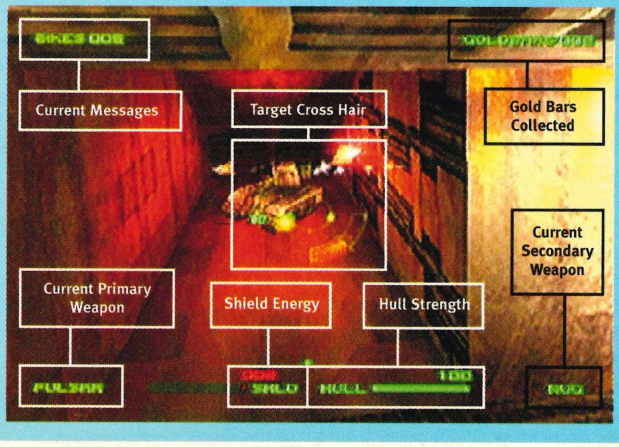
[Above] The Beam Laser offers unparalleled joy in the instant kills department.

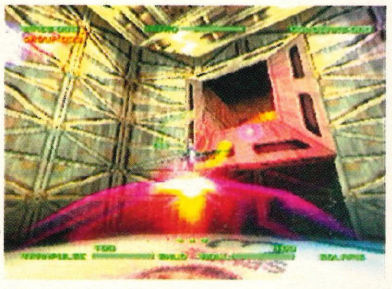


[Above] After arriving through this teleport on level three, a dozen mechanoids with mercenaries appear.

RIDING A HOTROD INTO HELL

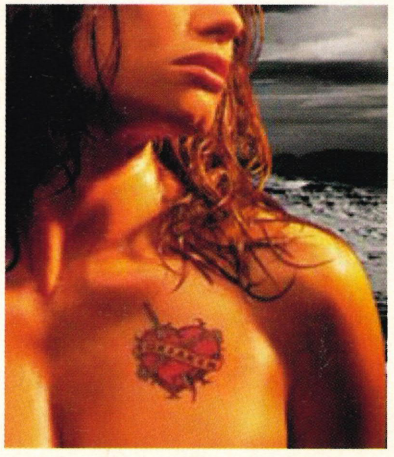
Besides blasting the living crud out of everything that so much as moves, keep a beady eye on you shields and especially your hull strength. Each time you change your primary weapon the cross hair changes accordingly.





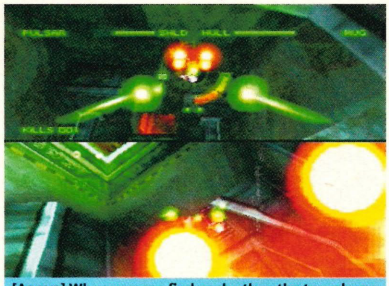


"Realistic and immersive playing enviroment..."

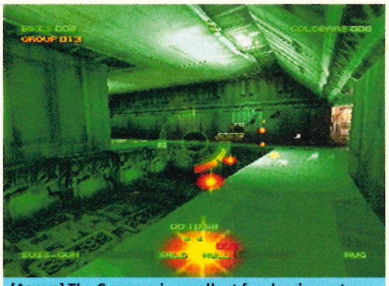




[Above] You're also up against rival bounty-hunting scum who couldn't give two tosses about your hide.



[Above] When you can find each other, the two player death match is excellent fun.

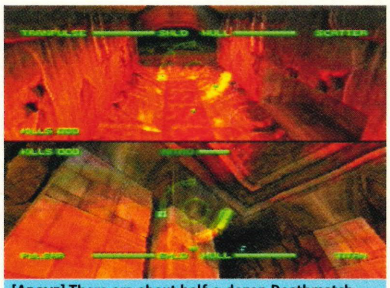


[Above] The Sussgun is excellent for clearing out large numbers of enemies on the earlier levels.





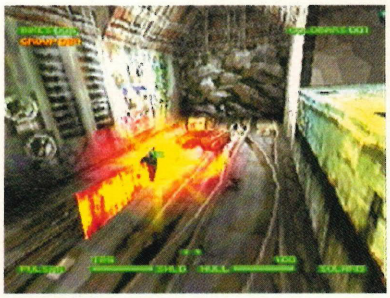
[Above] Enemies coarse around in front of you, and by the Prison Ship level they become increasingly evasive of you're attacking manoeuvres. Keep on the move and use the strafe buttons as much as possible.



[Above] There are about half-a-dozen Deathmatch only levels in total, which are thrilling affairs.







the scenery is constantly changing – it would have been so easy to base each level around one theme or set of textures, but every corner turned seems to reveal the kind of imagination and diversification rarely seen on a PlayStation game. It's a real graphical tour-de-force and more astonishing still, it isn't in hi-res, subsequently there's a fair bit of pixellation up-close, both on the background and the enemy sentries patrolling each level. As with *Tomb Raider*, movement is quite pedestrian, which suits the exploratory nature of the gameplay perfectly. Nitro boosts are littered around the place, but they're only needed at certain points in the game, such as evading mechanoids when they're swarming around you in great numbers. Each claustrophobic level requires the player to negotiate tunnels and caverns in a stealth-like fashion, otherwise

"Packs more of a punch than an Arnie movie..."

you'll soon become overcome by the sheer number of frighteningly-intelligent enemies. Charging down corridors all-guns blazing John Wayne fashion isn't recommended, unless you're a deadly shot, because even on the easiest level, they're incredibly nimble and evasive of your devastating arsenal.

Countdown

Three types of weapon are at your disposal, consisting of primary and secondary weapons, each of which can be toggled to fire in any order. Primary weapons come in the form of the Sussgun – a kind of shotgun

PSYCHO PSYCLES

L.A. JAY Has been surfing the solar waves for ages. Over-the-top attitude.



LOKASENNA Hails from one of a Martian site. Years ago she worked for the Government as an administrator.



MEPHISTOFUN A Ttec IV veteran of over a dozen droid combat wars. Pure-pumping-metal-devastation!



NIM SOO SUN Or 'The Babe with the Blades'. An ex-member of the xeno-circus.



NUBIA Once part of a bizarre biomechanoid known only as 'The Nib'. A stray heatseaker attack means Nubia now means she gets her kicks alone.



NUTTA Once an eminent physician, now a manic depressive transvestite with homicidal tendencies!



REX HARDY Born in the back of an old 18-wheeler, and makes his name running long-haul into condemned systems.



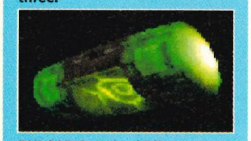
SEPTRE The victim of a debilitating genetic disease, not a happy bunny.



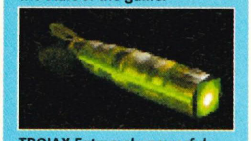
ROOTIN' TOOTIN'

Oh boy! What a treat you're in for here. There are some superb primary weapons in *Forsaken*. Let's have a gander...

POWER PODS Collecting these increases the power of your weapons, up to a strength of three.



PULSAR Standard bikes are equipped with this weapon at the start of the game.



TROJAX Extremely powerful charge-up weapon.



SUSSGUN Fires low powered shots with a large range.



BEAMLASER Powerful, long distance double beam. Get one!



PYRO Short range flame-thrower.

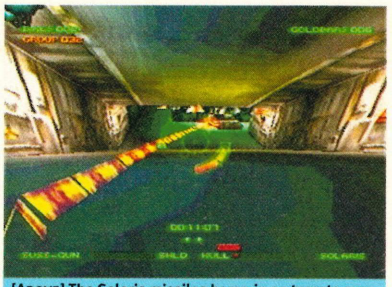


TRANSPULSE Powerful pulsar One shot wall deflection.





[Above] There's nothing more satisfying than taking out attacking enemy craft...



[Above] The Solaris missiles home-in on targets even if they've just disappeared around a corner.



[Above] Firing the Trojax weapon demonstrates how realistic the lighting effects are in *Forsaken*.







[Above] Fellow Bounty Hunters are the trickiest of all enemies to take down. They're fiendishly quick and pack a punch. Make sure you've got plenty of firepower to back up your enthusiasm to kill them, because once they corner you (especially in great numbers) you'll need everything you can throw at them.

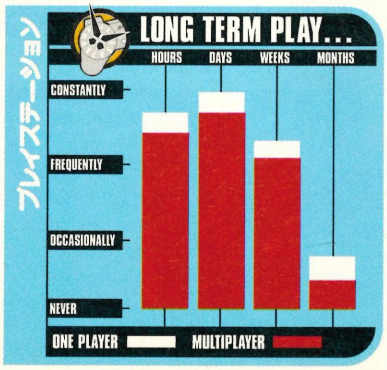
that's deadly against the weaker, swarming foes found on the earlier levels. Further exploration uncovers some of the meatier weapons in this category, such as the Beamlaser – a deadly ray with infinite range and instant kills. This baby is a total joy to use.

The secondary weapons are just as lethal and consist of missiles and mines, the most murderous of which is the mighty Titan – a projectile of almost nuclear proportions. Even the uncannily valuable mines can be put to good use, especially given the relentlessness of your pursuers. This is a thinking man's shoot-'em-up, requiring extreme levels of concentration and dextrous controller skills and one eye on the clock as the timer counts down. It's all worth it though, getting to know the ups and downs of flying the pioncycle may be a chore at first, but before long you'll be flying better than Buck Rogers.

Nukes

Should you tire of the one player game (heaven forbid), special two player Death Match arenas await the ultimate one-on-one showdown with a human opponent. As with any death match scenario, it's a mad dash for all the weapons and jolly good fun it is too when you can find each other (note to Probe: a radar wouldn't have gone amiss here)! *Forsaken* isn't perfect however; save-points are few and far between – you must reach one or it's back to the start of the level, and after completing each one you lose all of your stockpiled weapons. Bloody annoying. You could also argue that there could have been a few more camera angles, particularly an external view, but that's just being picky.

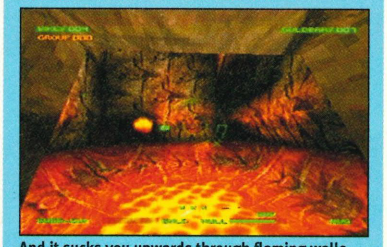
"Offers a kind of imagination rarely seen!"



WINDY CITY

***Forsaken* contains some genuinely surprising moments such as being sucked along this flame and mine-filled tunnel.**

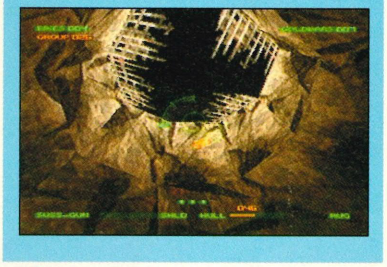
Fly into this enormous lava-filled arena...



And it sucks you upwards through flaming walls and mines...



Eventually you will reach the end, after a few hairy moments.



Forsaken perpetually amazes with incredible attention to detail: huge bosses, genuine enemy AI and unceasing pyrotechnics. It's a wonderfully entertaining graphical showpiece and represents 3-D gaming at it's very best.

PLAY

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SOUNDS	7
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NINJA SHADOW OF DARKNESS

GAMES DON'T COME ANY BIGGER THAN THE *TOMB RAIDER* SERIES, SO HOW DOES INDUSTRY MAGNATE CORE INTEND TO TOP THE UNTOPPABLE?

Written By Tom Sargent

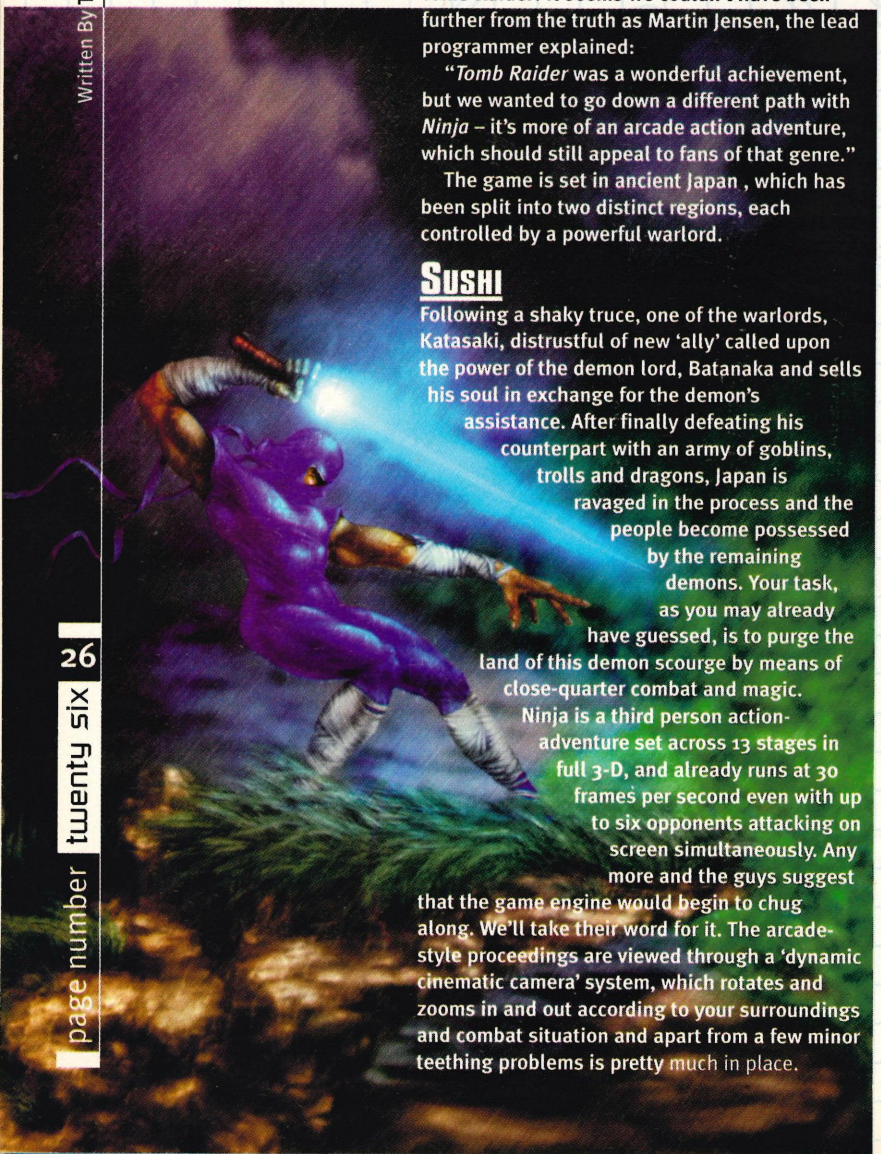
Core Design is now a household name and everybody has heard of Lara Croft; those who haven't are either deranged, severely uninformed, or a combination of the two. The word on the street is that *Ninja: Shadow Of Darkness* (recent name change), is going to be an out and out arcade game, inspired by the likes of *Double Dragon*, *Rygar* and *Ghosts 'n' Goblins*. Judging by earlier sreenshots, however, we were all fooled into believing that it was going to be a more cerebral, slower-paced challenge in the mould of *Tomb Raider*. It seems we couldn't have been further from the truth as Martin Jensen, the lead programmer explained:

"*Tomb Raider* was a wonderful achievement, but we wanted to go down a different path with *Ninja* – it's more of an arcade action adventure, which should still appeal to fans of that genre."

The game is set in ancient Japan , which has been split into two distinct regions, each controlled by a powerful warlord.

Blueprint

Publisher: Eidos
Developer: Core Design
% Complete: 65%
Exp. Release Date: September
Origin: UK
No. of Players: 1-2



Sushi

Following a shaky truce, one of the warlords, Katasaki, distrustful of new 'ally' called upon the power of the demon lord, Batanaka and sells his soul in exchange for the demon's assistance. After finally defeating his counterpart with an army of goblins, trolls and dragons, Japan is ravaged in the process and the people become possessed by the remaining demons. Your task, as you may already have guessed, is to purge the land of this demon scourge by means of close-quarter combat and magic.

Ninja is a third person action-adventure set across 13 stages in full 3-D, and already runs at 30 frames per second even with up to six opponents attacking on screen simultaneously. Any more and the guys suggest that the game engine would begin to chug along. We'll take their word for it. The arcade-style proceedings are viewed through a 'dynamic cinematic camera' system, which rotates and zooms in and out according to your surroundings and combat situation and apart from a few minor teething problems is pretty much in place.



Sumo

You can see where the game's inspiration has come from. The hand-to-hand fighting is filched from *Ghosts 'n' Goblins* (throwing knives, falling scenery and general leaping around), the magic pilfered from *Rygar* and the multiple attacks purloined from the evergreen *Double Dragon*. This a brave decision. If the team can transfer the old-school style of gaming into a 3-D environment, then surely we're in for a feast of fun, and judging by early impressions, you won't be disappointed by the results. The graphics are gorgeous and the animation smoother than a baby's bum. The AI still needs correctly implementing, but 50 or so different characters already attack in groups and have noticeably different attack patterns.

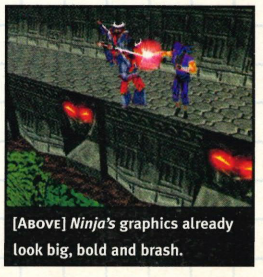
SOFTOGRAPHY

Shellshock
Blam! Machine Head
Tomb Raider
Fighting Force
Tomb Raider 2

"You won't be disappointed by the results... the graphics are gorgeous and the animation's smoother than a baby's bum..."



Other exciting features include huge, and we mean h-u-g-e bosses that swagger around menacingly, magic traps, simple puzzles, moving platforms, environmental hazards (rolling logs etc), hidden areas, a shop to buy new weapons and over 20 cut-scenes at key moments which employ the game engine to keep play fluid. By all accounts Eidos is on to another winner here, and we'll keep you updated in a preview soon.



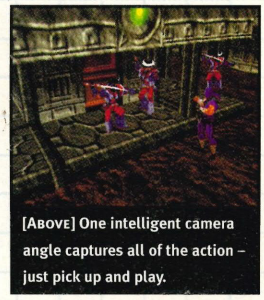
[Above] *Ninja's* graphics already look big, bold and brash.



[Above] This fella is really anti-social, utterly deadly and likely to tear you limb from limb. He's the final baddy, so you'd better have honed your Ninja skills to the max.



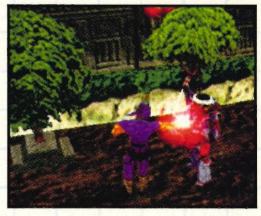
[Above] Up to six enemies will attack you at once. Bring 'em on we say – nothing's too tough for Ninja!



[Above] One intelligent camera angle captures all of the action – just pick up and play.



[Above] The many cut-scenes use the game engine so as to keep up the fluidity of the gameplay. A nice idea that works.









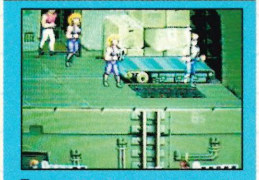
[Above] You'll be able to summon four different levels of Ninja magic depending on the state of the power bar.



YESTERYEAR CALLING

The team responsible for *Ninja* have taken their inspiration from three arcade classics: *Double Dragon*, *Rygar* and *Ghosts 'n' Goblins*.

Double Dragon



The first arcade game with two or three enemies attacking the player at the same time.

Rygar



A sideways scrolling platform game with big power-ups.

Ghosts 'n' Goblins



One of the best platform games ever with huge bosses and crumbling scenery. The scariest game ever until *Resident Evil*!



[Above] Life's a beach as you tackle this 'orrible spidery creature. No time for sunbathing then.



[Above] This is the first boss – not too difficult, but a good test of your dodging and hacking skills.



[Above] There are going to be 14 pretty large levels in total, including this 'cloud' level... bizarre.



[Above] This is the Demon level, another extremely nasty boss who transforms after taking so many hits. There not much room for manoeuvre in this arena setting either.

TIME CRISIS 2

NAMCO HAS ALWAYS GIVEN ITS BEST ARCADE GAMES CRACKING HOME CONVERSIONS – WHY STOP NOW?

Written By Graeme Nicholson

They flew off the shelves those wonderful big *Time Crisis* boxes you know. Especially in Europe, where Namco says the original arcade game was more popular than in its homeland Japan. By the time the game hit the PlayStation on this continent, word had already spread of the arcade-perfect conversion and new extras constructed especially for the home version. Our own gleeful review helped put that news around in issue 24, where the Japanese import bagged itself 90% and a PLAY Classic Award. The question that's on everyone's lips at the moment is: will *Time Crisis 2* do the same?

Having recently just popped up in arcades around the world, *Time Crisis 2* has already impressed those elements of the coin-pumping public who have been hanging out in various Namco Wonderparks. The arcade cabinet is built with two screens and two guns in each unit, because the biggest new feature of *Time Crisis 2* is simultaneous two player gunning! Unlike lesser arcade games where both players have to huddle round a single screen, yelling about swiping each others' power-ups, you get an entire set-up to yourself.

Blueprint

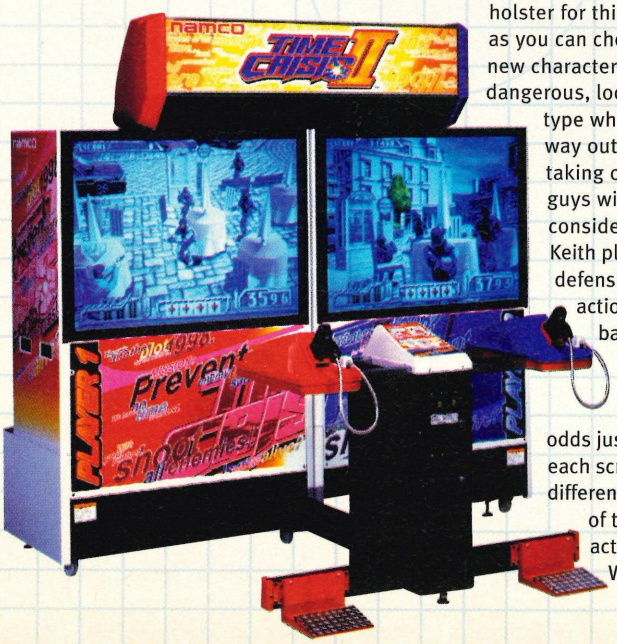
Publisher: Sony
Developer: Namco
% Complete: 0%
Exp. Release Date: Christmas '98
Origin: Japan
No. of Players: 1-2

SOFTOGRAPHY

Tekken/Tekken 2/Tekken 3
Smash Court Tennis
Ridge Racer
Ridge Racer Revolution
Rage Racer
Gun Bullet
Klonoa

SMITH & WESSON

Using the same, tried and tested pedal that thrusts you into the line of fire while you take your shots, the idea this time is built around teamwork and co-operation. Star of the original *Time Crisis* Richard Miller has hung up his holster for this adventure, as you can choose from two new characters. Robert is a dangerous, loose cannon-type who is always way out in front taking on the bad guys with considerable risks. Keith plays a far more defensive role in the action, staying back to lay down cover fire for Robert and to even up the odds just a bit. So, each screen has a different perspective of the same action scene. With such universally poor support for the PlayStation's great link-up capabilities, it does seem a bit far fetched to assume that a full conversion this time which would require two TV sets, two PlayStations, two G-Con 45s, as well as two copies of the game. Although, the best step would be to package each copy of *Time Crisis 2* with a second link-up disc, as with *Motor Toon GP 2* in Japan. With the growing number of third party G-Con compatible light guns on the market, it would make it relativly easy to get a friend to join in with the fun.



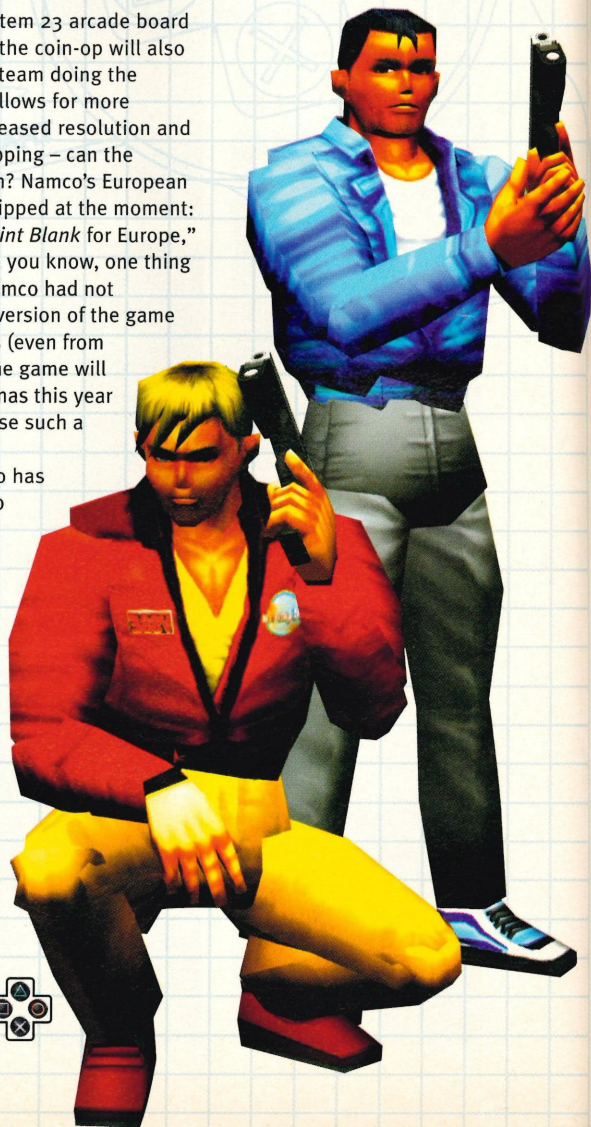


"TIME CRISIS 2 HAS ALREADY IMPRESSED THE COIN-PUMPING PUBLIC IN NAMCO WONDERPARKS!"

HECKLER & KOCH

The brutally powerful System 23 arcade board that runs *Time Crisis 2* in the coin-op will also stretch the talents of the team doing the conversion – System 23 allows for more complex 3-D models, increased resolution and much cleaner texture mapping – can the PlayStation take the strain? Namco's European branch are keeping tight lipped at the moment: "We're still working on *Point Blank* for Europe," said a spokesperson, "So, you know, one thing at a time!" Adding that Namco had not announced a PlayStation version of the game officially, but still rumours (even from Sony itself) persist that the game will be in shops before Christmas this year – the perfect time to release such a huge title.

Considering that Namco has some kind of obligation to support the Guncon light gun now that so many people own it, and the absence of any other shooting games from the company besides *Point Blank* (which has been out in Japan for ages under the name *Gun Bullet*) we are not alone in being confident about a PSX edition of *Time Crisis 2*. And with Namco's pedigree and reputation, this would inevitably be the most awsome shooter yet. Join us and keep those trigger fingers firmly crossed!



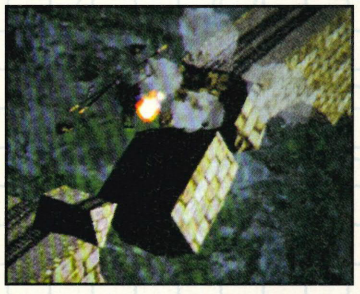


[Above] The old colour system is the same, so you should peg the men wearing red first of all as they are better marksmen than the others. Thanks for the pictures, Namco, but you should have stood still.



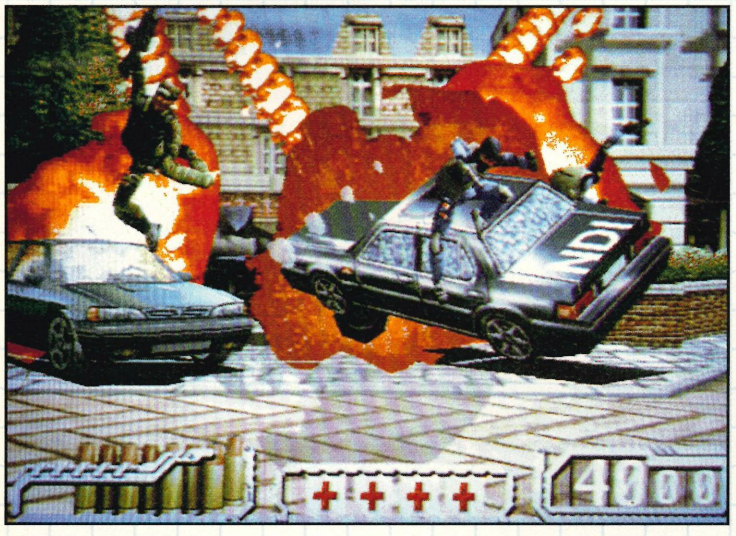
[Above] Don't shoot! Even with the number tag, you can get carried away and fire a few rounds at your friendly partner out in front. Get down the arcades now and get some practice in.

















SMALL SOL

IF YOU THOUGHT *TOY STORY* WAS A BIT SPECIAL, YOU HAVEN'T SEEN ANYTHING YET! NOW SPIELBERG AND HIS PRODUCTION COMPANY DREAMWORKS ARE MUSCLING IN ON THE CGI ANIMATED MOVIE SCENE. WATCH YOUR BACK BUZZ!

Written By **Ryan Butt**

We here at PLAY were privileged enough to be granted a world exclusive look at the game which is set to tie-in with perhaps the biggest film of the year – *Small Soldiers*. Before we burble endlessly about our findings on this interesting new product, and how it is shaping up, let us first tell you a bit about the film which is destined for a one-way ticket to blockbuster status, the likes of which Woody and crew would never have dreamed possible!

Blueprint

Publisher: Electronic Arts
Developer: Dreamworks
% Complete: 20%
Exp. Release Date: Sept '98
Origin: UK
No. of Players: 1-2

SOFTOGRAPHY

The Lost World
Skullmonkeys

ASS KICKING B***ARDS!

Plastic action figures! Think about it, toys come and go but one of the consistent big sellers amongst the under ten's is always a series of little plastic figurines of some description. When we were nippers, we were always mugging old grannies to pay for the latest range of *Star Wars*™ figures. Each always comes with small plastic accessories for the dog to choke on... but they're great and we love them. The theme of *Small Soldiers*, the new computer animated movie from Dreamworks, is a brand new range of figures. First you have the Commando Elite, a bunch of gun-toting action men in military fatigues, and then there are the Gorgonites – sworn enemies of the Commando Elite. These are the latest ground-breaking toys to hit the stores, and they're even more ground-breaking than you think!



SILICON CHIP

Each figure comes with an implanted computer chip that enables them to strike a series of poses and articulate verbal battle commands. As you would expect though, disaster strikes when a computer conglomerate acquires the toy company that produced the action figures and the simple chips that were initially used for the toys are accidentally switched with top secret artificial intelligence chips intended for the military. In a small town in Ohio, an early shipment of the Small Soldiers arrives at the local toy emporium, and the figures, with their programming enhanced one thousand fold by the high-tech computer chips, go ballistic!

There are a lot of big names attached to *Small Soldiers* including Steven Spielberg, Tommy Lee Jones (of *Men In Black* fame who provides the voice of Chip Hazard, the Commando leader), and special effects by Industrial Light & Magic. So will *Small Soldiers* build on the massive success of *Toy Story*? You'll have to find out when the film is released in the cinemas in the coming summer.

"Players in *Toy Soldiers* are able to direct attacks, set traps, deploy troops and ambush the enemy – all in a 3-D enviroment with 360° camera rotation and non-linear freedom of movement!"

GAME ON

As has happened on numerous occasions, movie tie-games have missed the mark by some considerable distance, some make the shelves on the day the sell-through video is released at best, others fall further into obscurity, *Men In Black* anyone? However, Dreamworks is keen to get the game out by the time the film hits the streets and so work is already well underway – and PLAY is the first PlayStation magazine to actually see the game running and get a taster for what to expect when it arrives in September on the back of a phenomenal hype bandwagon.

Small Soldiers is a 3-D action game whereby players engage the enemy in tactical battles and all-out warfare in the distant realm of the Gorgon Dimension – home of the Gorgonites – seen in the film. Players take control of Archer, the leader of the spiritual Gorgonites as they do battle against the Commando Elite in many diverse environments.

Small Soldiers will also boast a split-screen two-player game whereby players battle it out as either Archer or Chip Hazard – the leader of the soulless Commandos. There are pros and cons for fighting on either side. The Commandos are technologically advanced and more efficient, and the Gorgonites, although seemingly primitive, have unparalleled sophistication in organic technologies and mystical powers. They're also a bit handy in the home defence department.

Players are able to direct attacks, set traps, deploy troops and ambush the enemy – all in a 3-D environment with 360° camera rotation and non-linear freedom of movement. Although the game was only at an early stage, the look is very sharp indeed. The in-game characters have been animated using Dreamworks' proprietary 'Morph-X', and the various textures and realistic digital effects are all of high quality. The main problem at this stage though was the lack of gameplay. The few levels that we saw were well constructed of numerous platforms strung together by perilous walkways, but there was little else to do other than to admire the fabulous rendered characters that glide around the surroundings.

What we also know is that there'll be a wealth of weapons to use and tactical tomfoolery such as holograms (similar to those seen in *Duke Nukem*) that can be used to throw the opposition. Dreamworks is thinking of extending the multi-player element to accommodate four-players, and maybe chuck in a link-up mode, but we will just have to wait and see what happens there.

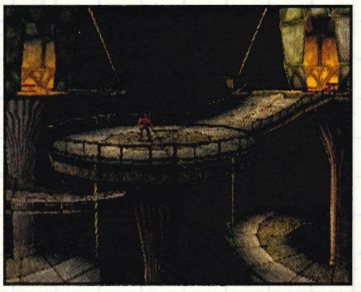
As movie tie-ins go, *Small Soldiers* has got great potential, our main worry though is whether or not *Duke Nukem: Time To Kill* – that looks relatively similar and is due to arrive earlier – will steal all the limelight. But still, if the game is half as good as what the film is currently looking like, then we have got every right to be intrigued.

DIERS



[Above] It's an ambush! A gang of ruthless Commando Elites close-in on the unarmed Gorgonite. He had better pray for some reinforcements to bail him out of this one!







[Above] Watch out for those devious Commando Elites. They attack in numbers and high state-of-the-art weaponry that could do serious damage to a poor unfortunate Gorgonite.



[Above] The detail that is already implemented on some of the early levels is very impressive. You can nearly feel the scorching heat given off by this Gorgonite generator.





[Above] Like in *Tomb Raider*, you have the ability to stop in your tracks and glance around at the higher platforms and surrounding levels. You can't be too careful when up against crazed toys.

WARGAMES

PLAY magazine Issue 35 1998

Written By Ryan Butt

CULT HACKERS MOVIE GETS 90'S REVIVAL THANKS TO A THINKING MAN'S *STRIKE* GAME! BUT WAIT, THIS ISN'T YOUR EVERYDAY 'NUKE EVERYTHING IN SIGHT' AFFAIR... IT'S TWO PLAYER FOR A START!

In 1983, the movie-going public were first introduced to the computer hacker – a loner by trade, and somebody with nothing better to do than sit in their bedroom and breakthrough, via a computer, into the government's defence system. They think it's all a good laugh challenging the machine that controls the nation's nuclear weapons to a friendly game of war... not realising that the computer's unambivalent intention is to unload a string of nuclear bombs onto Russia, until it's nearly too late!

That was then, the film was *Wargames* and the hacker was David Lightman (played to great geeky effect by Matthew Broderick), so why bring out a tie-in game now, after all this time? Philip Oliver, Managing Director at Interactive Studios (based in Leamington Spa) is keen to set the record straight: "We'd been playing around with the concept of a real-time strategy game for a while. Then MGM announced that it was keen to base something around *Wargames* and the project just started from there." So now, more than 15 years on and *Wargames* is born.

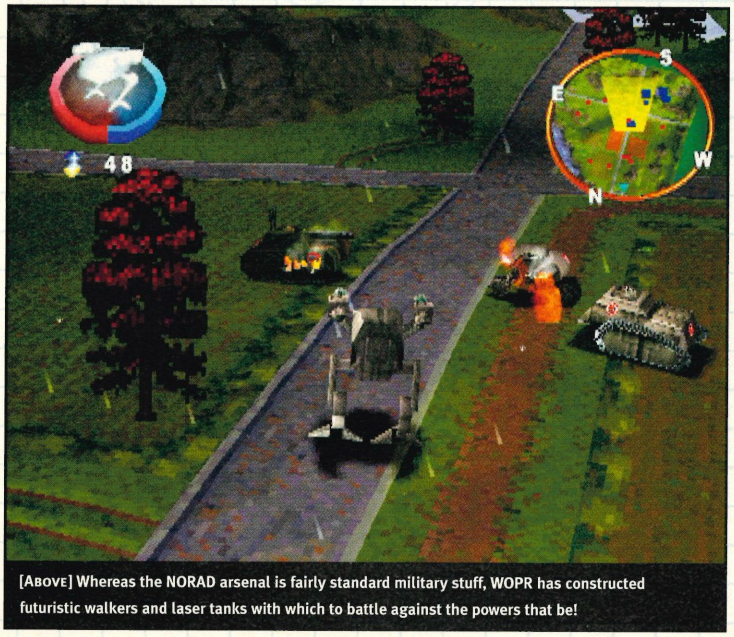
Blueprint

Publisher: Electronic Arts
Developer: Interactive Studios
% Complete: 80%
Exp. Release Date: June '98
Origin: UK
No. of Players: 1-2

INTERACTIVE STUDIOS

SOFTOGRAPHY

Firo & Klawd is Interactive Studios' only PlayStation game to date.



[Above] Whereas the NORAD arsenal is fairly standard military stuff, WOPR has constructed futuristic walkers and laser tanks with which to battle against the powers that be!

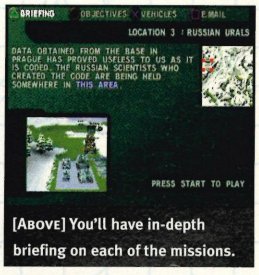


SHALL WE PLAY A GAME?

First impressions lead us to think that *Wargames* was in fact the next *Strike* game that never happened. The lavishly detailed 3-D landscapes bear all the hall-marks of the popular campaign battle games... but there is much more to *Wargames* than straightforward mindless violence, so any possible links between the two can be dispelled immediately.

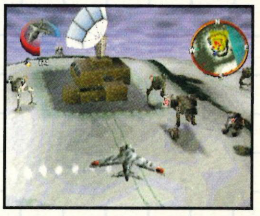
Wargames (the game) continues a little way after where the film left off. David Lightman is employed by the United States government to help strip down the WOPR (War Operation Programmed Response) computer and rebuild the core program from scratch. After months of intense testing and training, the WOPR computer is able to identify buildings and vehicles, recognise speech and even distinguish people from photographs. So it isn't long before it is establishing that WOPR can be of military use once more, thanks to the enhanced intelligence and skills it has acquired thanks to the restructuring program.

Then comes the task of challenging WOPR once more, to see if it really has the tactical know-how to cope with battle stations. And so a team was set-up to launch project 'Wargames'. This is a strategy



[Above] You'll have in-depth briefing on each of the missions.

"We've been playing around with the concept of a real-time strategy game for a while now..." – Interactive Studios



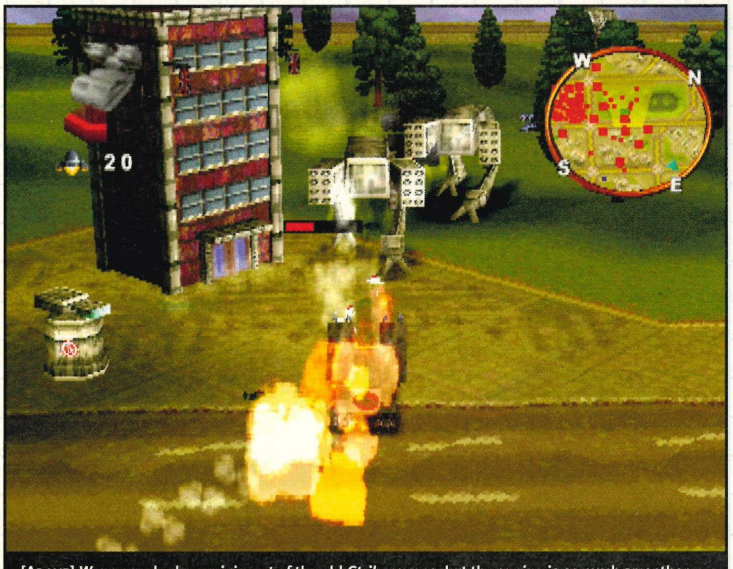




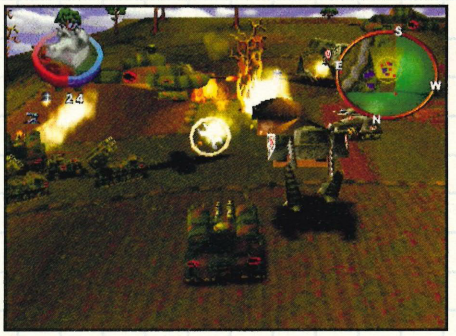
[Above] The split-screen two-player game operates with no slow-down whatsoever. It's just a pity that the opposing player can see what you're up to at all times.



[Above] The game runs in real-time, so you can always wait for darkness to fall before attacking.



[Above] *Wargames* looks reminiscent of the old *Strike* games, but the engine is so much smoother and sophisticated. Interactive Studios has produced a great-looking game here!

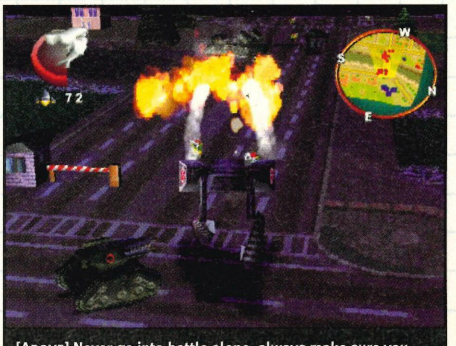








[Above] The variety of units to control is immense – it is often safer to attack from the skies.



[Above] Never go into battle alone, always make sure you have back-up in case you come under enemy fire.

OLIVER'S ARMY

Whichever side you choose to fight on, you'll be provided with a no expense-spared arsenal of killing machines ranging from standard tanks to stealth bombers, futuristic walkers to battleships. Here is a selection of what both sides are using to tempt you...

WOPR











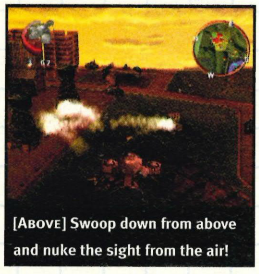








[Above] Bravery won't get you anywhere in this game! Here we see how one tactically-minded player stacks his entire army against someone who, quite blatantly, is not!



[Above] Swoop down from above and nuke the sight from the air!



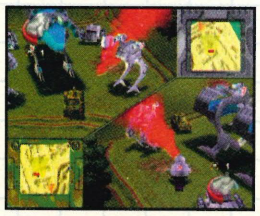
war game simulation whereby different people challenge the computer and see how well it adapts to each of their tactical approaches. The project gradually grew in momentum and it wasn't long before the thing went on-line over the internet to invite people from all over the world to test WOPR's abilities. Realising that it was still a slave to humans, WOPR began plotting an escape route and eventually it broke free of the confines and went wild in cyberspace.

At this point, artistic license is stretching the flimsy plot a tad too far as WOPR goes on a massive shopping spree, setting up its own rival company to manufacture weapons to use against the military. In fact, WOPR actually turns out to be rather a shrewd businessman, carefully buying only standard missile components so as not to alert the authorities. While all this is going on, WOPR plays along with the military

"The visuals of *Wargames* are stunning. Interactive Studios have done a fine job in assembling the fully 3-D battlefields..."



[Above] You'll regularly get info on enemy targets to destroy.



'Wargames', buying time until it can 'play' for real!

So, not only are we expected to believe that a machine can acquire its own personality and business sense, but that it can also harbour a bit of grudge against those that built it in the first place and nurture its own burning desire to take over the world – not bad for what basically amounts to just a bunch of chips and wires!

This far-fetched plot provides scope for the player to pledge their allegiance with either side – on the one hand there is NORAD (North American Defence) whose goal it is to defend humanity from WOPR's twisted logic and tyrannical desires, and on the other there is WOPR itself. Should you opt to take control of the most technologically advanced force ever conceived, your goal is to enforce WOPR's own theory of ending all global war, and that is to destroy the entire human military machine... thus ensuring that war will cease forever.

Play Time's Over

Whichever side you opt to play, both have 15 missions of increasing complexity to carry out, which mainly involve taking out all enemy facilities and resources. As we discovered upon playing it, straightforward '*Strike*' blasting won't get you very far. Instead you must adopt the stealth approach and move all your forces in for the combined kill, safety in numbers and all that.

The missions start with a briefing from the NORAD HQ or direct from the WOPR mainframe, and further objectives are received at regular intervals via an e-mail service. For each mission, the player will be supplied with a small fleet of vehicles thought to be the most effective against the onslaught ahead, each can be accessed at any point in the game via the press of a button. So it is best to secure the danger areas by surrounding them with your heavy artillery before commanding an air strike to fly in an nuke the area. Alternatively, you can play it cool and send out scout vehicles to survey the terrain before strategically placing your tanks or walkers in wait to catch the enemy in an ambush. You don't have to be tactically minded to enjoy this game, but it helps if you possess a malicious streak and a hunger for victory.

War-Torn

The visual aspect of *Wargames* is stunning. Interactive Studios has done a fine job in assembling the fully 3-D battlefields on which to play. The action can be viewed from numerous angles and the whole thing shifts along so smoothly that you can't help but wonder if the next official *Strike* game will use the same fluid engine. Each of the vehicles that we mentioned are assigned to each mission boasts its own arsenal of weapons that consist of a primary gun that can never run out of ammo, and a secondary weapon that could be anything from a flame-thrower to a fleet of foot soldiers.

One-On-One

Wargames doesn't just cater for the lonesome would-be dictators, it also features an impressive variety of two-player games that range from the standard 'obliterate all of the opposing forces and become the last man standing' Deathmatch, to the slightly more tactical 'Capture the flare' game, whereby the aim is to infiltrate the opposing player's base using a stealth approach and sneak out with a flare. Unfortunately though, the fact that this mode utilises the split-screen format makes it a bit of a give-away when you do get near the enemy camp – because a quick glance at your corner of the screen and they'll be ready for you... unless they're stupid of course.

So why not include a link-up mode? "We did look into the possibility of including a link-up option" said Philip Oliver, "but we found that this tended to slow down the on-screen action."

Bah! Another great opportunity wasted. But still, having played *Wargames* it is certainly an engrossing experience and fans of the *Strike* series, or just power-freaks with a point to prove should be preparing for the June release with some enthusiasm!

NORAD







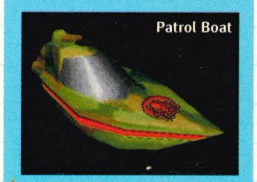














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WORLD LEAGUE SOCCER

PLAY magazine Issue 35 1998

Written By Ryan Butt

THE WORLD CUP IS LESS THAN A MONTH AWAY, AND WE'VE GOT A WHOLE SQUAD OF FOOTIE GAMES LOOMING, THE FIRST OF WHICH IS A BLINDER. ON ME 'ED SON!

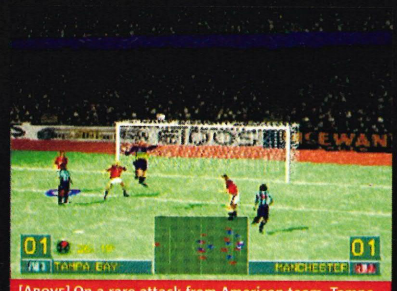
After all that hoo-ha surrounding the great *Actua Vs FIFA* debate, we've now got more football games to assess than ever before. Thankfully, this has been made a lot easier by this game arriving before the rest... because *World League Soccer* is a bit special.

If you can cast your mind back to *Soccer '97*, you'll no doubt recall the fluid gameplay and the sheer amount of freedom you had to express yourself on the pitch... OK so the graphics were pretty dire (those faceless alien players really scared me!), but the gameplay elements were there. Now a year on, and Silicon Dreams has enhanced the visual aspect and pieced together a corking game of football that dazzles with skill, and will charm the pants off you with the neat little touches that make the real thing just a stone's throw away... although sadly the dog on the pitch is very conspicuous by its absence.

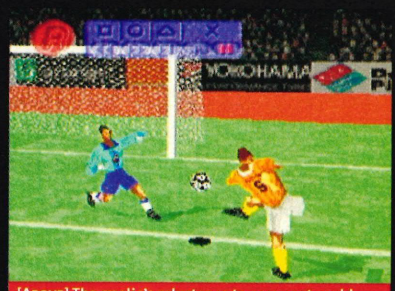
PLAY information

Publisher: Eidos
Customer support: 0181 636 3000
Price: £39.99
Release date: Out now

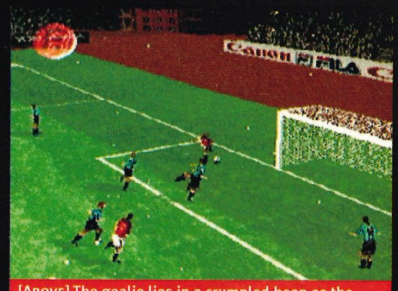
One Player | Multiple Players | Memory Card | Dual Analogue



[Above] On a rare attack from American team, Tampa Bay, the goalie is forced to punch the ball out.



[Above] The goalie's reluctance to come out could prove costly as the Blackburn striker shoots.



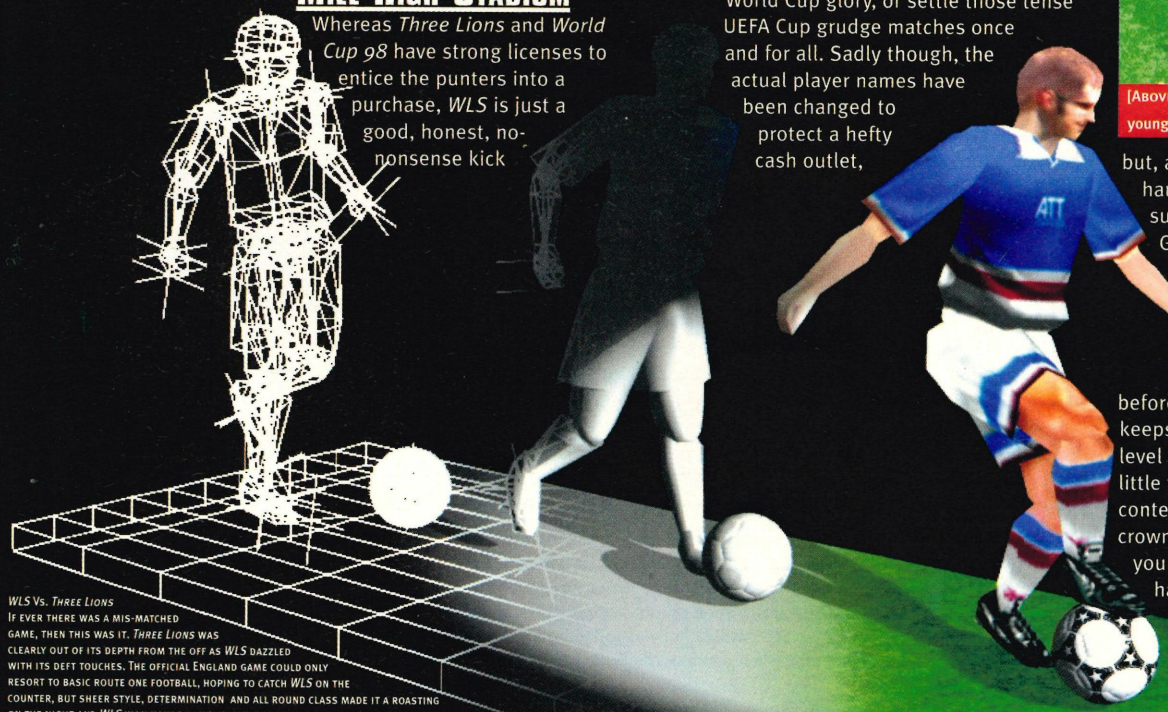
[Above] The goalie lies in a crumpled heap as the young Manchester United player pulls the trigger!

PLAY CLASSIC

Mile High Stadium

Whereas *Three Lions* and *World Cup 98* have strong licenses to entice the punters into a purchase, *WLS* is just a good, honest, no-nonsense kick about that any soccer-loving gamer will relish. It features international and club teams from all around the world (including Japan and America), giving the player freedom to steer England on to World Cup glory, or settle those tense UEFA Cup grudge matches once and for all. Sadly though, the actual player names have been changed to protect a hefty cash outlet, but, as always, there is a team editor on hand to restore the high-profile superstars to their rightful place.

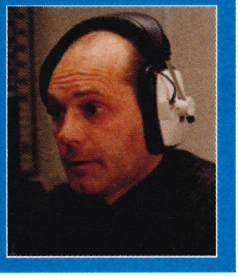
Gameplay wise, apart from the obvious in-game connections with *Soccer '97*, *WLS* is reminiscent of Konami's *ISS Pro*. You really have to battle and get to grips with some fluid play before the net starts to bulge and this keeps the scorelines to a more realistic level as well. Like we said, it is the neat little touches that make this a worthy contender for the PlayStation footie crown, and there are many. For a start, you could be playing away quite happily on a 'lush' pitch, only for the heavens to suddenly open up and start pouring rain down onto the proceedings. You can also block a shot at your peril because if the ball catches you square on in the

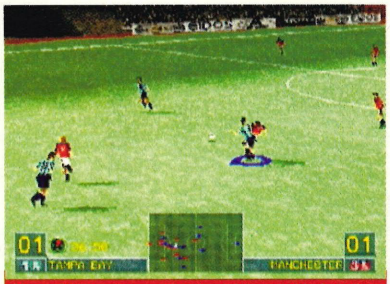


WLS Vs. *Three Lions*
If ever there was a mis-matched game, then this was it. *Three Lions* was clearly out of its depth from the off as *WLS* dazzled with its deft touches. The official England game could only resort to basic route one football, hoping to catch *WLS* on the counter, but sheer style, determination and all round class made it a roasting on the night and *WLS* won hands down in quite literally every area of the field... except atmosphere. Let's face it, a game endorsed by the England squad on the verge of the World Cup is not to be sniffed at, and although *Three Lions* is fun for a while, *WLS* is the long-term champion.

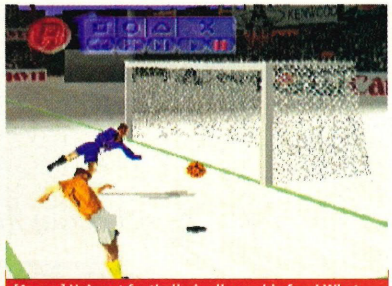
SHUT IT, RAY!

That portal to the unsavoury world of the footie video game commentator opens up once again in *WLS*. This time, the vocal ramblings of Peter Brackley and Ray Wilkins grace the airwaves. Why is it that video game commentary reduces such renowned passers of verbal diarrhoea sound more wooden than a chest of drawers when put into practice? Sorry chaps, but after playing *WLS* for no more than 20 minutes, Ray's half-time analysis (vague? Andy Grey must be cacking himself!) was hastily bypassed at the flick of a button, and Peter's boring in-game waffle was silenced in favour of the crowd drones. Our message is don't bother... or if you must put commentary in, at least get Alistair McGowan to do it (see *All Star Soccer*), at least the mickey-taking approach pretty humourous!

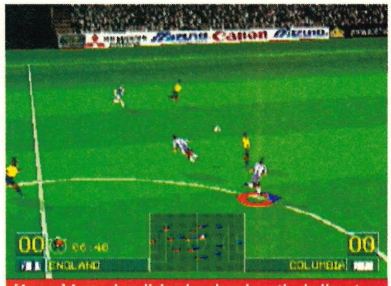




[Above] The action can be viewed from behind, to the side or from an isometric perspective.



[Above] He's got football pir all over his face! What the hell was the keeper playing at?



[Above] A passing diving header plays the ball on to the strikers upfront – fluid play or what?



[Above] Get your team strategies and formations sorted out before taking to the pitch.



[Above] It's end to end stuff as the usually solid Blackburn defence (what's happened to them recently?) come under heavy attack. Hopefully, they should be able to launch a productive counter strike.

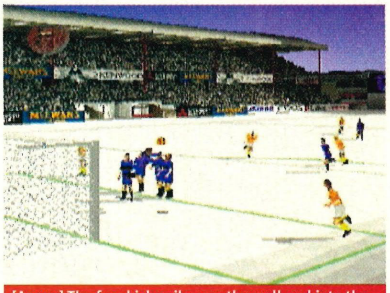


[Above] From the corner, you can position your men in the area and then hoof the ball into the box.

knackers, you'll tumble to the turf clutching your jewels! The refereeing is also spot-on. As well as being gifted with by far the best offside feature in any football game (you get the decision shown from a linesman's perspective to clearly show how the violation occurred), your players can even be penalised for handball (as happened with us – a penalty was the result!).

"Only skillful players will score screamers!"

It is with a sigh of relief that we see goalies with a sense of savvy also. These chaps are tough to get past and only the most skilful of players will score screamers worthy of the *MOTD* 'Goal of the Month'. Of course, we scored one that is worthy of 'Goal of the Season' from just inside the halfway line! The options to replay your blinding efforts are plentiful. As well as the standard views from the on-pitch cams, you can also see the goal from the eyes of any player on the pitch, gutted goalie included.



[Above] The free kick sails over the wall and into the net. Worthy of the great Ronald Koeman!

Play Away

Although *WLS* is easy to pick up and play, it is blessed with an intelligence that you rarely find in a footie game and the teams perform in much the same way as you would expect. Crystal Palace are pushovers that can be easily punished and exposed from all angles to boost your Premiership status (apologies to any Palace fans out there!).



[Above] Even with time and plenty of space, the unselfish player lays the ball off to a team mate.

The bigger teams such as Manchester United and Liverpool are much harder to grind a result out of. Beating Schmeichel at the near post is a no-go... except it's not Schmeichel, it's some bloke called Smikel (and likewise Beckham becomes Becker and Giggs

THE PLAY WORLD XI...

With the World Cup just around the corner, we thought it would be a bit of a laugh to compile our very own dream team of star players. With so much talent around, it wasn't an easy choice. Here's what we came up with...









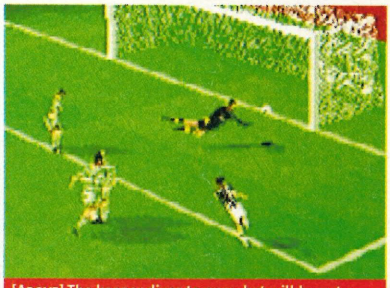
[Above] As you would expect, both teams line up for the traditional pre-match introductions. As you can see, the detail on the kits and the facial tone is mightily impressive.

FOUR PLAY

WLS COMES COMPLETE WITH A FOUR PLAYER GAME OPTIONS WHICH WORKS SURPRISINGLY WELL. EACH TEAM IS CONTROLLED BY TWO PLAYERS AND YOU MUST DEVISES THE BEST STRATEGY TO UTILISE BETWEEN YOU. AS YOU CAN IMAGINE, THIS LEAD TO MUCH SQUABBLING AMONGST THE PLAY TEAM AS THERE WERE FAR TOO MANY GLORY BOYS THAT DIDN'T PASS THE BALL AROUND AND WENT STRAIGHT FOR GOAL WITHOUT SUCH MUCH AS A PASSING GLANCE UP AT THE RESPECTIVE TEAM-MATE (WHO WAS OBVIOUSLY IN A BETTER SHOOTING POSITION!). BUNCH OF SELFISH ARSES! THOUGH IT'S STILL, A GREAT INCLUSION.



"You always feel in control of the action..."



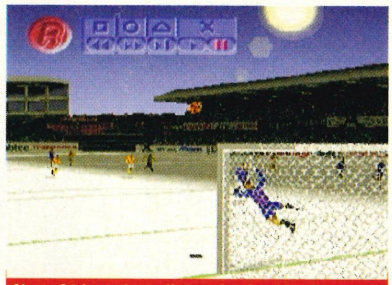
[Above] The keeper dives to save, but will he get a fingertip to that one we wonder?



[Above] Going round the keeper is possible, but only against the weaker sides.



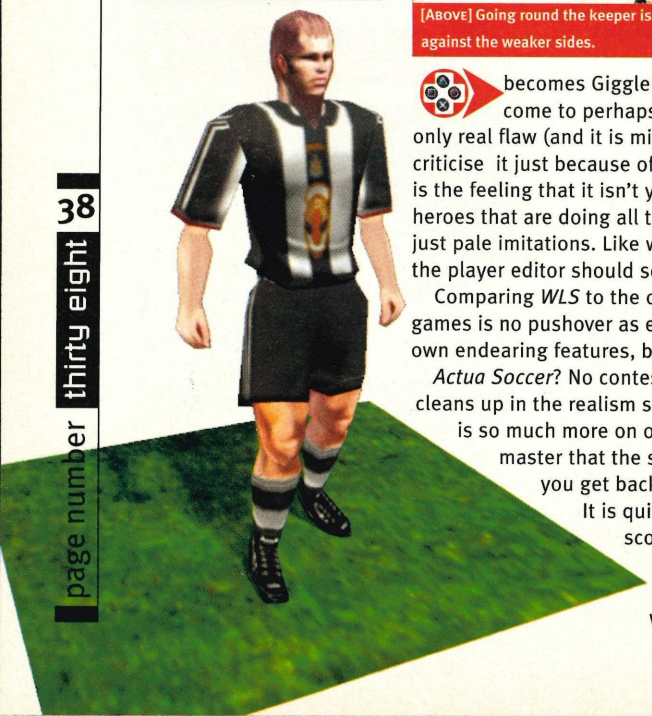
[Above] You can assign players to new positions and strengthen your attack. You're the boss.



[Above] A long shot sails hopelessly wide of the upright. Better luck next time mate!

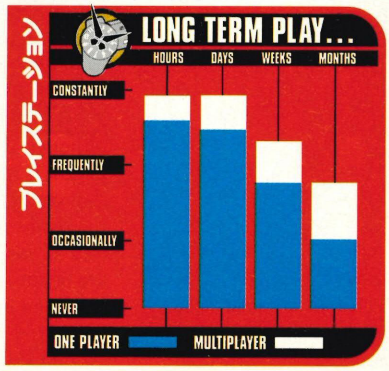
becomes Giggle!), and so we come to perhaps the game's only real flaw (and it is mightily unfair to criticise it just because of this), and that is the feeling that it isn't your real-life heroes that are doing all the crafting... just pale imitations. Like we said though, the player editor should sort this.

Comparing *WLS* to the other football games is no pushover as each has their own endearing features, but here goes... *Actua Soccer*? No contest really, *WLS* cleans up in the realism stakes as there is so much more on offer here to master that the satisfaction you get back is immense. It is quite hard to score initially, but once you start experimenting with the one-two chip passes, first-time volleys and even the special drone player that you can unload dribbling and passing chores onto, things soon start happening in a big way. The overall pace is much slower but this is superfluous to the enjoyment as it flows along quite nicely at a realistic speed. Compared to *FIFA*, it lacks the options and the gorgeous front end, but you always feel more in control of the action and have to work like a pack-horse to score the goals.



FACE OFF

WLS doesn't follow the recent trend of texture-mapping the faces of the real-life stars onto the polygon frames, but the detail on the kits is damn smart, oh, and the hairstyles are kind of similar! If you're as serious about your football as we are, then you won't be swayed by fancy names and licenses, and this is why *WLS* is one of the best football games on the PlayStation. When Hoddle's boys come home victorious or dejected this summer, you'll be taunting your mate over yet another *WLS* defeat for many months to come, and you sure as hell won't be able to say that about *Three Lions*!



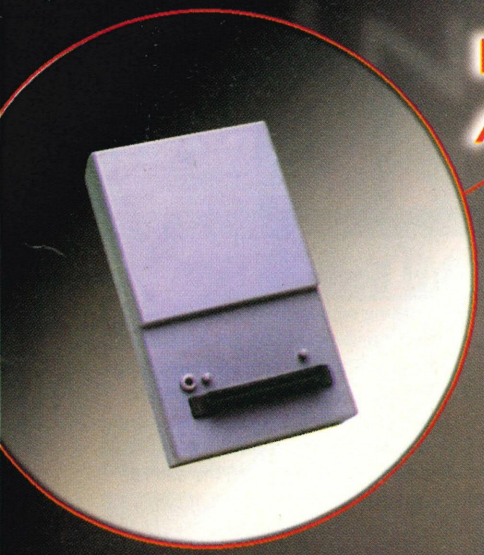
PLAY

LOOKS	7
SOUNDS	7
GAMEPLAY	8
VALUE	7
TEAMS	8

90%

Plays the opposition off the field

Alternatively:
Soccer '97 82%
World Cup 98 May



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KULA WORLD

No, it's not Kula Shaker's answer to *Spiceworld: The Movie* – it's a top puzzle game that we love! Roll on, dude.

Written By **Roy 'Keen' Kimber**

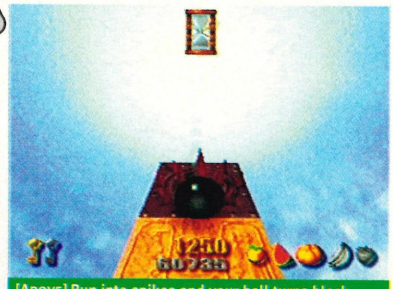
Every so often a game comes along with gameplay which is simple, uncomplicated and incredibly easy to pick up, and yet is so fiendishly addictive you find yourself unable to put it down. Sony's new arcade puzzler *Kula World* is one of those games.

The object of *Kula World* is to guide a multi-coloured ball around a variety of geometrically-challenging 3-D mazes collecting various items before escaping to the next level through the exit. To use the exit, you must first activate it by collecting a key or keys, which sounds like a very simple task, and at first, it is. The first few levels are fairly straightforward, with all the action taking place on only one plane with no obstacles. As you progress however, the platforms grow more and more complex, until they become structures that look like something out of an A-level technical drawing student's exam nightmare.

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £39.99
Release date: June '98

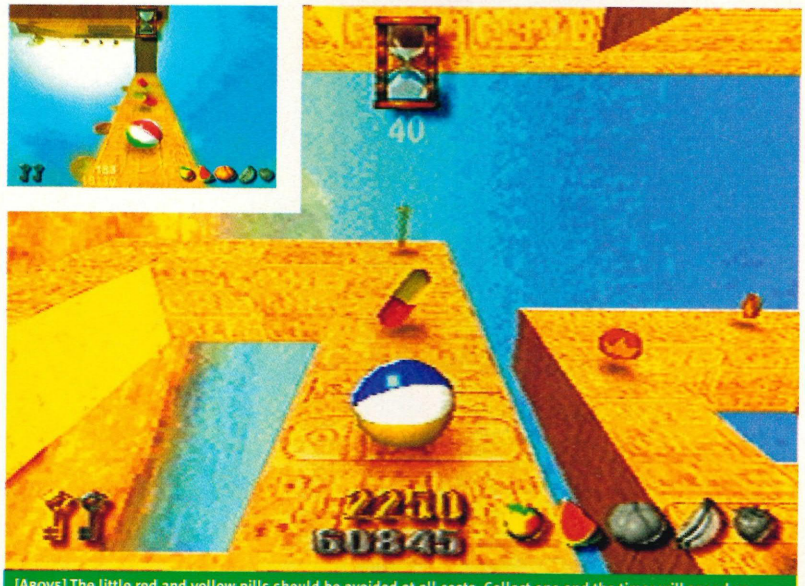
One Player | Multiple Players | Memory Card



[Above] Run into spikes and your ball turns black - the origin of the phrase 'black-balled' perhaps?

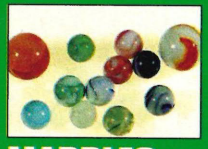
Balls! Sorry

The neat thing with *Kula World* is the way in which the ball can roll on any surface of the platforms. The path that you must take to the exit can involve running around the platform on all of its faces avoiding such dangers as spikes and hallucinogenic time-speeding pills. Although the ball can roll on any side of the platforms, it can



[Above] The little red and yellow pills should be avoided at all costs. Collect one and the timer will speed up whilst you wallow in the hallucinogenic effects. [Inset] Upside down or not? Who knows?

Other Great Ball Games!



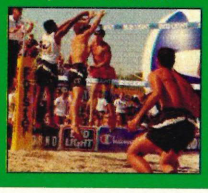
Marbles

The essential childhood game - before the advent of video games anyway. The object was to pit your marble in a game of skill against other marbles, the trick being to hit your opponent's marble a number of times, thus winning it.

Traditionally, at a crucial point in the game, some annoying kid would lob a twenty-pound ball-bearing into the game and smash all the other marbles into a powder.

Volleyball

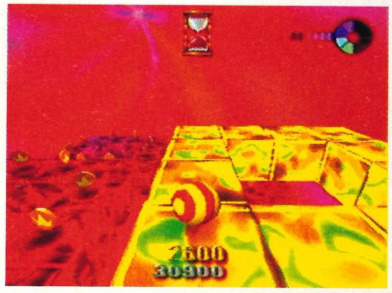
What a terrific game! Whoever thought of this game was a genius. I refer of course to beach volleyball, as opposed to the more strenuous and dull non-beach type. Watch tanned, fit, scantily-clad members of whichever sex is your cup of tea as they jump and dive their way around the beach. There are probably some rules involved in this game, but who cares?

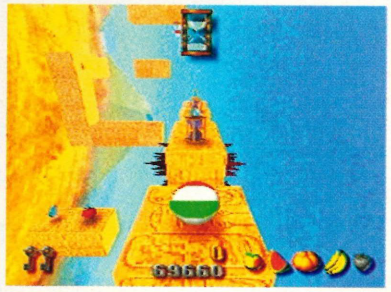




Jacks

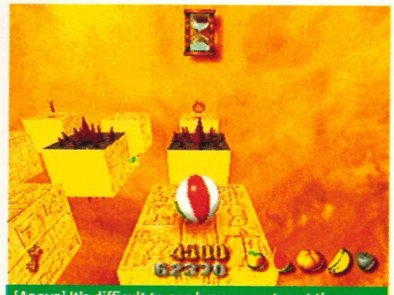
This extremely old, pre-marble game was probably popular around the time of Oliver Twist... all I know is that no-one played it at my school. According to my Granddad though, the point of the game was to drop some strangely shaped bits of plastic (which in those days they called metal) onto the floor, then to pick them up again whilst bouncing a ball... It's not surprising it died out, really.







[Above] Each level is set against a beautifully detailed backdrop. This usually serves to distract you.



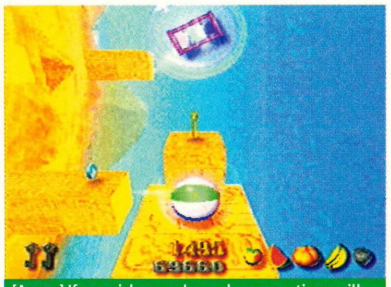
[Above] It's difficult to see how you get past these spikes. We need a different perspective on things...



[Above] This level features a lot of unconnected blocks and requires you to hone your jumping skills. [Inset] This looks like a dead end, but roll forward and you'll go up the wall.



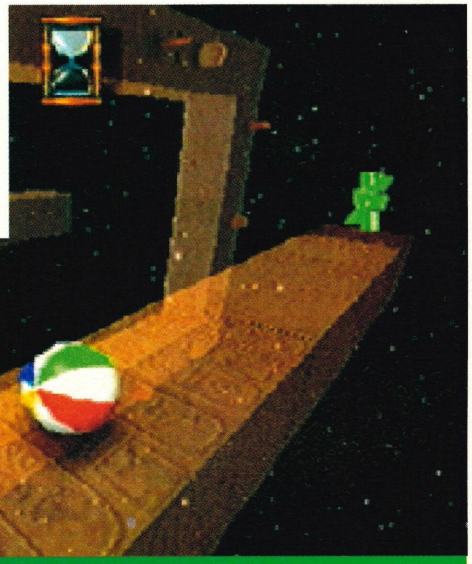
[Above] Collect all the fruit and you'll get to play a beautifully coloured bonus level.



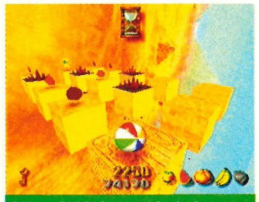
[Above] If you pick up an hour glass, your timer will flip over. Not so great if you've just started the level.







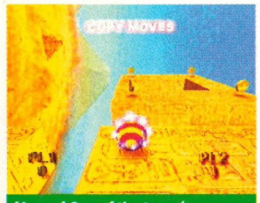
[Above] The earlier levels are confusing enough. On later levels however, you'll find that platforms waver between solidity and translucency, and the ground – a handy reference point – disappears completely!



[Above] This is a particularly difficult level if you haven't come to terms with jumping.



[Above] Ooh look! My ball's changed colour! Isn't it pretty?



[Above] One of the two player modes is a 'follow the leader' style game. Good fun, too.

only change sides at specific end points, which or rather the end points act like junctions in a maze. In fact, *Kula World* effectively takes the concept of a maze and wraps it around a 3-D structure, and making it more devious in the process.

In addition to rolling on the platforms, your ball can also jump. The jump comes in useful for avoiding obstacles, and in the later levels it must be used to bridge gaps between multiple platforms. Once again, the importance of being able to roll on any surface becomes clear. The platform you wish to reach may be some distance above you for instance, so to reach it, you'll need to manoeuvre until you're on the opposite face of your current platform, thus putting the target platform below you relative to where you were, and hence allowing you to drop down onto it. Confused yet? Not half as confused as you'll be after half-an-hour of actually playing the damn thing.

"Be prepared for lots of sleepless nights!"

Dual Ball Action

Kula World supports two players, although not simultaneously. Instead, each player takes it in turns, either in a straight-forward time trial, or in a more unusual copycat mode. In this mode, the first player starts on a platform and can make two moves. The second player then starts from where the first player started, and must copy player one's moves and then do two of their own. Player one must then do all four moves, and add two more. This continues until someone makes a mistake.

Kula World does look like a few old eight-bit games from years ago, but that's only because they used balls. The implementation and gameplay are totally new, extremely clever and very, very frustrating! If you like puzzle games, then you can't afford to miss this. Be prepared for lots of sleepless nights with this beauty!

PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	9
VALUE	8
BALLS	9

83%

Fun with balls! (Doer)

Alternatively:
Kurushi 88%
Blast Chamber 82%

ARMOURED CORE

PULL ON A METAL EXOSKELETON FOR SOME TESTOSTERONE-FILLED MECHANICAL MAYHEM...

Mechwarrior 2 was a spankingly-good game and still stands as the benchmark 'blokes in metal suits' shoot-'em-up. Although Sony's newbe, *Armoured Core* is fun to play in both one and two player modes, it's a wee bit too simplistic and linear to really compete. Like *Mechwarrior*, you sit inside a giant metal exoskeleton. Success or failure depends entirely upon completing each mission, whereupon you get a financial reward and the chance to improve your firepower. After you've completed a couple of levels you can begin to upgrade your 'AC' with new weapons, arms, legs and head, trading in your old ones as part of the deal. Graphically, *Armoured Core* is competent, utilising effulgent pyrotechnics and real-time lighting to good effect. The horizon is long too, enabling a crack shot to take out enemies from great distances.

STOMP ON

Whizzing around each location strafing, jet-packing and blasting is fun in the short term, but before long one mission blurs into the next, as virtually every one involves nothing more than annihilating everything in sight. Certain missions involve protecting and accompanying, but this cannot veil the underlying linearity of most missions. Cool touches include the ability to customise your 'bot' with a new lick of paint and playing the two player split-screen deathmatch with a human opponent, but even these extra options soon wane. There are 48 missions, ranging from taking out strongholds and radar installations to knocking-out gun emplacements. Controlling your mechanical monstrosity is tough at first, but soon becomes second nature, and the bonus of auto-targeting makes for a much more enjoyable ride. The real skill soon manifests itself, and pivots around which weapons are most effective against each enemy – master this and you're laughing. *Armoured Core* is a good, simple blaster offering limited short-term appeal but little else.

PLAY information

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

ONE PLAYER · MEMORY CARD · MULTIPLE PLAYERS



[ABOVE] If you're low on ammo, give robots a left hook with your powerful arm.



[ABOVE] Fatal shots send robotic adversaries running around ablaze before they explode and disintegrate. Nice! Completing a mission results in cold, hard cash that can be spent on weapons and body-part upgrades.





"A simple blaster with only short-term appeal!"



PLAY

LOOKS	8
SOUNDS	9
GAMEPLAY	7
VALUE	6
RAMPAGE	7

69%

Fun but linear robot beat-'em-up

Alternatively:
Mechwarrior 2 91%
Carnage Heart 57%

Written By Tom Sargent

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TENCHU



[Above] Once they've noticed you, you either have to kill them on the spot or head for the roof tops.

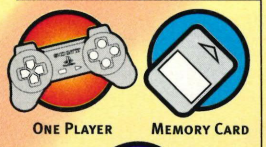
Wander ancient Japan as a cold blooded, trained assassin? Where do I sign?

If you were just to glimpse at the dark third-person-perspective world of *Tenchu* you would probably think it was just a copy of *Tomb Raider*, but spending only a few minutes with it you would feel quite differently. There might be pits to fall into, human and animal enemies and practically the same camera perspective, but Tenchu's gameplay is an entirely different kettle of sushi.

Set in the villages, forests and caves of Japan when times were simpler and disputes were settled with swords, you make your way one at a time to several fat bosses who all look curiously like hockey goalies with their sheer girth and inward facing knees. Killing these podgy perps isn't all that hard, but reaching them in one piece is where the challenge lays.

PLAY information

Publisher: Sony Music Entertainment Japan
Supplied by: JoyPad on 01202 311611
Price: £59.99
Release date: Out now (import)

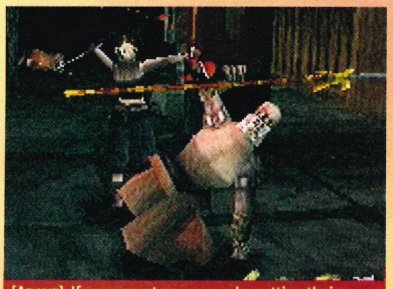


One Player | Memory Card

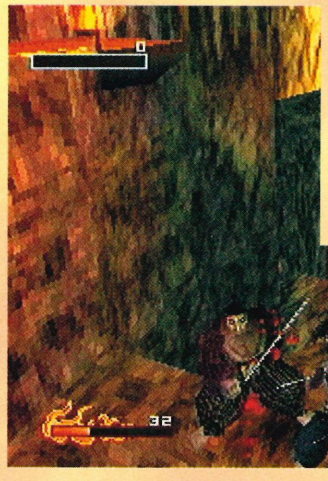


Dual Analogue





[Above] If you execute someone by cutting their throat, the camera switches to a gory frontal view.





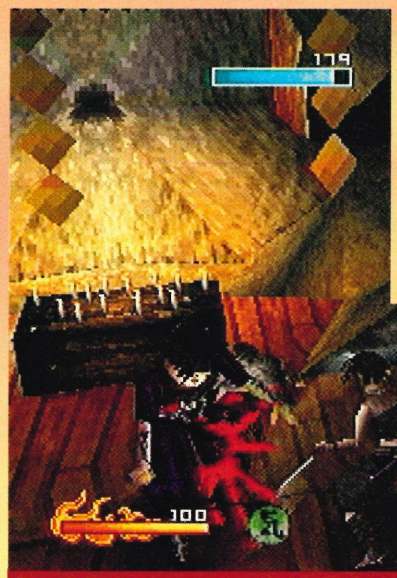


Tenchu rewards a smarter approach of stealth and finesse rather than cart-wheeling into a room of bad guys with blazing automatic weapons in both hands, hoping for the best. As it turns out, it is intensely more thrilling to take out your opposition using the cold-blooded, planned course of action.

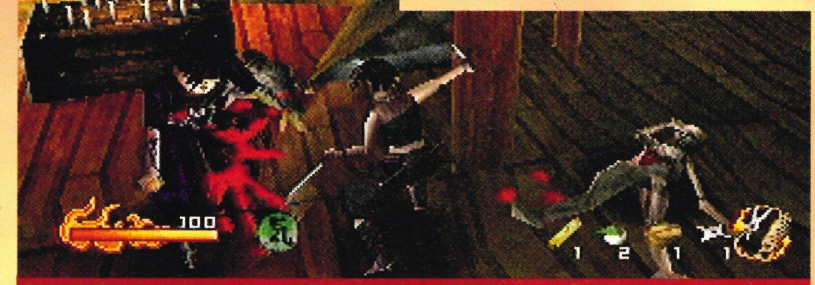
Murder At Midnight

Consider a typical 'operation'. Like an assassin, you crouch on a dim rooftop at night, watching a guard's movements closely until he faces away. You leap silently from the roof, land inches behind his heels and before he has registered your presence you hold him steady and reach around to draw the blade of your tanto knife across his throat. Great thick globules of blood spray from your victim, sticking to the wall and pooling on the ground. Before his heart stops beating, you throw your grappling hook onto the roof above him and heave yourself up to safety in one swift movement, where you prowl the neighbourhood for the next lucky guard. Pulling it off cleanly is tough and exciting, but does get repetitive before too long.

With tall Rikimaru and his samurai sword or little Ayame who carries far more vicious twin stabbing knives, you get a small number of attack moves (around ten) to use, should you be unlucky or unskilful enough to come face to face with an enemy instead of surprising them. If







[Above] Yikes, it's a set up! You wander into a glowing room looking at these little aliens and before you know it some bloke's trying to slice you in half. [Inset] The blood flows freely when you inflict a fatal wound.



[Above] The old grenades are seriously risky to use as you could end up setting yourself on fire. Beware.



[Above] Ha ha! There is no escape from this tiny corner you weedy guard-type! Die by my blade!

Written By Graeme Nicholson

CHOPPIN' MALL

YOU MUST TAKE THE RIGHT GEAR FOR THE JOB OUT OF THE LITTLE SHOP BEFORE EACH LEVEL. THEY ARE:



GOSHIKIMAI
A bundle of rags you can drop to stop getting lost.

JINMEITAN
Vital health pills to recover your lost energy.





JIRAI
A pressure-sensitive mine. Don't step here!

KAGINAWA
Or 'grappling hook' to you and me. Climb walls.





CLAY GRENADE
So primitive, they sometimes don't even go off.

MAKIBISHI
Spikes for laying on the ground. Great for dogs!





DUMPLING
Wait, it's poisoned! Feed it to your enemies.

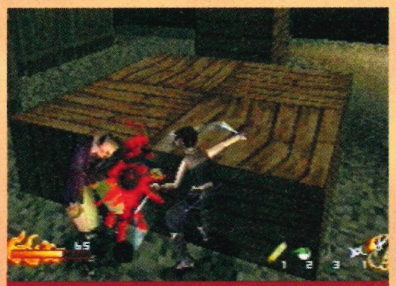
SLEEPING PILLS
Sends those door guards off to sleep quickly.



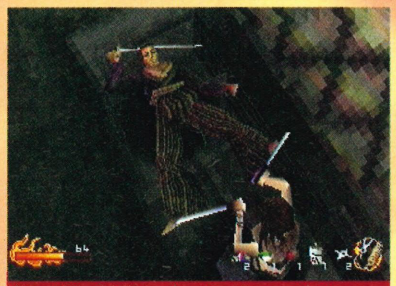


SHURIKEN
They'll hit where you point the crosshair.





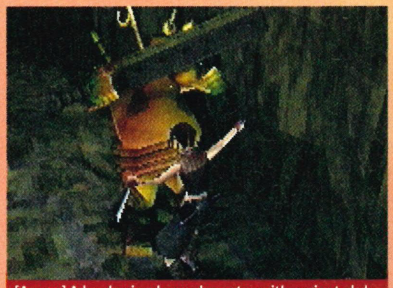
[Above] Frustrated? Locate one of the apologetic, cowering civilians and let him feel your sword!



[Above] Dead folks tend to stay where you leave them, instead of going all transparent and vanishing.

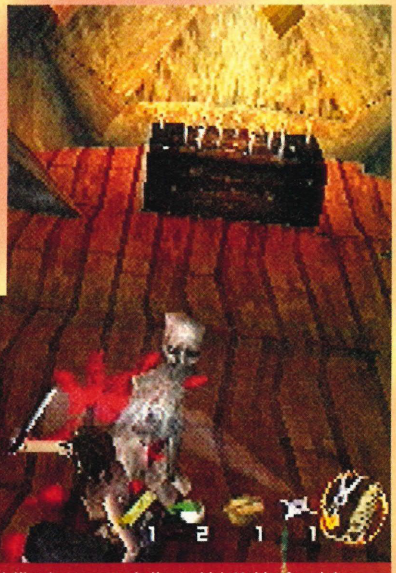


[Above] A time-share salesman gets more than he bargained for by approaching young Ayame.



[Above] A lumbering boss character with a giant club is no match for the agility of springy little Ayame.







[Above] We don't know what these things are, but they look like the suspected aliens which Mulder found that time out in the desert, and they breathe fire. Not good. Luckily, they'll never match your speed.

"The basis is here for an exceptional game..."

they don't see you until you strike them you are guaranteed a single hit death, but if they spot you they'll defend themselves and hit back. To avoid these unsafe street fights you can use the proximity meter to judge how close someone is before you can see them, and then engage the sneaky 'look' function to peek round corners and down steps to watch their movements. It's all very heart-in-the-mouth stuff. If the situation seems too risky to run in, you can lob crude clay pot grenades or switch to a first-person view to chuck throwing stars. For a devious advantage you can throw a small bottle of poison in their direction so that when they drink it and begin staggering around sick, you can rush in and dismember them.

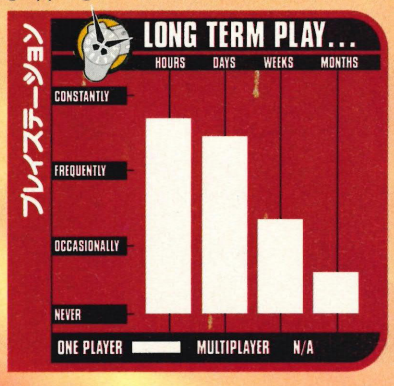
SAMURAI SHOWDOWN



DEATH AT DUSK

The hitches with *Tenchu* then? All of them are technical faults, which could have been ammended with just a little more care. The game looks very simple to start with, but wobbly, warping texture maps are on almost every surface you encounter. Everything slows down suddenly if you're near a certain person or a bit of scenery sometimes too, but you can live with that. The worst thing though is when the normally steady tracking camera becomes crazed during some fights, spinning erratically and pointing away from the action. It's just plain frightening when you've little energy left.

Tenchu's innovations of covert murder and devices like the proximity meter and grappling hook could be the basis for an exceptional game. The PAL release (which Activision has snapped up the rights for) is still many months off, so let's hope these problems can be cleared up to make *Tenchu* as good as it could be. Until then, the technical short-fallings make this game a risky buy as these things could well begin to annoy you to the point of committing hara-kiri.





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

78%

Fun killin' but technically sketchy

Alternatively:
Nightmare Creatures 90%
Tomb Raider 2 95%

DEAD BALL ZONE

Not a mysterious sensation when your genitals go numb, but a sport with guns.

Unless you're prepared to sit through the endless interruptions and hammy commentary of the NFL on television, chances are you're missing a healthy dose of violence with your weekly sport intake. *Dead Ball Zone* from GT Interactive mixes many of today's most popular sports with the kind of severely unsportsman-like conduct on pitch that makes old Cantona's famous flying kick look decidedly bent.

The whole thing got started when local crime lords devised a new game for the dirty, overcrowded and bloodthirsty population of the year 2090. The game's unthinkable violence and high fatality rate soon got the attention of a large global network of corporations, who began televising the events and ploughing money into their own teams. Hence, the ten teams available to use in the game.

"The next step for *Speedball 2* fans!"

PLAY information

Publisher: GT Interactive
Customer support: 0171 486 5099
Price: £39.99
Release date: June '98

ONE PLAYER | MULTIPLE PLAYERS
MEMORY CARD | DUAL ANALOGUE





[Above] Having come this far, you can't miss that shot! Oh, unless their defenders punch your face in, that is.

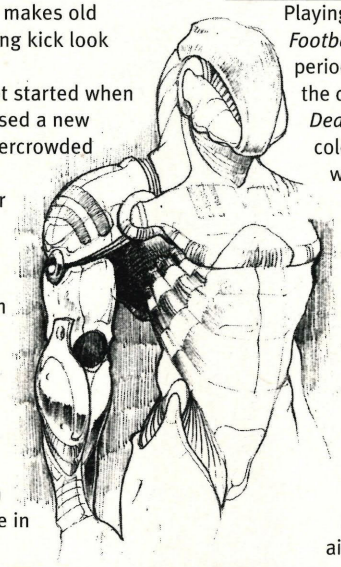


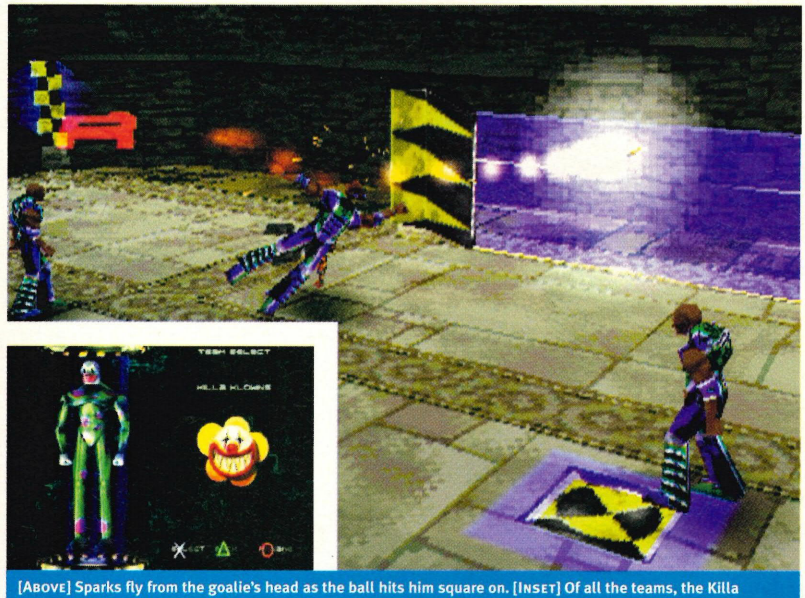
[Above] You can pull players over on to the ground and then give them a powerful kangaroo kick...



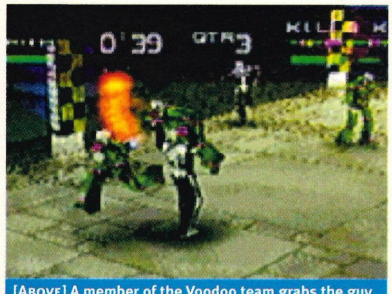
'Ere We Go...

Playing a bit like *Brutal Sports Football* from the Cretaceous period when 16-bit consoles were the coolest thing you could own, *Dead Ball Zone* takes place in colourful purpose-built arenas with goal mouths woven from pure laser (you can test this when the goalie leans back to catch the ball and singes the back of his head). A bright vapour trail clings to the ball so you can easily see where it is at all times as it's carried under-arm, and by heaving it into the goal from varying distances, you get up to five points. With the aid of disgraceful tactics like

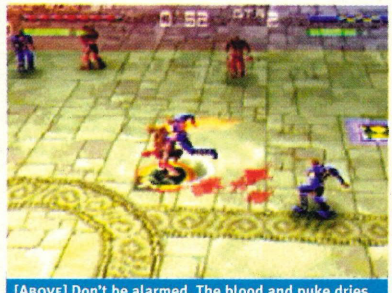




[Above] Sparks fly from the goalie's head as the ball hits him square on. [Inset] Of all the teams, the Killa Klowns with their ever present face make-up and tacky shiny Spandex, are the scariest. Gulp.

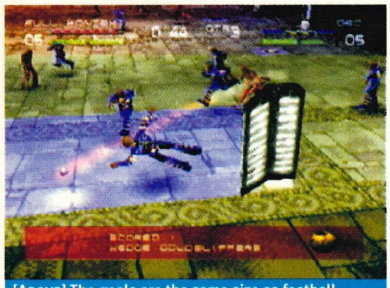


[Above] A member of the Voodoo team grabs the guy in possession of the ball and heaves him overhead.



[Above] Don't be alarmed. The blood and puke dries up surprisingly quickly. Warm, rancid air.

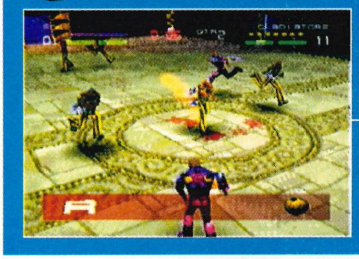
Written By Graeme Nicholson

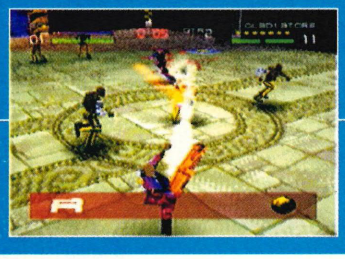


[Above] The goals are the same size as football goals, but the angled posts deflect the ball a lot.

LET IT RIP

After entering the special move to whip out a gun, your player waits until an opponent picks up the ball before shooting him. This can protect you while you make an attack on their goal.



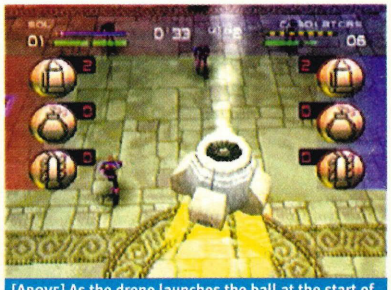








[Above] The great replays (especially overhead) show if they beat you with the swerve of aftertouch.



[Above] As the drone launches the ball at the start of each quarter, you see all the remaining weapons.



[Above] See in painstaking detail where your defence fell apart with the behind-goal replay perspective.



[Above] The small plate on the ground activates when the ball passes by, knocking it off at a random angle.







[Above] A powerful lob from just outside the box should guarantee the maximum five points easily.

pulling out shotguns, bombs and chainsaws to work your way up field, this should be the next step for *Speedball 2* fans.

Bring On The Klowns

The games are extraordinarily fast affairs that also tend to get very messy with blood and even vomit spurting out of the players frequently. Not surprising really, when you consider what happens to them in the course of a match. Humourously animated special moves are things like booting another player between the legs, heaving them into the air to slam their faces down into the floor, or just pulling them close for a vicious head-butt! Such atrocities are easy to perform because you tap in the move (at most three buttons) as you approach the man you wish to "tackle", and then you have a few seconds to catch your victim. The move then activates as soon as you touch him.

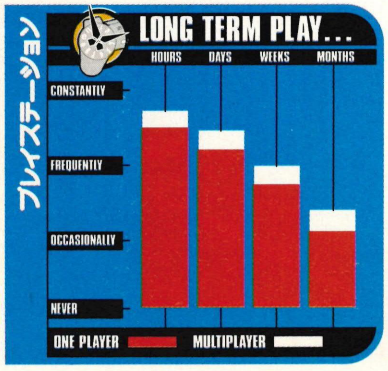
The guns and chainsaws (bombs too in the top of the league) are even easier to trigger, but you only get a couple of those to use over the whole match. Brute force won't always win you the game though. There's a real skill in playing *Dead Ball Zone*, from choosing the best eight man formation and performance attributes, to using the gravity beams and rebounding walls to your advantage. Being a fictional sport which people don't follow and love in real life, it is never going to be a game to compete with the likes of a brilliant football game but *DBZ* does the futuristic sports thing better than the only other game of this ilk, Psygnosis' *Riot*.

When you can spend £15 to watch a multi-million dollar pay-per-view boxing match only to feel more than a little cheated when the two beefy contestants circle each other, hug for a while and then win or lose depending on some bizarre scoring system, the time is right for a game of disgusting behaviour where you and your mates call the shots. *Dead Ball Zone* is that game, we guarantee it!

GET IT CHIPPED



DBZ has a simple but effective training scheme. Training consists of sharing out four computer chips over your chosen player's four sets of abilities (Passing & Shooting, Toughness & Strength, Speed & Agility, Mentality & Injury Recovery). You would, for example, probably remove a Passing & Shooting chip from your goal keeper to to replace it with another Toughness & Strength chip. It works, too!



PLAY

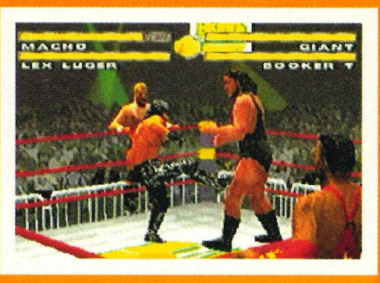
LOOKS	8
SOUNDS	6
GAMEPLAY	7
VALUE	7
NUTS	8

84%

Makes Rollerball look like ballroom dancing!

Alternatively:
Riot 72%
Ballblazer Champions 69%

WCW NITRO

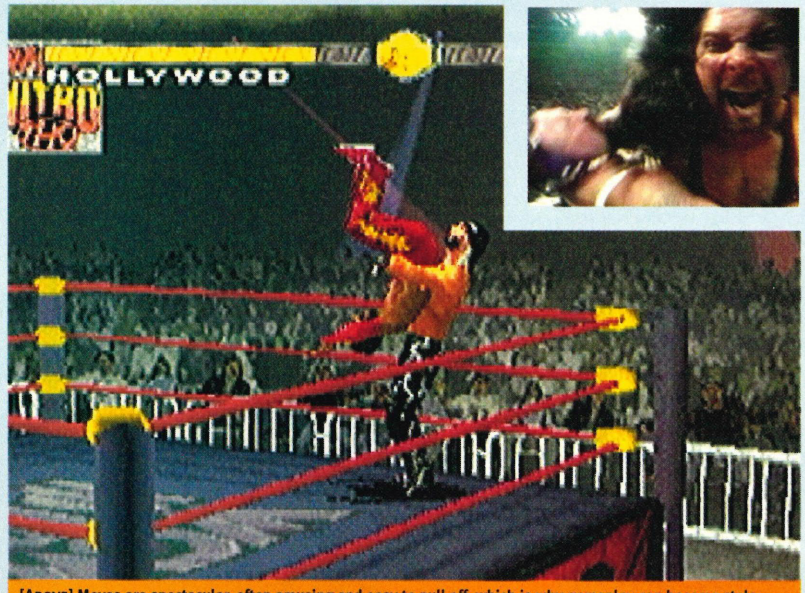


PLAY information



Publisher: THQ
Customer support: 0181 6363000
Price: £39.99
Release date: June '98





[ABOVE] Moves are spectacular, often amusing and easy to pull off, which is why gameplay can become stale after a while. Still, for beginners, this range and variety makes the game immediately good fun.

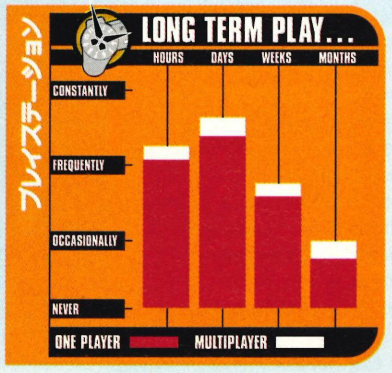
IF GRAPPLING WITH OTHER MEN IS YOUR IDEA OF FUN, LOOK NO FURTHER THAN THQ'S PILEDRIVER WRESTLING SEQUEL.

"He's behind yooooou!" Ooh, sweaty men in tights. Whether you're a fan of this nonsense or not, wrestling – WCW or otherwise – is a farcical pantomime involving grown men who grapple with each other in gaudy lycra tights. Not being a 'fan' in any way or form, it's difficult to say whether *WCW Nitro* is a totally accurate representation of the real-life sport (and I use that term lightly). We have been reliably informed by members of the PLAY Wrestlers Federation, however, that it is. '*Nitro*' is the sequel to *WCW Versus The World*, and it's a big improvement on the former for a number of reasons. Firstly, there's now a couple of Tag Team options, which were sorely missing from the first game and adds immeasurably to longevity.

Secondly, the animation and attention to detail – specifically the hi-res, digitised texture-mapped faces – should be praised. The gameplay itself is largely unchanged from the last game though. The rules are simple, in either one or two player mode, try and reduce your opponents to a quivering, albeit bloodless, pulp.



[ABOVE] Many of the moves are really bizarre – what the heck's going on here! [INSET] Each of the initial 16 characters open up a further three, making a grand total of 64.



DON'T CALL ME SHIRLY...

There are over 30 moves per character, most of which are executable by every character, and three 'spectacular' signature finishes mimicking their real-life counterparts'. Just 16 burley blokes await to begin with, but each one unlocks a further three, making 64, er, toned gladiators. The best method to win is to time your attacks, and press the buttons quickly, otherwise your adversary will take the initiative. This is made difficult by the slightly unresponsive controls and the fact that whenever you're getting the better of someone, a 'tag team' buddy appears from outside the ring to spoil the party, whereupon you get an absolute pasting. There's stacks more video footage and plenty of secret locations/wrestlers to find, but it all gets a bit samey after a while. This is no *Tekken 3* – the pedestrian pace of each bout and quirky shuffling around the ring takes some getting used to as winning is primarily about timing each move. *WCW Nitro* looks lovely, everything moves beautifully, but unless you're a die-hard fan of the first game or the sport in general, it's questionable as to whether this will appeal to everyone.

"The pedestrian pace takes getting used to..."

PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	7
VALUE	8
LYCRA	6

80%

Best wrestling game on PlayStation

Alternatively:
WCW Versus The World 79%
Wrestlemania 74%

Written By Tom Sargent

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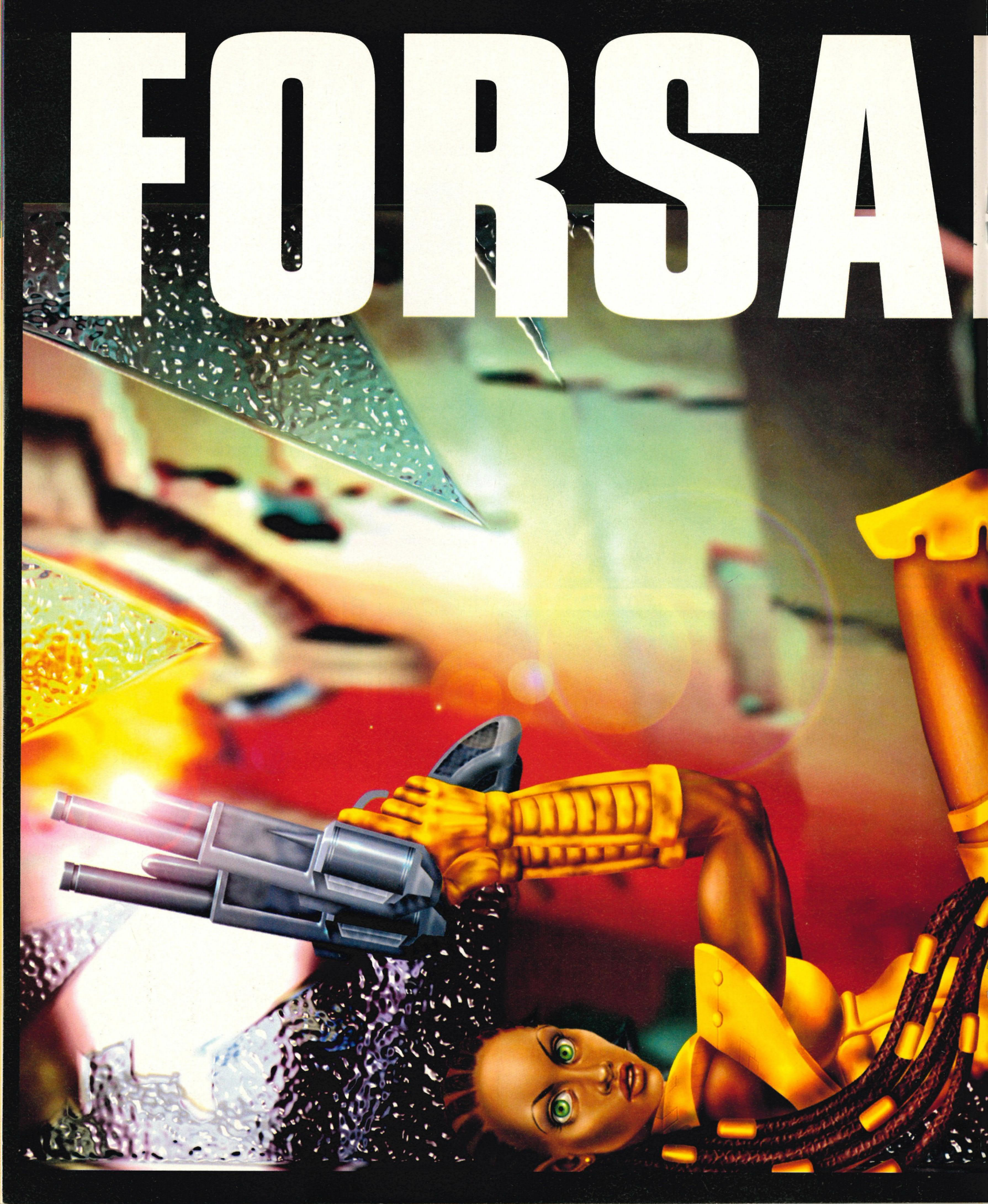
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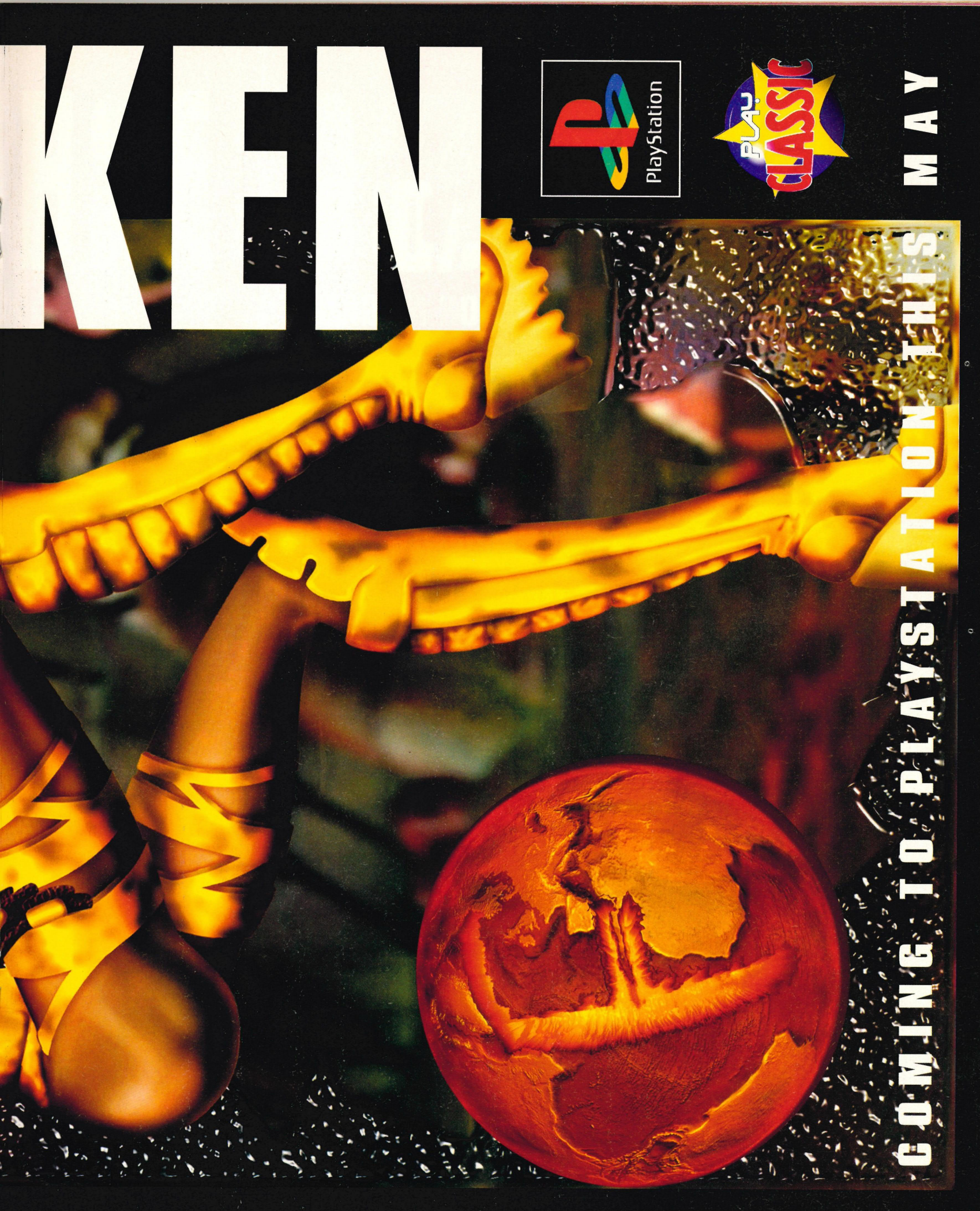
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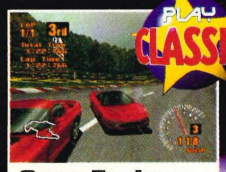

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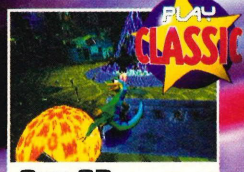
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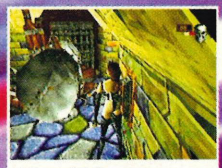
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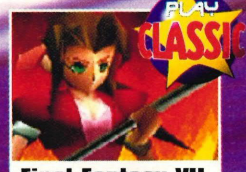
Gex 3D
rated 92% in PLAY!



Deathtrap Dungeon 86%



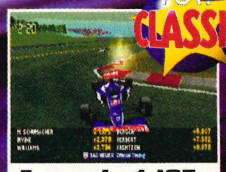
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rated 95% in PLAY!



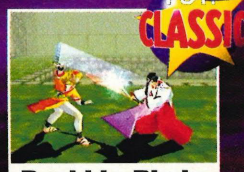
Final Fantasy VII
rated 93% in PLAY!



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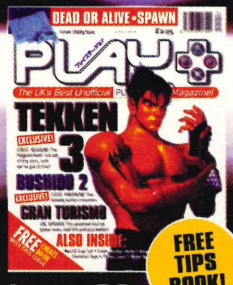


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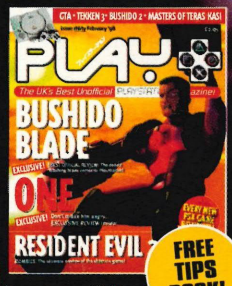
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CIRCUIT BREAKERS

WARNING: YOU ARE NOW TOO OLD TO PLAY WITH TOY CARS. HERE IS THE TECHNOLOGICAL SOLUTION TO THIS DILEMMA...

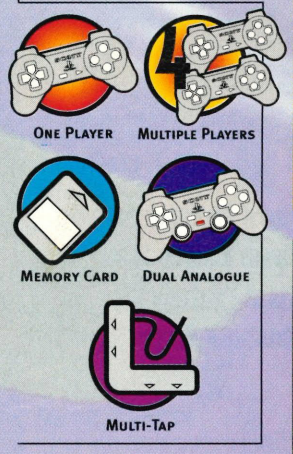
As the first mini racer on PlayStation, *Supersonic Racers* was an excellent game, packed with great-handling cars, smooth graphics and secret tracks. A sequel would probably have been an easy success, if not for the fact that *Micro Machines V3* had popped out between the two games. Supersonic Software needed to change a lot of things to do battle with the king of miniature racing, so *Circuit Breakers* is quite a bit different to its predecessor, both in appearance and gameplay.

Instead of picking a cartoon character who comes with their own set of vehicles and handling style, you now go straight for one of the main cars which are based on a Mini, an old Stirling Moss kind of Formula One car, a deformed Corvette Stingray, and a Countach-type thing. All cars have identical handling to keep the races fair, but where does that leave you if you don't like the way your car drives? In *Supersonic Racers* it was simply a case of choosing a different character and checking out their individual performance until you got what you wanted. Making all cars the same may be the fairest way to race, but it has also meant using very average handling, without much of the character and inertia of the original game.

PLAY information



Publisher: Mindscape
Customer support: 01444 246333
Price: £59.99
Release date: July '98









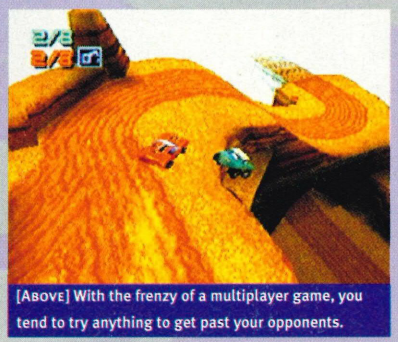
PINT SIZED

Thankfully an inventive range of power-ups are scattered around the tracks and the way you use these is what distinguishes the way you race from the way anyone else does. For example, the Shrinker reduces your vehicle in size by three or four times, letting you ride through small shortcut gaps at the same time as giving you an increase in speed. That's the opposite of the Jumbo, which makes your car so big it can drive right over and flatten the other racers! There are a load of others too, including the standard oil slicks and turbo boosts. You can keep hold of a few of these and cycle through them as you drive, waiting for just the right time and place to strike. When you start there are four different tracks to race as part of the World Series

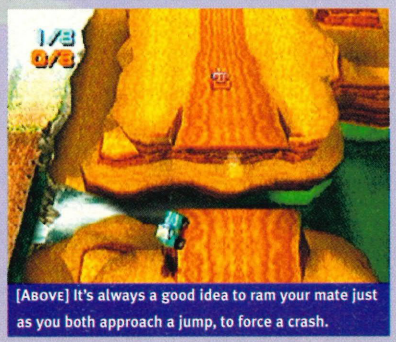
"The best feature is the multiplayer game..."



[Above] Early on the computer controlled cars never take the inside of the bends, so they are easy to out-corner. [Inset] The boats are worst of all to race, with very artificial feeling handling.



[Above] With the frenzy of a multiplayer game, you tend to try anything to get past your opponents.



[Above] It's always a good idea to ram your mate just as you both approach a jump, to force a crash.

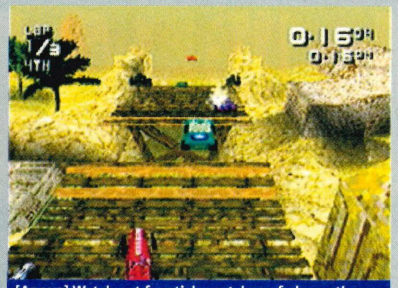
Written By Graeme Nicholson



[Above] Powerful subsonic bass emits from your in-boat stereo to knock competitors off track.



[Above] Oh no! Don't let that brute squash you with his unnaturally oversized bow.



[Above] Watch out for sticky patches of glue – the other players love to slow you down at jumps.



[Above] Shrinking your car via the correct power-up also helps to avoid things like glue puddles.



[Above] Crash and burn, loser.



[Above] Grab the Stilts power-up and your car grows long skinny legs down to its wheels.









[Above] You should try learning a new track on two player at night!

tournament (the main one player game) or as single time trial excursions. After you win before the next race a new track opens up and you'll soon have sixteen to play with, not including the 16 different courses designed purely for multiplayer racing.

Eight separate environments await your tiny wheels, from the Arctic to Venice, with your chosen car adapting to the surroundings as a submarine for deep sea racing or a speed boat for the rivers, although most of the tracks are on dry land. Every one of these beats the awful airship levels of the first game – thank God they didn't bring those back!

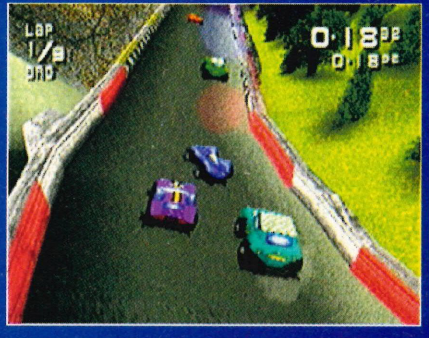
They're Toatie

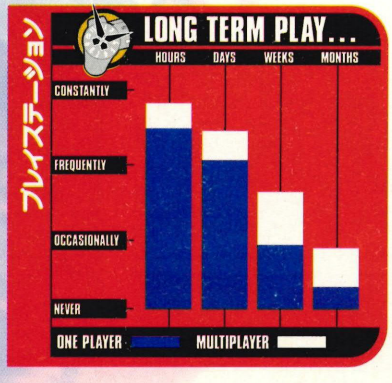
Circuit Breakers' best feature however is its multiplayer gameplay. If you've got a Multitap then four players can join in, but even with just two it's competitive and down right hilarious at times. Many sections of the courses are elevated high above the ground without protective barriers, where it seems unlikely that even the most mature games player could ever tire of nudging his opponent off to land in a ball of flame. Dumping a puddle of glue in the path of an approaching opponent right before a break in the track, slowing them so much they can't make the jump, is also heavenly.

Yet the dull control of the vehicles means that *Circuit Breakers* is left in a peculiar position: the original *Supersonic Racers* and *Micro Machines V3*, each generally available for under £20, are worthwhile alternatives. Only if you're sure they are not for you should you go out and buy *Circuit Breakers* this summer.

AND ANOTHER THING...

With plenty of well designed tracks and the ability to race them at night or backwards if you unlock enough bits and pieces, *Circuit Breakers* will have enough variations to keep you going for a long time. Still, there is an option in the game called "Add On Disc" which is ready for Mindscape to release another eight tracks on a free CD...





PLAY

LOOKS	6
SOUNDS	7
GAMEPLAY	7
VALUE	8
SPINS	8

81%

Minuscule motoring multiplayer madness!

Alternatively:
Micro Machines V3 (92%)
Supersonic Racers (91%)

V-BALL BEACH VOLLEY

AT LAST, FUNSOFT MAKES IT EASY TO SCORE ON THE BEACH. ALL IT TAKES IS PRACTICE!

Written By **Graeme Nicholson**

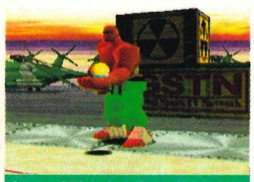
PLAY information

Publisher: FunSoft
Customer support: 07000 726224
Price: £39.99
Release date: Out Now

ONE PLAYER | MEMORY CARD | MULTIPLE PLAYERS

Are there any other volleyball games for PlayStation? As far as we recall, there are none that have come out in this country anyway which is something that works in *V-Ball's* favour – its new! A simplified arcade representation of the sport, it has ten teams of manga-influenced characters.

Along with the expected passes and spike moves, each team has between five and ten combos that they can use to drive the ball past the opposition and into the dirt with immense power. The Fighters team for example can do a couple of karate chop spikes on the ball, and the Soccer boys can take the ball on the head and nut it over the net. These kinds of moves are simple to trigger, but look impressive and take some exquisite timing to defend against. Hard shots can harm your players on contact too, weakening them towards the end of the match, so it really is important to work on the reflexes.



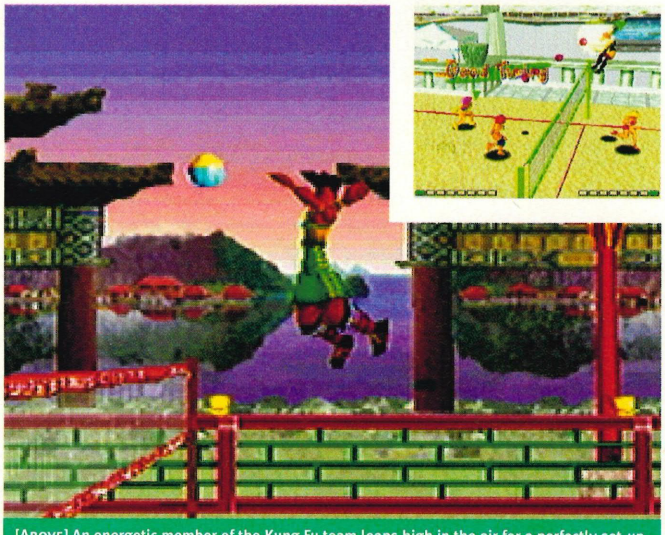
[ABOVE] The giant feet allow him to stay upright in 180MPH winds!

WALLY BALL

Or, it would be if *V-Ball* didn't play most of the game for you itself. But while the computer's team is in possession on the other side of the net, both of your players scurry around via their own free will without accepting any input from the joypad. Then, when the ball sails over into your half, control is suddenly handed over to you of whatever character has the triangle symbol above their head.

"You're barley ever involved in the game!"

Therefore, you don't get any of the fun of positioning yourself to receive the ball like you would in a tennis game – it's all done for you. Even at this point, the characters cannot usually be moved around as the computer likes to move your other player to the correct spot before allowing you a few seconds of interaction. All this means is that you press a single button when the ball comes your way to stop it hitting the ground, then another to spike it back. Sometimes you'll press two together to try one of special spikes, but you're barely involved in the game. It would have suited a four player mode, but doesn't have one. Doh.



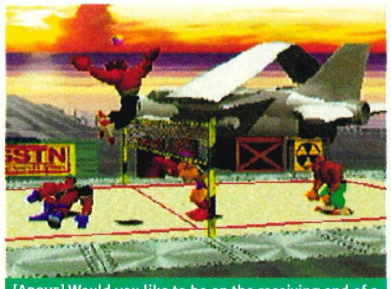
[ABOVE] An energetic member of the Kung Fu team leaps high in the air for a perfectly set-up spike shot. [INSET] The Sexies (debatably accurate title) fire off a powerful special move.





PLAY PUTRID

[ABOVE] A few of the special moves are purely defensive, counteracting even the best scoring attempts with a single hit. [INSET] Red hair with blond highlights, huge cans and prostitute's clothing – it must be Ginger Spice!



[ABOVE] Would you like to be on the receiving end of a hard ball pelted at you by this thug? Thought not.



PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●○○○○○○○○○
VALUE	●●○○○○○○○○
SUN BURN	●●●●●●○○○○

30%

A game that won't let you play it!

Alternatively:
Smash Court Tennis 86%
Dead Ball Zone 84%

PHAT AIR EXREME SNOWBOARDING

If yet another awful snowboarding game comes into the office, we're off. Seriously.

What the heck

is going on? Was it declared 'Bad Snowboard Games Year' one night when we forgot to watch the news? *Phat Air Extreme Snowboarding* joins the queue behind disgusting specimens like *Chill* and *Extreme Snow Break* to bring this popular sport to your living room.

Things look promising first of all as *Phat Air* looks very much like *Cool Boarders 2* – the best snowboarding title so far by a long, long way. A variety of male and female boarders are available for the mountain-side events that include a giant snow half pipe for performing all your tricks on and a great big Straight Jump like skiers use for the long jump. There are also a couple of Slalom events, which are so boring (left, right, left, right...) they seem utterly pointless, but you will be forced to do these if you want to play any kind of Championship. The other main mode is Down Hill Racing, where you race five opponents and the points handed out are from a combination of your racing skills and whatever tricks you managed to perform on the way down. Slalom and Down Hill Racing can be done with two players using split screen.

Not Hot

So far, absolutely nothing that hasn't been available in *Cool Boarders 2*, but that doesn't mean *Phat Air* is exactly the same. Oh no. Compared to the entirely interactive moves system of *CB 2* that provides you with almost every flip and grab possible in the real sport, *Phat Air* has precisely 11 moves. Once these moves are committed to memory in the first hour of play, there are no surprises left in *Phat Air*, and all that's left to find is a secret course on which to perform your 11 moves and you get some more characters to do them with. Wholly, utterly, completely out of order. There's just no point in having a snowboarding game with such an appallingly limited system.

"Wholly, utterly, completely out of order!"

You might manage to stretch *Phat Air Extreme Snowboarding's* life span over another hour with some split screen racing, but that's probably not a good idea as whenever there's the slightest bit of contact between two players, they fall over. It's horrible.

PLAY information



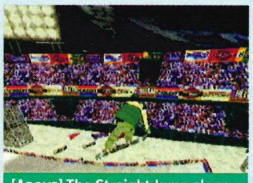
Publisher: FunSoft
Customer support: 07000 726224
Price: £39.99
Release date: Out Now


One Player

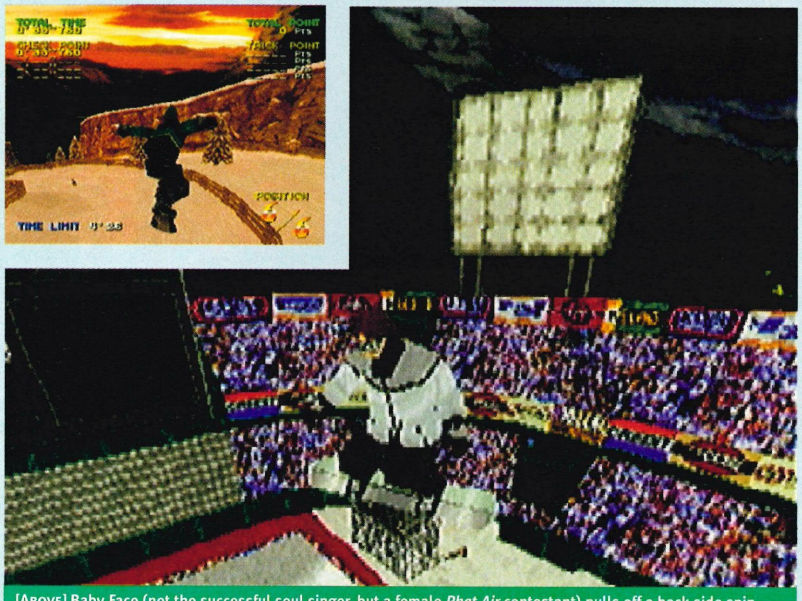

Memory Card


Split Screen

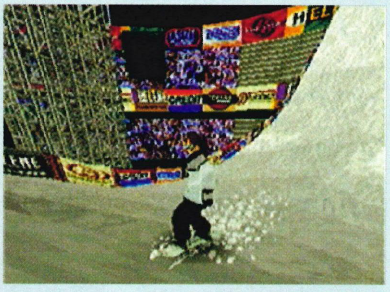

Multiple Players

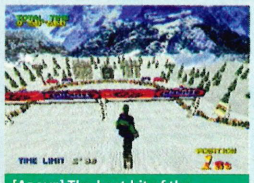


[Above] The Straight Jump slope is the best for trying out stunts, because you're airborne so long.



[Above] Baby Face (not the successful soul singer, but a female *Phat Air* contestant) pulls off a back side spin with ease. [Inset] Hey, you get 25 points just for sliding over the edge of the jumps. What could be simpler?





[Above] The best bit of the hopelessly dull Slalom event – the end! You won't do this twice.



[Above] Check out that nose grab! Just one of 11 average tricks!



[Above] Now don't get too close, or you'll fall over and wait for what seems like half an hour to get going again, by which time they will all be long gone.



PLAY

LOOKS	6/10
SOUNDS	2/10
GAMEPLAY	1/10
VALUE	1/10
DIPS	6/10

22%

Not worth the disc it's burned on

Alternatively:
Cool Boarders 2 81%
Chill 56%

Written By Graeme Nicholson

VMX RACING



FANCY THE RIDE OF A LIFETIME ATOP A CUSTOMISED OFF-ROAD BIKE? FORGET THIS...

Written By **Tom Sargent**

Sometimes you pick up a game that annoys the hell out of you right from the start, and *VMX's* Achilles heel shows its ugly self almost immediately. Steer off the track and onto just one blade of grass and you go tumbling head over heels into the dirt; this is so annoying that the temptation to turn off and go to the pub is almost overpowering. Perseverance does have it's rewards however, and things improve ever-so slightly on subsequent tracks. You choose from one of eight riders/bikes, each with different abilities based upon maximum speed, acceleration and braking. There are two classes of bike, either 250cc, or 125cc engines; the 125cc bikes are more agile, but lack power of the 250cc class. Both classes handle reasonably well, although there's very little in the way of subtlety – you can use an oversteer button and also pitch the bikes up and down.

SPEEDWAY

At the end of the day, racing can be fun for a while – particularly when you're jostling for positions with the other riders, but it soon becomes apparent that there's not very much in the way of variety once the opposition have been beaten in the six track tournament.

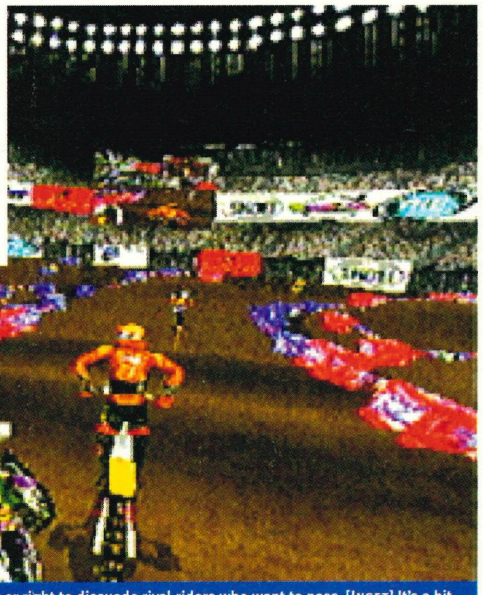
You earn points in a couple of different ways; the first is by the position you finish in a race, but even if you don't win, you can make up for this by performing 'spectacular' stunts (of which there are only a paltry four) and still win by virtue of gaining more points overall. The two-player mode is by far the worse part of the game, and although you can play it using either a vertical or horizontal split, the slowdown is terrible – made worse by the fact that there's only two of you on the track! To put the icing on this badly-baked cake, the graphics look like something out of a Commodore 64 game. Not one that we'd recommend at all.

PLAY information

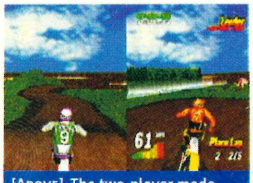
Publisher: Funsoft
Customer support: 0181 6363000
Price: £39.99
Release date: Out Now

ONE PLAYER | MEMORY CARD | SPLIT SCREEN | MULTIPLE PLAYERS

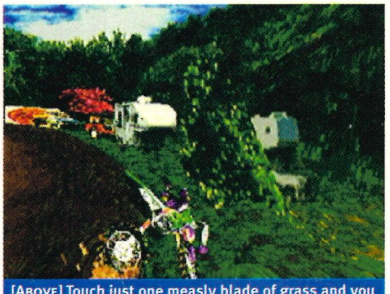




[ABOVE] In mid-air you can turn your bike left or right to dissuade rival riders who want to pass. [INSET] It's a bit hectic at the start, and the most fun to be had is in jostling with the opposition.



[ABOVE] The two-player mode suffers from two flaws: slowdown and no opponents



[ABOVE] Touch just one measly blade of grass and you tumble off your ride. Hmm.



"Looks like a Commodore 64 game in places!"



PLAY

LOOKS	4
SOUNDS	6
GAMEPLAY	4
VALUE	4
TUMBLES	7

45%

Dated and dull off-road racer

Alternatively:
Moto Racer 86%
International Moto X 77%

SNOW RACER 98

SNOWBOARDING, SKIING... IT'S TWO GAMES IN ONE! IF ONLY THEY WERE TWO GOOD GAMES...

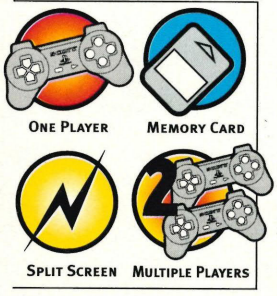
This is another snow-themed racing game to appear recently on the PlayStation. Rather uniquely, the game does not simply deal with snowboarding – the current 'fashionable' Winter sport – but combines both that discipline and skiing.

Snow Racer 98 offers a veritable feast of race modes, from downhill to slalom, over a total of 15 different slopes, some of which can be accessed from the off and others which must first be opened by qualifying in the various events.

The events themselves are divided into three sections: ski, alpine and free ride. Each section contains event-specific characters, five skiers and eight snowboarders in all, and they all have their own different strengths and weaknesses. In addition to this, a range of skiing and snowboarding equipment is available to choose from, and by careful trial and experimentation you'll be able to match competitor and equipment with event.

PLAY information

Publisher: Ocean
Customer support: 0161 827 8060
Price: £39.99
Release date: Out Now



IT'S SNOW JOKE

Sadly, there's not a lot of incentive to do this. While *Snow Racer 98* tries to bring you the best of both skiing and snowboarding, it pretty much fails on both counts. The competitors are colourful and do look quite different depending on who you choose. In general though, there's nothing in the game which encourages you to go back and experiment with them. The snowboarders in particular don't handle at all realistically, taking a lot of the fun out of the latter two thirds of the game. Skiing is fun for a while, but not particularly gripping, the skiers seem to just coast down the track with little or no urgency whatsoever. You could as easily be controlling a novice skier on the children's slopes as you could a top-class expert.

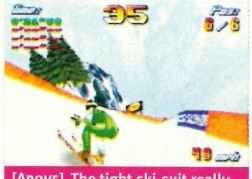
"The best thing about the game is the replays..."

Two-player mode would be good fun, but is hampered by the vertical split-screen which doesn't let you see much of the track making steering extremely difficult. This mode also suffers quite badly from pop-up, but you'll probably be too busy crashing to notice.

Although the range of competitors and equipment is a nice attempt at injecting some strategy into this genre, unless you're really into skiing and/or snowboarding you'll probably not know enough about the gear to bother with it too much. And if you are into either of the sports and have tried them for real, then I doubt you'll be impressed enough with the gameplay to bother either. The best thing about *Snow Racer 98* is probably the post-race replays, but it's unlikely whether you'll be interested in getting as far as that. Advice? Try before you buy – and you probably won't.



[Above] As with other snowboarding games, you'll be able to 'catch a lot of air' on the slopes (rad man!)
[Inset] Hey, player one, you're facing the wrong way! Stop admiring that banner and get on with the race!



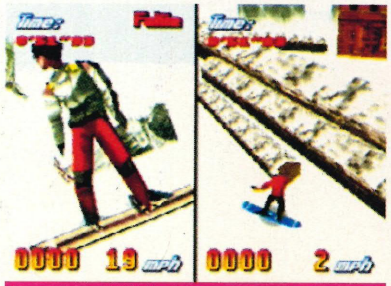
[Above] The tight ski-suit really accentuates this girl's bottom! At least I hope it's a girl...



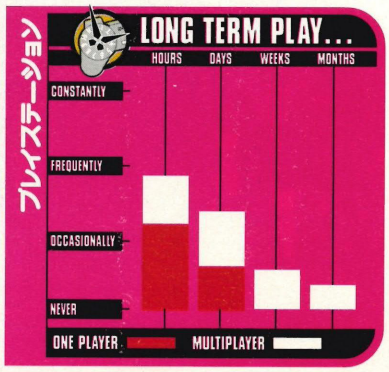
[Above] Look at that grin! Would you buy a used Snowboard from this man?



[Above] Hang on... it's some bizarre flying course markers!



[Above] Er... hi, this is player two. I've er, found some like log things man, shall we like, settle down, and maybe build a little cabin?



PLAY

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

50%

Nice idea, shame about the game

Alternatively:
Nagano Winter Olympics 83%
Cool Boarders 2 81%

Written By Ryan Butt

THREE LIONS

Riding atop a wave of unbelievable hype, Three Lions has finally arrived. Is Take 2 dreaming, or has it won the World Cup?

Written By Tom Sargent

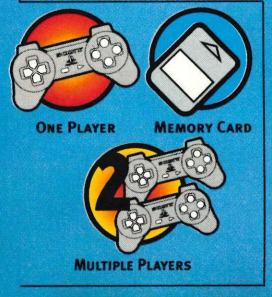
Thirty years of hurt, etc... *Three Lions* came into the office late. Really late. Reason enough to be dubious of it's qualities perhaps, but the truth is, this officially-endorsed England football game is actually quite good. Not in the same league as Eidos' superlative *World League Soccer*, but definitely fun to play in the short term. The attention to detail on the players is superb – this is the game's strongest point by far and watching them run around performing their full repertoire of moves is initially quite breathtaking. There's a veritable plethora of motion captured

"Fun, but gameplay is unremarkable..."

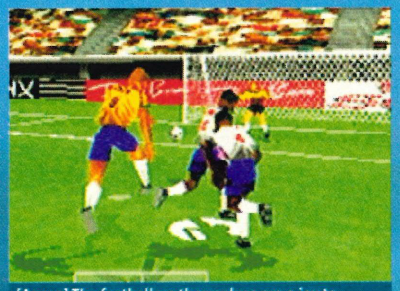
PLAY information



Publisher: Take 2
Customer support: 0171 3847798
Price: £39.99
Release date: Out now







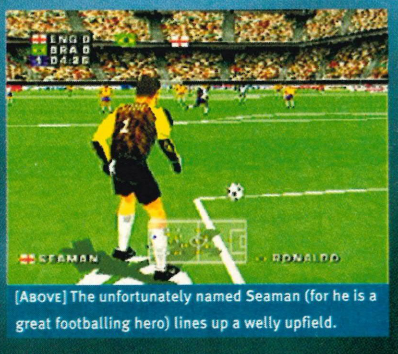
[Above] The footballers themselves are a joy to behold, with great animation and real power to them.



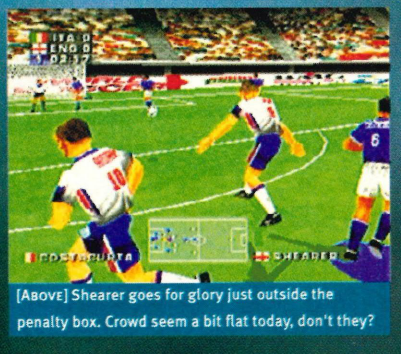




[Above] Teddy Sheringham chases Batistuta up the pitch in this Close cam view of the action. [Inset] The inclusion of the deliberate foul spices up the tackling side of things, but dare you try to get away with it?



[Above] The unfortunately named Seaman (for he is a great footballing hero) lines up a welly upfield.

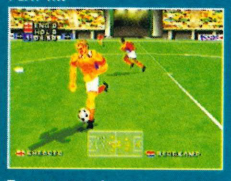


[Above] Shearer goes for glory just outside the penalty box. Crowd seem a bit flat today, don't they?

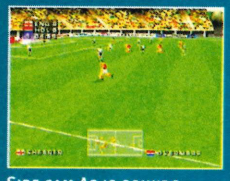
LIGHTS, CAMERA!

There are five different camera angles in total, of which only one is useless.

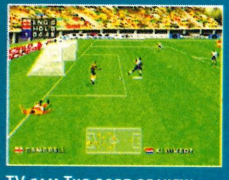
Close cam Undoubtedly put in to show off the amazingly-detailed rendered faces. Crap to play in.



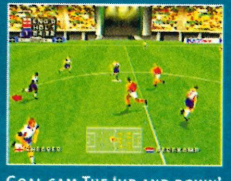
Target cam An all-encompassing view which follows the target player.



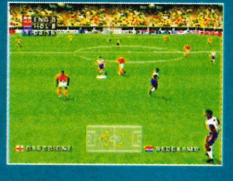
Side cam As is sounds, turns the game into a sideways scroller.

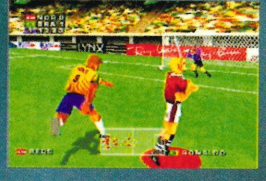


TV cam The sort of view you'd expect to see if you watching match of the day.



Goal cam The 'up and down' view – good if you're playing up the field, harder coming down.





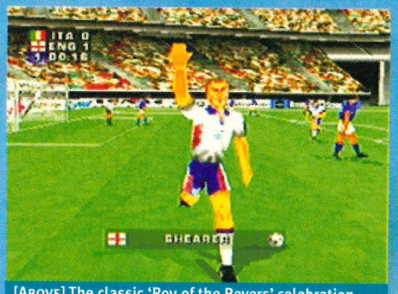




[Above] The targeting system works well once you've mastered it. The celebrations are great too.



[Above] There's always time for a team photo. Although not perfect, you can recognise all the faces.



[Above] The classic 'Roy of the Rovers' celebration means only one thing – Shearer's scored again.



[Above] Re-arrange your stars and change your formation. Maybe you can make Brazil really crap.



[Above] You can almost see the sweat pouring off the player's faces, the attention to detail is that good. You can certainly read all the ad banners. [Inset] Pitting the England '66 team against the USA? Is this a joke?

graphics and all of the player's faces have been rendered too. It's quite bizarre watching what is obviously Alan Shearer running towards the screen with a celebratory gesture after hammering home a goal. All of this animation has a price though, and it comes in the form of not being able to pull off shots and passes quickly enough. Yes, *Three Lions* may look and feel beautiful to play, but let's say you want to instantaneously tackle an opposing player, quite often by the time the animation of the sliding tackle has happened, your target is out of sight and continuing his run down the pitch.

Dreaming

Goal kicks, throw-ins and corners all take too long as well. In fact most of the gameplay is quite sluggish, but not to the point of serious distraction. The simplicity of the game could be criticised, but considering how easy it is to pick up and play, there are plenty of areas to master such as the innovative 'instant aim and shoot' targeting system. Each time you get in view of the goal (some camera angles restrict this in some instances), a small target appears in the goalmouth, whereupon you can unleash a shot. At precisely this point you must use the D-pad to move the target in the direction you want to aim – hopefully just out of reach of the goalie's outstretched fingertips.

This process of shooting and quickly manipulating the target is a brave step by programmers, Z-axis, and something which will keep you coming back for game after game, or put you off completely. After some initial disastrously-embarrassing 18th row 'spooners', we've grown to like the system – it's certainly consolidates the well-trodden footballing phrase, 'easy to play, hard to master'.

Hurt

In traditional fashion, the ball sticks to the player's feet, and all kinds of dinks and passes can be pulled-off, but for the majority of play things are kept straight-forward. There isn't any aftertouch or complicated button combinations to wrestle with. There's only one button for shooting, a couple for passing (chip and ground), and two for the universally-cool through pass. All these buttons have different functions when you're not in control of the ball, including one notable inclusion – the deliberate elbow.

The defensive side of *Three Lions* is particularly good, as you can swap between players very easily and the computer always makes sure one of your players is shadowing the opposing player with the ball. There's no commentary (but you do hear amusing on-field shouting like "cross it!" and "oi!") and only 50 teams, but this doesn't detract from the game at all. All in all then, *Three Lions* is a real looker, but the gameplay, although fun in the short term, is unremarkable compared to some of the competition. Shame.



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Pretty, but sadly sluggish to play

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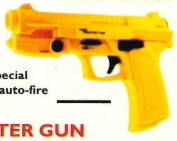
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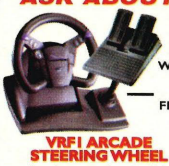


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SUPER MATCH SOCCER

As competition for the digital World Cup reaches fever pitch, how does Acclaim's budget release mix it with the big boys?

Written By Tom Sargent

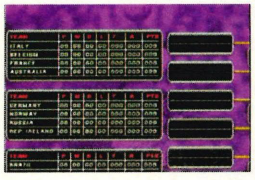
The World Cup is literally a couple of weeks away and as armchair fanatics limber-up with their cans of lager and remote controls, virtually every company in the PlayStation universe is, or is about to release the 'definitive' game of footy.

Acclaim's interpretation of the beautiful game has certainly been designed along the right lines with it's simple, non-CPU controlled passing, but unfortunately the finished results are far from world-beating. The press release reiterates the virtues of gameplay over cool graphics and in this department *Super Match Soccer* (*SMS*) succeeds. Unfortunately, somebody forgot to implement a silky-smooth game engine to compliment the intuitive playing system. The programmers have wisely decided to concentrate on a simulation that's easy to play and hard to master, but the whole concept stumbles awkwardly with poor looking animation making running around the pitch is such a painfully jerky experience. Putting aside these obvious annoyances, *SMS* is actually quite good fun to play – this has got to be one of the few games where you're actually forced to use the radar.

PLAY information

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Customer support: 0171 344 5000
Price: £29.99
Release date: Out Now





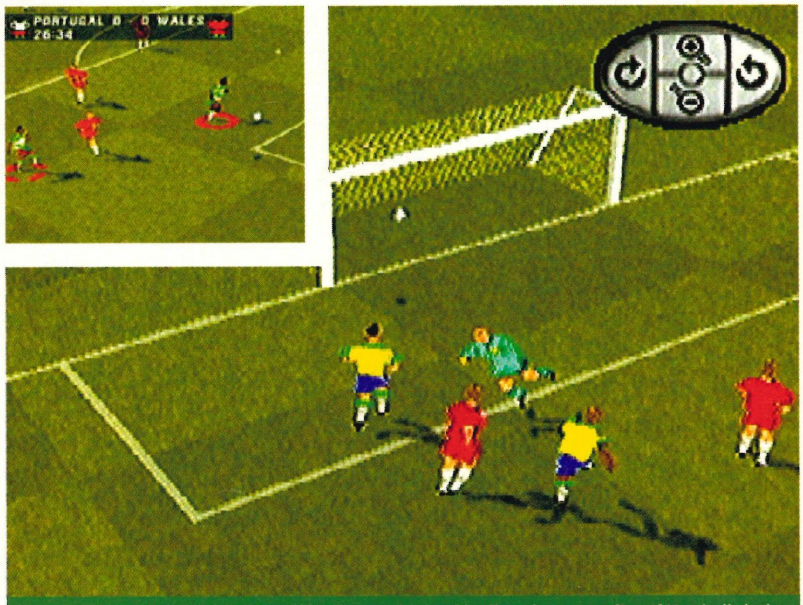
"Gameplay is similar to Dino Dini's *Kick Off 2*..."







[Above] Half time, and the rather drippy players wade off-field for some refreshment. [Inset] Injured players limp off the pitch in hilarious fashion. There's even a foul button.

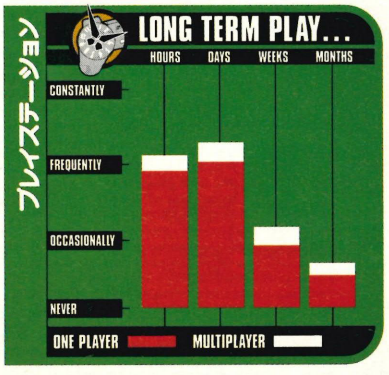


[Above] Relive the best moments by watching them on the user-friendly replay counter. [Inset] Use the limited speed up button to temporarily lose your markers, then shoot from virtually any angle.

Turnip

There's no automatic passing to other players, which is all very reminiscent of the old Dino Dini classic, *Kick Off 2*, but it's played at a slightly reduced pace to cater for the increased number of neat touches such as back passes and short lobs. The shooting system is based around power, the longer you hold one of the three buttons down, the more forceful the shot. There's quite an art to weighting passes and shots which adds greatly to the game's appeal, but the grindingly-slow motion-captured players coupled with the jerky pitch scrolling will be more than enough to put a fair few people off.

On a more positive note, there are variable long-distance camera views giving players a full sight of the entire pitch including full 3-D rotation. Up to eight players can join in with the multifarious cups and leagues on offer, and there's also a special section where player statistics can be altered, including kick power, speed and stamina. If you're prepared to wrestle with *Super Match's* questionable graphics engine, there is plenty of scope for some hard-fought games, but if you want the total package, check out *Eidos's World League Soccer*.



PLAY

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

70%

Not very pretty, but fun to play

Alternatively:
World league Soccer Page 36
FIFA: RTWC '98 91%

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BUSHIDO BLADE 2

Do you need to start saving the pennies so soon after paying for the first one?

One hit kills.

Clean, crisp graphics. The Square brand name. There are many reasons why people loved *Bushido Blade*, but one of them was definitely its control system. It was strange, but once you got used to the method of triggering high, mid and low attacks of any kind it suited the precision of the elegant sword play perfectly. When you hear that Square has not just changed this system, but has simplified it down to essentially just two buttons, it's hard to imagine how it could possibly work. Well, you can get to grips with it again, but to be honest it doesn't seem as logical now. Changes to the rest of the game's structure are positive though, starting with the number of playable characters. There were only six budding samurai in the original, but now you can pick from 18 (20 in the two player mode!) providing you're good enough to win and enable them all.

PLAY information

Publisher: Squaresoft
Supplied by: JoyPad on 01202 311611
Price: £59.99
Release date: Out now (import)

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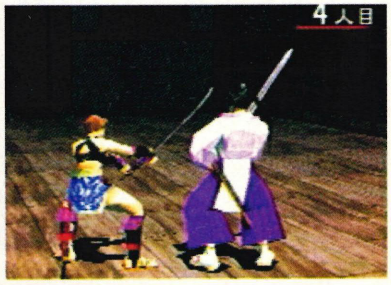


Slasher Movie

The new tournament is a much larger, more elaborate affair than before, as you have to face four masked soldiers, one after the other, before going up against each proper important character who forms part of the story. Instead of having to run off to a new location yourself as in the original *Bushido Blade*, you make your way across a map in *BB2*, automatically

"Doesn't really have the muscle to compete..."







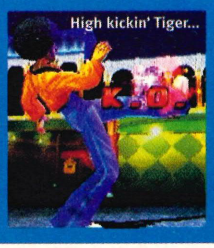


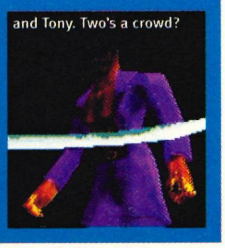


[Above] High drama follows the defeat of each main character, with an emotional cut scene that plays before you move on to the next location. [Inset] It's all over as soon as you drop your sword. Oh, and when you bleed.

SEPARATED AT BIRTH?

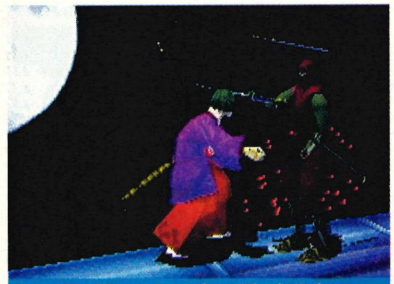
What's with the Japanese suddenly deciding to incorporate hideously dressed, black disco demons in their high profile games? We reckon secret character Tiger from *Tekken 3* and Tony from *Bushido Blade 2* are uncannily similar...







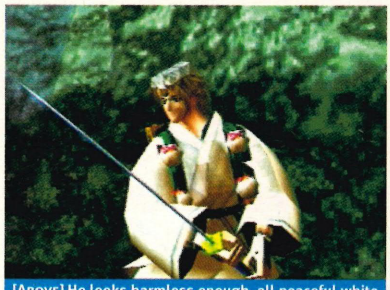
[Above] Firearms control was hopelessly loose back in the time of the Ukimoto dynasty. So sad to see.



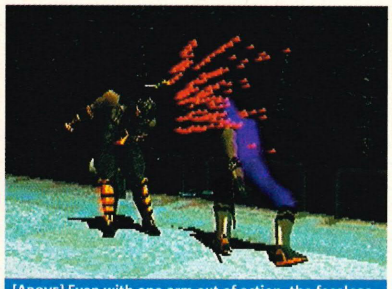
[Above] Fighting on the roof top. Why don't the people you kill land in a crumpled heap on the floor?



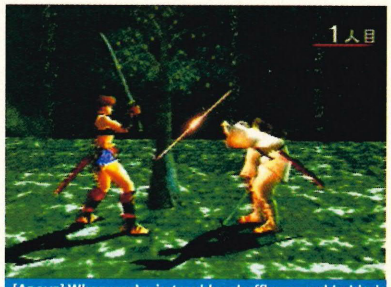




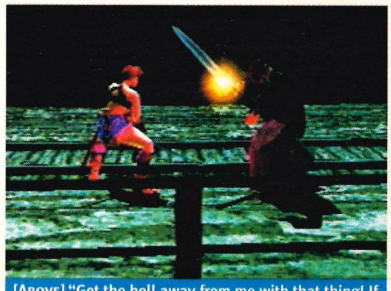
[Above] He looks harmless enough, all peaceful white and big blue eyes, but he'll butcher you in a second.



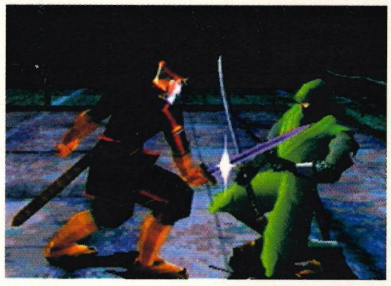
[Above] Even with one arm out of action, the faceless soldier's blade finds the top of your skull.



[Above] When you're in trouble, shuffle around behind objects that will deflect you opponent's blade.



[Above] "Get the hell away from me with that thing! If you're not going to play fair, don't play at all!"

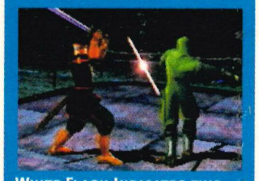




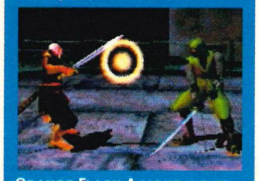
[Above] Smack in the middle of an extended bout of advanced swordplay, you clash blades and suddenly it's a Daley Thompson's Decathlon-inspired rapid button bashing session to force your opponent to their knees!

PAIN BARRIER

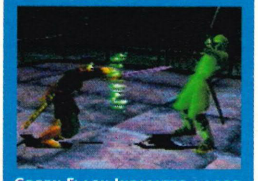
To know what's going on in a fight, you have to learn what the flash colours mean following an attack.



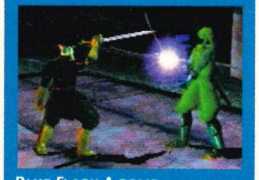
White Flash Indicates two weapons striking each other, or a weapon hitting an object.



Orange Flash A light hit to the body, non fatal but wounding in some way.



Green Flash Indicates a loss of balance after a defensive move, meaning that they are momentarily unable to defend themselves.



Blue Flash A solid, successful defence of an opponent's attack that doesn't put you off balance.



Blood Fast but painful death. As soon as you see this, one of you is dead. Let's hope it's not you.

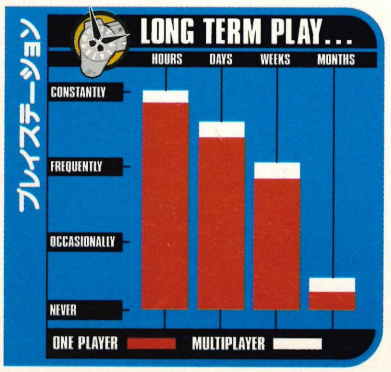
moving on after each sub boss. If you get far enough, a 'helper' character will be introduced that offers their services to get you through the next section, where you are given control of them. If you manage to slash and hack your way through all the soldiers and the stage's sub boss without dying once with the helper character, you get to keep them, saved on your memory card where you can call on them for any old one or two player battles. Fail one fight though and they'll be gone faster than you can say "Oi, get back here!" You'll meet two of these helpers if you play a tournament from beginning to end.

Samurai Code

In the part modern, part ancient land that the game takes place in, the scenes for the fights vary from rocky cliff tops to roads and train lines which have become more confined. You can't get very far any more if you just turn and run, always coming to a fence or dangerous ledge that keeps you from running wild – there are often places where you can fall from such a great height it breaks your back instantly on impact! Smaller ledges that you can scale add some spice to the action, especially if you learn how to make a jump from the edge and come slashing down with your sword. Unfortunately, it takes a clumsy three shoulder buttons and some critical timing just to run and jump!

In the looks department, *Bushido Blade 2* has only subtle improvements over its predecessor, and it's debatable whether the blobby cartoony spraying blood effect is any better at all. Highlights come with a chuckable sword sub weapon that sticks right through your unsuspecting target while they stagger and die and a dramatic roof top fight, but generally there's nothing here that makes it obviously superior to *Bushido Blade*. With killer titles like *Dead Or Alive* and *Tekken 3* available on the import market, both big names that are technically ingenious, *Bushido Blade 2* doesn't really have the muscle to compete.





PLAY

LOOKS	8
SOUNDS	6
GAMEPLAY	7
VALUE	6
KIMONOS	9

82%

Should've quit while it was ahead

Alternatively:
Bushido Blade 94%
Soul Blade 96%

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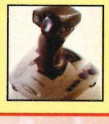


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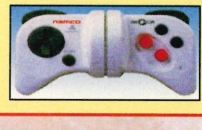


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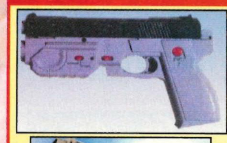


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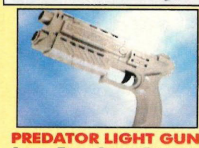


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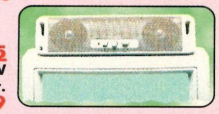
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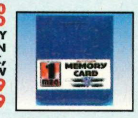


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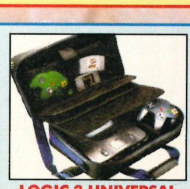


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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

ADVENTURE / ROLE PLAYING



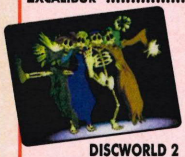
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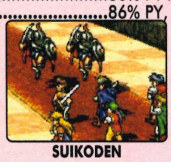


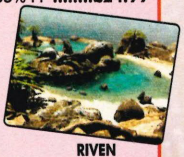


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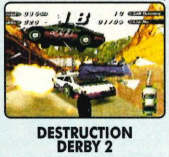

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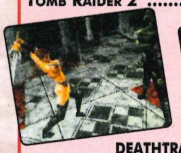

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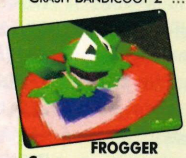
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PLATFORM

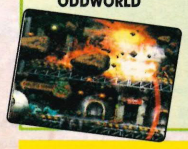
Agent Armstrong	75% PP	£28.99
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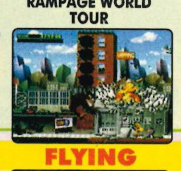

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-includes MS Pacman, Galaxian & Pole Position 2		£29.99
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Parappa the Rapper	82% PY, 89% PP	£24.99
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STATION MASTER

PLAY

HERE IS ANOTHER SELECTION OF MINI CHEATS AND TRICKS. DON'T FORGET TO KEEP SENDING YOUR OWN MATERIAL TO THE USUAL ADDRESS: *STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST. PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS.* OR E-MAIL: PLAY@PARAGON.CO.UK

Q&A

If you're hopelessly stuck, or just need advice, send queries to: *Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS.* We know everything!

Dear PLAY,
I have recently bought *WWF: In Your House*. Could you tell me the moves to do fireballs? Also how do you do the fatality moves?
James Hewitt, Norwich

There are no fireball moves as far as we know, but try Shawn Michaels' 'Heartbreak Hotel' fatality. To activate it, simply wait until the second round, and immediately after it says "Pin him" press the button once to pin your opponent and do the following: ⇩, ⇧, Punch, Super Kick (twice) and Punch again.

Dear PLAY,
I'm struggling on *Casper*, where you meet Fatso. I've tried everything, but I just can't get the Lazarus part. Please can you help me?
Christopher McMahon, Manchester

Go to the kitchen and grab the hamburgers that have appeared on the table, then take them with you to the room where Fatso awaits. as he chases you, drop each burger in front of him and he will gobble it down. Once they've all been grabbed he'll fall asleep.

Dear Station Master,
I'm having trouble entering the code for 99 lives in *Rayman*. Could you please help?
H. Rhodes, Sheffield

During the game, pause at any time then press and hold the

TEKKEN 3

SECRET FIGHTERS

Kuma
Complete the game in Arcade mode.

Julia
Complete Arcade mode twice.

Gun Jack
Complete Arcade mode three times.

Mojukin
Complete Arcade mode four times.

Anna
Complete Arcade mode five times.

Bryan
Complete Arcade mode six times.

Heihachi
Complete Arcade mode seven times.

Ogre
Complete Arcade mode eight times.

True Ogre
Complete Arcade mode nine times.

Panda
Highlight Kuma on the character select screen and press ● or ×

Tiger
Complete the game with all the main characters. Then highlight Eddy on the character select screen and press ▲.

Doctor B
Complete Tekken Force mode four times, then defeat Doctor Boskonovitch when he appears. You can then select him in Arcade mode. His secret underground cave stage will also be unlocked.

Gon
There are two ways of obtaining Gon. You can either complete Arcade mode using Doctor B, or you can defeat Gon in the secret Tekken Ball mode. To use Gon in Arcade mode, move the cursor left or right off the select screen.

PITFALL 3-D

Enter the following codes as a password:

Pitfall mini-game	CRANESBABY
Extra life	GIVEMELIFE
FMV sequences	PLAYMOVIES
View credits	CREDITS
Flying mode	ZEROGHARRY
2D mode	2DHARRY
Big head mode	BIGHEADHARY
Unknown codes...	
BESTFORLAST	BIGWORMGUY
CAKEWALK	DEEPDARK
DISCOLIGHTS1	GEEHEISBIG
GOINGDOWN	HOTROCKS
JAILBREAK	MAGICGARDEN
MAKEMEMIRA1	METROPOLIS
PITFALLCOMIC	SPOOKYMESAS
STEVECRANEME	STOPTALKING
TEMPLEME	THUNDERDOMES
VIGILANTE	WOWTHATSHOT

BUSHIDO BLADE 2

Slash mode
Complete the Boss mode without using any continues (not easy!). An option for 'Slash Mode' will then appear on the main menu.

SECRET MODES

Tekken ball



View all endings of the ten base characters to enable the 'Ball Mode' option.

Theatre mode



Complete the game with all of the standard characters to unlock the Tekken Theatre. If you obtain every ending, the intros, sound test and disc (a mode that allows you to view the endings of any other *Tekken* game) options will be added to the Theatre.

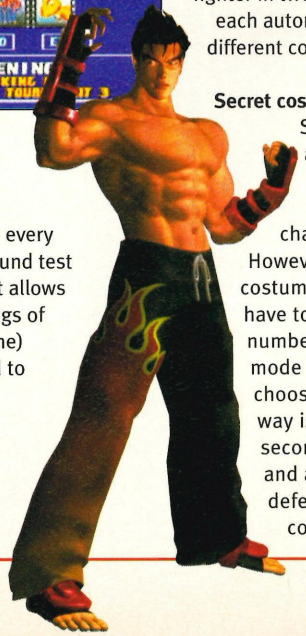
Secret introduction sequences
Complete the game with the ten base characters to view an alternate introduction featuring the characters in their two-player mode costumes. For another alternate introduction, complete the game with all characters including the secret characters.

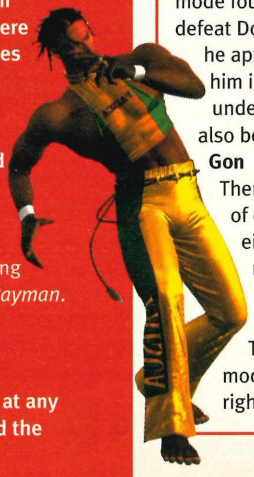
Costume choice



Each fighter has two standard costume variations: press either punch button for one; either kick for the other. Obviously, if you both choose the same fighter in two-player mode, you will each automatically be given different costumes.

Secret costumes
Some of the fighters have a third costume, selected by pressing Start to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in Arcade mode (without pausing and choosing 'Reset'). The quickest way is to set the timer to 20 seconds, battles to one round, and allow yourself to be defeated, then choose not to continue.





FORMULA KARTS

Super kart
Enter CHIPPIE as a password.
Secret track
Enter WOODSTOCK as a password.



Additional replay views
Hold Select during the winning hit to your adversary for additional replay views.
Bonus graphics
Finish the game in Arcade mode to view the corresponding character's ending. Press ⇦ or ⇨ to view different scenes.

BLOODY ROAR

(Updated codes)
Large arms
Complete the game on level 4 or higher without using any continues. Alternate
Alice costume
Select Time Attack mode. Beat all opponents in under ten minutes. Alice will appear in a school girl uniform.



WING COMMANDER IV

Cheat mode
Press ⇧, ⇩, ⇩, ⇧, R2 when the copyright notice appears on the title screen. A level select screen will appear. Press R1 or R2 to select a level and view the corresponding FMV sequences. Press L1 + L2 + ■ during game play to destroy all ships (friendly or otherwise) on the display.

X-MEN VS STREETFIGHTER EX

(Japanese Import)
Random character selection
Highlight the left end of the character selection screen and press ⇦. Alternatively, highlight the right end of the character selection screen and press ⇨.
Original costume colours
Press LP or LK when selecting a character.
Chun-Li Street Fighter Alpha costume
Highlight Chun-Li on the character selection screen, hold Select for at least five seconds, and press ✕.



Fight as Gouki/Akuma
Highlight any character on the top row and press ⇧ at the character selection screen.
Fight as Apocalypse
Complete the game under difficulty level five or higher. Select versus mode, highlight Gouki, hold Select for at least five seconds, and press any Punch button.
Continue attacking
Press Start immediately after winning the match to continue hitting the defeated character.

GEX 3D

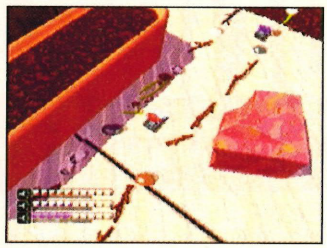


Unlimited lives
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ⇧, ⇧, ⇩, ⇨, ▲, ⇩.
Invincibility
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ⇦, ⇨, ▲, ⇩, ⇨, ⇦.
Level select
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ⇨, ⇨, ⇦, ⇨, ▲, ⇩, ⇨. Resume game play and press Select.
Gex quotes
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ▲, ⇦, ●, ⇧, ⇩. Resume gameplay and press Select to force Gex to make a comment.

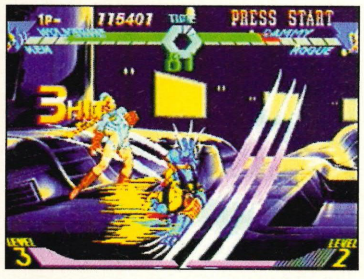


Rambling Gex
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ⇩, ⇨, ⇧, ⇩, ⇨, ⇦, ⇨, ⇩, ⇩.
Level times
Press Start to pause game play and highlight the 'Exit' option. Hold L2 and press ⇨, ▲, ⇨, ⇦, ▲, ✕. Resume game play and return to the Media Dimension. Press Select to view the level statistics or ■ for the fastest times.
Best ending
Debug Menu/Level Times
Input the Level Select code first. Then press Start to pause game and highlight the 'Quit' option. Hold L2 and press: ⇨, ▲, ⇨, ⇦, ▲, ✕. Resume play and return to the Media Dimension. Press Select to bring up the debug menu. Select 'Collectibles Menu' from here and you can give yourself as many collectable and remotes as you want. Select 'Get All Remotes', then increase the Red Remotes to maximum to open up all the areas and levels. You can also hold ■ to view the best times for each level.

MICRO MACHINES



Updated double speed
Pause game play and press ✕, ●, ■, ▲, ✕, ✕, ✕, ✕. Enter the code again to disable this mode.



TOMB RAIDER 2

Exiting Venice
Press ✕ after pulling the switch (right before the clock starts) to give Lara's boat extra power. This will allow it to travel up the long ramp that leads to some windows. Lara will crash through the windows and land in the canal just before the exit with plenty of time to spare. Alternatively, swim under the mines and you will automatically start the next level with the boat.

Or pull the switch, then swim under the door and climb back into the boat. The, go to the exit door without beating the clock.

following buttons in sequence: L2, R1, L1, R2. Then release them in the following sequence: L2, L1, R2, R1. Then press ▲ and press and hold ⇨, ●, ■, ✕ and then release in the following sequence: ⇨, ✕, ■, ●. You will now have 99 lives to play with.

Dear PLAY,
I am stuck on the third mission of *Command & Conquer: Red Alert*. Please could you give me the password to access the fourth mission on the Allied disk.
Luke Hales, Surrey

The password for level four on the Allied disk is 9BFVYZAZ8, and to help you further, level five's is P4XS4CZVC.

Dear PLAY,
I have just bought *FIFA '98* and wondered if you have got some cheats for it.
James Mills, Kent

Try these two tips for size. For unlimited player attributes press L1, L2, ✕, ■, ✕ at the player edit screen. For an editable bankroll press ■, ✕, ■, L2, L1 at the club transfers screen.

Dear PLAY,
On *Final Fantasy VII*, where on earth is the Barrier material?
Daniel Lucas, Kent

You should find it in the shop at the Cosmo-Canyon.

Dear PLAY,
I would be very grateful for any cheats you have for *Warhammer: Shadow of the Horned Rat*. My troops always seem to decrease and I don't have any reinforcements. Cheers.
James Barber, Burnley

No cheats, but focus your efforts on inflicting as much damage as possible before engaging in hand-to-hand combat. Use your missile units to do maximum damage first.

Dear PLAY,
Have you got any cheats or tips for the fabulous *Bubble Bobble*?
Jimmy Walton, Chester

Enter one of the following initials on the high score screen, then start another game. New effects will appear when certain bonuses are collected.
SEX, TAK, STR, KTT, I.F, MTJ, NSO, KIM, YSH, LSD

Play Guide/part 1

Published by Eidos/£44.99

Reviewed in Play 33

DEATHTRAP DUNGEON

Greetings, brave young adventurer. Whether ye be the mightiest warrior in the world, ye will soon be taken by the Grim Reaper if ye don't read this detailed guide before going down ye olde dungeon. It be the first part of three, so come back later or die!



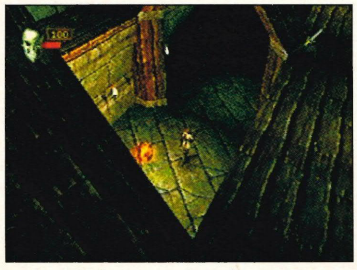
WALKTHROUGH

SPIRE ONE

Go through doors at end of bridge. Keep running past fireballs and open doors. Walk onto crumbling floor to slide into the dungeon.

SPIRE TWO

Open gate to room with cage and kill orc which attacks. Jump onto stone pillar on left wall and leap right to platform to get War Pig. Do same on right wall to get Razorspell.



Open left gate and go down ramp to open portcullis. Go round to left or right and kill two orcs. Flick lever at far end, then enter opposite alcove to flick lever to lower lift in room above ramp. Head back up there and take lift up. Go round to left and flick grey lever. Continue round walkway to collect Arc Of Power. Go back down via lift.

Return to cage room and kill orc to get Health Potion. Open opposite gate and take brickwork lift up. Head left to save game. Return right to take brickwork lift up. Do a running jump to next platform. Turn right and do a running jump to platform with lever. Flick it to form bridge and collect Fireballs at its end. Jump back across to lift and go down.

Save game again, then climb rocks by arrow opposite entrance. Climb onto ledge and kill imps. Go round pit and grab Bomb Shots. Flick lever to kill orc below and raise lift. Step onto latter and go down. Enter passage and follow round to Health Potion. Retreat to entrance which closes, then return to where potion was. Go past sliding wall on right and head left to flick final lever to raise cage in main room. Follow arrow to right to open sliding wall. Kill orc and return to lift. Take it back up and drop off ledge and down rocks to save game again.

Go back down brickwork lift to main room and kill orc. Flick lever in middle to create stairway by wall – and reveal gate. Go through latter to claim Flamelance. Then open wall and flick lever to open previously locked portcullis by lift. Go through latter for secret area with chest.

Back in main room, climb up stairs to open upper gate and save game. Take lift up and step onto moving platform when adjacent. Ride it and step onto next moving platform/lift etc until you reach top. Kill spiders with Flamelance. Open gate and kill two orcs. Step into teleport to exit level.

SPIRE THREE

Dodge two-wheeled Knackerers (great name!) to open portcullis on far side of central pillar. Enter and take lift up. Jump to next lift and go up, but stand to either side to avoid flames. Jump over to ledge and go through opened portcullis. Press n to move platform over to next portcullis and open it. Go through and take lift down. Collect Bomb Shots from corner and throw one at droid before it flames you. Go round ledge and up ramp to skull to save game.

Go back down ramp and turn right to see fire pit. Take lift down and drop to next block and off side. Go round back of moss-covered building and flick two switches to drop blocks onto fire pit. Climb back up low block near entrance and up new stairs. Take lift up and be careful not to fall into hole as you pull lever which raises lift with Venom Sword. When you take it, a door will unlock later on.

Take lift back down to stairs and go along them to automatically raise far block so you can reach lift and exit. Go up ramp and save again. Go up next ramp and turn right in middle to find lift. Take it up to find a secret area: turn round to open chest containing Coin, Bomb Shots, and Health Potion.

KILL 'EM ALL

Here's the definitive guide to the monsters and enemies encountered during your adventure.

Imps

These little swines will try to slice you with throwing knives, or stab your feet with forks. They're relatively easy to defeat with the sword; just don't let yourself get overwhelmed by numbers.

Orc Crossbowmen

These are most dangerous in numbers. Avoid their bolts and get in close, as they're not much cop at close combat. One trick is to try and get one of them between you and the rest – and they'll shoot him in the back!

Orc Warriors

Large, brutish orcs, armed with a scimitar. The common soldiers of the orc hordes, warriors are fairly easy to defeat with a few sword slashes.

Orc Sergeant

The biggest orcs, these are a bit of a handful. They can hack you up pretty badly before you can get a chance to react. Defend their blows, and wait for a chance to counterattack.



Orc Shaman

The leader of the orcs, Ugluk is much more intelligent than his cronies. A master of magic, he can hurl lightning bolts from his staff. He's resistant to magic attacks, so try and get in close to make him taste your cold steel. The sneaky Stormfart will no doubt try to teleport away, so keep chasing him, using an Anti-Magic Charm or Warding to resist his magic attacks.

Minotaurs

These man-bull hybrids are powerful beasts to deal with. Get in quick and assault them with a string of sword blows. You really don't want to feel those sharp horns.

The Snake-Girls

A bit like the Spice Girls, but less scary, these have the torso of a woman and the body of a snake. They can attack from distance with their maces, so defend constantly and wait for your chance to counter. If you're up against two or more, obliterate them with an Arc Of Power.



Priestesses

These girls have sold their souls to evil, and apparently most of their clothes too! Their vicious 'groin strike' is feared by all, so counter quickly and deck them with a string of slashes.

Knife Throwers

They are renowned for their accuracy with the throwing knife. Run sideways to avoid their projectiles and get in round the back to slice them to pieces.

High Priestesses

Half-woman, half-demon, these priestesses have magical powers to fire spells from their staves. Again, run around the back and get in close with your sword.

Demonwitch

These four-armed horrors wield a sword and shield for close combat, plus a magical staff to zap you with. Use Warding or Anti-Magic Charm to protect yourself, and powerful spells to destroy them.

Necromantic Demon

The red devil Agrash can launch fireballs from his magic trident. You may want to protect yourself with a Charm Of Icy Cool. Naturally he's immune to the effects of fire, so don't waste any fireballs on him. Get in close and use the Red Sword to slice his crimson hide. Watch out for him teleporting away, then reappearing for a surprise attack.

Death-Jugglers

And you though street jugglers were annoying! These harlequins will try and smack you with the clubs held in both hands. Defend and counter with your own sword swipes to put an end to their laughter.

Hell-Clowns

These clowns wield long blades, jabbing at you with great accuracy. Again, defend their blows and wait for the chance to counterattack. If there are several of them to deal with, chuck a couple of Razorspells.

Hell-King's Jester

They won't make you laugh, but they may make you double up in pain, using their jester wands. You know the score: defend and counter, or use spells if outnumbered.

Greater Automaton

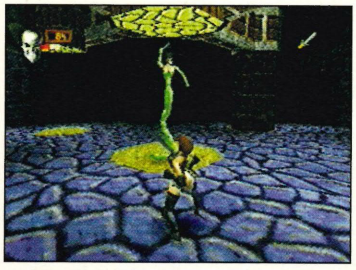
The largest of the robotic foes has two appendages to

Flick switch to take the lift back down, then continue right up ramp to take the next lift up.

There is a see-saw with two imps operating flame traps which bar your exit. They can be killed by pulling the two floor levers and activating more fire traps. You can now exit the level.

SPIRE FOUR

Save your game at the skull and open the nearby gate (don't bother dropping to either side to open gates to lower room). Watch out for any scantily clad warrior priestesses jumping up – with luck, some may get hit by swinging axes. Time your run past the latter and open far gate to save game.



Go through into large chamber with crushers – don't stand on light spots. Defeat green snake women which appear from sliding doors. The best technique is to lure them into crushers! If in trouble, you can activate a teleport in any opened alcove to move quickly across the room.

Once you've killed the snake women, the exit will slide open to reveal a gate. Open it and be ready to slash more priestesses. Head left and take lift up. Go round outside, killing more women, to find switch and flick it.

Return to lift and go back down. Head into opposite room with lots of pillars, to be assaulted by more priestesses. Go over to far chest to find Silver Sword. Open blank blue panel to left of exit and head down torch-lit passage. Hit switch there to open third gate back in main room. Continue round passage to return there. Go through newly opened door to collect Health Potions. Flick yellow switch to exit level.

LABYRINTH ONE

Save at skull and go round into large room. This one's against the clock – when it's chimed six times, nasty minotaurs are released. Although it's not essential to complete the level before this (very tricky), you'll be awarded with spells and charms if you do so.

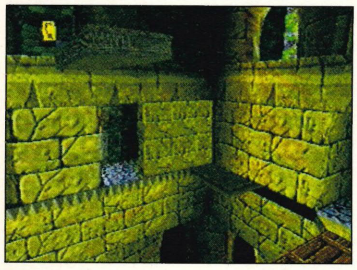
Head down right ramp, but avoid the flames to open the door, then step back and time your run past the flames again to enter passage. Open first door on left and kill imps to get Warding spell. Open right portcullis and operate wheel. Open gate at end of passage and kill more imps. Grab the Razorspells, Health Potions, and Bomb Shots from the chest.

Return upstairs and go down the opposite ramp, where the flame has now been turned off. Flick first switch to open the cell containing minotaur. Defeat him and flick switch in cell to open up end of passage, revealing Rocket Launcher Shot. If you want, flick other switch to open second cell, then defeat minotaur to collect the Bomb Shot.

Now go through opposite arch to drop into cave. Kill minotaur there, then grab the Health Potion from the chest. Flick switch on central pillar to raise floor in main room, then switch near where you dropped in to teleport back up.

Return to main room and climb onto raised floor to get through right window. Head left to grab Health Potion and continue down passage, but get ready to jump over crumbling floor after arch. Climb up to left at end to hit switch. Return to crumbled floor and jump to left to get Blunderbuss Shot, but watch out for imp. Jump over to opposite side and hug the right wall to get past the flames. Watch out for imps when you try the door – kill them to open it and release more imps. Slaughter the little beggars and go through.

Take wooden lift up and grab Health Potions. Take next lift up to find a trio of Health Potions, but watch out for more imps. Go back down and head right to find start of wooden bridge. Jump to stone lift on right and ride up. Follow ledge and hit yellow switch to swing upper ledge round. Head back to lift, killing dagger-throwing imps en route. Cross wooden bridge and take stone lift up and open bright right wall to reveal secret warhammer – watch out for crumbling floor when collecting it. At end of passage you emerge near moved ledge. Jump over to it and cross to other end, then jump carefully into alcove. Flick yellow switch to swing ledge back, so you can grab Blunderbuss. Head back to yellow switch and left past sliding wall to wooden lift to ride back down.



Now head past wooden bridge and left round corner (don't touch switch or floor will fall) and into passage for Firethrower Ammo – at end is golden lock. Enter left door and activate dark wall on right to make upper wall slide up. Climb up and hit yellow switch. Drop back down and go through both grey doors, killing imp. Hit another yellow switch to open wall and slide new platform into main room.

Return through doors and round switch corner. Head

HURT YOU WITH. ONE THROWS OUT FLAMES TO ROAST YOU, WHILE THE OTHER HAS STEEL PINCERS TO CUT YOU UP. SPINNING BLADES AND DRILLS MAKE IT IMPOSSIBLE TO GET IN CLOSE, SO KEEP YOUR DISTANCE AND USE FIREBALLS, ARCS OF POWER, OR FLAMELANCE SHOTS.

MINOR AUTOMATON

THESE 'FLAMETHROWERS ON LEGS' ARE PRETTY FAST, CHASING YOU AROUND. YOU CAN TRY AND SNEAK UP ON THEM FROM THE SIDE OR BACK FOR CLOSE COMBAT, BUT IT'S SAFER TO KEEP YOUR DISTANCE AND DESTROY THEM WITH PROJECTILES, SUCH AS ROCKETS.

SCORPION AUTOMATON

THESE MECHANICAL MONSTROSITIES ARE FAST AND DEADLY. YOU CERTAINLY DON'T WANT TO GO HAND-TO-HAND WITH THEIR POWERFUL PINCERS. INSTEAD, RUN AWAY AND BLAST THEM.

THE 'KNACKERER'

THESE ROLLING ROBOTS PATROL A SET ROUTE, SO YOU JUST HAVE TO TIME YOUR MOVEMENTS PAST THEM TO AVOID BEING CRUSHED BY THEIR SPIKY ROLLERS. THEY CAN'T BE DESTROYED.

GIANT BOOT

DRIVEN BY IMPS, THESE BIG BOOTS WILL TRY AND KICK YOU OFF LEDGES. THEY'RE IMPOSSIBLE TO DESTROY, SO JUST TRY TO AVOID THEM.

GIANT HAND

THIS GREEN MONSTROSITY WILL CREEP UP ON YOU LIKE A GIANT SPIDER. THE BEST WAY TO DEFEAT IT IS TO SLICE OFF SOME FINGERS USING THE VENOM SWORD.

GIANT RAT

YIKES, THESE OVERSIZED RODENTS LIKE NOTHING BETTER THAN TO CHOMP ON HUMANS. THEY ARE SUSCEPTIBLE TO WHITE MAGIC; IE THE SILVER SWORD AND STARSPELLS. THE BEST POLICY, HOWEVER, IS PROBABLY TO RUN LIKE HELL AND TRY TO LURE THEM INTO A PIT TRAP.

GIANT SPIDER

WITHOUT ANY ARMOUR, THEIR BODIES ARE PRONE TO BLUNT WEAPONS. FIRE, EXPLOSIVES, AND RED MAGIC ARE ALSO EXTREMELY EFFECTIVE.

THE PIT FIEND

THIS ESCAPEE FROM JURASSIC PARK WILL TRY TO BITE YOUR HEAD OFF WITH ITS HUGE SHARP-TOOTHED JAWS. TAKE COVER BEHIND PILLARS AND USE EXPLOSIVE ATTACKS FROM DISTANCE. IF YOU RUN OUT OF AMMO, SNEAK UP BEHIND AND SLASH ITS SCALY HIDE WITH THE VENOM SWORD.

GHOSTS

DON'T BOTHER FIGHTING THESE WITH NONMAGICAL WEAPONS THEY WILL SUCCESSFULLY DEFEND EVERY BLOW. EQUIP A SILVER SWORD TO SLICE THEIR ETHEREAL BODIES. IF OUTNUMBERED, USE STARSPELLS.

ZOMBIES

WHETHER ARMED WITH SWORDS OR THROWING AXES, THESE UNDEAD ENEMIES ARE AFTER YOUR BLOOD. BLUNT WEAPONS ARE NO GOOD AGAINST THEM, BUT A SINGLE SWIPE OF THE SILVER SWORD WILL SLICE THEM IN TWO. OTHERWISE KEEP SHOOTING THEM FROM DISTANCE SO THEY CAN'T THROW THEIR AXES.

SKELETONS

THERE ARE THREE TYPES OF SKELETON: SWORD-WIELDING SOLDIERS, ARCHERS, AND MIGHTY WARRIORS. BLUNT WEAPONS ARE MORE EFFECTIVE AGAINST THEM THAN EDGED, SO THE MAGIC WARHAMMER WORKS WELL. HOWEVER, THEY ARE VERY SUSCEPTIBLE TO WHITE MAGIC, SO THE SILVER SWORD SOON SHATTERS THEIR BONES. FIRE, EXPLOSIVES, AND BALLISTIC WEAPONS DON'T DO MUCH DAMAGE. THEY ARE IMMUNE TO BLACK MAGIC, WHILE RED MAGIC IS OF LIMITED USE.

DRAGONSBREATH KNIGHTS

NEWLY INITIATED INTO THE ORDER, >

SWORDS

STANDARD SWORD
THIS IS FINE FOR MOST EARLY ENEMIES, BUT USELESS AGAINST UNDEAD OR MAGICALLY PROTECTED FOES. SO YOU'LL NEED TO UPGRADE TO A BETTER WEAPON BEFORE LONG. *TYPE: EDGED*

WARHAMMER
SWINGING THIS RESULTS IN A DEVASTATING BLOW, BUT IS SLOWER THAN A NORMAL SWORD SWIPE, LEAVING YOU OPEN TO ATTACK. *TYPE: BLUNT*

RED SWORD
THIS MAGICAL WEAPON IS NEEDED TO DEFEAT SOME OF THE BIGGEST BOSSES, SUCH AS AGRASH, THE HYDRA, AND THE FINAL RED DRAGON. *TYPE: EDGED/RED MAGIC*

BLACK SPIRIT SWORD
YOU ONLY GET THIS ON THE PENULTIMATE ARENA, WHERE YOU NEED ITS BLACK MAGIC TO DEFEAT THE PURPLE DRAGON. GET READY TO HEAL THE DAMAGE INFLICTED ON YOURSELF WHEN USING IT, THOUGH. *TYPE: EDGED/BLACK MAGIC*

SILVER SWORD
THE STANDARD WEAPON FOR DEALING WITH UNDEAD FOES SUCH AS GHOSTS AND ZOMBIES. IT ALSO WORKS WELL AGAINST SKELETONS. *TYPE: EDGED/WHITE MAGIC*

VENOM SWORD
GOOD FOR SLICING UP SNAKE WOMEN, IT'S ESSENTIAL AGAINST SCALY FOES SUCH AS THE PIT FIEND AND BLOODBEAST. *TYPE: EDGED/POISON*

MAGIC WARHAMMER
MORE POWERFUL THAN YOUR STANDARD WARHAMMER, THIS IS GREAT AGAINST SKELETONS AND GIANT SPIDERS. *TYPE: BLUNT/GREY MAGIC*

WEAPONS

BLUNDERBUSS
THIS PRIMITIVE MUSKET IS GOOD FOR WHEN YOU NEED TO KEEP YOUR DISTANCE, BUT IS INEFFECTIVE AGAINST UNDEAD ENEMIES SUCH AS SKELETONS. *TYPE: BALLISTIC*

BOMB
THEY HAVE A SHORT FUSE, SO MAKE SURE YOU THROW THEM FAR ENOUGH AWAY. GOOD FOR LOBBING OFF LEDGES AT ENEMIES BELOW. *TYPE: EXPLOSIVE*

GRENADE LAUNCHER
MORE AIMABLE THAN BOMBS, YOU CAN LAUNCH GRENADES INTO BUNKERS AND GROUPS OF ENEMIES. THEY CAN ALSO BE SKILFULLY BOUNCED OFF WALLS. *TYPE: EXPLOSIVE*

ROCKET LAUNCHER
NOW WE'RE TALKING. FIRE ROCKETS AT ONLY THE MOST DANGEROUS ENEMIES – AMMO IS HARD TO COME BY. *TYPE: EXPLOSIVE*

FIRETHROWER
THIS NIFTY FLAMETHROWER IS GREAT FOR ROASTING GROUPS OF ENEMIES. AGAIN, AMMO IS RARE, SO SAVE IT FOR WHEN REALLY NEEDED. *TYPE: FIRE*

FLAMELANCE
THIS FIRES PULSES OF ENERGY WHICH RICOCHET OFF WALLS. USE IT AGAINST TOUGHER FOES INCLUDING LARGE ROBOTS. *TYPE: ENERGY*

CHALK
NOT A WEAPON, BUT A HANDY DEVICE FOR SEEING WHERE YOU'VE BEEN, BY MARKING THE GROUND WITH AN ARROW. SAVE IT FOR NEGOTIATING MAZES.

AMMO FOR THE MOST POWERFUL WEAPONS IS SCARCE, SO DON'T WASTE IT ON LOWLY MINIONS OR YOU'LL BE SORRY LATER.

SPELLS

Firefly
This comes in useful for those dark corners where it's difficult to see anything.

Starspell
Save these for dealing with hordes of undead enemies, such as ghosts and skeletons. *Type: Energy/White Magic*

Fireball
The standard fiery missile works well against most standard enemies, but not undead ones. *Type: Energy/Red Magic*

Razorspell
A shower of razor blades will work wonders against a group of mortal enemies. *Type: Energy/Grey Magic*

Jetspell
This bombards a group of enemies with exploding rocks. Use when outnumbered and in trouble. *Type: Energy/Grey Magic*

Great Razorspell
This has a devastating effect on a group of enemies. Only one can be held at a time, so save it for when really needed. *Type: Energy/Grey Magic*

Arc Of Power
This is great for when you're up against several tough enemies. One lightning bolt will strike up to three of them. *Type: Energy/Blue*

War Pig
A pig with dynamite strapped to its back. Save them for groups of very tough enemies or big bosses – particularly those susceptible to Red magic. *Type: Explosive/Red Magic*

SPELLS

Health Potion
These are bread and butter for healing wounds after tough battles. Collect any you see lying around – some may be left behind by dead foes.

Antidote
You'll need these to save your life when poisoned by demons or spider's venom, so always be on the lookout for them.

Strength
When you really need extra attacking power to defeat tough enemies and bosses, a Strength potion comes in very handy.

Speed
Not a dodgy drug, but a special potion to make you run like lightning – at least that's what you should tell PC Plod.

Charm Of Icy Cool
As worn by LL Cool J himself, probably, this keeps you cool even when torched by dragon's breath or other flaming devices.

Warding
Magically protecting you from attacks, this absorbs most of the damage.

Anti-Magic Charm
This absorbs the damage from magic attacks, so use one when facing spell-casting priestesses and demons.

Invisibility
Renders you invisible for a short while. However, once you engage in combat with an enemy, he'll fight back.

onto wooden bridge to do a running jump to ledge on left. Enter alcove to get Golden Key. Watch out for minotaurs coming through sliding wall. Head back to golden lock, prepared for more minotaurs appearing from nearby door. Open golden door and step onto lift to exit level.

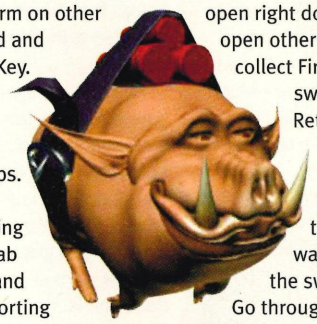
LABYRINTH TWO

Kill imp to save at skull. Open chests for Blunderbuss Shot and Health Potion. Go to open left door and immediately turn round to shoot dagger-throwing imps through opened right door. Flick switch there to open left door. Kill imps behind it and flick gold door switch to raise middle door back outside. Go through it to get Golden Key, then open the gold door for Health Potions and Silver Sword. Open the door there and kill the minotaur.



Open next door, but watch out for crumbling floor just beyond. Run to right passage for Health Potion and climb up to flick switch. Drop down and jump across crumbling floor to hit newly revealed switch. Turn round and jump left to grab Coin and slice imp. Flick the switch there.

Enter the next large room and run and jump towards the far ledge via sliding side platforms, thus avoiding triggering missiles fired along the central bridge. Run into the entrance and kill minotaur. Head right, ready for imps coming out of sliding panels. Once they're dead, enter the panel alcoves to collect Blunderbuss Shot and Health Potions. Climb up end of passage to flick switch. Return past entrance and take left passage. Open right chest for Fireball, then turn wheel. Open left chest to get Blunderbuss Shots and Bomb Shot. Return down passage and head left. Climb up end to flick switch to activate crumbling floor nearby. Run over it to other side, then towards edge of hole to land on platform with Health Potions and Charm Of Icy Cool. Jump to lower platform on other side, then turn round and jump to collect Red Key.



Drop off and go through doorway. Open right door and turn round to kill imps. Flick switch there to open portcullis leading to teleport room. Grab Health, Razorspell, and Fireball before teleporting back upstairs – by entrance to bridge room. Jump back over crumbling pit to return to level start and save at the skull.

Return to bridge room and jump across left sliding platforms to far ledge. Flick switch and head through exit to find new passage ahead. Take wooden lift up, then use teleport.

Open sliding wall, then retreat to avoid spikes. Go left and open sliding wall to find treasure room. Collect Coins, then right chest for Warding spell. Use it to fight zombie which arrives through doorway. Get Silver Key and Crowns from other chests.

Exit and return down passage and head left out onto high bridge. When you reach the middle, four flame droids appear in the room corners, plus the far door is protected by flames. Turn round and shoot the two droids, then jump to their corners to collect Health Potions and flick switches, dropping two platforms from the ceiling.

Jump back to bridge and head onto left platform to shoot/fireball droid. Open portcullis, then red key door to find secret chest for Warding, Blunderbuss Shots, and Arcs Of Power. Exit room and head along passage to room with crate. Open right wall and enter to collect Firethrower Ammo and flick switch.

Return round to bridge and over to opposite platform. Shoot/fireball droid, then open portcullis and enter. Head left up passage, but watch out for zombie behind you. Kill him, then open right door and flick switch to open other door. Go through to collect Firethrower Ammo and flick switch.

Return round to bridge and open last door (previously protected by flames). Go through and try portcullis, sliding left wall to reveal zombie. Kill the swine to open portcullis. Go through and step on the lift to exit level.

CIRCUS ONE

Flick right switch to open left gate. Go through to collect Venom Sword and save at skull. Equip Venom Sword and turn round to kill two snake women. Return to centre of main room and left door opens to reveal Fireballs and Health Potions, so get them.



Return to skull and save. Go straight ahead through door to emerge above circus tents. Head straight towards opposite door and drop down to left, where there are no spikes. Collect Health Potions and flick yellow switch, then step into teleport to get back up onto the path. Return to skull and open portcullis, then kill jesters. Head

these are the least skilled knights. Wearing white and black armour, they wield maces and crossbows. Run round the side to avoid the latter and get in for some close combat. If outnumbered, explosives are a good option.

Red Dragon Knights

These veteran warriors fight with just a mace, but are tougher in close combat than their Dragonsbreath comrades. Defend and wait for the chance to counter with one or two swipes.

Black Dragon Knights

The elite of the order, they are undead warriors in suits of magical armour. Armed with sword and shield, they are skilled at close combat. However, their weakness is their armour: use a Magic Warhammer to dent it and they'll soon give up the ghost.

Insect Warriors

These giant ants swarm to attack any intruder into their hive, slicing them up with razor-sharp forelimbs. Although easily defeated one-on-one in close combat, a well-aimed Firethrower comes in useful for when you're outnumbered.

Flying Insect Warriors

These giant dragonflies will buzz round you, trying to sting you with their poisonous tail. Slice them up quickly before they can cause any damage.

The Insect Queen

The huge egg-laying queen ant has a giant head armed with mandibles to bite a human in two, plus many limbs to attack enemies. Her obvious weakness is that she can't move. By reaching the walkway above her (see guide), you can thus drop stalactites onto her nest. If that doesn't work you'll have to go down with the Rocket Launcher.

Medusae

The Medusae are three sisters, half-woman half-snake. Only one of them has the infamous icy stare, so try to lure out her two sisters and slice them up first – best to use magical weapons. Use an Antidote if poisoned during combat. Then go for the green-haired one and run away from her homing stare (the Anti-Magic Charm is the only other thing that'll protect you). Either use ranged weapons and spells from distance, or hack her head off.

Ratman Swordsman

The least dangerous of the ratmen, these can easily be defeated in close combat. The only problem is that they tend to appear in numbers, so Razorspells may be necessary.

Ratman Musketeers

Watch out for these shooting you from distance. Keep moving to avoid their shots and quickly get in close to slaughter them.

Ratman Grenadiers

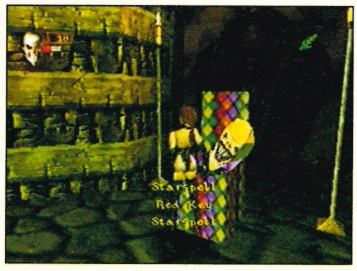
Now these are dangerous nutters, chucking grenades around, regardless of the consequences. Rush in quick to hack them at close range.

The Rat-Ogre

These giant ratmen can batter you with their clubs from distance, so close combat is not a good idea. Best just to blast them with a Blunderbuss.

through next portcullis and round left round corner to fall onto secret Firefly spells and Health – and be teleported back to the paths.

Go forward and open only unlocked door. Go through and follow passage, killing jesters. Open door and kill snake women guarding Venom Sword. Kill them to get it, then open far door and kill another snake woman. Turn round and head right to kill another hissing harlot, then into left passage to slaughter two more. Follow passage round to left and left door opens. Careful – the floor is crumbling, so run over to open door, then immediately run back before you fall to your death. Now leap over the gap through the open door.



Open next door and run straight through to avoid war pigs behind you. Quickly run round to right and open doors, then keep running through doors until you reach ones you can't open. Return through doors, jumping over crumbled pit. Open jack-in-the-box for Red Key and Starspells.

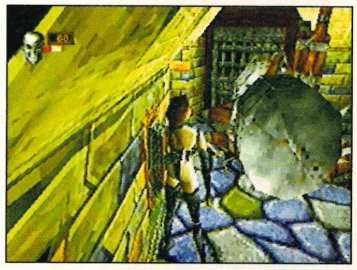
Return the way you came, running past war pigs and jumping over pit. Go back to skull to save game.

Return to paths above circus and open far door. Kill jester and clowns, but don't open box – it's a bomb. Open next door and use Firefly to illuminate corridor. Kill jesters and open left box for Health and Warding. Follow passage through brickwork section and get Health just to right of fork. Now go down left fork and kill snake women. Open door and go through to exit level.

CIRCUS TWO

Take lift down and go through portcullis. Head down corridor to save at skull. Continue down corridor and turn right at the end. Follow passage round to switch. Flick it to open portcullis to room with Knackerer. Dodge it to pull lever and open gate. Enter to get coins and go round to passage with another Knackerer. Follow it along and turn right opposite portcullis. Don't open box, but flick switch to open portcullis. Wait for Knackerer to pass left, then run right to room with boxes. Open right one for Antidote, Blunderbuss Shot, and Health Potions. Now follow Knackerer in corridor again, turning left into switch alcove. Wait for Knackerer to pass, then flick switch and quickly run through opposite portcullis before it closes again.

Go through Knackerer room into passage where you first entered. Follow it round, past the first corridor, to kill some clowns. Remember to grab the Health Potions they leave behind. Return to skull to save, if you want to that is, then follow clown corridor round to door.

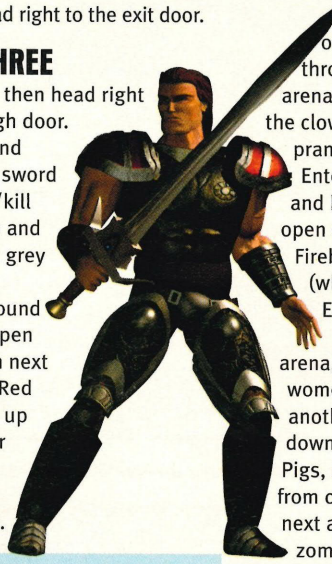


Go through and defeat more clowns, then head right to open wall, but stand to one side to avoid Knackerer. Flick switch when it's in left passage to trap it there. Then head right again and turn wheel at end. Return down passage and head right through opening portcullis.

Head straight forward to open sliding wall and reveal secret jack-in-the-box. Open it for Health Potions and Fireballs. Turn round and head right past portcullis, then right to open another sliding wall for another secret box containing Health Potions and Bomb Shot. Turn around and continue along passage, killing clowns. Open door and head down corridor, though opening gate at end. Open door at end of that corridor to find two doors. The left one is the gold key lock, so open the right door and kill two more clowns. Open the next door and step aside to avoid lightning bolt fired by high priestess. Activate Warding if you have it. Use Fireballs to defeat priestess from distance – it's best to avoid close combat or you'll be poisoned and need to use Antidote. Grab the Arc Of Power, Health Potion, and Golden Key. When you approach the back of the room, another high priestess appears in the doorway, so defeat with spells then grab Arc Of Power and Health Potions. Flick switches to lift curtains and reveal Health Potions and box containing Fireballs. Flick switches again to open each curtain outside, containing secret boxes with Razorspells, Antidote, and Jetspell. Just be careful the curtain doesn't fall onto you – it's deadly! Retrace your steps and open the Golden Key door. Kill the clowns and follow the head right to the exit door.

CIRCUS THREE

Save at skull, then head right and go through door. Circle left round building with sword inside. Avoid/kill snake woman and open far right grey gate. Follow corridor up, round to right and open brown wall on next corner to get Red Key. Continue up round corridor and drop off ledge onto Venom Sword.



Equip it and kill snake women which attack. Flick switch to open portcullis to find chest containing Firefly spells, Starspell, and Health Potions Don't open doors opposite – they lead to a trap! Open near left (from original entrance) grey gate to find secret stash of Health Potions and Fireballs. Other gates just reveal more snake women, so avoid. Return to the skull and save.

Head to lift by portcullis and take it up. Slaughter axe throwers, then take next lift up. Drop into hole to collect Fireballs, Jetspells, Arc Of Power, and Health Potions, landing behind opened portcullis (the switch just resets the lift).



Save at skull, then head left, down to lift. Take it down and open red key door. Open chest at end of corridor for Blunderbuss, Health, and Blunderbuss Shots. Now open side gate and go through into first of four battle arenas. Did someone say "send in the clowns"? Kill all the prancing pranksters, and axe throwers. Enter newly opened doorway and head right down corridor to open chest for Venom Sword, Fireballs, and Ankh Of Vitality (which adds 100 health).

Equip the Venom Sword and open the gate to the next arena, populated by snake women. Kill them all to open another doorway. Head right down corridor there to get War Pigs, Bomb Shots, and Warding from chest. Open the gate to the next arena, ready to face the zombie axe throwers. Kill them all (use Blunderbuss or spells) to open another doorway. Head right down the corridor there to collect four Health Potions from chest.

Open the next gate to enter the fourth arena, ready for a confrontation with the giant reptilian pit fiend. Keep your distance and use war pigs, spells, and bombs against him. When he approaches, run for it and take cover behind one of the sharp pillars. Collect the Warding while you're at it. Once you've defeated him, the level is over.

CONTINUED NEXT MONTH

KING SKABULUS

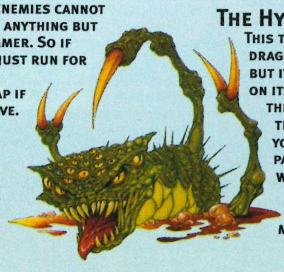
THE RAT KING IS THE TOUGHEST OF THE LOT, BATTERING YOU WITH A JEWELLED CLUB AND ACCOMPANIED BY TWO GUARDS. RETREAT TO THE LARGER ROOM FOR MORE SPACE TO RUN AWAY AND BLAST THEM FROM DISTANCE.

ROCK MONSTERS

BUILT LIKE A BRICK OUTHOUSE, THIS PAIR OF ROCK 'ARD ENEMIES CANNOT BE DESTROYED WITH ANYTHING BUT THE MAGIC WARHAMMER. SO IF YOU DON'T HAVE IT, JUST RUN FOR THE EXIT – OR LURE THEM INTO A PIT TRAP IF YOU'RE FEELING BRAVE.

THE BLOODBEAST

THIS GROTESQUE MONSTER COMBINES LARGE PINCERS, A SNAKELIKE HEAD, AND A STINGING TAIL. THE MAIN DANGER COMES FROM THE LATTER WHICH FIRES LIGHTNING BOLTS. YOU ALSO NEED TO DODGE THE POISONOUS VENOM SPAT BY ITS HEAD, WHILE ATTEMPTING TO GET IN CLOSE. THE BEST METHOD IS TO EQUIP YOURSELF WITH WARDING AND STRENGTH, THEN USE THE VENOM SWORD TO SLICE AT ITS FOREHEAD. A FEW GOOD BLOWS WILL HACK IT STRAIGHT OFF.



THE HYDRA

THIS THREE-HEADED DRAGON CAN'T FLY, BUT IT'S PRETTY NIPPY ON ITS LEGS. KEEP ON THE MOVE TO AVOID THE HEADS BITING YOU. IN PARTICULAR, WATCH OUT FOR THE FLAME BREATH OF THE MIDDLE HEAD.

USE WARDING (OR ICY CHARM) AND STRENGTH, THEN NIP IN CLOSE AND USE THE RED SWORD (COLLECTED NEARBY) TO SLASH AT THOSE HEADS.

VILEFOR

NONMAGICAL WEAPONS ARE NO USE AGAINST THIS FLYING FOE, AND HE'S COMPLETELY RESISTANT TO RED MAGIC. THAT'S WHY YOU NEED TO COLLECT THAT BLACK SPIRIT SWORD TO HAVE ANY CHANCE. YOU CAN ALSO FIRE THE CANNONS AROUND THE MIDDLE LEVEL OF THE ARENA TO SHOOT AT VILEFOR IN FLIGHT. GET IN CLOSE WITH THE BLACK SWORD USING WARDING TO PROTECT YOURSELF.

MELKOR

THIS MASSIVE MONSTER FIRES SPIKY MISSILES WHICH BOUNCE AND EXPLODE – EVEN IF THEY DON'T SCORE A DIRECT HIT. IF YOU STOP IN ONE PLACE, HE'LL HOVER ABOVE YOU AND ROAST YOU WITH FLAMES AND FIREBALLS, SO KEEP ON THE MOVE. USE THE ROCKET LAUNCHER AND FLAMELANCE TO TAKE POT-SHOTS AT MELKOR FROM DISTANCE. WAR PIGS ALSO WORK WELL, BUT YOU'LL NEED THE RED SWORD TO FINISH HIM OFF.



Play Guide

Published by Virgin/£39.99

Reviewed in Play 30

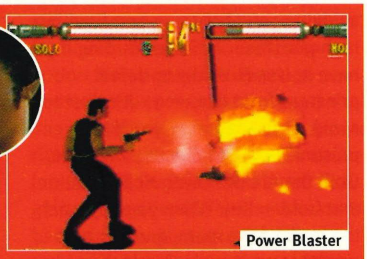
MASTERS OF TERÄS KÄSI

Who needs The Force when you've got all the special moves, secret characters, and cheats at your disposal thanks to the Play Jedi Knights? You won't be bottling it and running to the Käsi once you read our guide. By the way, the new prequel's almost finished filming – hurrah!

HAN SOLO



The Millennium Falcon's pilot comes armed with a power blaster gun. Handy.





UNARMED:
Axe kick: ⇨⇨, ✕
Upper cut: ⇨, ⇩ ⇘ ⇨, ■
Force Uppercut: ⇨⇨, ⇩ ⇘ ⇨, ■ (1 bar)
Chain Starter: ✕, ▲, ■, ▲, ■
ARMED:
Blaster: ⇩ ⇘ ⇨, ▲
Power Blaster: ⇩ ⇘ ⇨, ■ + ▲ (1 bar)
Tracer Stream: ⇦⇨⇦, ▲ (full bar)
Throw: Hip Toss: ▲ + ✕ (close range)

LUKE



Obi-Wan has taught him well. Utilising the full power of The Force, our Jedi Knight hero wields a mean light sabre. When not flying a fighter down trenches to blow up Deathstars, he proves a match for anyone in close combat – even his father Darth Vader. Blimey.



UNARMED:
Sabre Sweep: ⇨⇨, ■
Figure 8 Swing: ⇦, ■ + ▲
Darkside Upper: ⇦⇨, ● (1 bar)
Darkside Slash: ■ + ▲ (1 bar)
Force Thrust: ⇦⇨, ▲ (1 bar)
Force Sabre Uppercut: ⇨, ⇨ ⇩ ⇘, ⇨, ● (1 bar)
Sweep Sidestep: ⇩ ⇩, ■
Jedi Precision Slice: ⇩ ⇘ ⇨, ●, ●, ●
Flying Sabre: ⇦ ⇙ ⇩ ⇘ ⇨, ▲ (2 bars)
Chain Starter: ●, ■, ✕, ■
THROW:
Grab & Knee: ▲ + ✕ (close in)

DARTH VADER



Tinhead couldn't get into the army so turned to the Darkside (behind Sinbad).



UNARMED:
Backhand: ⇨⇦, ▲
Big Knee: ⇨⇨, ●
Electric Darkside: ⇦ ⇙ ⇩ ⇘ ⇨, ▲ (1 bar or all for multiple hits)
ARMED:
Darkside Upper: ⇦⇨, ● (1 bar)
Darkside Slash: ■ + ▲ (1 bar)
Sith Strike: ⇨⇦, ●
Sabre Upper: ⇩, ⇨, ●
Vader Strike: ⇨⇨, ●
Darth Spin: ⇩, ⇦, ●
Sabre Frenzy: ⇨, ⇩ ⇘ ⇨, ●
Darkside Sabre Frenzy: ⇨⇨, ⇩ ⇘ ⇨, ● (1 bar)
Lunge Strike: ⇨⇨, ▲
Other End Of Sabre ⇦⇨, ▲
THROW:
Darkside Choke: ▲ + ✕ (close range)

BOBA FETT

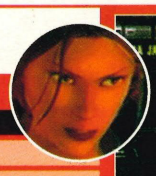


Gruff bounty hunter.



UNARMED:
Right Hook: ⇨⇨, ▲
Left Hook: ⇨⇨, ■
Double Backhand: ⇩ ⇙ ⇦, ▲
Thermal Detonator: ⇨⇦, ▲ (1 bar)
Psycho Crusher: ⇦ ⇙ ⇩ ⇘ ⇨, ▲ + ■
Stun Cable: ⇨ ⇘ ⇩ ⇙ ⇦, ▲ + ■ (2 bars)
Jetpack Knee Drop: ⇧ + ✕ (on downed opponent)
Bounty Seekers: ⇨ ⇘ ⇩ ⇙ ⇦, ■ (full bar)
Flame Thrower: ⇦ ⇙ ⇩ ⇘ ⇨, ■
Chain Starter: ▲, ✕, ■, ■, ▲
Jetpack Kick: ⇨⇨, ● (also when armed)
ARMED:
Blaster: ⇩ ⇘ ⇨, ▲
Rocket Shot: ⇩ ⇩, ▲ (2 bars)
THROW:
Hip Toss: ▲ + ✕ (close range)

MARA JADE



Tasry secret fighter.



UNARMED:
Electric Darkside: ⇦ ⇙ ⇩ ⇘ ⇨, ▲ (1 bar)
ARMED:
Sabre Uppercut: ⇨ ⇩ ⇘ ⇨, ●
Force Sabre Uppercut: ⇨⇨ ⇩ ⇘ ⇨, ● (1 bar)
Flying Sabre: ⇦ ⇙ ⇩ ⇘ ⇨, ▲ (2 – 4 bars)
Sabre Sweep: ⇨⇨, ■
Sweep Sidestep: ⇩ ⇩, ■
Figure 8 Swing: ⇦, ■ + ▲
Jedi Precision Slice: ⇩ ⇘ ⇨, ●, ●, ●
Force Thrust: ⇦⇨, ▲ (1 bar)
Darkside Upper: ⇦⇨ ● (1 bar)
Darkside Slash: ■ + ▲ (1 bar)
Sith Strike: ⇨⇦, ●
Sabre Upper: ⇩, ⇨, ●
Vader Strike: ⇨⇨, ●
THROW:
Grab & Knee: ▲ + ✕ (close range)

STORMTROOPER



The Empire's foot soldiers, these guys are tougher than in the films.



UNARMED:
Right Hook: ⇨⇨, ▲
Left Hook: ⇨⇨, ■
Uppercut: ⇨ ⇩ ⇘ ⇨, ■
Force Uppercut: ⇨⇨ ⇩ ⇘ ⇨, ■ (1 bar)
Knee: ⇨⇨, ●
Axe Kick: ⇨⇨; ✕
ARMED:
Blaster: ⇩, ⇘, ⇨, ▲
Fire Blaster Up: ⇨, ⇦, ▲
Fire Multiple Blaster Up: ⇦, ⇨, ⇦, ▲
Power Blaster: ⇩, ⇘, ⇨, ■ + ▲ (1 bar)
Tracer Stream: ⇦⇨⇦, ▲ (full bar)
Rocket Shot: ⇩ ⇩, ▲ (2 bars)
THROW:
Hip Toss: ▲ + ✕ (close range)

RESIDENT EVIL 2

We know that thousands of you flocked to buy Resident Evil 2 when it was first released, and it is safe to assume that the majority of copies bought at this time were American (what with it being in English and all that). So now we present the Action Replay codes that you have all been waiting for – including the ones to play as the secret characters. Take it away...

US Action Replay Codes

Published by Virgin

Reviewed in PLAY 32

LEON

Play as Hunk
800C7CE4 0048

Play as Tofu
800C7CE4 0049

Play Bio Hazard 2 mode
D000E3A4 0000
300C7CE4 0000

Start on 2nd scenario from new game
300C7D07 0040

Infinite health
800C7E7A 00C8

Super mega rapid fire (all weapons)
D00C6646C 0048
800C7E70 000B

Sub-machine gun rocket launcher
D00C7E32 000F
300C7E32 0011

Hyper mode
800A3FE4 0000

Slow motion
800A3FE4 FFFF

Makes game think you haven't saved before
800CC7F0 0000

Always have fine condition
800C7F3C 0000

Walk through walls
D00C646C 0001
800C7E2A 0C0F
D00C646C 0004
800C7E2A 1100
(Note: with this code, press L1 to activate it, and you will see that Leon's left arm is gone. Press L2 to deactivate it, bringing his left arm back.)

Always have backpack equipped
800CC9EC 0001

Stop clock when fighting the last boss of the game
800CC95E 012C

COSTUME MODIFIERS

Normal
800CC958 0000
800CCB5A 0000

1st Outfit
800CC958 000A
800CCB5A 0001

2nd Outfit
800CC958 0008
800CCB5A 0400

EVENT CODES

Secret locker open
800CC996 0001

Unlock hallside doors
800CC98A 0200

CLAIRE

Infinite items (all positions)
30064CE9 0000

Play as Hunk
800C7AAC 0048

Play as Tofu
800C7AAC 0049

Bio Hazzard 2 Mode
D000E3A4 0000
300C7AAC 0000

Start on 2nd scenario from new game
300C7ACF 00C0

Infinite health
800C7C42 00C8

Super mega rapid fire (all weapons)
D00C6234 0048
800C7C38 000B

Sub-machine rocket launcher
D00C7BFA 000F
300C7BFA 0011

Hyper mode
800A3EAC 0000

Slow motion
800A3EAC FFFF

Quickly beat the game
D00C6234 0001
8000E3A4 4AC8

Makes game think you haven't saved before
800CC5B8 0000

Walk through walls
D00C6234 0001
800C7BF2 0C0F
D00C6234 0004
800C7BF2 1100

Always have backpack equipped
800CC7B4 0001

Stop clock when fighting the last boss of the game
800CC726 012C

COSTUME MODIFIERS

Normal
800CC720 0000
800CCB5A 0000

1st Outfit
800CC720 000A
800CCB5A 0001



LEIA

Best in her slave cossie!



UNARMED:

Flip Kick: ⇨⇨, ×
Double Side Kick: ●, ●
Thermal Detonator: ⇨⇦, ▲ (1 bar)
Stun Detonator: ⇦⇨, ▲ (2 bars)
Training Droid: ⇨⇦⇨, ▲ (full bar)

ARMED:

Staff Backhand: ⇦, ●



Thermal Detonator

Chain Starter: ●, ■, ×, ×, ●

THOWS:

Grab & Knee: ▲ + × (close range)

HOAR

The Tusken raider geezer.



UNARMED:

1, 2 Kick: ■, ▲, ×

ARMED:

Tusken Death Gas: ⇦ ⇙ ⇩ ⇘ ⇨, ● (2 bars)
Tusken Fury: ⇩ ⇙ ⇦, ●, ●
Dervish Spin: ⇩ ⇙ ⇦, ■, ▲, ●, ×, ■, ▲, ●, ×
Banshee Spin: ⇩ ⇙ ⇦, ■, ▲, ●, ×,



Devilish Spin

■, ▲, ●, × (full bar)
Chain Starter: ●, ×, ×, ●, ▲

THROW:

Grab & Knee: ▲ + × (close in)

THOK

Big, fat, and ugly bloke.



UNARMED:

Spin Chop: ⇨⇨, ■
Burning Spin Chop: ⇨⇦⇨, ■ (1 bar)
Jump Chop: ⇨⇨, ▲
Head-Butt: ■ + ▲
Axe Uppercut: ⇨, ⇩ ⇘ ⇨, ▲
Burning Axe Uppercut: ⇨⇨⇩ ⇘ ⇨, ▲ (1 bar)
Fire Wheel: ⇩ ⇩ ⇩, × (1 bar)
Gamorrean Growth: ⇩ ⇩ ⇩, ▲ (1 – 4



Gamorrean Flame

bars)
Gamorrean Flame: ⇩ ⇩ ⇩, ▲ (at full growth)
Chain Starter: ●, ■, ▲, ■, ●

THROW:

Back Breaker: ▲ + × (close range)

CHEWBACCA

Super furry animal.

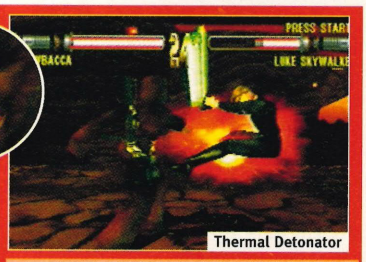


UNARMED:

Push: ⇨ + ■
2 Fist Uppercut: ■ + ▲
2 Fist Pound: ⇩, ■ + ▲
Force Uppercut: ⇩ ⇩, ■ + ▲ (1 bar)
Gorilla Slap: ⇨, ■ + ▲
Thermal Detonator: ⇨⇦, ▲ (1 bar)

ARMED:

Bowcaster Backhand: ⇦ + ▲
Blaster Up: ⇨⇦, ▲



Thermal Detonator

Stun Blast: ⇩ ⇙ ⇦, ▲ (2 bars)
Stun Blast Up: ⇦⇨, ▲ (2 bars)
Energy Storm: ⇩ ⇩, ▲ (2 – 4 bars)

THROW:

Carpet Cleaner: ▲ + × (close range)

CHEATS

■ **Level Select**
Select Chewbacca as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Practice or Arcade mode.

Level select may now be accessed in versus mode. Use L2 and R2 to choose the arena.

■ **Alternate Costumes**
Hold L1 at the character selection screen and select your character.

■ **Fight As A Storm...**
Select Han Solo, set the difficulty level to Standard, Player Change to No, and continue to No. Now complete the game in arcade mode.

■ **Fight As Mara Jade**
Set the difficulty level to Jedi, Player change to No, and continue to No. Select Team mode and hold L1 + L2 + R1 before the first match starts. Defeat the side designated as The Empire and Mara Jade will be yours to play with!

■ **Fight As Jodo Kast**
Set Player Change to No, and continue to No. Now defeat at least seven adversaries in Survival mode. Jodo has the same moves as Boba Fett.

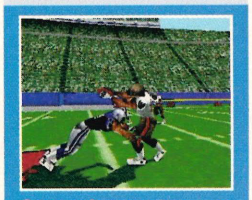
■ **Fight as Slave Leia**
Select Princess Leia, set the difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode. You can now select Leia! (in skimpy slave costume) who has the same moves as the normal version. Celebrate by stripping off and mincing like a bird.

■ **Big Head Mode**
Select Vs or Practice mode. Hold Select after choosing a character and keep the button held until the match begins.

■ **Full Screen**
Hold Select + L1 + R2 after choosing a character and keep the buttons held until the match begins.

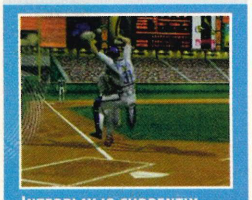
BATMAN & ROBIN ... 80
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ROAD RASH 3-D ... 84
POCKET FIGHTERS ... 85
KICK OFF WORLD ... 85

NFL Xtreme



Sony of America serves up its own special brand of gridiron football. It is still at a very early stage and may not even be granted an official release, but import buyers who like the sport would be well advised to keep an eye out for this rather promising title.

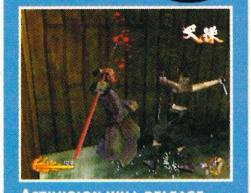
VR Baseball '99



Interplay is currently putting the finishing touches to this sequel that follows on from the original *VR Baseball*. Lavish looks are the order of the day here, and the product is looking pretty damn swish...

Tenchu

Read the import review on page 44



Activision will release this Ninja sim officially later on this year, but it looks as though the throwing stars will have to be replaced by some other kind of projectile weapon that isn't banned in this country.

WIRED UP

■ INCOMING GAMES ■ LATEST REPORTS ■



TO THE BATMOBILE, COMIC BOOK FANS, WITH

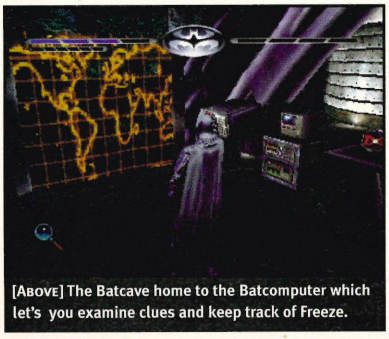
BATMAN & ROBIN

Well, it's a bit late to cash in on the awful movie from which it's licensed, but the game *Batman & Robin* is (really) coming out this summer. The burden of rewriting some key software routines for things like spooling the scenery when you hare round Gotham in your Batmobile are apparently responsible for the lengthy delay.

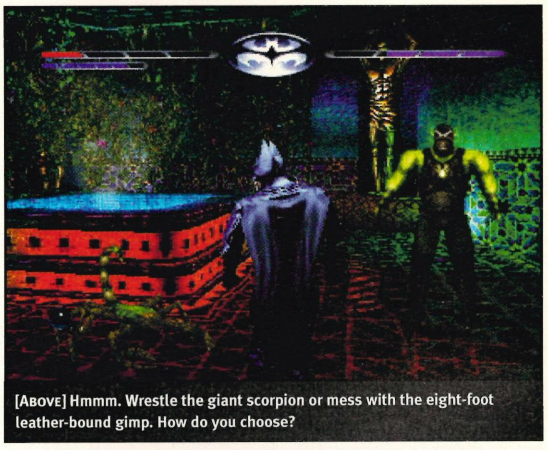
Batman & Robin looks like slasher import *Tenchu* in PVC!"

A sprawling 3-D adventure viewed in third-person-perspective, with occasional first-person bits when you want to launch the old Batarang in an accurate manner, *Batman & Robin* looks like the slasher import *Tenchu* in PVC! In the quest to find clues that could help prevent the meddlesome mayhem of Mr Freeze and Poison Ivy from hitting the city, you can return to the Batcave and take Robin instead (complete with a different set of combat moves and weapons) or even a shrink-wrapped Alicia Silverstone (as Batgirl) to the famous locations from the film. Not bad, eh?

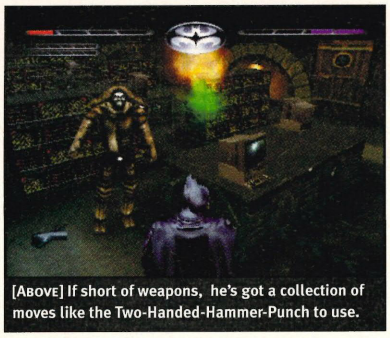
The clues, which can make sense on their own or be analysed in the Batcomputer, don't hang around forever at the various crime scenes. But en route you will encounter a random element of petty wrong-doers on the street – do you stop to help the old lady getting mugged and risk missing vital evidence? This moral code behind the game promises to be pretty interesting. Find out if we can take the pressure in the full review... coming real soon!



[Above] The Batcave home to the Batcomputer which let's you examine clues and keep track of Freeze.

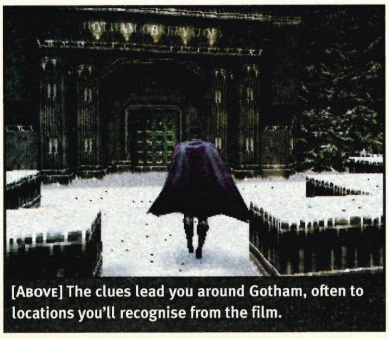


[Above] Hmmm. Wrestle the giant scorpion or mess with the eight-foot leather-bound gimp. How do you choose?



[Above] If short of weapons, he's got a collection of moves like the Two-Handed-Hammer-Punch to use.

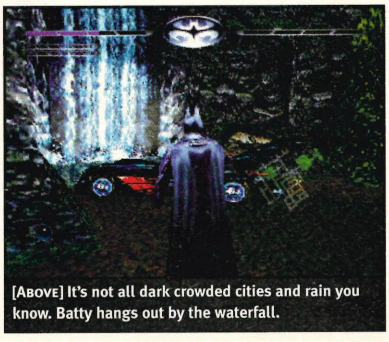
Publisher:	Acclaim
Genre:	Action Adventure
Players:	1
% Complete:	80%
Release Date:	June '98



[Above] The clues lead you around Gotham, often to locations you'll recognise from the film.



[Above] You can't get this franchise and not get the Batmobile in there somewhere.

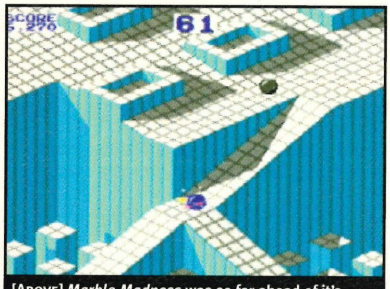


[Above] It's not all dark crowded cities and rain you know. Batty hangs out by the waterfall.

WHEN YOU THINK YOU DESERVE SIX OF THE BEST

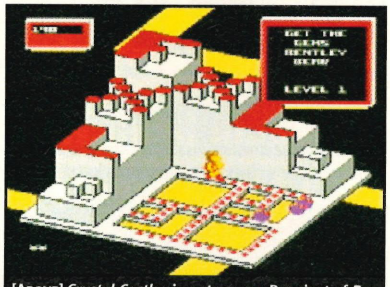
ATARI COLECTION V2

It's time to rev-up the retro-gaming bandwagon once more, as GT prepares to release the second, and easily the best Atari compilation. This new collection reads like a role of honour.



[Above] *Marble Madness* was so far ahead of it's time, that it's still really playable even today.

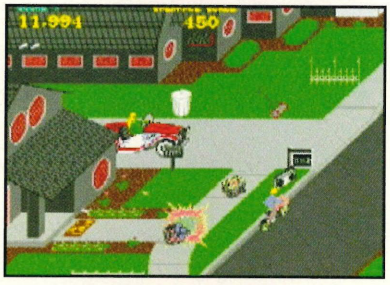
Gauntlet (joy!), *Paperboy* (joy!) and the mighty *Marble Madness* have dusted themselves down for an arcade perfect showing. Sharing company with the distinguished trio are *Millipede* (the sequel to *Centipede*), *Road Blasters*, the genre-creating drive & shoot-'em-up, and last (and probably least), *Crystal Castles* – an isometric *Pac-Man* variant, where you control a giant teddy! The majority of old games tend to disappoint second time around, but those on display here, particularly *Gauntlet,* have aged particularly well. GT has a very strong line-up here, and it should sell in droves with so many classics packed on one disc. A full review soon.

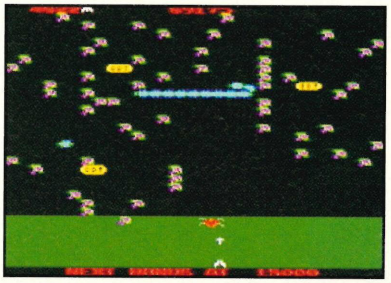


[Above] *Crystal Castles* is a strange 3-D variant of *Pac Man*, and was a minor success.

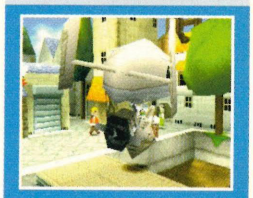
Publisher:	GT Interactive
Genre:	Various
Players:	1-4
% Complete:	80%
Release Date:	May '98





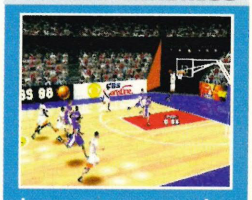


TAIL CONCERTO



BY ALL ACCOUNTS, THIS WAS A BIT OF A SHOW STOPPER AT THE RECENT TOKYO GAMES SHOW. IT IS A THIRD-PERSON ADVENTURE IN WHICH YOU PLAY THE PART OF A MOUSE HOUSED IN A MECHANICAL SUIT WHO GOES AROUND SHOOTING THINGS. IT COULD ONLY HAIL FROM JAPAN!

MARCH MADNESS



INTERPLAY IS CURRENTLY A STRANGE NAME FOR A BASKETBALL GAME... BECAUSE THAT'S WHAT THIS IS. *MM* IS THE NEW RIM-ROCKER FROM EA SPORTS THAT FOCUSES MAINLY ON COLLEGE TEAMS FROM THE STATES. THE NEWEST FEATURE THIS GAME OFFERS IS WOMEN'S TEAMS. ER... GIRL POWER! MORE NEWS AS WE GET IT.

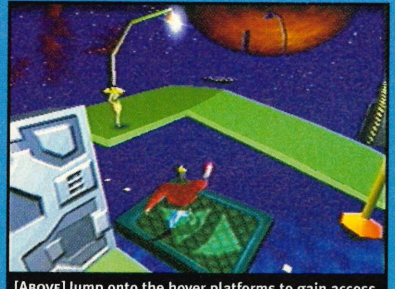
GET SOME SHIELDS OF STEEL

BLASTO

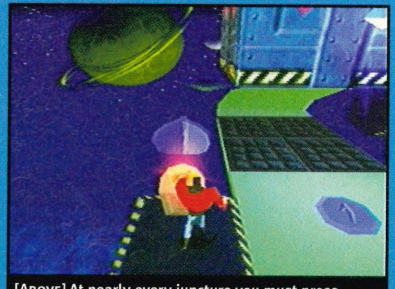
Publisher:	Sony
Genre:	3-D platform
Players:	1
% Complete:	80%
Release Date:	August '98

This one's been under wraps for almost two years, but finally, we've got our sweaty digits on a preview copy. *Blasto* is a 3-D platform romp with a modicum of adventure thrown in, and although it looks quite sparse from a graphical point of view, already plays well. The game centres around the wise-cracking Captain Blasto, who has been modelled in the style of a 1960's cartoon – a bit like *The Jetsons* – and is most noticeable for his giant floppy quiff. For the most part, you run, walk or hover around narrow platforms blasting 30 divergent species of alien, pressing switches and rescuing beautiful babes. On accomplishing this, they release bonus lives and other useful power-ups, such as weapon enhancements and energy pods. There are over 12 themed levels and five bosses to dispose of, all you gamers can look forward to an enormous challenge.

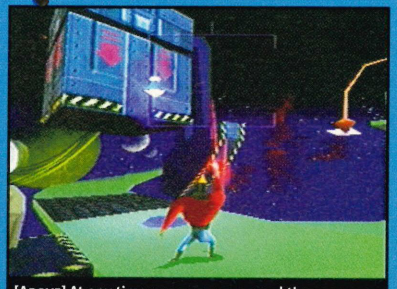




[Above] Jump onto the hover platforms to gain access to those hard to reach sections.



[Above] At nearly every juncture you must press switches to activate other areas of the screen.

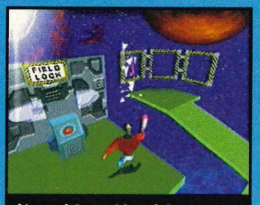


[Above] At any time you can pan around the screen with a small blue target box to take out enemies.

RIVAL SCHOOLS

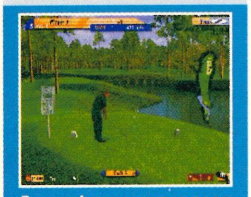


CAPCOM FOLLOWS UP THE 3-D SPLENDOUR OF *STREET FIGHTER EX* WITH A CORKING FIGHTING GAME THAT FEATURES ALL OF THE TRADE-MARK COMBO SYSTEMS AND A VARIED ARRAY OF COMBATANTS TO ENSURE ADDICTS WILL BE DRAWN BACK AGAIN. A PLAYSTATION CONVERSION HAS BEGUN.



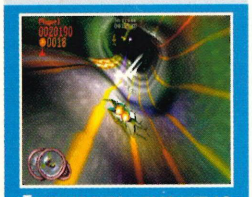
[Above] Some bits of the scenery are vulnerable to your gun.

Golf Pro



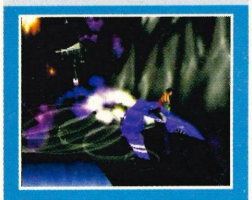
Empire Interactive is soon to release its much heralded revolutionary PC golf sim onto PlayStation. *Golf Pro* utilises the mouse – pull back for the swing, push forward for the drive, so it is dead easy to use. It looks the part as well!

N20

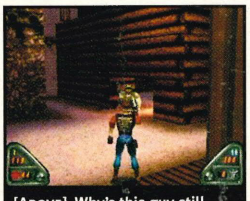


Tempest gets a face-lift as you cane it down claustrophobic tunnels blasting legions of enemy vessels that stand in your way. The action on offer here is straightforward shoot-'em-up stuff, but it sure looks pretty!

Wild 9's



The latest mad-cap adventure from David Perry (creator of *Earthworm Jim*) is all you would expect – colourful, vibrant and funny... although we couldn't see any cows. This tongue-in-cheek platform game is still getting the finishing touches applied, but it should be a scream and early shots of the game look stunning.



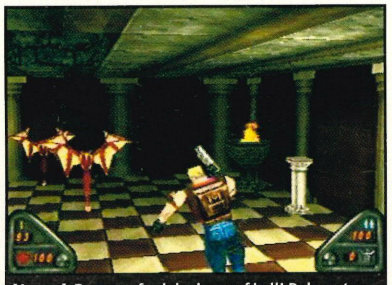
[Above] Why's this guy still standing when Duke's around?

GET KILLING THROUGH THE AGES WITH...

DUKE NUKEM TIME TO KILL

Publisher:	GT Interactive
Genre:	Shoot-'em-up
Players:	1
% Complete:	90%
Release Date:	June '98

Tough guy Duke Nukem is due to appear in June for the second time on PlayStation, in an entirely new adventure. Compared to the old PC classic, changes are far more abundant this time than in *Duke Nukem: Total Meltdown*. Developer N-Space has grabbed the camera and stuck it behind our gravel-voiced hero to give the series a new, *Tomb Raider*-style appearance in *Time To Kill*. The reason being that they want Duke's overpowering personality to come across visually in addition to his usual collection of crummy quips.



[Above] Be gone, fowl denizens of hell! Duke gets dive-bombed in the Roman world.

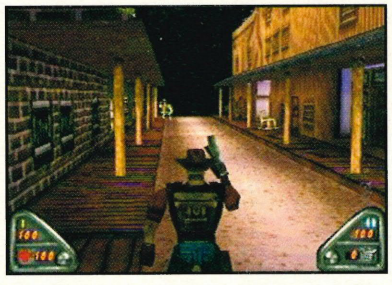
"Muscle head will be dealing out death in a toga around the Roman level!"

Skipping through four periods in time (Modern, Medieval, Old West and Roman) the trigger-happy muscle-head will adopt the fashions of the time accordingly. He'll be dealing out death in a toga around the Roman level for example, and you even see him wearing a kilt as he murders his way through the Medieval era!



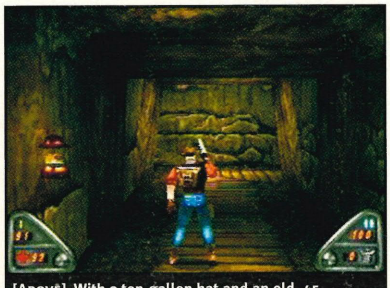
[Above] Duke's seen the future and it's got tiled floors. The costume changes add a really nice touch, the varied baddies are excellent.

As each time zone has completely different scenery (saloons and barber shops in the Old West, cathedrals and fortresses in the Medieval world) and arsenals that change too, *Duke Nukem: Time To Kill* should be much better at holding your depleted attention span. Among the new weapons are some fun sounding additions like the Crossbow, the Holy Hand Grenade, and a Gatling Gun. Just changing the perspective of the game will alter *Duke's* game play radically – but for better or worse?





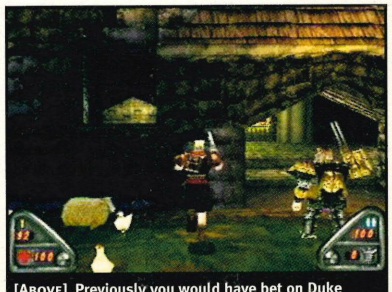




[Above] With a ten-gallon hat and an old .45 Peacemaker, you stroll the mines of the Old West.



[Above] Thanks to leaps in technology, the female form can now be horribly exploited in full 3-D!



[Above] Previously you would have bet on Duke Nukem never wearing a skirt. Check it out!

KNOCK ME DOWN WITH A FEATHER, IT'S

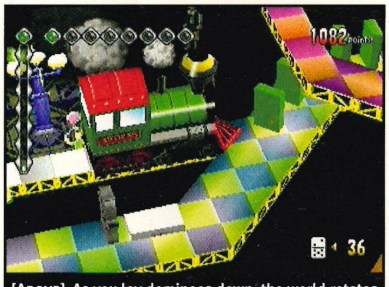
MR DOMINO

Originally programmed by Artdink in Japan, *Mr Domino* is a very strange concept whereby you, as the central character, must scamper through numerous terrain's laying out lines of dominoes. There are may pitfalls to overcome along the way, and when you finally work your way back around to the starting point, you can topple the dominoes and watch as the falling blocks of wood trigger comical sequences throughout the levels. You only have a certain number of dominoes to lay down at any one time, but toppling them over after activating special switches refills your quotient.

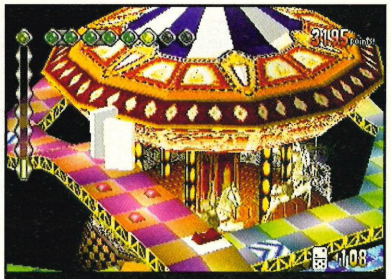
To complete a level, all of the switches must be activated – each one sparking off a zany cartoon whereby an object or person ends up falling and setting off the domino chain-reaction. Like we said, a strange concept, but an interesting game!



[Above] There are special buttons and tiles all over the place like this line with speed up arrows.



[Above] As you lay dominoes down, the world rotates around you with impressive speed.



[Above] As you can see, the graphics are gorgeous, and the action is silky-smooth.



[Above] A wide variety of themes are deleloped for each level. Life-size chess, anyone?

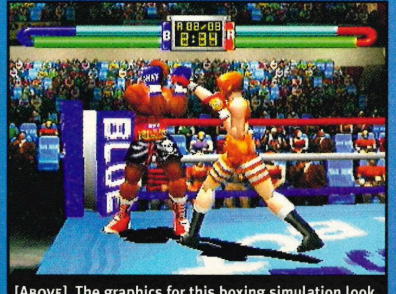
Publisher:	JVC
Genre:	Puzzle/Platform
Players:	1
% Complete:	60%
Release Date:	September '98

FLOAT LIKE A BUTTERFLY, STING LIKE A BEE

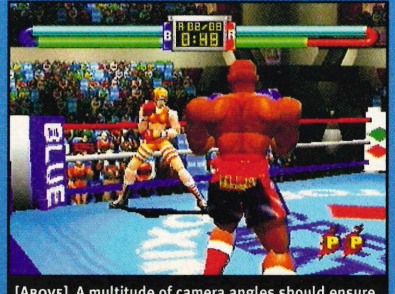
VICTORY BOXING 2

Good as it was back then, the original *Victory Boxing* is kind of like the Joe Bugner of boxing games – tired, way past its best, but yet still punches with a sting in its tail. Maybe this is because there is precious little else by way of serious boxing contenders... until now.

Sad as it may seem but the only challenger for the title belt is the sequel to *Victory Boxing* that is coming along in leaps and bounds. *Victory Boxing 2* builds on many of the aspects present in the original and offers more characters with varied fighting styles, and more in-depth training sessions to build up your ambitious would-be champ material and shape them into a ferocious killing machine of Tyson proportions. We are also promised more devastating moves and combos with which to rip through your opponents' defences and reduce them to a punch-drunk pile of exhausted blubber on the canvas. The version we played was very early, but the graphical improvements were evident – especially the snazzy new gear that your gloved gladiator gets to prance around in. Prince Naseem has got nothing on these dudes! Expect a face-crunching preview next month.



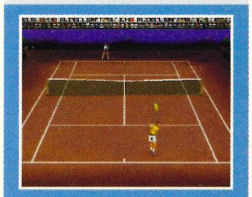
[Above] The graphics for this boxing simulation look awesome, with fluid animation and fine details.



[Above] A multitude of camera angles should ensure that you can enjoy victories from any view.

Publisher:	JVC
Genre:	Beat-'em-up
Players:	1-2
% Complete:	50%
Release Date:	September

ACTUA TENNIS



GREMLIN CONTINUES ITS SERIES OF LUSH SPORTS SIMS WITH A TENNIS GAME THAT SPINS SUCH A DEVASTATING VOLLEY ACROSS THE NET THAT THE OPPOSITION WILL BE LEFT COWERING IN ITS WAKE. A MOTION CAPTURED MASTERPIECE THAT SHOULD TIE-IN NICELY WITH THIS YEARS WIMBLEDON TOURNAMENT.

PET IN TV

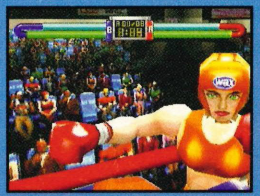


WELL, THE NINTENDO 64 HAS GONE BARMY FOR VIRTUAL PETS, SO IT WAS ONLY A MATTER OF TIME BEFORE THE PLAYSTATION GOT BITTEN BY THE BUG. SONY IS THE COMPANY BEHIND THIS PROMISINGLY QUIRKY GAME WHEREBY YOU CAN TRAIN A ROBOT TO DO ALL KINDS OF MAD THINGS.

METAL GEAR SOLID



HOPES ARE HIGH FOR THIS GAME, EXCEEDINGLY HIGH IN FACT. YOU PLAY SOLID SNAKE IN A LAVISH-LOOKING BATTLE AGAINST TERRORISM. THE FORTHCOMING E3 SHOW IS WHEN THIS MONSTER WILL BE FULLY UNVEILED TO THE PRESS, SO EXPECT A FULL IN-DEPTH REPORT ON WHETHER OR NOT IT IS ALL IT'S CRACKED UP TO BE VERY SOON.



Tommorow Never Dies



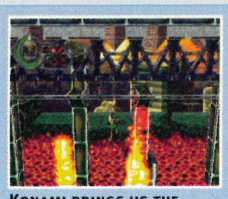
Bond gets his first PlayStation outing in this multi-genre action adventure based on the latest big-screen flick. Programmed by MGM Interactive for EA, early screenshots look very promising indeed, but how will it perform alongside the mighty *Goldeneye*?

Shaolin



THQ step into the beat-'em-up reckoning with this four-player fighting game. It may seem strange that it has taken this long for a multi-player fighting game to emerge on PlayStation, but this has all the hallmarks of a classic...

C: A Contra Adventure



Konami brings us the second PlayStation *Contra* game, and if you're not familiar with the long running series, then it basically means big guns, plenty of killing and explosions that would put a *Die Hard* film to shame. The action flicks between 2-D and 3-D action and looks tidy enough. More news soon.



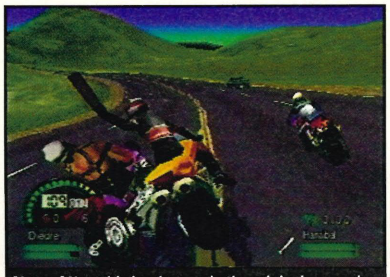
Rage Against the Machine With...

Road Rash 3-D

Road rage... never has the tabloid press come up with such an apt phrase for the molten pit of lava that exists in the minds of motorists. Every so often it just boils over and we feel a sense of extreme hatred towards our fellow man. Most are able to suppress it... some are not. However, *Road Rash 3-D* lets you channel this raw aggression in a somewhat more constructive way – to win races, gain money and buy the next big machine with which to take on the hostile gangs that patrol the remote highways of America.



[Above] A rival gang member cuts you up to head for the mountains. Give chase and knock him off!



[Above] Now this is what made the original so much fun. Fist fights at 200 mph!



[Above] The new motorcycle graphics are quite superb. Make no mistake, this is one game we at Play are dying to get our hands on.

The game is the sequel to the original *Road Rash*, a game that will forever remain a classic on the Megadrive and enjoyed success in the early days of the PlayStation also. It features winding roads full of rival bikers, cops, joggers, Sunday drivers and the odd animal that must be raced through at high speed to pip the opposition at the post.

There are 12 different bikes to own, each is completely different from the last, and your attire also changes to suit the model – get a Harley Davidson and you get the German helmet as well! There are four different rival gangs to confront, and they really gang up on you in force. Thankfully, there are loads of weapons to fight them off with such as spray cans, chains, crow bars and stun guns. *Road Rash 3-D* looks fantastic and handles like a dream, we will bring you the full review next issue.

Publisher:	Electronic Arts
Genre:	Racing
Players:	1
% Complete:	70%
Release Date:	June '98

And the Next Arrival Will Be: Flying Scotsman

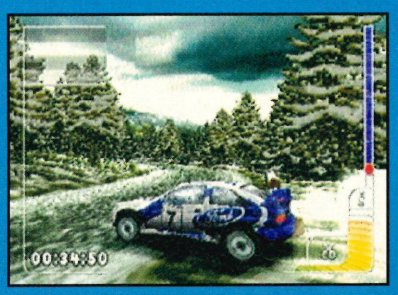
Colin McRae Rally

The Codies have been fiddling yet more with the eagerly anticipated *Colin McRae Rally* recently. Specifically, the wonderful real time damage that lets you smash up the car's windows, body panels and lights in such a realistic way has been improved so that it actually begins to affect the handling.



[Above] The wide range of tracks and terrains should make *CMR* the best rally game yet.

This was largely missing from *TOCA Touring Car*, the game from which *CMR* took its original engine code. At the end of a stage, the player now has to struggle to repair their ailing motor in a finite amount of time. This adds very much to the realism of the whole experience as damage repair is often the difference between winning and losing in a real-life rally. Another nice element which has been added is mud that sprays up from the ground and sticks to the car's body – *CMR* will be the first racing game to use this technique on PlayStation.



Publisher:	Codesmasters
Genre:	Racing
Players:	1-2
% Complete:	80%
Release Date:	July '98

PINT-SIZED DRAGON PUNCHES WITH...

POCKET FIGHTER

They just keep on coming! Capcom has confirmed that *Pocket Fighter* – the latest *Street Fighter* spin-off, is coming to PlayStation.

The game is a light-hearted head-to-head fighting game that features child-like versions of the *Street Fighter* and *Darkstalkers* characters. The aim is to battle it out for coloured gems, stringing together some of the most slap-stick combos ever seen in a fighting game.



There are 12 characters in total, including a brand new witch called Tessa, who appears in a Japanese arcade game called *Warzard*. There are plenty of other Capcom connections as well because Chun-Li even appears wearing the same uniform as Jill from *Resident Evil*!

The best feature of the game, and the one we will be buying it for is the 'Edit Fighter' option. This enables the player to create their own unique sub-character, save it to memory card and then use it to compete against a friend. The game looks brilliant with all the token Capcom special effects and animation's. Hopefully, we'll be able to blag an import copy in time for the next issue for a full review.

Publisher:	**Capcom**
Genre:	**Beat-'em-up**
Players:	**1-2**
% Complete:	**50%**
Release Date:	**June '98**



[Above] Zangief's Russian-dancing alter ego gets the better of him. That looks mighty painful!



[Above] Titchy Zangief gets a good kicking by the pointy toe-caps of Tabasa's witchy boots.



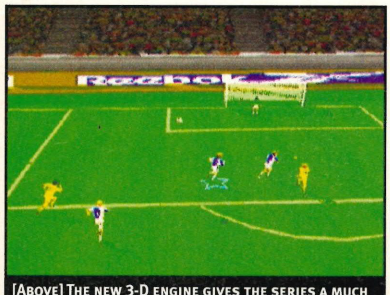
[Above] When it comes to fighting fair or just using whatever means are at your disposal, cheat!

THE RETURN OF THE OLD FAITHFUL!

KICK OFF WORLD

One of the longest running football series' gets another face-lift in preparation to grab some of the spoils that comes with the World Cup euphoria. The last *Kick Off* game wasn't up to scratch, but Anco has bounced back with a game that provides plenty of pitch action and back room head-scratching. The game has a new touched-up 3-D engine with which to play the matches, or if you prefer the old school style then you can always revert back to the classic top-down view. There are 120 International sides to select, or you can pick from over 300 club teams to compete in the respective leagues and cup tournaments. The 'Manager's Officer' function lets you buy and sell players, make all the necessary changes to the side and also monitor the player's health and form. It certainly looks promising, and we'll let you know if it's any cop in the full review next issue.

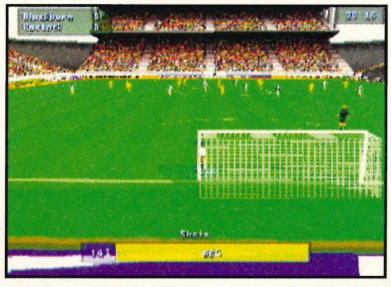
Publisher:	**FunSoft**
Genre:	**Sports sim**
Players:	**1-4**
% Complete:	**90%**
Release Date:	**June '98**



[Above] The new 3-D engine gives the series a much needed face-lift. We still prefer the old style!



[Above] Here we see the team line-ups and... hang on, Lars Bohinen left Blackburn Rovers yonks ago!



SUPERCROSS '98



Acclaim twists the throttle on the racing genre with a fast-paced motorbike game that is endorsed by Jeremy McGrath (a champion in the field). The game comes complete with a split-screen two-player mode that is surprisingly nippy. There are plenty of tracks to speed around and nifty tricks to pull-off.

BRAVE FENCER MUSAHIDEN



Square, once again in fine form, came up with this lush-looking 3-D platform adventure that also incorporates plenty of slash and dash gameplay. There is no official release date as yet, but it would be a complete scandal if this ends up being another one of Square's lost gems.

SLIPGROOVE



Futuristic hoverboarding fun in the form of this interesting new racing game from the same trippy people that brought us the *Pandemonium* games. You race in various arenas bumping off opponents and performing special tricks to earn yourself bonus points. It should meet to the approval of the skate dudes thanks to its fabulous looks and content. The game is due in the Autumn... er, groovy!

If you've sent letters into PLAY before and never had them published there is probably a 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. Write letters that we can read. You'd be surprised how many scrawled letters we get that are written on bog-roll and go straight to the bin. Get to it!

arena

views · questions · criticisms · ideas

A bit of a mixed assortment of topics out of the mailbag this month, still at least there weren't any bloody *FFVII* rants... doh! Arena is sponsored by Gameplay – Britain's largest mail order supplier of PlayStation games, and it is awarding a free game to the top letter. So get scribbling with your own original view and send them to: Arena, Play Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. Or email us at: play@paragon.co.uk.

GAMEPLAY GAME WINNER! TV HELL

Dear PLAY

I'm just writing to comment on the sad state of computer game shows on television. We recently waved goodbye to *GamesMaster*. Although it was probably one of the better games shows on TV, the last series was shorter than Dominic Diamond's hair. Then I heard that *GamesWorld* was returning. They draw it out to 15 minutes a day. Great. Unfortunately, even 15 minutes is too long because all it consists of is stupid little p****s boasting about how great they are. Give me a break!

All this and it's on at 7:30 in the morning... as if I'm going to get up for that! But I'm used to ridiculous scheduling anyway as *Cybernet* has the great time slot of 4:30 in the middle of the night – and that's probably the best of the lot. And there was I thinking that the video game industry is booming. Somebody please do something!

At least I still have PLAY to look forward to each month, I don't know what I'd do without you.

Brian Scully, Ireland



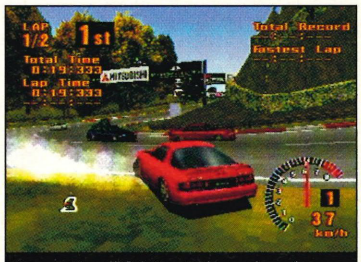
We understand your frustration Brian, but the sad fact remains that a decent television show concentrating on games and the whole culture that surrounds them has yet to be made. The hardest thing of all is determining who the show is aimed at – does it go with a more grown-up theme (one perhaps that *GamesMaster* was trying to shoot for), or does it stick with the popular theory that video games are for kids? Therefore having the thing fronted by some squeaky, patronising children's presenter that you just want to punch in the face! It's a fine line indeed, and the fact that nobody has yet come up with a killer idea that fully captures the spirit of the video games industry continues to baffle us.

Brian wins a copy of *Forsaken*, coutesy of PLAY and Gameplay

OFFICIALLY LAME

Dear PLAY

Congratulations on an increasingly good magazine. The reason for this letter is that I'm amazed at the arrogance of the more privileged magazines, having just read the latest issue of the Official PS Magazine, of course because of the attractive cover CD. Not long after starting to read the magazine, though I wasn't too surprised at the reportedly huge sales figures it gets, I was absolutely shocked at reading that "We (OPSM) must be doing something right" – What does that mean, do they actually believe that their's is a good quality mag? The only reason it's selling so well, is because of the cover demos, I'm not the only one who says it, many of my mates agree with me. The magazine itself is not up to date, the screenshots occupy two thirds of the space in the reviews, and are not properly 'explained', and generally it takes me less than an hour to finish reading the few interesting articles. The magazine itself is barely worth a quid. In comparison, though it could be better value, PLAY is way superior, and with about 20 more pages, and a more reliable rating system – carry on with the percentage system, but perhaps lower scores (such as 80% for a 'classic' title) would make life a whole lot better for both the readers as well as the reviewers.



[ABOVE] The official *Gran Turismo* release is everything we were promised. Quite excellent.

"OPSM ONLY SELLS SO WELL BECAUSE OF THE DEMOS... TAKES ME LESS THAN AN HOUR TO READ... BARLEY WORTH A QUID!" RAB O

Also, what is the latest news on the PAL version of *Gran Turismo*? Are all the proposed enhancements over the NTSC version included? Am I the only one who thought the dust effects sucked?



[ABOVE] The highly anticipated *Vigilante 8*. We'll review it as soon as the Man. Ed gets it from home.

Here's my most wanted PSX titles: **1.** *Gran Turismo*, **2.** *Metal Gear Solid* (let's have a huge workstation on this please!), **3.** *Tekken 3*, **4.** *Vigilante 8*, **5.** The next *Wipeout* (come on Psygnosis!)
Rab O, London

If the OPSM continues to alienate intelligent readers then it can be as arrogant as it wants in our opinion. But that's all we're prepared to say on the matter.

QUICKIE

Dear PLAY
I have a few questions which I would like answered.
1. What do the hieroglyphics on the front cover mean?
2. How come *Time Crisis* only has three levels in the arcade mode?

I have just completed the second disc of *FFVII*, and my mates are telling me to breed some Chocobos, but they are a bit vague as to why. Please can you tell me the benefit of doing this?
David Grey, Nowheresville

1. The Japanese writing on the cover actually means 'PlayStation'.
2. The game is an arcade conversion, and the arcade version only has three levels. You've got the new PlayStation-only levels in the home version so what are you complaining about? And check out our *Time Crisis 2* preview on page 28.

When you breed Chocobos they may have different abilities to normal Chocobos. Some Chocobos are able to cross rivers and mountains and a Golden Chocobo is able to travel anywhere even over the sea. This is a great advantage when trying to collect all the fabulous materia such as Knights of the Round! If you need help with your breeding there is an old man that lives in the mountains near the final crater. He will give you priceless information regarding the breeding of chocobos but you will have to make several visits before he remembers anything important. To access all of this information return to the Chocobo ranch and tell Chole and she will repeat the information back to you.





HANDY HINTS

THIS MONTH – AUDIO SWAPPING

Welcome to a brand spanking new feature in PLAY whereby we explain how to perform all the little tricks of the trade that allow you to get the most out of your PlayStation. This month, we kick off with an interesting trick from **Benjy Fryer** from Herfordshire

Note: This trick will work with any game that has an audio menu that can be accessed via pausing the in-game action: e.g. *V-Rally*, *Test Drive 4*, *FIFA: RTWC98*, etc.

- **STEP 1** Load up your game and choose your options, then wait until the actual game has started.
- **STEP 2** Pause the action and replace the game CD with your own audio CD.
- **STEP 3** Go to the audio track selector and it should play the tracks on the CD you have just inserted.
- **STEP 4** Now unpause the game and listen to whatever hideous garbage you desire!

BBFC HOOLIGAN

Dear PLAY
Who the hell do the BBFC **[the BBFC stands for British Board of Film Classification, not some football team – Ed]** think they are?

I'll tell you, they are a bunch of old farts that still live in the 1940's. I am 21 years old and have grown up playing computer games such as *Pac-Man* and *Defender*. I also grew up with the horror films of the 1980's such as *Evil Dead* and *The Texas Chainsaw Massacre*. Firstly, am I a murderer? No, am I a nutter as a result of watching films like this? No. We all know that there are plenty of nutters out there, but that's not because of video games like *Grand Theft Auto* and *Resident Evil*. As far as I'm concerned, the BBFC can kiss my butt, I play what I want when I want, and they should keep their noses out of our business.
Carl Fletcher, Cradley Heath

Er, right on!

ALTERED STATES

Dear PLAY
I wish someone could explain to me why I go into a 'I hope my son will like it' mode', even though I have no offspring, whenever I buy a PlayStation game.

Could it be perhaps connected to the fact that I am a 42 year-old PlayStation owner who is thoroughly embarrassed to admit it? This is probably so...

Thing is, once you reach middle-age, it is no longer deemed acceptable to indulge in frivolous pastimes. But who wants to iron when they can spend an hour or so blowing the heads off zombies in *Resident Evil*? And who wants to spend their lunch hour shoving a trolley around M&S when the time could be used 'wisely' selecting another PlayStation classic or thumbing through a copy of PLAY? Not me, that's for sure!
Mrs Gill Hedley, Wakefield

"WE ALL KNOW THAT THERE ARE PLENTY OF NUTTERS OUT THERE, BUT THAT'S NOT BECAUSE OF GAMES LIEK *RE2*..." CARL

"ONCE YOU REACH MIDDLE-AGE, IT IS NO LONGER DEEMED ACCEPTABLE TO INDULGE IN FRIVOLITY..." MRS HEDLEY

Who says it is no longer deemed acceptable? People of all ages indulge in the PlayStation phenomena, even celebrities, so if it's something you enjoy then why the hell shouldn't you get on and do it. You should be more embarrassed about the those awful greetings cards that you sent this correspondence in on!

STRATEGIC?

Dear PLAY
Recently, I bought *Bushido Blade* for my PlayStation. I bought it because of your review in issue 33 which gave it 94%. I went home and started playing it, but it was not very good. It is too realistic, and this makes it really slow. In fact I'd rather have a fight with my brother!

Who really wants to fight honourably? Taking lumps out of my opponents with my fists is much more fun. Whenever I play Story Mode I get stopped because of dishonourable fighting and this has proved to be very annoying. I disliked the game so much that I took it back and exchanged it for *Bloody Roar*. When I took this home to play, I found that it was very good with fine graphics and a fast speed. Overall, a good game, unlike *Bushido Blade*.

Firstly, I would like to know why *Bushido Blade* got such a high mark, and why you haven't covered *Bloody Roar* in your magazine.
James Fitzpatrick, Rickmansworth

If you so obviously like playing mindless beat-'em-ups, why did you bother looking at anything as complex and strategic as *Bushido Blade* in the first place? Surely you must have gathered from



our review that it wouldn't be your cup of tea, learning and mastering the noble art of the Samurai was obviously beyond your abilities. We gave the game a high mark because it was an innovative and rewarding fighting game, that actually bothered to take the tried and tested formula and transform it into much more than mindless hack and slice.

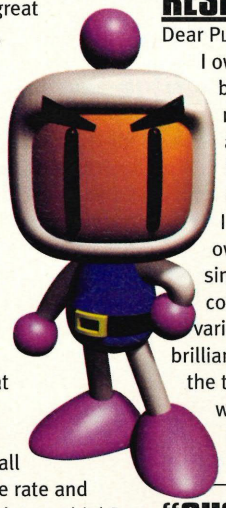
YOU SPIN ME

Dear PLAY

First up, cheers for the great magazine – hot reviews, especially the import games because that's what mostly goes on with my friends and I. I bought *Bomberman World* on the strength of your review, and all I can say is... OUCH! Me thumbs hurt! It's such a cool game. One other thing I would like to add is that (shock, horror!) I don't think that *Tekken 3* is as good as *Dead Or Alive*. For my money, the latter has it all over the former on frame rate and playability alone. What do you think?

Mr C Hipped, Norfolk

PS. Have you tried the full versions of *Tenchu* and *Bushido Blade 2* yet? I have and they're amazing!



Thank you for your kind praise. Now, what's this? Could there be another great PLAY debate in the making? Good as *DOA* is, we felt that the fancy graphics were no substitute for the incredible wealth of moves that *Tekken 3* had to offer us, hence *Tekken 3* came out tops on the score front in the last issue.

RESIDENT SMART ARSE

Dear PLAY

I own a chipped PlayStation and buy Play because of the great news and import pages, and also due to the fact that the information is up to date, unlike other PlayStation magazines. I am lucky enough to have owned the US *Resident Evil 2* since its release and have completed each of the eight varied versions. I was reading your brilliant review last month and noticed the three 'Unsolved' questions you were asking and thought it only fair that I should share my knowledge with you.

Finally, there are a few questions I would be pleased if you could answer for me.

1. How do you get the Chaingun.
2. Where is the Spark Shot and Rocket Launcher found?
3. Have you played Xenogears, and will you be doing a review soon?

Stuart Allan, Glasgow

Thanks for writing back with the answers to our *Resident Evil 2* puzzlers, unfortunately, we found all of the answers before the mag went on sale, so if anybody else was thinking of writing in, please don't. I have to dispute your answer to the third 'Unsolved' point though. What has getting into the hidden G-Capsule Room got to do with the secret characters? Nothing... that's what, and while we're at it, what do you mean by the EIGHT varied versions... surely you mean four?



Now here's some answers for you.

1. The Chaingun is a special weapon that can only be obtained by beating the second mission with an 'A' or 'B' ranking in under two and a half hours.

2. The Spark Shot is found by Claire only. when you get off of the Sky Tram, go through the next door and turn left. Just around the corner will be a corpse – search it for the Spark Shot (note: if playing as Leon, you'll find the Shotgun Parts here instead!). The Rocket Launcher is obtained at the end of the game for killing the final Tyrant boss, or it can be acquired as a special weapon by completing the first scenario in under two and a half hours with an 'A' or 'B' ranking.

3. We have seen *Xenogears*, and will run a review when we can figure out how to play the damn thing!

FINAL LETTER

Dear PLAY

I totally agree with Alan Stillwell and Dave Pollard's comments on *FFVII*. After reading loads of reviews stating it was a "mind blowing epic" and "the best game ever" I rushed out and bought it on the day it came out. I got it home and stuck it in. So far so good. After the superb intro I quickly found a dull, badly drawn and confusing game. The whole thing was full of meaningless pointless tasks which could be carried out first time without any bother.

Secondly, Every time I realised what was going on and worked out where I had to go, I was hindered by thousands of stupidly easy fights. I also found the menu system and materia selection very confusing and did not fully understand, even though I listened to all the tips the men told me. (In the game, that is!) I lent it to a friend, and he thought the same thing.

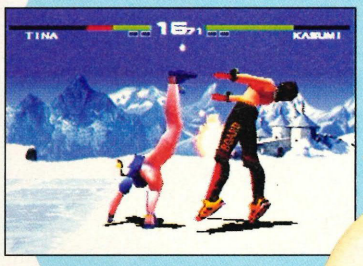
The whole thing quickly became tedious, and THAT BLOODY MUSIC repeating itself over and over again nearly blew my mind.

My advice to anyone thinking about buying *FFVII* is to rent it first. *Tomb Raider II*, in my opinion, is much better.

J Hardin, e-mail

Can't we come to some kind of conclusion about whether *FFVII* is all it was made out to be? Everybody has different tastes, and it is safe to assume that if you like RPG's, then you're going to love *FFVII*. If not, you may be lured into a false sense of security and believe that *FFVII* is something that it isn't. Look, it's the best RPG style game on the PlayStation. End of story.

"SHOCK, HORROR! FOR MY MIND, DEAD OR ALIVE HAS IT ALL OVER *TEKKEN 3*, ON FRAME RATE & PLAYABILITY ALONE!" MR HIPPED

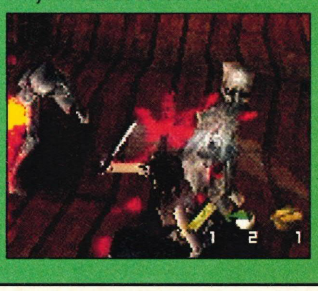


1. Referring to the sealed door beside the statue puzzle, can it be opened? No actually, if you follow the second floor map, you'll see that you visited the other side of the door before, and it's sealed.
2. To get the Special Key... Snip! **[sorry, the answer was too long and we knew it anyway – Ed]**
3. Who helps you with the door? Well, I guess this means you didn't know about the secret characters. Now that you're on the edge of your seat, I think I'll be horrible and keep them a secret for now!

STRANGE MOMENTS IN VIDEOGAMES #8

This month... TENCHU

We here at PLAY love animals as much as the next person, but we couldn't figure out the significance of the whining feline that seems to follow you around the early stages of this import game. It goes away, comes back, meeyows a bit and then buggers off again! So incensed were we about it constantly hindering our stealth-like efficiency that we tried to kill it... but to no avail. Throwing stars, no. Poison, no. Surely fire must rid us of this frolicking furball? You're joking! After successfully lobbing a bomb at it, it became engulfed in flames, ran around for a bit and then still came back for more. Why? What does it mean?



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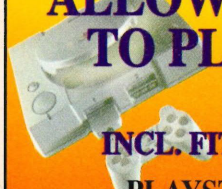
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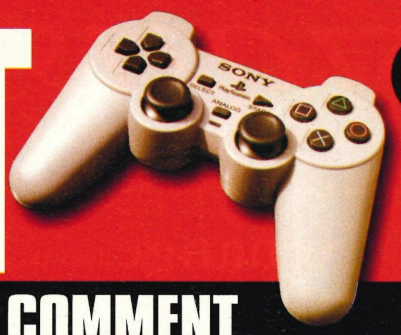
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PLAYLIST



UPDATED EVERY MONTH

PlayStation

COMPLETE WITH FEATURES, SCORE & COMMENT

THE ULTIMATE PLAYSTATION BUYERS' GUIDE

PLAYBACK

These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation.

BEAT-'EM-UPS



1. Tekken 3	97%
2. Dead Or Alive	91%
3. Soul Blade	96%
4. Tekken 2	95%
5. Bushido Blade	94%
6. SF EX Plus	91%
7. Bloody Roar	85%
8. X-Men Vs SF	82%
9. SF Zero 2	94%
10. Tobal 2	92%

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 Ice Hockey	1-4	●	●						●	32	70%	A worthwhile stab at the sport, but not without faults.
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.
Adventures of Alundra, The	1	●								34	86%	Engrossing and enchanting RPG.
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.
Bloody Roar	1-2	●								34	85%	A fine quality beat-'em-up.
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party game to blow you away!
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.
Cardinal Syn	1-2	●							●	34	85%	Great gory action flawed by the control system.

GAME		ISSUE REVIEWED	SCORE	WE SAY...
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...
Chill	1-2	33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	11	70%	Quirky but rough cartoon racer.
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!
Critical Depth	1-2	32	72%	Above average underwater blaster.
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.
Dark Omen	1	33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2	10	88%	Very playable beat-'em-up from a coin-op.
Dead Or Alive*	1-2	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	33	88%	A compelling high-drama dungeon adventure.
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!
Devil's Deception	1-2	32	68%	Intriguing and challenging, but looks a bit dogy.
Diablo	1-2	34	74%	Fun, but repetitive arcade role player.
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 sewn-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.
Extreme Snow Break	1	34	09%	Extremely crap.
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!
Final Fantasy Tactics	1	32	**90%**	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	05	78%	16-bit looking fire-fighting action game.

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. Resident Evil 2	**96%**
2. Final Fantasy VII	95%
3. Tomb Raider II	95%
4. Resident Evil	95%
5. Death. Dungeon	86%
6. Final Fant. Tactics	90%
7. Alundra	86%
8. Broken Sword II	90%
9. Night. Creatures	90%
10. C&C Red Alert	90%

LATEST PERIPHERALS ON PAGE 94

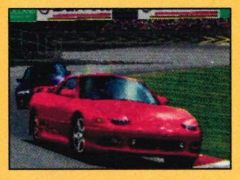
PLAYBACK

Puzzle & Party Games



1. Puzzle Fighter 90%
2. Puyo Puyo Sun 87%
3. Bomberman World 85%
4. Micro Machines V3 92%
5. Poy Poy 84%
6. Bust-A-Move 3DX 88%
7. PaRappa the Rapper 82%
8. Bust-A-Move 2 88%
9. Kurushi 88%
10. Worms 92%

Racing Games



1. Gran Turismo 97%
2. TOCA Touring Car 94%
3. Need For Speed 3 87%
4. Rage Racer 94%
5. Rally Cross 89%
6. Total Drivin' 84%
7. Formula 1 '97 90%
8. Newman Haas 74%
9. Wipeout 2097 93%
10. V-Rally 87%

Platformers



1. Gex 3-D 92%
2. Abe's Oddysee 90%
3. Crash Bandicoot 2 86%
4. Rascal 77%
5. Pitfall 3-D 70%
6. Klonoa 83%
7. Pandemonium 2 72%
8. Dracula X 84%
9. SkullMonkeys 83%
10. The Lost World 79%



GAME										ISSUE REVIEWED	SCORE	WE SAY...
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.
Gex 3-D: Enter the Gecko	1	●							●	33	**92%**	Compulsive & classy, the best platformer around!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
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.
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!
Iznogoud	1									33	34%	An exceptionally bad platformer.
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 licence, 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.
Last Report, The	1	●								33	27%	An utterly awful, unrewarding point and click!
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.

GAME										ISSUE REVIEWED	SCORE	WE SAY...
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...
Maximum Force	1-2							●		32	37%	Pales into insignificance beside *Time Crisis!*
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.
Motorhead	1-2	●			●				●	34	79%	A turbo-charged, albeit short-lived racer.
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.
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.
NBA Pro '98	1-8	●	●							33	78%	Good, but not as good as the competition.
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.
Need For Speed 3, The	1-2	●			●		●		●	33	87%	Blindingly fast, but without some of the magic.
Newman Haas Racing	1-2	●			●		●		●	33	74%	Very similar to F1'97, which is better.
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.
NHL Face Off '98	1-8	●	●						●	32	80%	The best ice hockey game on the PlayStation.
NHL Open Ice	1-4	●	●							32	40%	Outdated and obselete hockey for £40!
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 beat-'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.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3-D platform romp.
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.

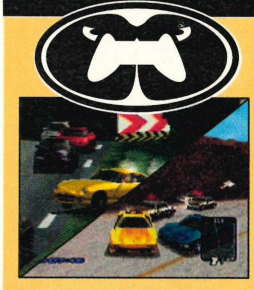
PLAYBACK

PLATINUM RANGE GAMES



1. Tekken 2	**95%**
2. Tomb Raider	94%
3. Resident Evil	95%
4. Die Hard Trilogy	92%
5. Wipeout 2097	93%
6.Micro Machines V3	92%
7. Soul Blade	96%
8. Final Doom	84%
9. Micro Machines V3	92%
10. MK Trilogy	92%

HEAD-TO-HEAD



GRAN TURISMO Vs. NEED FOR SPEED 3

IT'S FAIR TO ASSUME THAT *GRAN TURISMO* WILL CHANGE YOUR OPINION OF MANY OF THE EXISTING RACING GAMES. ONE DISILLUSIONED BOD FROM AROUND HERE (WHO SHALL REMAIN NAMELESS) PLAYED *NEED FOR SPEED 3*, LOVED IT, BOUGHT IT ONE WEEKEND, PLAYED *GRAN TURISMO* ON THE MONDAY AND GAVE AWAY HIS COPY OF *NFS 3* LATER THAT DAY! ALTHOUGH *GT* IS CLEARLY AN AMAZING GAME THOUGH (97% FER CHRISSAKES!) IT WON'T BE ABLE TO OVER-SHADOW SOME ELEMENTS OF *NFS 3*, IN PARTICULAR THE HIGH ADRENALINE POLICE CHASES AND REALISTIC WEATHER. HOWEVER, FOR OUTSTANDING ATTENTION TO DETAIL AND UNMATCHED LONGEVITY, *GRAN TURISMO* WALKS AWAY WITH THE TROPHY – AND THAT'S BEFORE YOU TAKE INTO ACCOUNT THOSE REPLAYS!

HARDWARE

JOYPADS



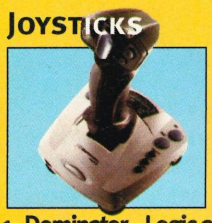
1. Dual Analogue Sony
2. PSX 1 LMP
3. Station Master Logic 3
4. Cyclone Phase 9
5. Program Pad Interact

LIGHT GUNS



1. G-Con 45 Sony
2. Erazer Fire
3. Predator Logic 3
4. PXS Light Gun LMP
5. Protector Logic 3

JOYSTICKS



1. Dominator Logic 3
2. Pro Arcade 2 Fire
3. EagleMax Act Labs
4. Arcade Stick Namco
5. PS Arcade Interact

WHEELS



1. Top Gear Logic 3
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...
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!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Primal Rage	1-2	●								04	85%	*Claymation*-based beat-'em-up. 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%**	Was the best pinballer around, but now there's...
Pro Pinball: Timeshock	1-2	●								34	**90%**	...This baby! Tommy would go nuts for this!
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!

GROOVY GADGETS

ALL THE LATEST PSX ADD-ONS REVIEWED & RATED

Gamester PSX Clear Pad

Supplied by: Gamester LMP
Price: £11.99

The company responsible for numerous quality third-party accessories compliments its already colourful PSX joypad range with this affordable clear offering. This transparent pad offers nothing in the way of revolutionary new features, it is just a basic, solid pad that you can see through. The directional button is very good for blister-inducing beat-'em-ups that require vigorous rotation as well. All in all, a solid pad, advertised by a nice bird.

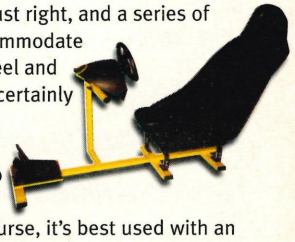
OVERALL: ★★★★★



The Chair

Supplied by: Millennium Metal Craft
Price: £235(!)

Not so much a peripheral, more of a contraption to assist in the all-round driving experience. What The Chair basically consists of is a bucket seat to house the driver, a metal frame to get the racing posture just right, and a series of brackets to accommodate the steering wheel and foot pedals. It's certainly an original idea, but at this price it fits snugly into the 'rich kids' toy' niche. Of course, it's best used with an industrial sized fan in front for that authentic 'wind in hair' coupé experience.

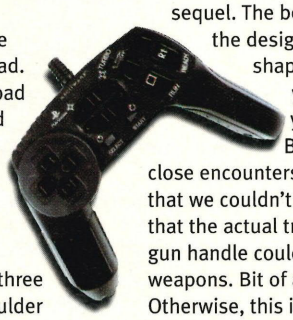


OVERALL: ★★★★★

Resident Evil joypad

Supplied by: ASCII
Price: £24.99

Now this is a novel twist to the well-thumbed tale of the joypad. In a case where the ordinary pad will suffice, ASCII has licensed this special pad from Capcom to tie-in with the European release of *RE2*. The construction of this pad has been tailor suited for the optimum ease of use with all three *RE* games. You've got the shoulder buttons housed in the centre to manoeuvre the 3-D objects in the original game, and enlarged R1 and X buttons for ease of use in the monster-maiming sequel. The best bit about this pad is the design. The right handle is shaped like that of a gun, so you really feel as though you're brandishing a Beretta for those tense close encounters. The downside though is that we couldn't configure the buttons so that the actual trigger housed above the gun handle could be used for firing the weapons. Bit of a bummer that. Otherwise, this is a decent idea, but hardly worth buying just for three games when the original pad is just as good.



OVERALL: ★★★★★

SNEAKY PREVIEWS...



Pump Action Gun

Supplied by: Access Line

At long last, somebody has actually make a pump action gun. This lightweight construction is packed with features including auto reload, three firing speeds and auto fire. The best by far though is the pump action bit. You can pre-set it with the number of bullets that your in-game weapon houses and then every time you need to reload, just grab the spring-loaded under-barrel slide and yank.

Gunz-T Lightgun

Supplied by: Act Labs

We thought the last Gunz lightgun from ActLabs was crap, but this new red model introduces a new *Time Crisis* compatibility cable and a spanking new 'tilt' function that allows you to utilise the 'duck' facility in *Time Crisis* by tilting the gun to one side. We haven't actually tested this feature for reliability yet, but we'll let you know how it goes next month after a thorough going over from the PLAY team.

APOLOGY: Last month, we printed a review of the 8Mbit Memory Card from Fire International. We now understand that this product hasn't been on sale for some significant time, and PLAY would like to apologies for any inconvenience caused both to Fire and our readers. We would also like to take this opportunity to mention Fire International's new 2Mbit is currently available to at £14.99. This card uses the same chip as the official Sony cards and doesn't rely on data compression. Therefore, it is one of the best cards available in terms of reliability and cost and should be considered by all as an essential purchase!

NEXT MONTH: HOT SUMMER BARGAINS!

GAME		ISSUE REVIEWED	SCORE	WE SAY...
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.
Rascal	1	33	77%	Accomplished platformer, good for the kids!
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.
Reboot	1	33	68%	Easy on the eye, short-term fun.
Resident Evil	1	08	**95%**	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	27	83%	Marginally better than *RE*, but dated.
Resident Evil 2*	1	32	**96%**	A truly spectacular sequel and utterly terrifying!
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.
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.
Spawn: The Eternal	1	34	49%	Dull and imaginative adventure from hell!
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 licence, 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 EX-cellent!
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!
Supersonic Racers	1-8	11	**91%**	Chaotic *Wacky Races*-style multi-player romp.

COIN-OPS

HERE ARE THE TOP FIVE ARCADE GAMES WE'VE BEEN CHURNING OUR HARD-EARED WAGES INTO THIS MONTH...

TIME CRISIS 2

SEE OUR FEATURE ON PAGE 28

BETTER GRAPHICS, BETTER LOCATIONS, AND NOW WITH TWO PLAYERS. A DREAM COME TRUE!



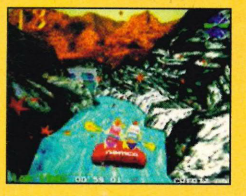
LA RIDER

STRADDLE A HEAVY-DUTY HARLEY DAVIDSON MOTORBIKE LIKE ARNIE IN *T2* AND RUN RIOT. HEAR THAT ENGINE PURR!



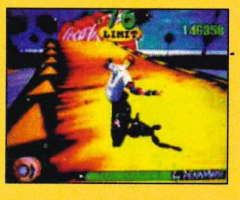
RAPID RIVER

LIVE OUT THOSE *DELIVERENCE* FANTASIES WITHOUT BEING BUGGERED BY A HILLBILLY!



TOP SKATER

EXPERIENCE THE THRILL OF PULLING OFF HAND-PLANTS AND GRABBING SOME 'AIR' WITHOUT THE GRAZES!

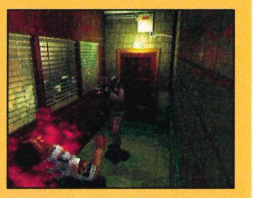


LIBERO GRANDE

NAMCO HAS PIPPED SEGA TO THE CHAMPIONSHIP WITH THE BEST ARCADE FOOTBALL GAME!



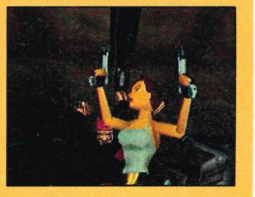
LONG TERM



Resident Evil 2

Length of test: Three Months
Replay value: ★★★★★

Now that this is available to buy officially, you can at last experience what we were raving about four months ago! This gory sequel has a lot more replay value than the original with four missions to tackle, each different from the last. Although sadly there doesn't seem to be as many actual in-game variations such as where you encounter the other characters (a decent feature in the original). But as edge-of-your-seat action thrillers go though, *RE2* still stands proudly at the summit of greatness.



Tomb Raider II

Length of test: Five Months
Replay value: ★★★★★

Whilst Lara's first classic adventure is still selling like hot cakes on Platinum, we're not so sure that her second outing will stand the test of time so well. With hindsight, the 3-D engine is a tad glitchy and the automatic gun targeting is irritating. The more varied locations also lack the first game's dark, mysterious atmosphere. Nevertheless, the puzzle solving and exploration prove as enjoyable as ever, with a huge overall challenge.

UPDATED EVERY MONTH

GAME										ISSUE REVIEWED	SCORE	WE SAY...
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!
Tekken 3*	1-2	●							●	34	**97%**	Undoubtedly the greatest beat-'em-up around.
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 Hospital	1	●								32	88%	More fun than a hospital could ever be!
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 II	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 the 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.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
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.

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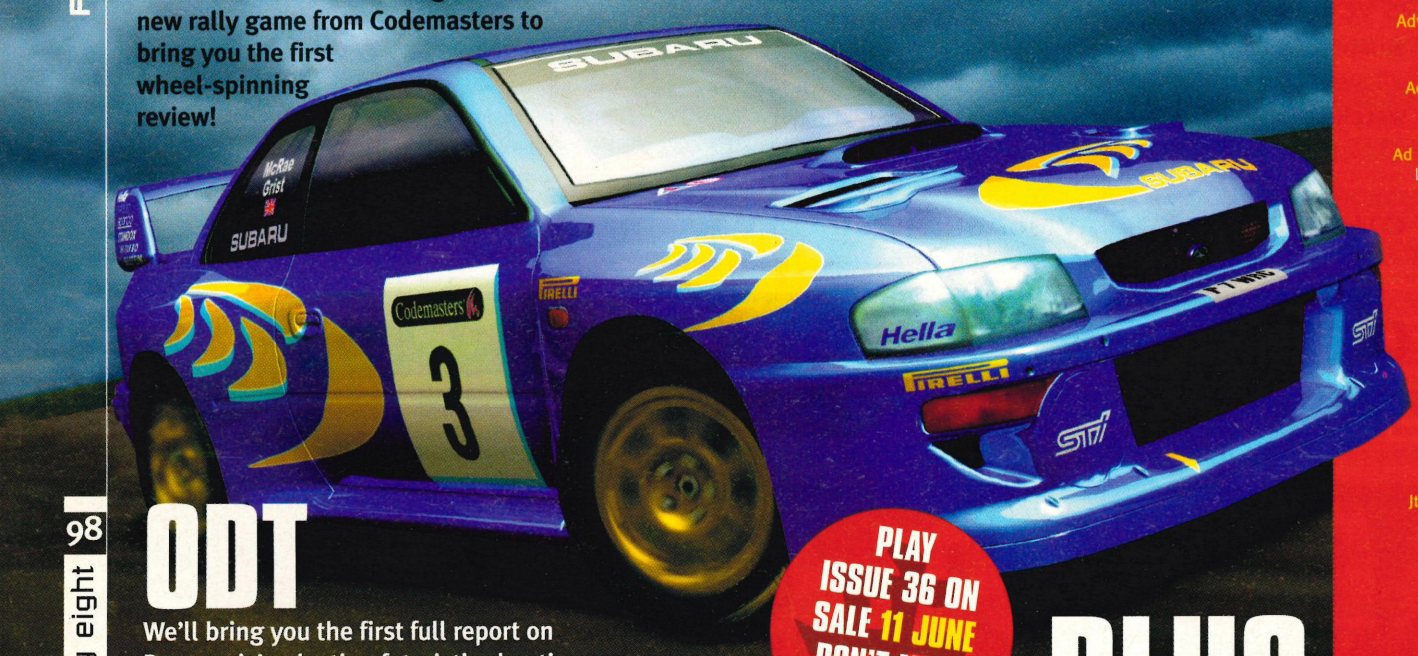
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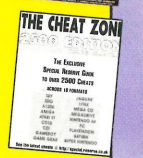


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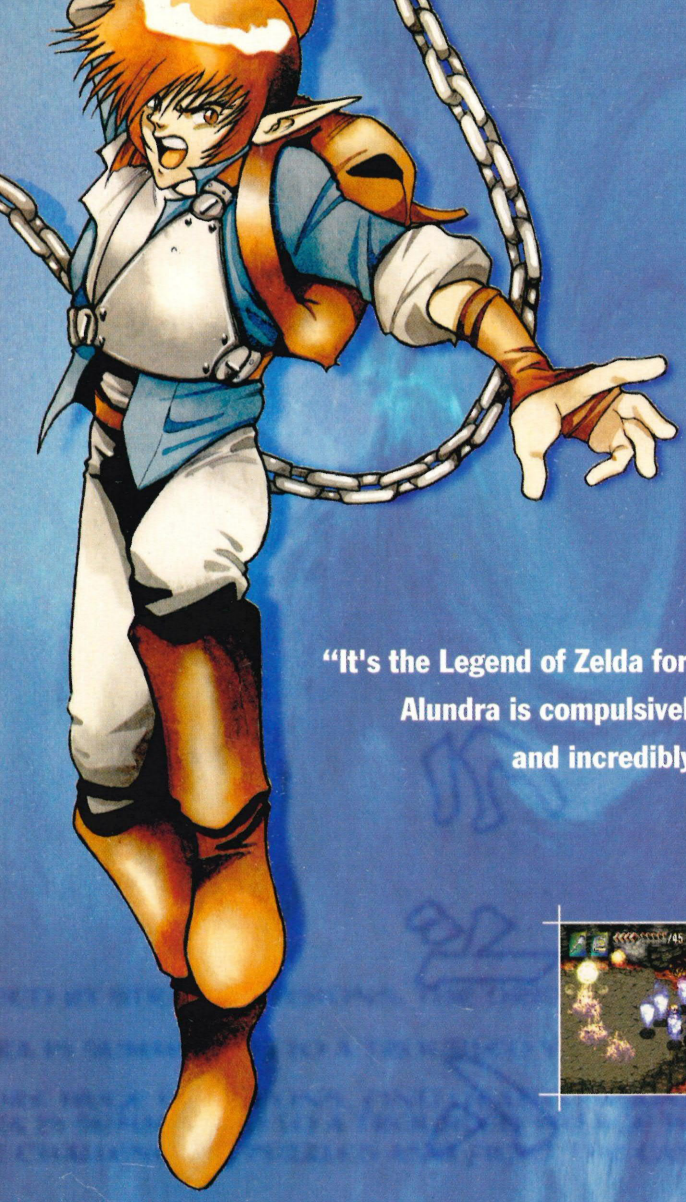
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