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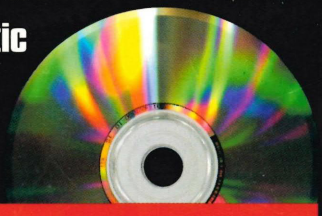

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Fifth Element
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Rival Schools
Fluid
Premier Manager '98
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World Cup 98

ROAD RASH 3D

FULL REVIEW! Remember... speed kills!

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Women

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Nancy Boys

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Beginners

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Foreigners

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Hooligans

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Punks

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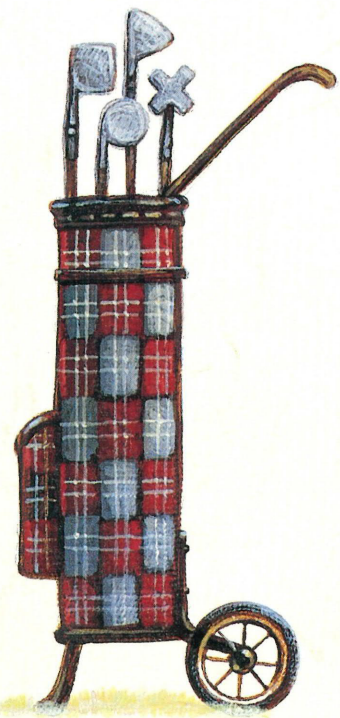
Weirdos



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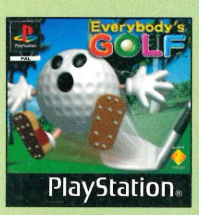

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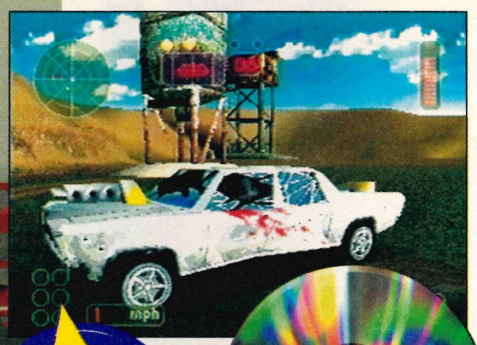
PLAY Issue 36 1998

VIGILANTE 8

20 Get down and groove with the ultimate in road rage madness! Activision blast back with one of most compelling and addictive cars-with-guns games ever made. If you think *Twisted Metal* was explosive... you ain't seen nothin' yet!



PLAY CLASSIC

10,000 VIGILANTE 8 DEMO CDS AVAILABLE

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The very latest news from Planet PlayStation – first looks at brand new games, exclusive screenshots, wry articles on the games scene, and sneaky snippets! Everything you need to know and more!

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THE PLAYLIST 90
Reviews of every PlayStation game ever covered in PLAY, plus our Playback, recommended games, long term tests and much more. It's a hall of knowledge and it just keeps getting better. Just like us, really.

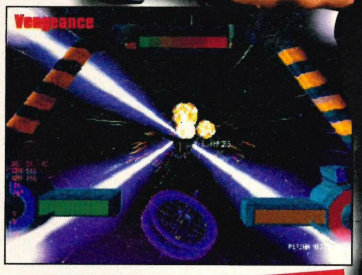
inside

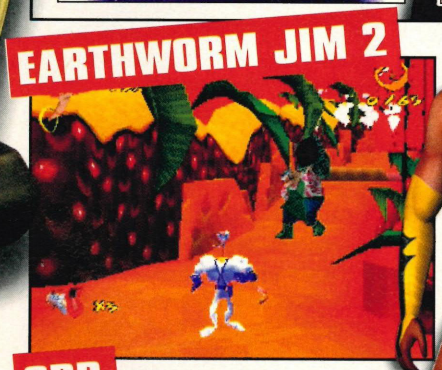
PLAY

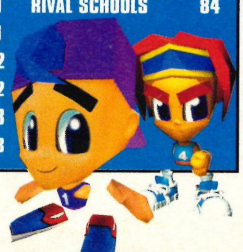
issue thirty six

The UK's Best Unofficial PLAYSTATION Magazine!

20 We take a look at what's in Psygnosis' sack of winter goodies and take an in-depth look at *Colony Wars: Vengeance, Psybadek, Global Domination* and the mighty *ODT*!

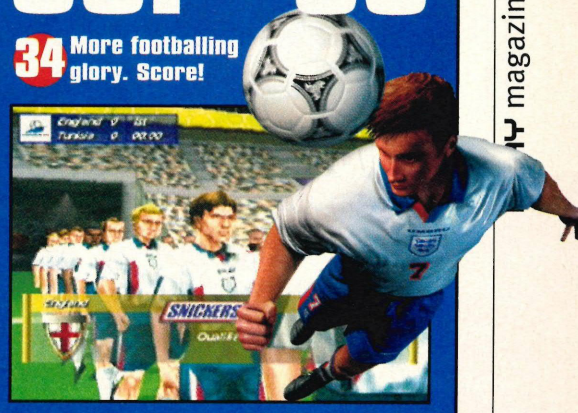






WORLD CUP '98

34 More footballing glory. Score!



ROAD RASH 3D

46 The highly anticipated two-wheeler from Electronic Arts finally arrives, but was it worth the wait? We saddle up and hitch a ride...

ODT

THE BIG GAME

EXCLUSIVE!

ODT

WORKSTATIONS

Imminent blockbusters exposed...

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PLAYSTATION wired

TYPICAL! There's a virtual ocean of brilliant PlayStation software on the horizon, and we've got to travel halfway across the world to even get a whiff of it. I am of course referring to the prestigious E3 show to be held in Atlanta. This is the show where all the software big-wigs come to together and pow-wow with the likes of us scruffy journos and impress us with their glittering gems... and what a job-lot of treasures await us this year. Scattered throughout the news section is a host of tasty tidbits that we'll be examining in more depth next issue. So tune in next month when I'll be jet-lagged and more hung-over than Ollie Reed after a Munich beer festival.

This issue of PLAY is jam-packed with classy titles, and what a hectic month it's been. First of all I went to Creamfields and rubbed shoulders with loads of celebs... oh yeah, and saw *Fluid* as well. Then we entertained Psygnosis and snatched information of all its top games when backs were turned. And then we blagged 10,000 *Vigilante 8* demo CDs to give away to you lot totally free! If that wasn't quite enough already, turn to page 12 for more money saving offers from PLAY.

■ Ryan Butt **Editor**

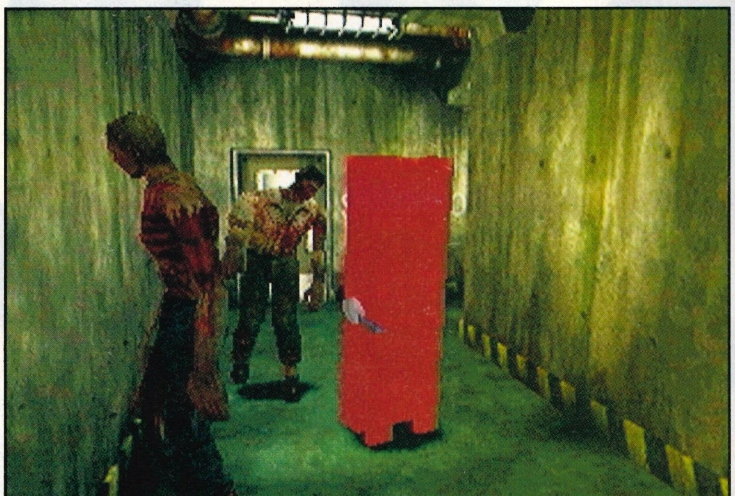
RESIDENT EASY TOO!

HORROR SEQUEL ARRIVES & EVEN EASIER THAN THE US VERSION!

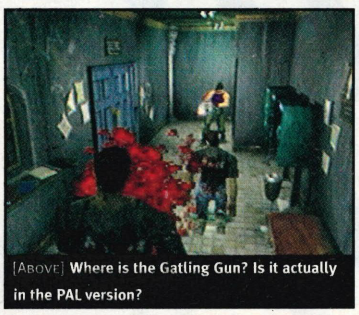
Having played the US NTSC version of *Resident Evil 2* to death, and them some, we were startled to find that upon arrival, the European PAL version was easier... as if it wasn't easy enough already!

We discovered this devastation when attempting to obtain the 'Special Key' in the PAL version. Whereas in the NTSC version it took us several attempts, only narrowly managing to get it in the end by arriving outside the police station, bloodied and limping like a land-mine victim, getting to the destination without picking anything up in the PAL version could only be described as a stroll in the park.

Shaking our heads in disbelief, we made these observations: The zombies that emerge from the basketball court were originally the first problem area, and where most ammo was originally squandered. However, in the PAL version, one or two shots took-out the first two zombies, and the rest were easily dodged. Then came the bus. Too narrow to dodge the two awaiting zombies, we shot the first one as normal and then opted to use the knife for the second. However, instead of endless lunging at you, he stumbled back every time he was swiped at, leaving you plenty of time and space to take him out with ease. So the big question is... why make it easier, are we crapper at games than the foreigners or something?



[ABOVE] Some folk playing the PAL version are having trouble finding Tofu and the Gatling Gun. We will confront Capcom and get the full report on these hidden secrets next month.



[ABOVE] Where is the Gatling Gun? Is it actually in the PAL version?

[ABOVE] By following our steps, you too will be able to get an 'A' ranking!

A-CLASS

HOW TO GET AN 'A' RANKING IN *RE2*

Still perplexed as to how you get an 'A' ranking in *Resident Evil 2*? Here's all you need to know. No more excuses, OK?

- Play the game on the 'Normal' difficulty setting.
- Obtain the 'Special Key' at the start. When done, the 'save' text will change colour (blue or red).
- Complete the game in under two and half hours, saving three times or less.
- Finally, don't use any First Aid Sprays or special weapons (eg. the Machine Gun). That's your lot!

WIRED UP contents

IT'S A FACT!

Big-nosed, ass-kicking Hong Kong martial arts god, Jackie Chan, is to star in his own PlayStation game. *Jackie Chan's Stuntmaster* will be a 3-D fighting game from Midway, and will be released in 1999.

IT'S A FACT!

Now you don't need a 'white' PlayStation to play video CDs. Fresh from Taiwan is the PS Movie Card, a simple to use, plug-in device that transforms your PS into a crappy old CD-i. The catch? £70 to be exact!

SPIRAL SAGA

SONY'S SPINNING RPG!

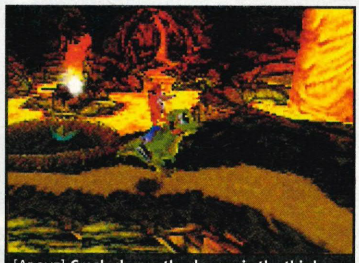
Sony has announced plans to release another intriguing RPG. No sooner have we announced that Sony has taken over the publishing rights of *Grandstream Saga* from THQ, it goes and snaps to the similarly named *Spiral Saga*. Very little is known about this game at present, but we'll have the full scoop direct from E3 next month.

[ABOVE] ***Spiral Saga*** – Sony continues its RPG onslaught with this excellent-looking mystical adventure. Expect to read the full low-down on it in PLAY next month.

CRASHING IN

THE BANDICOOT'S BACK

Crash is back in his third mad-cap adventure, and it's looking as insane as ever! Naughty Dog has been busy working away to include a whole new set of features to keep Crash fans happy. These are said to include tiger and dragon riding plus underwater fishing. As if that wasn't enough Crash's sister is now playable! We'll keep you updated with all the news...



[ABOVE] Crash chases the dragon in the third Bandicoot adventure.

FFVIII?

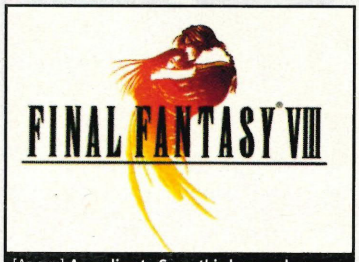
REALITY?

It's true alright! *Final Fantasy VIII* is currently in production and coming to PlayStation at the end of the year!

The President of Squaresoft, Tomoyuki Takechi recently held a press conference that was kicked off with a teasing promotional video and was followed by brief a Q&A session. Understandably, certain elements of the game are being kept under wraps, but what is known is that all of the characters will be fully textured instead of gouraud shaded and they will look more lifelike and not so much like Manga characters. All of the player's posse will appear on the world map and in towns at the same time.

Although the game is set to appear on Japanese shelves in the winter, it was explained at the conference that it will be written in a more universal fashion enabling a wider audience to understand it – this may also mean that a simultaneous release with other countries may be on the cards.

It has been stated that a fully playable demo of *Final Fantasy VIII* will come bundled free with Square's next Japanese PlayStation release, Brave Fencer Musashiden, due for release in the next month or so. PLAY will of course keep you updated as more facts come to light!



[ABOVE] According to Sony, this logo and many of the screenshots currently circulating are fake!

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.

Gremlin has announced that it will be previewing **Actua Soccer 3** for the first time at the E3 show in Atlanta. The Sheffield-based software house also points out that the game will feature club teams, but rather than being just a club edition of **Actua Soccer 2**, it will also feature a brand new game engine!

At long last it looks as though Mario is going to get a PlayStation-inspired kick up the bottom! Sony is currently working on **Spyro The Dragon**, a 3-D platform game that looks remarkable. More news on this title next month.

Lara Croft will make a welcome return at the forthcoming E3 show as Core Design showcases **Tomb Raider 3: The Adventures of Lara Croft** to a gibbering audience. Details as to the game's contents are sketchy at present but, you guessed it, we'll have the full report next month!

Electronic Arts has got a busy year ahead. It has just made public the release schedule for the up and coming titles, the highlights of which include: **Madden NFL '99, Tiger Woods '99, Future Cop, Moto Racer 2, Sim City 3000** and **Populous: The Beginning**. PLAY will have news on each and every one of these titles next month.

SONY SKATE TOUR – 09

Sony is taking to the road over the summer months to sponsor the first amateur skate competition in ten years. Find out how to enter here.

SEGA DREAM CAST – 10

We present the first pictures of the new Sega console – the Dreamcast (hey! catchy name!). You'll gasp when you see how familiar it looks.

FREE DEMO CD – 13

We've got 10,000 *Vigilante 8* demo CDs to give away. However, stocks will fly out so turn to page 12 now to find out how to get yours first!

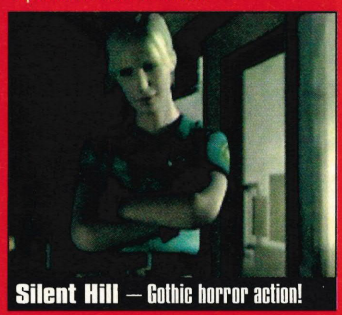
ENTERTAINMENT USA

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 seduce corporate big-wigs for scorching exclusives!

This month I have managed to get the low-down on Konami's forthcoming E3 line-up, and if you thought that **Metal Gear Solid** was the be-all and end-all of its stash, then you don't know nothin'! First up is **Poy Poy 2**, and if the first mad-cap party game was to your liking then prepare to be amazed. There are more playing stages (some are even multi-height), plus new power-ups. Should be blast!

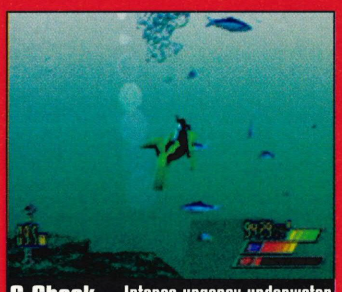
Poy Poy 2 – More mad-cap battles!



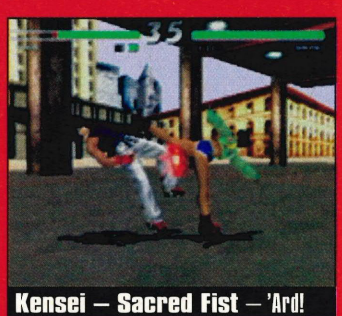
Silent Hill – Gothic horror action!

The next game to be shown by Konami is a gothic horror adventure called **Silent Hill**. Set in a sleepy backwater town, you must uncover dark secrets and fathom out the mystery of why the entire inhabitants of the town have gone missing. The game will feature stunning 3-D polygon graphics and an edge-of-the-seat soundtrack that promises to make **Resident Evil** seem like *Sesame Street*!

Greed is good, but not when your own life is at risk. What do you do? Dive for the lost treasures and possibly drown, or bail out like big girl's blouse? Such dilemmas face you in **G-Shock**, Konami's tense underwater adventure in which you only have a limited supply of oxygen with which to plunder underwater wrecks for gold whilst fending off the terrors of the deep. It looks great, so *watch* out for it!



G-Shock – Intense urgency underwater



Kensei – Sacred Fist – 'Ard!

The last of the huge Konami E3 line-up is an impressive-looking 3-D beat-'em-up called **Kensei – Sacred Fist**. This is Konami's first PlayStation fighting game and is features over 20 different characters and a new control system activated by a 'special button' that allows the player to redirect techniques. Which roughly translates to mean that you can block attacks and counter attack with ease. Great!

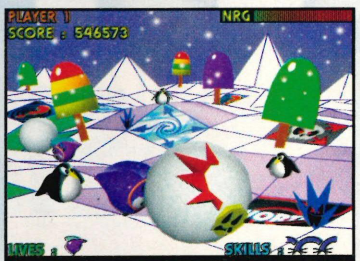
GET WIRED!

THE WACKY NEW PUZZLE GAME

Brace yourselves for a wild new puzzle game from SCI. *Wired!* combines exciting, brightly coloured graphics with blindingly addictive game play and should stand out a mile against anything else puzzle-wise. *Wired!* takes place on the grid-lines of 3-D objects and landscapes, and with one of six zany characters, players must navigate around the terrain filling in all the squares with their own individual character colours. Each level is populated by a whole host of foes that aim to make success increasingly harder. The game can be played by up to four players simultaneously and there are 50 different levels to colour. *Wired!* is due out on 18 September, so expect more news soon.

[Above] **Puzzle games don't come more wild and colourful than *Wired!*, you must colour in all of the squares whilst fending off a bizarre assortment of lunar freaks and other demented tormentors.**

[Above] **There are numerous bonuses and power-ups to collect, or rather 'fight for!'**



[Above] **With 50 different levels on offer, there is much variety to be had.**

BALL CONTROL

THE OFFICIAL ENGLAND JOYPAD!

For the football fan who has everything... the Gamester Official England Joypad! Emblazoned with the Three Lions shield, this joypad is otherwise the same as the other Gamester pads, but who cares when the World Cup has arrived. There are two packages to look out for; the stand alone pad at £11.99 and the limited edition pack containing pad and memory card for £19.99. It's coming home... etc!

[Above] **England's finest scoring partnership takes to the field.**

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
His highlight of the month was to get frazzled at Creamfields and scaring the bloke from Cornershop. It's a hard life and he loves it!
ryan@paragon.co.uk

Graeme Nicholson
His highlight of the month was flying to Scotland to see *EWJ 3-D*, and popping in on his porridge-guzzling clan. It's a hard life and he loves it!
silencio@paragon.co.uk

Tom Sargent
His highlight of the month was staying in the office whilst everyone else went swaggering off. It's a hard life and he hates it!
tomsargent@paragon.co.uk

WING FILM

CAMERAS ROLL

Shooting has begun on a big-screen movie based on the popular *Wing Commander* games. With a budget of $27 million, the cast has already been named and includes the likes of Freddie Prinze Jr (*I Know What You Did Last Summer*), Matthew Lillard (*Scream*), Saffron Burrows (*Circle Of Friends*) and the brilliant Malcom McDowell (*Clockwork Orange*, *Tomorrow Never Dies*). However, conspicuous by his absence in the cast list is Mark Hamil (of Luke Skywalker fame), especially as he has starred in the last two big-budget *Wing Commander* games. The film will feature a brand new story line, but will still feature the same characters and events from the best-selling games. A release date hasn't been announced, but we'll let you know.

[ABOVE] **A selection of the cast pose in traditional 'I'm hard, me!' stance. Right!**

[ABOVE] **The Rapier has been constructed using washing-up liquid bottles and empty loo-rolls!**

SONY SKATE NATION

PLAYSTATION SPONSORS NEW AMATEUR SKATE COMP!

Since establishing itself as being the hottest fashion accessory this decade, the popularity of the Sony PlayStation looks set to rocket still further after Sony announced plans to sponsor the UK's first amateur skate competition for ten years!

The competitions are open to all levels of skaters with loads of top quality prizes such as year-long sponsorship deals with PlayStation, holidays to America (plus £1000 spending money, PlayStations, skateboards, T-shirts and goodie bags up for grabs. There are five regional heats to take place over the summer months with the final taking place at the PlayStation Skatepark in London in September and they are: Derby (20-21 June, call 01332 201 768), Stockport (4-5 July, call 0161 480 7755), London (18-19 July, call 0181 969 4669), Liverpool (1-2 August, call 0151 530 1500) and Truro (8-9 August, call 01209 890 705).

If you would like to enter, photocopy the entry form below and send it off. The days will be divided between inline skating and skateboarding, and musical entertainment will be provided on the days by The Dust Junkys, The Young Offenders, Maximum Roach, A, Geek and DJ Harry. The events will also be backed by *Sidewalk Surfer Skateboard Mag* and *DNA Inline Skate Mag*. So whether you're a skater or need a distraction for the kids. Get down!

WIN!

To celebrate Sony's ass-kicking skate tour, we've got five awesome PlayStation skateboard decks to give away. These decks are strictly limited edition and you won't be able to buy them anywhere in the shops. So if you fancy one, answer the following question and send your entries off to: **Sony Skate Or Die Comp, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS** before 1 August 1998.

Q: How many wheels on a skateboard?

PlayStation®

PlayStation

UK Skate Tour 98

DNA

AMATEUR SKATE COMPS
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VENUES	INLINE	SKATEBOARD
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BONES SKATEPARK, STOCKPORT TEL: 0161 480 7755	4th JULY 1998 2pm - 6pm	5th JULY 1998 2pm - 6pm
PLAYSTATION SKATEPARK, LONDON TEL: 0181 969 4669	18th JULY 1998 2pm - 6pm	19th JULY 1998 2pm - 6pm
RAMPWORKS, LIVERPOOL TEL: 0151 530 1500	1st AUGUST 1998 2pm - 6pm	2nd AUGUST 1998 2pm - 6pm
MOUNT HAWKE, TRURO TEL: 01209 890705	8th AUGUST 1998 2pm - 6pm	9th AUGUST 1998 2pm - 6pm
PLAYSTATION SKATEPARK, LONDON TEL: 0181 969 4669	5th SEPTEMBER 1998 FINALS 12pm - 8pm	6th SEPTEMBER 1998 FINALS 12pm - 8pm

DNA GOODIE BAGS TRYERS PRIZES T-SHIRTS PLAYSTATIONS

SIDEWALK SURFER GOODIE BAGS TRYERS PRIZES T-SHIRTS PLAYSTATION DECKS PLAYSTATIONS

THE 5 DAILY WINNERS IN EACH AGE GROUP GO TO THE FINAL DAY WITH THE CHANCE TO WIN UNDER 16'S - 1 YEAR PLAYSTATION SPONSORSHIP 16 AND OVERS' - RETURN TICKETS TO THE USA FOR 2 + £1000 SPENDING MONEY

DUST JUNKYS

BANDS PLAYING AT BOTH FINAL DAYS

The Young Offenders

DJ Harry K

POST ENTRIES TO PLAYSTATION SKATE TOUR, PO BOX 2635 LONDON W1A 3QW

Name

Age

Address

SKATEPARK

HEAT DATE

INLINE • under 16 ☐ 16 and over ☐

SKATEBOARD • under 16 ☐ 16 and over ☐

Signature:

Waiver: Signed by Parent/Guardian if under 16. I will abide by the law, the rules of the skatepark and the competition and hereby state that I will hold myself responsible for any injuries incurred.

PlayStation

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!

Namco of Japan is currently hard at work on the very latest twist on its longest-running and most popular creation ever, **Pac-Man 3-D**. This exclusive screenshot shows how polished Pac is looking in his new 3-D form, and I am told that the game will feature all of the traits that made the series so popular in the first place, ie fruit to gobble, pills to pop and ghosts to chomp. More news on this game next month.

Pac-Man 3-D – more pill-popping

Guilty Gear – One-hit KO's, hmm

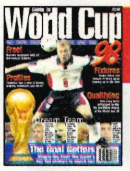
Ark System Works is about to launch **Guilty Gear**, a 2-D fighting game featuring a large volley of moves and a knife-edge system of one-hit KO's under any situation. Set 200 years into the future, advances in genetic engineering have created super life-forms named 'Gear' as living weapons and the only defence that the UN can muster are the Holy Crusaders. Thus the two forces meet for one hell of a scrap!

Nearing completion now is the coin-op version of the eagerly-awaited 3-D fighting game **Street Fighter Ex 2**. A PlayStation version is also in development and PLAY will be featuring a full work-in-progress report next month. But until then, here are the new characters that will feature (amongst some of the old): Blanka, Balrog (both from *Street Fighter II*), Hayate, and a new woman called Sharon.

Blanka – He's back in **SF Ex 2**

Wonder 3 – not up to much!

Just out from Japanese software company, Xing Entertainment is **Wonder 3**, a three-game compilation pack that features a trio of arcade games long since forgotten in the mists of time. These are *Roosters*, *Chariot*, and a *Boulder Dash* clone featuring a rabbit. If you see this pack down your local import shop avoid at all costs. Pretty as the games are, they are just too short-lived to be deemed enjoyable. Take heed!



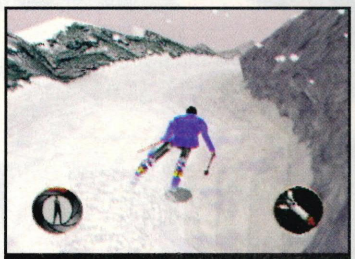
OUT NOW...

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

TOMORROW NEVER COMES

BOND GAME SLIPS BACK TO 1999!

Fans of Her Majesty's finest secret agent will now have to wait even longer for their PlayStation fix because MGM's eagerly anticipated movie tie-in game, *Tomorrow Never Dies* has slipped off of the bottom of EA's release schedule, and may not even see the light of day now until 1999 at the earliest. When quizzed, a spokesperson at EA had no logical explanation for the dramatic delay.



[ABOVE] **It's uphill all the way now as *Tomorrow Never Dies* slips to the bottom of the pile.**

[ABOVE] **The game itself is looking marvellous... so why the lengthy delay?**

SEGA START DREAMING

HERE ARE THE FIRST IMAGES OF DREAMCAST CONSOLE

The first pictures of Sega's Dreamcast have emerged and revealed a curious mixture of influences. Whilst every Sega machine up until the original, dark gray Saturn has been black, the new machine with the dodgy name is pale gray. Looking at the thing, the PlayStation influence is so pronounced that it's impossible not to think that the Sega designers have simply taken a footpump to the Sony machine then slung four joypad ports in the front just like an N64! Looks aside, the most dramatic innovation is the Visual Memory System, which not only provides an LCD screen for info specific to each player, but is actually part of a detachable PDA device with its own d-pad and buttons. It will also boast functions similar to those of the Sony PDA. This unit will be launched before the console itself at a retail price of about £15. More facts next month.

[ABOVE] **The Sega Dreamcast – does it look in any way familiar to you?**

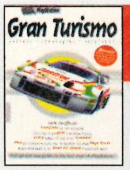
[ABOVE] **The console is uncovered at a press conference in Japan.**

ON THE RACK PAL

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

TREASURES OF THE DEEP

Very little has changed during this game's transition from Japanese import to PAL. In case you didn't know, the idea is to explore a linear underwater world and collect lost gold and riches whilst fending off pirates. You'll be glad to know that the borders are thin also!



OUT NOW... ***Gran Turismo Secrets, Strategies & Solutions***, **a monster racing guide featuring over 200 action-packed pages dedicated to the hottest racing games around including *Gran Turismo*, *F1'97*, *Need For Speed 2 & 3*, *Rage Racer*, *V-Rally* and *TOCA*!**

OUT NOW... **Hitting the shelves on June 4th, *PowerStation* 23 features top-scoring guides for World Cup '98, Three Lions, and World League Soccer. Plus thousands of cheats, mapped Forsaken solution, complete Klonoa walkthrough, and Gran Turismo track guide.**

VIDEO GAME NUTTAZ

Do you class yourself as being a videogame nut? Is there anything you wouldn't do in the name of your favourite video game? If so how far does your morbid fascination stretch? Do you model yourself on a particular character? Is your bedroom a shrine to a particular game? Or have you got any games related tattoos? If so, we want to hear from you. Send us your details and any juicy photos and you could become the Play Video Game Nutta of the month, winning yourself loads of free goodies in the process.

The address to send your nutty info to is: Video Game Nuttaz, Play Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JF

Remember, the star of the show, could be you!

Kicking off the very first 'Video Game Nuttaz' section is Paragon's own Jeff Webb who has had the mystic symbol of *Street Fighter II*'s Akuma tattooed on his arm.What a video game nutta!

MCRAE LAUNCHED, OR IS IT?

RALLY GAME LOOKS SET TO BE A WINNER!

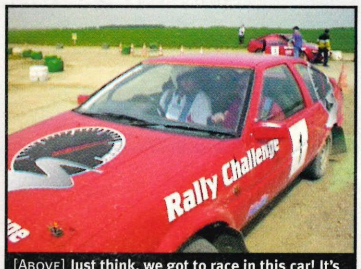
Colin McRae Rally, the latest licenced PlayStation racing simulation from Codemasters was launched on Friday 8 May and was an instant hit with the assembled PlayStation press. The venue was the the Rally and OffRoad Driving Centre near Oxford and in order to get everyone ready for the high octane thrills of the game, Codemasters laid on six Toyota rally-spec cars for everyone to practise their leery oversteer slides and massacre a few cones (and photographers!).

First impressions of the game? Well, *Colin McRae* is certainly head and shoulders above *V-Rally* from Ocean, and the advanced 3-D engine (the next generation on from the one used to great effect in *TOCA Touring Car*) gives an extremely long field of view at no expense to the frame rate. You can see for miles, and the well defined graphics (unique to each of the 48 World Rally courses) make for a realistic drive that also puts Europress' *Tommi Mäkinen* to shame.

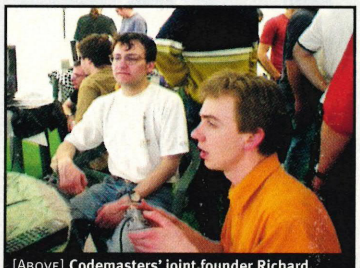
Colin McRae Rally is now set for a release in July; later than planned. A review copy was not forthcoming at the launch day and sadly you'll now have to wait until next month for the full review. Count the days.

Of course, the FREE demo disc that we're giving away next month should help bridge the gap until the release!

[Above] ***Colin McRae Rally*** – **The latest version is looking superb we predict that it will wheel-spin over the opposition. Tune in for the full review in the next edition of Play.**



[Above] **Just think, we got to race in this car! It's hard life being a games journalist!**



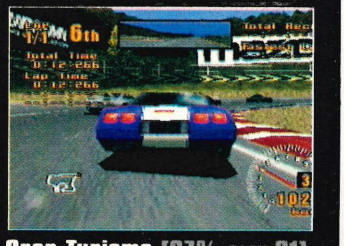
[Above] **Codemasters' joint founder Richard Darling takes the game for a spin.**

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

KLONOA

This was awarded a whopping 95% when it arrived on Jap import... but that was a mistake and it should have got 83%. But still, this is good clean platform fun that is both enthralling and challenging. The PAL borders are thin and it looks fantastic.

BOMBERMAN WORLD

Reviewed on import in issue 23, *Bomberman World* arrives earlier than expected courtesy of Sony... and it is exactly the same as the Japanese version. Again the borders are tiny and all the text is obviously in English, so you've no reason not to enjoy it!

ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, if you're interested...

BUST A MOVE

Being the funky disco kings that we are, we've been bopping like Travolta to get all of the hidden characters in this game... and when we got them, we deleted them. What a dopey bunch!

MONSTER RANCHER

We spent weeks raising, training and torturing the office monster, Knacker. Needless to say, he died, and we couldn't be bothered to play *Monster Rancher* any more. Now deleted!

PARASITE EVE

We've seen flaming bodies, melting torsos and ample cleavage so far, so why would we possibly want to stop playing now? Well, those battle sequences can get a tad tedious!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	World Cup 98	EA Sports	EA	89%
2.	Gran Turismo	Sony of Japan	Sony	97%
3.	Resident Evil 2	Capcom	Virgin	96%
4.	Three Lions	Z-Axis	Take 2	80%
5.	Grand Theft Auto	DMA	BMG	88%
6.	Theme Hospital	Bullfrog	EA	88%
7.	Gex 3-D	Crystal Dynamics	Take 2	92%
8.	Formula 1 '97	Psygnosis	Psygnosis	90%
9.	Deathtrap Dungeon	Eidos	Eidos	86%
10.	Forsaken	Probe	Acclaim	92%

READERS' MOST WANTED

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

Pos	Game	Developer	Publisher
1.	Vigilante 8	Luxoflux	Activision
2.	Street Fighter EX 2	Capcom	Capcom
3.	Tomb Raider 3	Core	Core
4.	Spyro The Dragon	Sony	Sony
5.	Premier Manager '98	Gremlin	Gremlin

TERMINAL VELOCITY

SWAP SHOP SITE UP, RUNNING, & BOOMING!

Games Terminal – the most innovative new web-site dedicated to the gaming masses that we mentioned last month – has been booming we are told. The site now has on-line credit facilities, and if you log-on in June, you can claim £10 off the top 40 games' RRP or blag a free 1MB memory card. So be there now and join! That all-important address again is: **www.gamesterminal.com**

SAVE A PACKET!

£5 OFF ANY GAME OR PERIPHERAL AT GAME

The world's greatest unofficial PlayStation magazine (that's us!) has teamed up with highstreet video game giants, GAME, to bring you unbeatable money-off offers. By presenting the voucher below at any GAME outlet, you will be entitled to £5.00 off any software or peripheral costing £30 or more. Who says we never give you anything!

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NO TICKETS? NO PROBLEM

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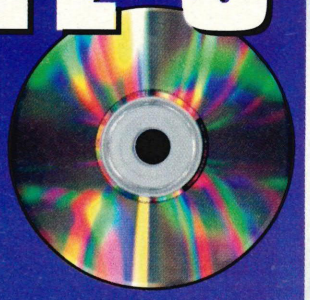
10,000 VIGILANTE 8 DEMOS UP FOR GRABS!

NO POSTAGE & PACKING REQUIRED!



Yes, it's true! To celebrate the impending launch of Activision's best PlayStation game to date we are offering the first 10,000 PLAY readers who ring up the chance to have an exclusive *Vigilante 8* demo sent direct to their home.

Vigilante 8 is a violent vehicle based shoot-'em-up running in one of the PlayStation's high resolution modes. The objective is simple; blast everyone else to hell using a vast array of powerful and visually spectacular weapons. It's *Twisted Metal 2* with knobs on, and the most addictive two player game since *Bust-A-Move 2*!

PLAY's Graeme Nicholson had this to say about *Vigilante 8*: "The bulk of the game is perfect, filled with amazing graphical effects and heaps of extremely neat features.

There are big secrets to be found to keep you coming back, secret characters to unlock, ending movies to see and hours of top grade, premium quality game play. All things considered, *V8* certainly deserves pride of place in your collection." Read the full review on page 40.

You could be playing *Vigilante 8* in advance of the full release thanks to this incredible special offer. How? Well it's simple.

Normally you need to send a stamped, self addressed envelope to us and then take pot luck in a random prize draw. Not this time. We at PLAY have created a number for you to call. All you do is ring the number below, leave your name and address – and that's it. If you are one of the first 10,000 to ring in, a demo will arrive on your doorstep as soon as Activision receives your details.

Please note that we have also included a cut-off message that will tell you if the 10,000 limit has been reached, so that you don't end up waiting for nothing. But you had better be quick because this issue of PLAY is going out to 175,000 readers, so the demand is going to be massive.

RING THIS NUMBER NOW! FIRST 10,000 READERS GET THE DEMOS!

0896 119 6454*

*Calls cost £1 a minute. You will be asked to leave your name and address only. Please get permission from the payer of the phone bill before you call. Please allow up to 28 days for delivery. All demos will be dispatched by Activision.

WIN THE ULTIMATE LINK-UP GEAR!

One of the PlayStation's biggest areas of potential is in games that you can play with two machines linked together. After all, a computer drone can never take the place of a human adversary, but you won't always be willing to let your mate borrow half your TV screen! New linkable games are rare these days, but Psygnosis' deep space arcade shooter *Blast Radius* boasts excellent linked options, and the company is giving away everything you need to get connected in one marvellous bundle! No more moaning about having to lug your TV and PlayStation around for a night of gaming.

SYNCHRONISED PSYGNOSIS
The bundle includes this lot:
- **TWO Sony 14" colour TV sets**
- **TWO Sony PlayStations**
- **TWO copies of Blast Radius**
- **Plus Link Cable**

PSYGNOSIS™

For a massive preview of some of Psygnois' upcoming games, turn to page 20

Blast Radius will be revived in the next issue of PLAY MAGAZINE

GET SERIAL

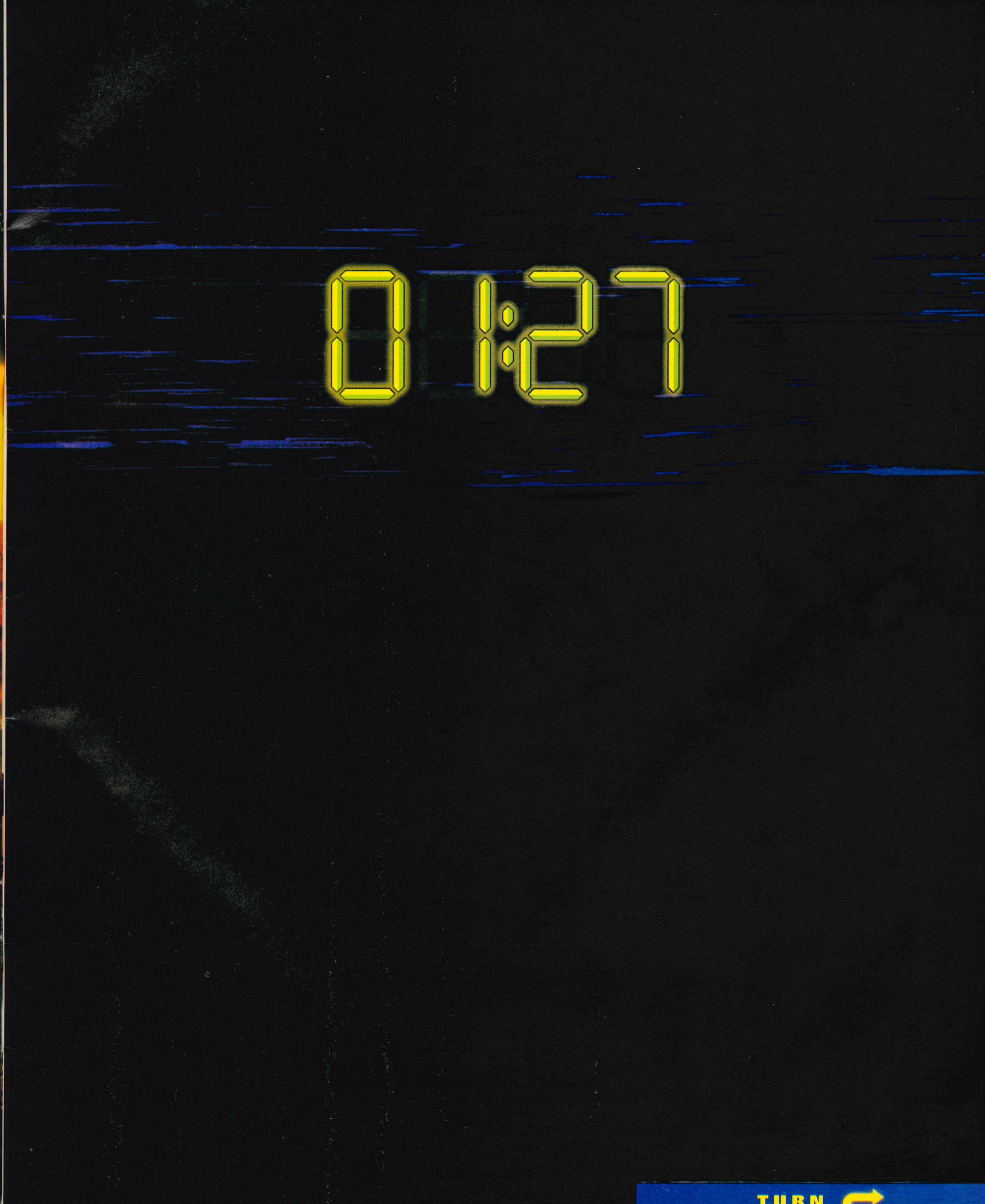
To win this stack of kit that would normally cost you approximately £700, just complete the following well-known movie phrase.

In space, no-one can hear you:

1. Belch 2. Sneeze 3. Scream

Five runners up will each receive a copy of *Blast Radius* and a link cable. All you have to do is write the correct answer down on a postcard, stuck down envelope or first edition Action Comic along with your name and address, and mail it to: Get Serial, PLAY, Paragon House, St Peter's Road Bournemouth, BH1 2JS

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Psygnosis may not enter. All entries should be sent to arrive no later than 1 August 1998. The winner's name will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.


01:27

Face it

02:57

Now break it

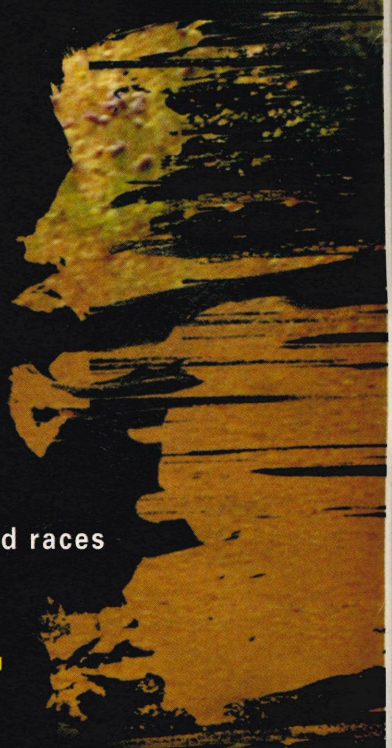
Every second counts.

Every bend, every power-slide,
every handbrake turn
can save you valuable time.

Stop for repairs, let the mud, the snow,
the rain slow you down and you've lost it.

It's you, your co-driver shouting in your ear
and your car driving 52 stages, across 8 countries.

Against everyone else.
Against the clock.



- Full crash damage, batters car body and performance
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- Learn to drive rally-style, with full tuition from Colin McRae

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PlayStation

Codemasters®

PC CD ROM Windows 95

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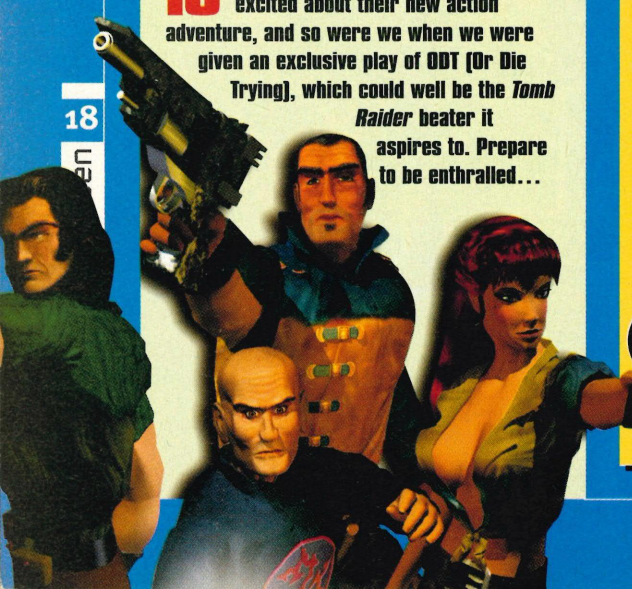
THE GAM

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!

ODT

18 Psygnosis are justifiably rather excited about their new action adventure, and so were we when we were given an exclusive play of ODT (Or Die Trying), which could well be the *Tomb Raider* beater it aspires to. Prepare to be enthralled...



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.

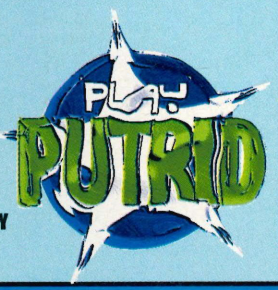
85-89 We recommend these games as they are fun, lasting and value for money.

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 too serious.

51-75 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 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
eg Time Crisis

Dual Analogue

ES

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

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.

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.

WORLD CUP '98	34
WRECKIN' CREW	38
VIGILANTE 8	40
PREMIER MANAGER '98	44
ROAD RASH 3D	46
ADIDAS POWER SOCCER '98	48
BUST-A-MOVE	54
TOTAL NBA '98	56
EVERYBODY'S GOLF	58
VS	60
POINT BLANK	64
KICK OFF WORLD	66
FRENZY	67

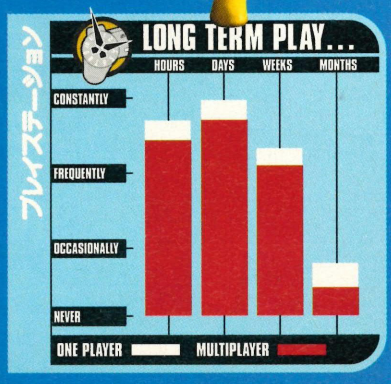
Workstations

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

[PSYGNOSIS]	20
FLUID	26
SDR	28
EARTHWORM JIM 3-D	30

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.

PARASITE EVE	80	MORTAL KOMBAT 4	82
THE FIFTH ELEMENT	81	AKUGI THE HEARTLESS	83
LEGACY OF KAIN2 SOUL REAVER	81	MONSTER RANCHER	83
SAN FRANCISCO RUSH	82	GRAND STREAM SAGA	84
		RIVAL SCHOOLS	84

The software master from Liverpool has long established itself as being the major force in UK software production, and now Psygnosis is back with a stunning winter line-up of games that'll blow you away. PLAY has seen them all and is literally bubbling with eager anticipation. Check these out...

ODT or die trying

UNDER A VEIL OF SECRECY, PSYGNOSIS FRANCE IS DEVELOPING THE ULTIMATE ARCADE ADVENTURE. WE TALKED TO THE TEAM WHO HOPE TO REVOLUTIONISE THE ENTIRE GENRE...

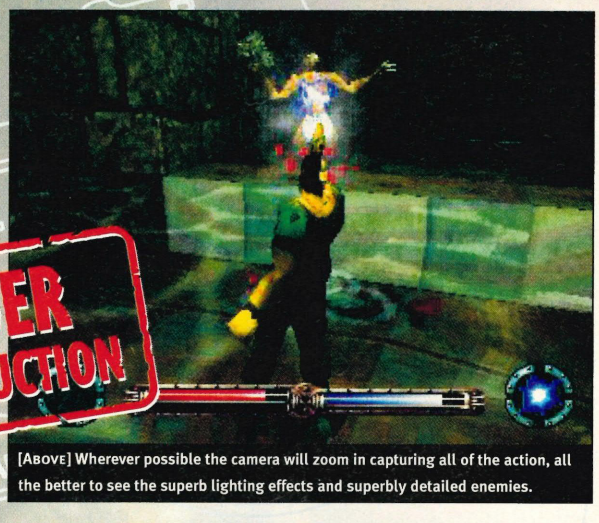
Written By Tom Sargent

They say that you can't please all of the people all of the time, but after playing *O.D.T.* (*Or Die Trying*), you're tempted to politely disagree. Practically every taste is being catered for in what looks like being an incredibly engrossing and exacting game. Borrowing heavily from quite a few other archetypes, namely *The Chaos Engine* (look, feel and features), *Tomb Raider* (variety of movements, camera view, exploration), *Loaded* and *One* (explosive action) and *Diablo* (spells, RPG aspects), the result of this fusion of genres is looking every bit a winner already. In a nutshell, *O.D.T.* is a third person perspective 3-D action adventure – a meld of the best qualities of a classic shoot-'em-up and an RPG/adventure. The story will play an integral part of your quest and is set in the mystical World of Tonantzin.

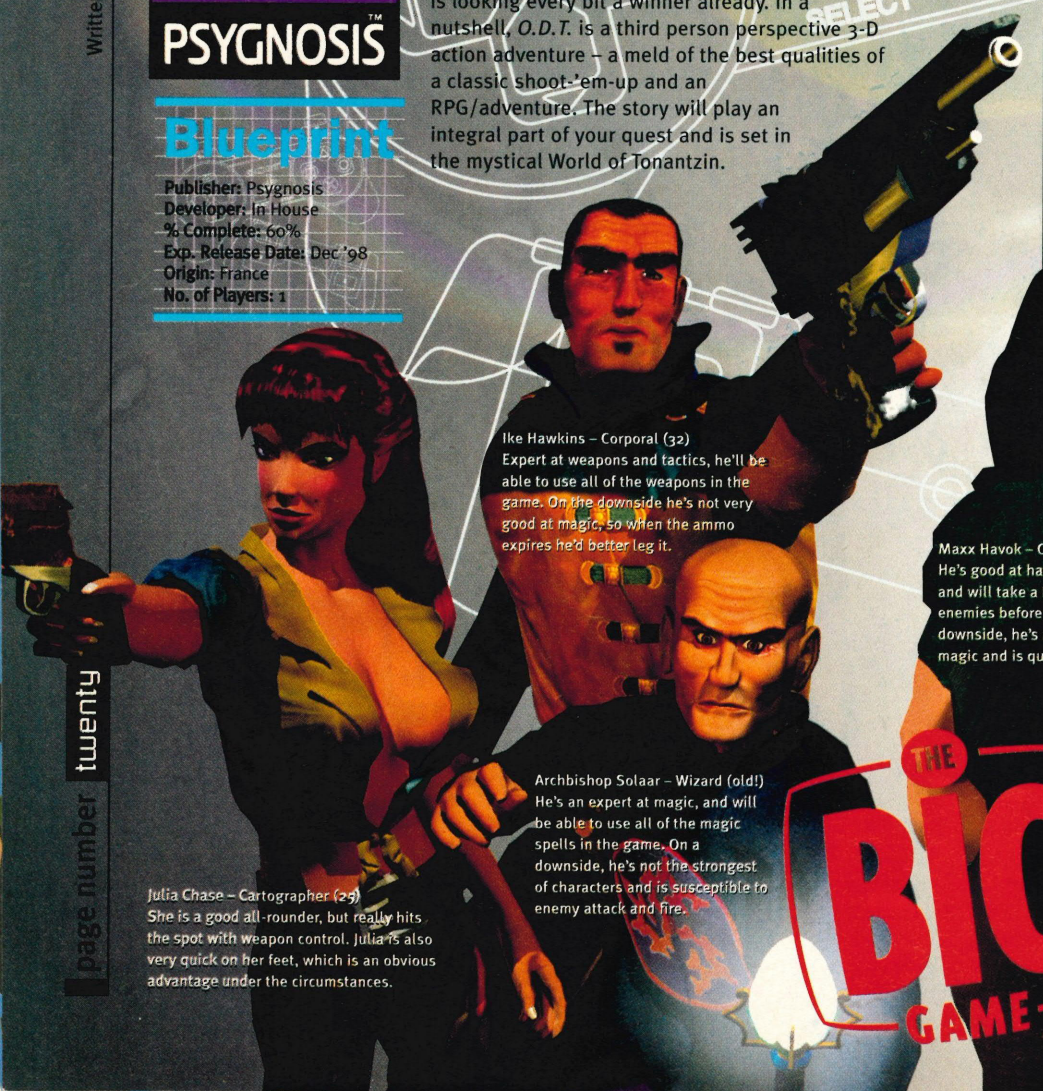
PSYGNOSIS™

Blueprint

Publisher: Psygnosis
Developer: In House
% Complete: 60%
Exp. Release Date: Dec '98
Origin: France
No. of Players: 1



[ABOVE] Wherever possible the camera will zoom in capturing all of the action, all the better to see the superb lighting effects and superbly detailed enemies.



Ike Hawkins – Corporal (32)
Expert at weapons and tactics, he'll be able to use all of the weapons in the game. On the downside he's not very good at magic, so when the ammo expires he'd better leg it.

Maxx Havok – Chief Engineer (32)
He's good at hand to hand combat and will take a lot of hits from enemies before he dies. On the downside, he's not very good at magic and is quite slow.

Archbishop Solaar – Wizard (old!)
He's an expert at magic, and will be able to use all of the magic spells in the game. On a downside, he's not the strongest of characters and is susceptible to enemy attack and fire.

Julia Chase – Cartographer (29)
She is a good all-rounder, but really hits the spot with weapon control. Julia is also very quick on her feet, which is an obvious advantage under the circumstances.

THE BIG GAME

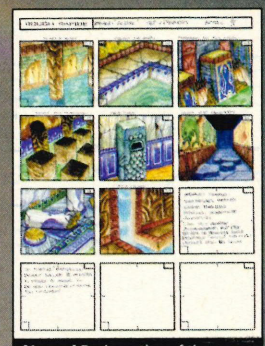
An epidemic is tearing through the City of Calli – one of the two main cities of the planet – and the powers that be have decreed that only the powers of the green pearl can save it. But as the pearl is being transported by one Captain Lamat on his flying ship, the Nautiflyius, disaster strikes and the ship is pulled down by a strange force and crashes atop a tower in the Forbidden Zone.

JULES VERNES

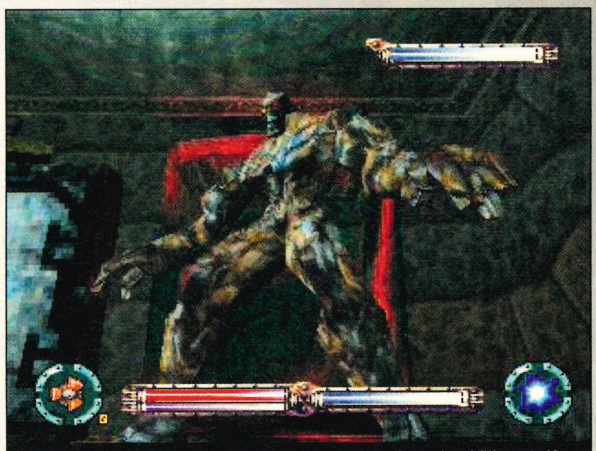
You choose from one of four crew members – each with their own special abilities in weapons control, magic, physical strength and fighting experience. The result is that certain problems

[Above] The real-time lighting system has been specially oriented for the PSX, and looks absolutely fantastic, adding immeasurably to the atmosphere.

[Above] It doesn't matter where you're standing, creatures will attack and there's blood by the bucketful. Hiding out in this pool isn't the brightest move.



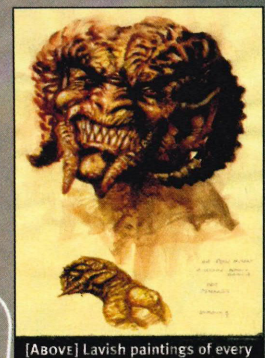
[Above] Each section of the game is story-boarded in great detail.



[Above] This huge stone Golem beastie is beautifully animated and fills up half the screen. The considered advice of our best game players is... Run!!!

[Above] Motion captured foes boast amazing attention to detail.

[Above] An exclusive peek at the game designers own maps.



[Above] Lavish paintings of every character are handed to graphic artists to render for the game.

O.D.T. BRINGS TO THE ACTION ADVENTURE GENRE UNPARALLED CHARACTER CONTROL VIA ITS MOTION CAPTURE TECHNOLOGY

need to be tackled in different ways, which bodes well for the longevity of the game. Regardless of character choice, your quest remains the same: explore the enormous eight level tower and find fuel for the craft. Each one is divided into 75+ sectors and looks completely unique. The Paris-based team has gone out of its way to create richly textured and ambient environments steeped in puzzles, surprises and blood-thirsty creatures. The gameplay consists of action, exploration and puzzle solving, where high-octane action is assured with the option of hand-to-hand combat, weapon power or magic spells. Character animation has been created using the very latest motion capture techniques. All character movement has been drastically reduced to ensure that you don't have to wait longer than a split second for each one to finish. As you push on through each level, experience points are gained which can be distributed amongst spirit, weapon power and constitution, but you can only max-out certain levels depending on who you choose.

Magical Mystery

There are four upgradeable weapons to utilise, which can be charged up to four levels of power (laser, fire, electric and fusion). Add to that 16 stunning spells to learn and unleash as offensive or defensive weapons and you can begin to see how diverse the gameplay elements are. Dozens of bizarre creatures will patrol the vast areas displaying several behaviours (fear, co-operation, anger, hunger) and some of them are absolutely enormous, so mastery of both hand weapons and magic is essential. None of the action is 'on rails', you are encouraged to freely explore every nook and cranny thanks to the enormous freedom of movement, and you can interact with much of the scenery besides destroying it... oh yes!

As we've come to expect from Psygnosis, the polygonal game engine zips along at 30 frames-per-second and the FMV video footage is looking exceptionally good too. Considering it's only 60-65 per-cent complete, *O.D.T.* is looking remarkably good. Not many enemies have been implemented as yet, but we're really having to scratch our heads to come up with any genuine criticisms. It's going to be hotter than chilli and we'll bring you a more detailed report soon... or (ahem!) die trying.

SOFTOGRAPHY

Adidas Power Soccer
Krazy Ivan
Destruction Derby
Destruction Derby 2
Wipeout
Wipeout 2097
Formula 1
F1 '97
Sentient
Monster Trucks
Lifeforce Tenka
Colony Wars

PSYBADEK

SURF THE KALEIDOSCOPIC LANDSCAPES OF PSYGNOSIS' WEIRD AND WONDERFUL TWIST ON THE SKATEBOARDING THEME.

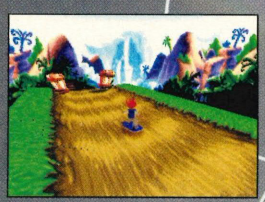
Psybadek is the ultra-psychedelic equivalent of skateboarding, but instead of scuffing your knees on hard surfaces, you float gracefully on a cushion of air – just like Marty McFly in *Back To The Future II*! The game is based around a group of funky cartoon characters who hare around the landscape on their 'hoverdeks' causing mayhem and pulling off zany stunts. Players will be able to choose between Xako or Mia, two obsessive skaters and the objective of the game is to rescue your buddies from the loathsome Krakken. At this stage, many of the levels are based around the kind of long half-pipes seen in regular skate parks (albeit more surreal), so a fluid dynamic control system is being incorporated to accommodate the winding, curved surfaces. The player must steer around obstacles, collecting pick-ups and utilise stunt and tow weapons against adversaries to progress through the 40 or so levels. If you think that this is gonna be just a skate in the park, think again. Included in the levels are races, stunt sections, boss encounters, puzzles, bonus areas, and a skate park.

Blueprint

Publisher: Psygnosis
Developer: In House
% Complete: 50%
Exp. Release Date: Dec '98
Origin: France
No. of Players: 1

[Above] Now what are you supposed to do faced by a fan?

THERE ARE SECRET LEVELS TO UNCOVER, WITH JUICY BONUSES SUCH AS 'TEETH' AND WEAPONS!



[Above] Backgrounds will be extremely colourful and littered with pick-ups and enemies. And even though the early version we saw was pretty sparten, it still looked smart.

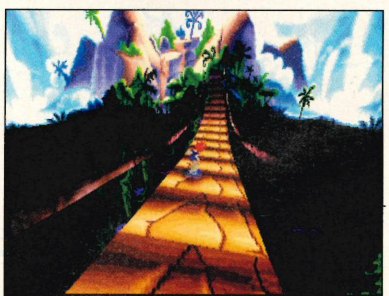
[Above] There's little doubt that the game looks like few others. Considering the pedigree of Psygnosis, a funky, up-beat *Wipeout* should be on the cards. Who can fail to laugh at pigs in hot pursuit?

SKATE OR DIE

The parks consist of a mixture of branching tracks and open areas enabling players to pull off hair-raising stunts and racing techniques. The levels are split into four worlds: Ice, Desert, Jungle and the Underworld and each one is broken down into normal races and special one-offs against bosses. The player will have to complete a level before accessing a teleport to the next one, but afterwards you will be able to return in order to improve your score or collect missed pick-ups.

Defeating a boss results in another friend being rescued and you must continue through all of the levels until every chum is liberated. There are bonus and secret levels to uncover too, including hidden teleports and secret areas replete with juicy bonuses such as 'teeth' and weapons. Collect 101 teeth and you'll be rewarded with an extra life, and further bonus level keys are awarded unlocking special levels.

Psybadek is still in the early stages of development, but this new slant on the skating/snowboarding theme is looking promising. check out our full preview in a couple of months.



[Above] Consistently lush graphics certainly give the game an attractive atmosphere.

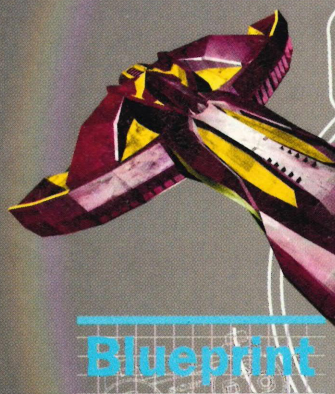
[Above] You'll come across special arenas, where the gameplay changes from racing to aiming at baddies.

[Above] The enemy's try to thwart your progress by blocking the tracks, thus slowing you down.

COLONY WARS VENGEANCE

THE FIRST WAS A PICTURESQUE INTERGALACTIC EXTRAVAGANZA OF IMMENSE PROPORTIONS, AND NOW IT'S BACK WITH A VENGANCE!

You never quite know what to expect from Psygnosis, but you can be sure that whenever E3 looms, the Liverpool-based giant has something special tucked up it's collective sleeve. Last year the company stunned the gaming world with *Colony Wars*, an epic 3-D space combat game designed in the same mould as David Braben's *Elite*, with graphics so good they seemed to belie the PlayStation's ageing technical specifications. How could the light-sourced graphics look so detailed, and the frame rate romp along so effortlessly? The only nagging doubt centred around the confusing nature of the missions, and it's with this and other minor quibbles in mind that the same team responsible for the original is burning the midnight oil to ensure that the much vaunted sequel, *Colony wars: Vengeance* is every bit as impressive... and then some. The story continues on from the end of original, where the League closed the warphole and left the Navy to die, trapped in the Sol system.



Blueprint

Publisher: Psygnosis
Developer: In House
% Complete: 60%
Exp. Release Date: Dec '98
Origin: UK
No. of Players: 1

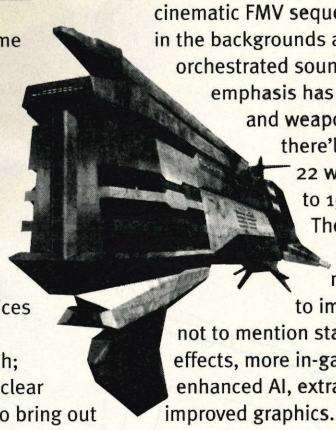
THERE'S NEW SPECIAL EFFECTS, MORE FIGHTERS WITH ENHANCED AI, EXTRA CAMERA VIEWS...

[ABOVE] Kaboom! Taking out the beautifully designed space cruisers is now an altogether more combustible experience. A lot of work has gone into improving the pyrotechnics.

[ABOVE] The cockpit view is being given a complete overhaul, but certain popular features will remain unchanged. There's no doubt that this sequel looks just as impressive now as the original did last year.

COURAGE UNDER FIRE

The Navy has finally united again and intends to kick some serious League butt and following this change of allegiance, it's up to you to topple the new oppressor. Fans of the original will be pleased to hear that the feel and intensity of the first game remains firmly in tact, but there's also plenty of new features to get the juices flowing. There'll be greater mission complexity and depth; basically, you'll be following clear mission briefs and debriefs to bring out the cause and effect of your actions.



Expect to see even more spectacular cinematic FMV sequences, greater detail in the backgrounds and another huge orchestrated soundtrack. More emphasis has been placed on ship and weapon upgrades too – there'll be an eye-popping 22 weapons as opposed to 15 in the original. There's even two new solar systems and more characterisation to immerse the player in, not to mention stacks of new special effects, more in-game fighters with enhanced AI, extra camera views, and improved graphics. Prepare for a stunning experience.

[ABOVE] There's a really convincing feeling of movement as nearby stars whizz by.

[ABOVE] The external view of your new ship is fantastic, as are the all new explosions.

GLOBAL DOMINATION

YOU DON'T HAVE TO BE A MEGALOMANIAC TO RULE THE WORLD ANYMORE, THANKS TO PSYGNOSIS' NEW STRATEGY SHOOT-'EM-UP...

Psygnosis in strategy war game shocker! What's the World coming to? Well, domination as it happens. But this isn't the hex-based tedium that anorak-wearing PC gamers lose sleep over. This is 3-D strategy of the arcade combat shoot-'em-up variety. A contradiction maybe, but the team responsible for *Global Domination* want it to appeal to as greater an audience as possible – a kind of 'punter domination' as it were.

Blueprint

Publisher: Psygnosis
Developer: In House
% Complete: 60%
Exp. Release Date: Oct '98
Origin: UK
No. of Players: 1

[Above] The FMV cut-scenes consist of live action footage as opposed to CGI-generated people. It looks superb and should work well for mission briefs. The atmosphere and attention to detail is quite excellent.

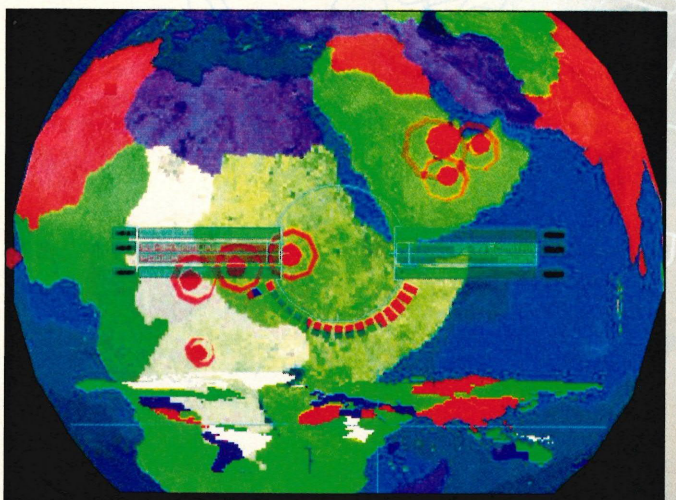
WE'VE ENSURED THAT THE PLAYER HAS AS MUCH CONTROL OVER THE GAME AS POSSIBLE! PSYGNOSIS

[Above] Watch and wait for the end of the world... for someone.

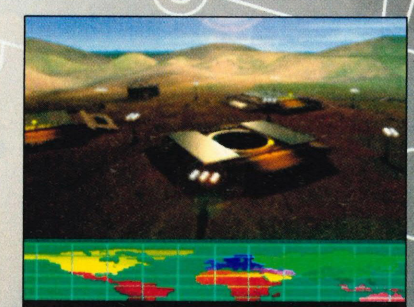
Hard-core strategists who like to deal with deep resource management and arcade games players will be catered for in one package. It's set in 2015 and players begin by controlling one country working on minor conflicts around the globe, and with a bit of cunning, build up their standing so they control many more countries around the world and generally nuke the hell out of everyone. There'll be a comprehensive storyline to all the scenarios, which will come across in each pre-battle briefing against your oppressor, the World Order Enterprise (WOE).

INCOMING

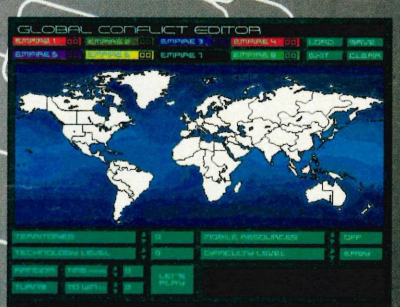
At its heart, *Global Domination* is a real-time 3-D strategy game, with extremely advanced AI and an agenda which will be as testing as the player wants it to be. You can go anywhere in the World and do anything you please, to any nation, but you'll have to face the consequences of your actions. To take Global Domination gaming a stage forward, Psygnosis has ensured that the player has as much control over the set up of the game as possible using a mini editor where you can define as much of the scenario as they want: from technology level to the amount of players. Alternatively, you'll have the option to battle through the 20 level Scenario game (similar to *Command & Conquer*), where players will be briefed through a piece of FMV footage and then thrown into the war zone – here you're free to develop your own strategies to victory. *Global Domination* should be instantly accessible to those who'd rather not wade through an enormous, intimidating manual, but still offer scope for more strategy elements. And with lavish presentation to boot it looks very promising.



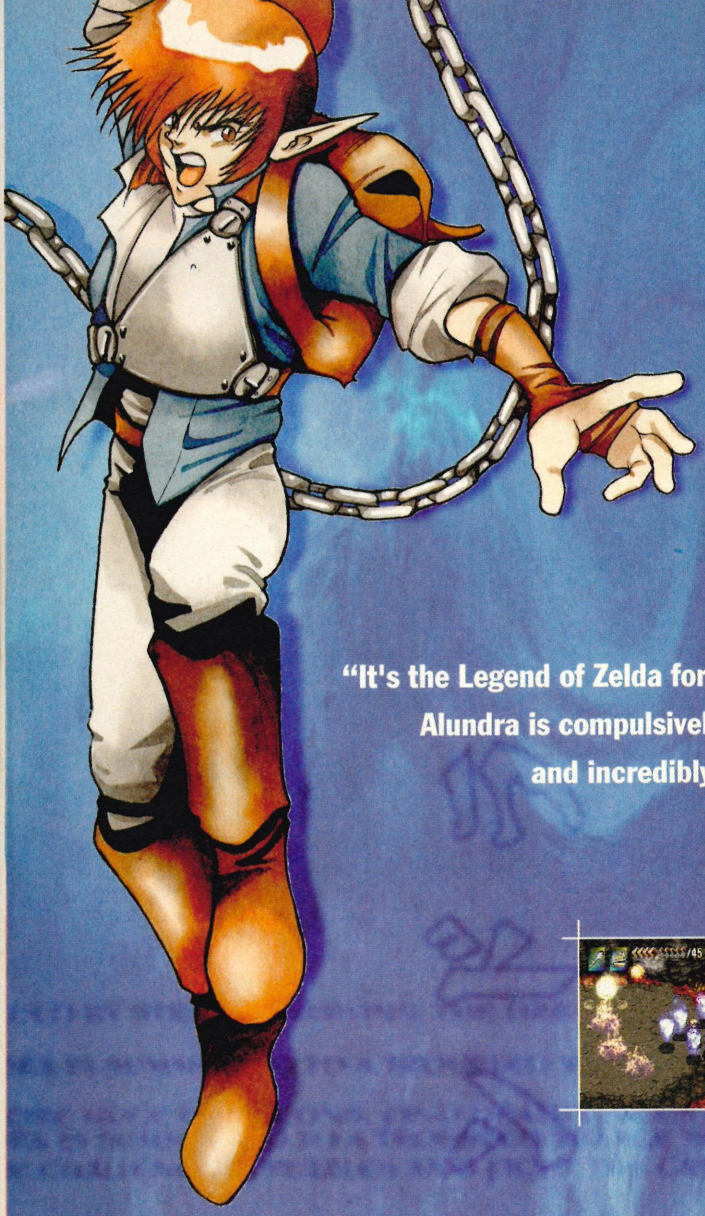
[Above] From your World map, you can keep an eye on any hot spots or potential chinks in the enemy's armour. Oh, and decide which nation you fancy wiping out.



[Above] This silo houses the deadly intercontinental ballistic attack missiles. Coo.



[Above] The global Conflict editor will allow you to designate how the game will be played.



The Adventures of Alundra

アランドラ

"This screams quality"

91% winner

Playstation Plus

"It's the Legend of Zelda for the Playstation, and not before time. Alundra is compulsively addictive, deceptively simple and incredibly playable. A fine RPG"

9/10

Official UK PlayStation Magazine

PSYGNOSIS

PlayStation

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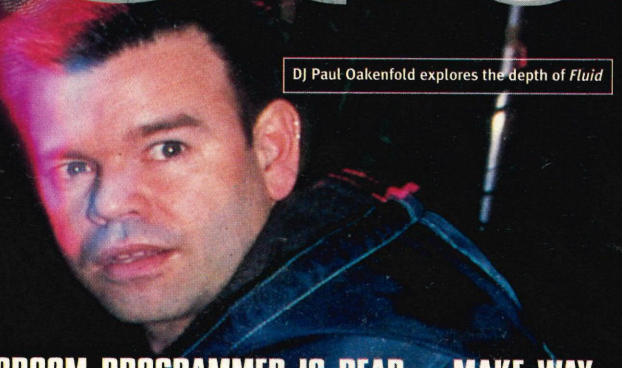
FLUID

Blueprint

Publisher: SCEE
Developer: Sony Of Japan
% Complete: 75%
Exp. Release Date: August '98
Origin: Japan
No. of Players: 1

PlayStation

UNDER CONSTRUCTION



DJ Paul Oakenfold explores the depth of *Fluid*

The music industry

may be the filthiest in the world (apparently), filled with two-faced back-stabbers and greed like you wouldn't believe. But it does generate a lot of money... and wouldn't you just love a bit of it?

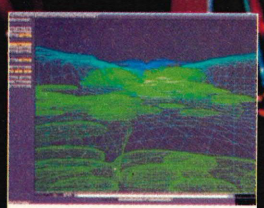
We certainly would, which is why we reckon that a technological revolution is about to hit the PlayStation, and with such established names in the dance music scene as Cold Cut, Paul Oakenfold and Roni Size hopping on board to see what all the fuss is about, you instinctively know that *Fluid* – the very thing we're referring to – is going to bite like nothing you have experienced as yet.

If you've never heard of the game before then it is because you either couldn't give a fig about the import scene, or it is called something completely different over there, namely *Depth*. PLAY has sensed the potential in this product since we first heard about it, but Sony, perhaps understandably, has been keeping it safely under wraps until the time was right to unveil it to a select bunch of people and gather essential feedback on the quality of the product. Rather fittingly, Sony chose to do just this on Saturday, 2 May at Winchester... or Creamfields to put it another way (see box-out).

In Japan, *Fluid* was awarded the Grand Prix award for the best musical display by the Organisation of Multimedia Affiliated Companies, and clubbers across the country, most notably in Tokyo's premier night spot, Fura, have championed the game by installing it in the club's 'chill-out' rooms.

SOFTOGRAPHY

Motor Toon GP
Motor Toon GP 2
Gran Turismo



[ABOVE] Here we see *Fluid* in development. It has improved!

[ABOVE] Each sound can be interspersed for more depth.

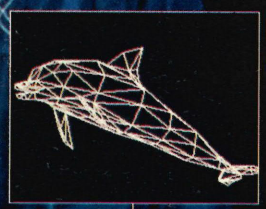
[ABOVE] The dolphin is used to collect the sound patterns.

THE BEDROOM PROGRAMMER IS DEAD... MAKE WAY FOR THE EPITAPH OF COOL, THE BEDROOM MUSICIAN!

Sumo

So what is *Fluid* all about? In the words of the game's creator, Zentaro Watanabe; "*Fluid* is a game without a story or an ending, to be played endlessly without victory or defeat."

In *Fluid*, players are able to collect sound patterns in order to compose and remix music of varying genres, from Acid Jazz through to Drum and Bass, Ambient, Techno and House. By controlling a dolphin, the player navigates through the 'Silent Space', and by selecting a series of icons, access is gained to different banks of music samples. These samples can be collected over 12 different worlds and can then be organised by the player to form unique musical arrangements. This is done via the 'Groove Editor' stage in which over 600 sound patterns can be assembled on a virtual eight-



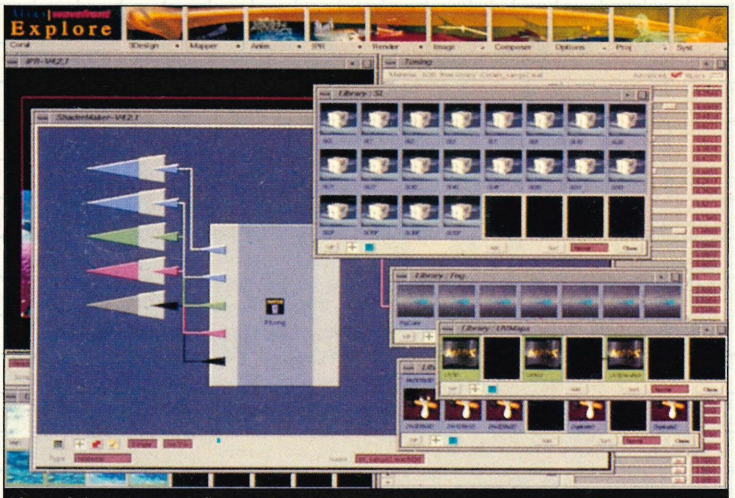
[ABOVE] This guy has got more depth than Flipper ever had!

[ABOVE] Visit enchanting underwater worlds, each with its own musical theme, to pick up those sound patterns. You then visit an eight-track mixing desk to start funking around with them!

Written By Ryan Butt

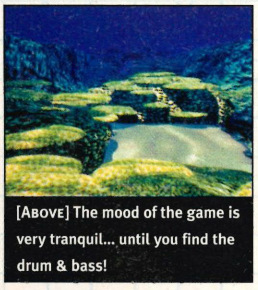
[Above] Every sound pattern can be altered in speed and pitch.

[Above] With a new sound pattern in place, the dolphin can happily proceed in its quest for more grooves.



[Above] The options are at first complex, but it doesn't take long to get to grips with *Fluid*.

[Above] All of your patterns can be saved and used to great effect when creating tunes.



[Above] The mood of the game is very tranquil... until you find the drum & bass!

Sony's Pete Devery (right) explains *Fluid* to Radio 1's Pete Tong

"Fluid is a game without a story or an ending, to be played endlessly without victory or defeat!" Zentaro Watanabe, Designer

[Above] Today, nowheresville, tomorrow, *Top Of The Pops*!

[Above] Top of the world, Ma!

track mixing desk! Visually impressive with its attractive pre-rendered images lending the game a highly atmospheric feel, *Fluid* also allows players (or perhaps 'users' would be a more appropriate phrase) to create psychedelic back-drops utilising patterns and shocking colours to accompany the all-round impact of their tunes.

Fluid is proof that Sony isn't content with the PlayStation being just a standard games unit, it highlights the versatility of the machine. *Fluid* isn't just a game, it is a kind of vortex that could catapult the user onto bigger things and possibly root-out new musical talent. Possibly. Hell, even Goldie had to start somewhere... just imagine what he would be like now if he had *Fluid* to assist him in the early years! Expect to see Ryan's own work cover-mounted soon. As if!

CREAMIN' IT

The date: Saturday, May 2/3
The Venue: The Bowl, Matterley Est. Winchester
The Event: Creamfields
The Sony unveiling of *Fluid*

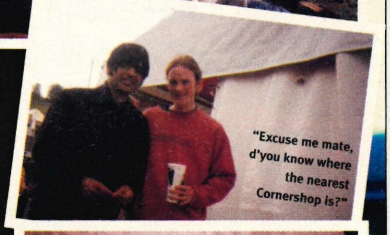
As 'liggin it' goes, the Play boys were up there with the best of 'em thanks to Sony. We were invited to gatecrash the dance event of the year to grab a sneak preview of *Fluid* – the new dance music creator program for the PlayStation, and snatch a few choice words from some of the top names that found time in their hectic schedule to give it a whirl. Of course, all of this was done around some vigorous drinking, dancing and star spotting from yours truly.

Among those performing at the event were Finley Quaye (who moaned like a sap before storming off!), Run DMC (who kicked-ass incidentally!), Sasha, John Digweed, Paul Oakenfold, Money Mark, Primal Scream, and Cornershop, plus there were DJ sets from the likes of the mighty Chemical Brothers and Daft Punk... so all in all not a bad day out!

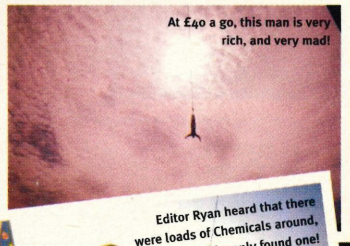
The highlight of the event was undoubtedly the *Fluid* experience. (But then we've got to say that, right?) The Sony tent was buzzing with the hottest vibes in the backstage guest area, and the decor was that of tranquil underwater harmony complete with real fishtanks (the poor fishies looked distinctly deaf at the end of it all... apparently some even got eaten!). It is understandable then that Fluid went down a storm with all who tinkered with it.

In fact, apart from suffering the obligatory bout of gut-rot thanks to the dodgy burgers, and having to wait an aeon to take a dump because the cubicles were suspiciously congested with pairs 'powdering their noses', a monster time was had by all. Roll on V'98 when the official launch of *Fluid* will take place!

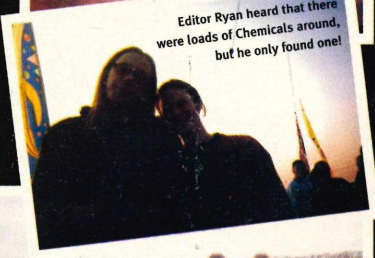
Although they weren't actually performing, Shed Seven still turned up for some free booze!



"Excuse me mate, d'you know where the nearest Cornershop is?"



At £40 a go, this man is very rich, and very mad!



Editor Ryan heard that there were loads of Chemicals around, but he only found one!

This was the 'Guest' area where only the most important people went, like us!

SUPER DEFORMED

SPEED INTO A COLOURFUL CARTOON DIMENSION AS A HORSEPOWER-HUNGRY DWARF! A DEFORMED ONE!

Written By Graeme Nicholson

One day, two gentlemen turned up on the doorstep having travelled from Oslo, Norway, to show off two of their new PlayStation games. Completely unexpected and, as yet, without a British publisher for either game, it was even less expected that the titles *Dirt* and *SDR* would look quite so promising!

SDR stands for '*Super Deformed Racing*', following the Japanese trend for labelling video game characters as super deformed who are in fact just small, cute versions of people and in no way resemble John Merrick. And in this case it seems *SDR* is a smaller, cuter version of the Nintendo 64's *Diddy Kong Racing*! The immediate visual similarities are quite striking, as *SDR* manages to pull off some graphics with the kind of smooth sheen only ever seen before on the 64-bit machine. Nevertheless, the guys from Funcom are adamant about the fact that work began on their midget driving creation before *Diddy Kong Racing* ever saw the light of day. Who are we to argue?

Blueprint

Publisher: TBC
Developer: Funcom
% Complete: 75%
Exp. Release Date: Nov '98
Origin: Norway
No. of Players: 1-2

SOFTOGRAPHY

Impact Racing
Casper

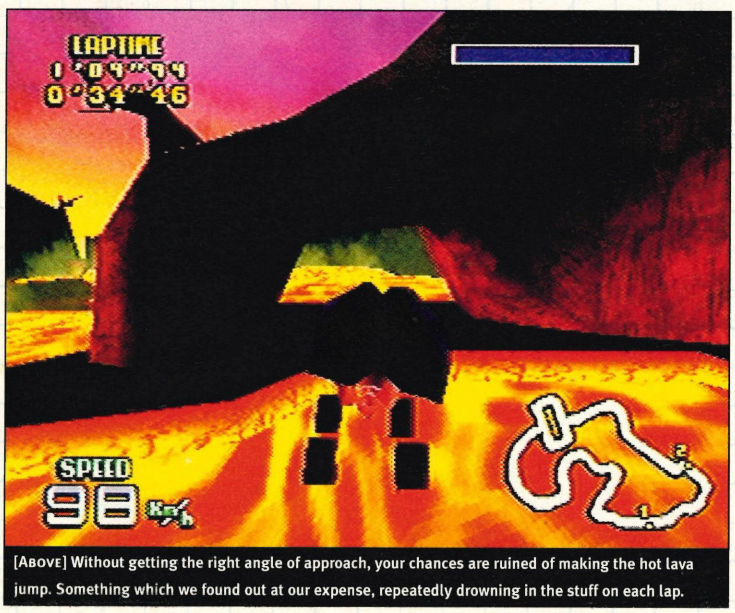
"We decided to make this game as a reaction all the serious racers!" **Pádraig Crowley, Producer**

THE INNER CIRCLE

Not known widely for its PlayStation games, Funcom has had only a very few releases in the mainstream so far. Previous titles in the back catalogue came out on PlayStation without much fuss; games such as *Impact Racing* and *Casper*. Online games were more the sort of thing Funcom was into, but at first glimpse of *Super Deformed Racing's* vibrant colours and flying frame rate, it's clear they should forget the net and just concentrate on video games.

The six characters currently in *SDR* are like little kids with oversized heads, each suspended between the four shiny black wheels of their kart. The tracks are well varied with all kinds of surroundings from the sea to the innards of a volcano. Jumps, screeching bends, blind spots and caves are everywhere, and all you have is the handling of your chosen kart to rely on, plus a couple of sneaky projectiles.

[Above] It may make the kart tougher to control, but you have to keep peeking back to check you're clear.



[Above] Without getting the right angle of approach, your chances are ruined of making the hot lava jump. Something which we found out at our expense, repeatedly drowning in the stuff on each lap.

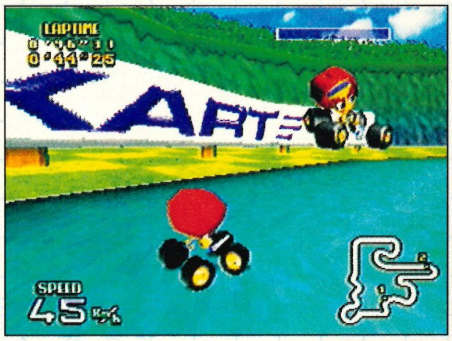
[Above] You want to be a bit tighter towards the inside of the bends than this, get the wheels in line!

RACING

THE CREW

NOT SO MUCH DEFORMED AS SWEET AND CUDDLY, THIS IS THE CAST OF CHARACTERS IN THE GAME. ANOTHER TWO LITTLE RASCALS WILL BECOME AVAILABLE AS YOU MAKE YOUR WAY THROUGH THE GAME.

[ABOVE] Getting a good early slide is the way to take the corners.



HECTARES OF FJORDS

If not *Diddy Kong Racing*, what did inspire the creation of SDR? Producer of the game, Pádraig Crowley, sites older influences.

"In a way, it was the original *Mario Kart*. But we decided to make this game more as a reaction to all the serious racing games that were (and still are) appearing on the PlayStation. Also, we knew that with the price cuts on the console, that the traditional 'older' age group of PlayStation owners would begin to widen and that there would be a lot of younger kids getting PlayStations for Christmas. But, yeah, the no-nonsense fun approach of *Mario Kart* was something we wanted to aspire to and actually better."

With such a similar appearance though, you have to wonder what would make people play *SDR* instead of *Diddy Kong Racing*. Pádraig?

"Well, *DKR* was very pretty and had a lot of nice graphical touches, but one area we felt it could have been better on was in the physics and depth of control. One of our main objective with *SDR* was to make a physics and control system that complimented the great 'detached limb' design of our characters and vehicles. We couldn't undo all the designers' and artists' good work by putting in a fake set of handling characteristics."

Well, it's certainly an interesting title. The release date is some way off in the future, but we'll take a look at how *SDR* is progressing again soon.

[ABOVE] Gigantic working amusement park rides decorate this part of the track. Pity there's no time to get out and have a go, but even so, these circling planes still make you duck!

[ABOVE] Subtle reminders in the form of luminous signs tell you which way to go next, but it's still not easy. The corners and obstacles rear up in a flash, so keep an eye on the map.

[ABOVE] The lighthouse seems pointless until you come round the corner at night and use it to guide you.

[ABOVE] You'll plunge into the pond if you take these bends at a wrong angle, so watch out.

earthworm jim 3-D

THE WORLD'S LEAST LIKELY SUPER HERO IS MAKING AN ALMIGHTY LEAP INTO THE NEXT GENERATION...

Written By **Graeme Nicholson**

rebuilding a legend

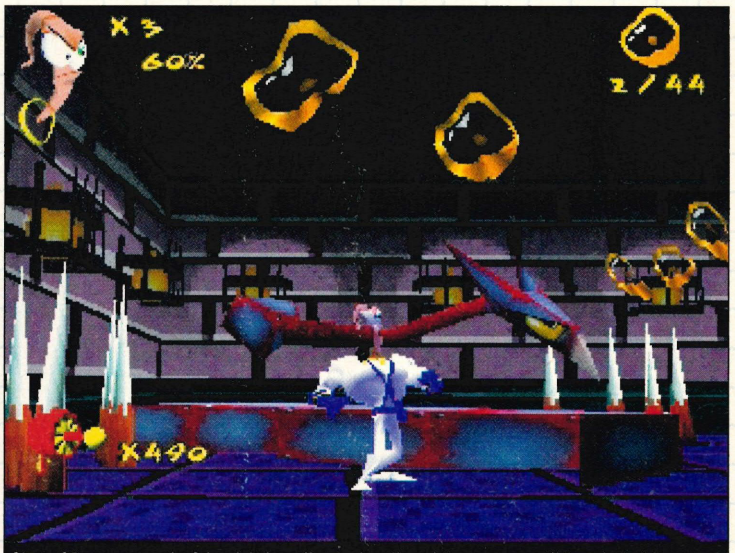
Blueprint

Publisher: Interplay
Developer: VIS
% Complete: 70%
Exp. Release Date: September
Origin: Scotland
No. of Players: 1

SOFTOGRAPHY

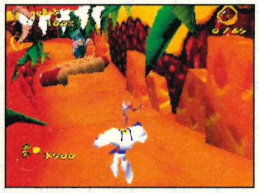
This is VIS Interactive's first PlayStation game

[Above] A world made of hot dogs, cherry pie and pizza may well be your idea of heaven, but here the chilli sauce is so hot it could cook you alive and the king of rock n' roll is in dire need of your help!



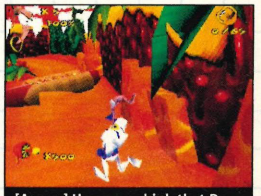
[Above] Recover enough of the globular yellow brain cells and the next area will be unlocked for you to explore. Watch out for disco dancing zombies, possessed record players and the odd bad pun.

The concept of controlling the main character in a video game who is unconscious until the last moment doesn't seem like plot-line perfection, but *Earthworm Jim 3-D* gives you the chance to do exactly that. Of course, all is not as it seems and *EJ3-D* looks like being Jim's most outrageous platform-action-comedy ramble of the lengthy series. The new ideas come from a new developer, VIS Interactive, and we paid a visit to the VIS staff in glamorous Dunfermline, Scotland where they were working away like soldier ants, busily trying to prepare a stable version of the code for display at the E3 software show (only a week away at the time).

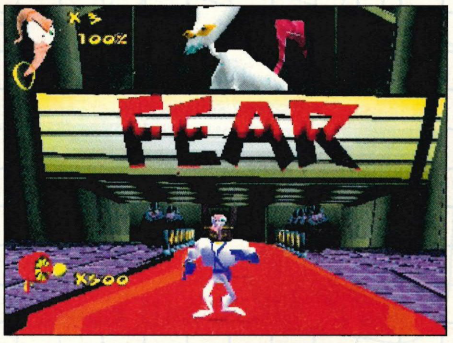


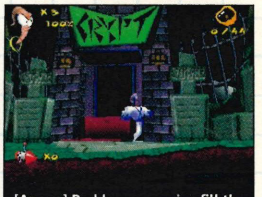
Bug Eyed

Although he has journeyed through some insane locations in his previous adventures, you've never seen anything quite so deranged and perilous as the abstract wasteland of Jim's own psyche. The unusually amusing introduction sequence, a Bond parody that's so much Bond it may have to be omitted from the final version of the game, ends with a tragic accident that knocks Jim out for the count – a live cow lands on his head from a great height. If you've ever seen the cartoon on television you will be aware that this kind of thing is fairly routine in the life of this superhero invertebrate. Now trapped in a coma,



[Above] Hopes are high that Dan 'Homer Simpson' Castelaneta will record all of Jim's amusing quips before release. Woohoo!





[Above] Bad horror movies fill the Fear section of Jim's brain, so there're some very scary things going on in here. Be afraid etc.

"Earthworm Jim 3-D looks like being Jim's most outrageous ramble of the lengthy series!"

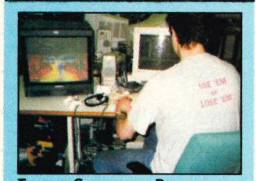
[Above] These sickly hued dancers are almost certainly inspired by many nights out gulping down a peculiar green cocktail that is one part lemonade, three parts aviation fuel. Those VIS guys love it.

[Above] Just like when a real actor trains for a special role, the 3-D artists working on Earthworm Jim 3-D had to make him bigger and meaner looking so he didn't appear weedy in three dimensions.

[Above] It's a case of bowling for your life in this decidedly odd boss level. A finite number of bowling balls and an erratically moving target don't help things, but it's all in the name of justice.

[Above] Wedging some of the more elaborate levels into the PlayStation's comically tiny two megabytes of memory was entertaining the programmers at the time of our visit. But they were doing pretty well.

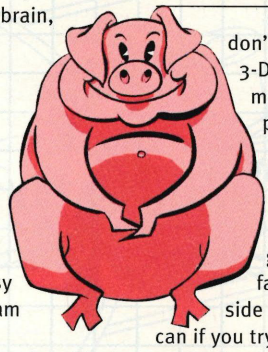
HE MADE THIS



This is Software Developer Gary Ushaw, who we broke in on during our tour of the VIS Interactive premises (an ex-maternity hospital, by the way) and rudely asked a bunch of abrupt questions about his game. What he's working at there is the £10,000 PlayStation development kit that features an eight Megabyte PlayStation card embedded in an illegally powerful PC.

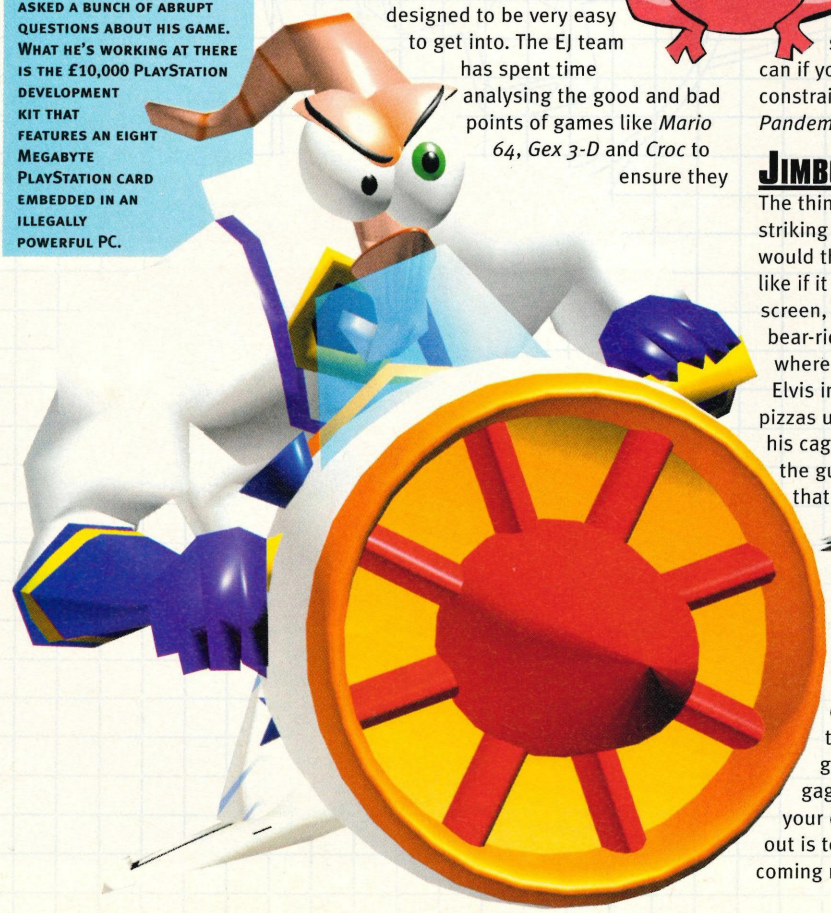
superhero invertebrate. Now trapped in a coma, Jim finds himself wandering through his own mind. Damage caused in the accident has messed up the six most fundamental areas of his brain, so you must visit them and put everything back the right way.

Worlds such as Fear and Happiness all hold around five levels each of three dimensional platform fun, and even though there's a horde of new weapons and abilities to get to grips with, *Earthworm Jim 3-D* is being designed to be very easy to get into. The EJ team has spent time analysing the good and bad points of games like *Mario 64*, *Gex 3-D* and *Croc* to ensure they don't repeat any classic mistakes of the 3-D platform game. For a start, they've made sure the aggravating camera problems, where the player has to worry about directing the camera just to see where he's heading, are totally absent. Likewise, control of Jim has been amended to make the game play flow more – it's actually fairly difficult to jump off the screen side of a platform into infinity, but you can if you try, so movement is still not as constrained as something like *Spider* or *Pandemonium*.



"As with the older *Earthworm Jim* games, the humour is a large part of the experience..."

[Above] The bulging muscles of Jim's famous suit become essential in *EJ3-D*. There's a lot of hard, if bonkers, work to be done.



Jimbo

The things you get up to are all the more striking for their 3-D appearance. What would the pig surfing level (yes!) look like if it wasn't played directly into the screen, in a *Crash Bandicoot 2* polar bear-riding style? Or the boss level where you have to free a mumbling Elvis impersonator by feeding him giant pizzas until he gets so fat, that he breaks his cage – perfect for 3-D! Features like the gun which fires sets of false teeth that chatter and hop around you until they find a wall or other obstacle they can gnaw through also look great.

As with the older *Earthworm Jim* games, the particular brand of humour on offer is a large part of the experience. There's no denying that it comes across better than before with the crisp new look, but will *EJ3-D* be so good that you can look past the fart gags and comedy weapons if they're not your cup of tea? The only way to find out is to look for our full review in the coming months.

100% PlayStation 0% fair

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WORLD CUP '98

PLAY magazine Issue 36 1998

Written By Tom Sargent

THE BIGGEST LICENCE, A MIND-BLOWING INTRO AND MORE TRIMMINGS THAN A WEDDING CAKE. IT'S GOT TO BE EA'S *WORLD CUP '98*, COME TO TAKE SOME GLORY...

Using history

As an example, EA could have released *World Cup '98* (*WC '98*) with ZX-Spectrum graphics and it would still sell inordinately high numbers of copies, such is the pulling power of the licence. For the World Cup itself, the powers that be has decided to drop the FIFA name, but judging by pre-sale orders, it's going to be another bumper year on planet EA. As long as they don't release *World Cup '98: The Plane Journey Home* to round off the series, then that's OK by us!

It's easy to be cynical, because at first glance *WC '98* strongly resembles its predecessor, *FIFA: Road To The World Cup*, but there are enough improvements here and there to make it a stand alone product. It still isn't the best footie game however; that accolade goes to the seminal *World League Soccer* from Eidos. Where it really excels is in the front-end presentation – short of actually attending the competition itself, *WC '98* drenches you in a carnival extravagance.

I Get Knocked Down

From the tub-thumpingly addictive music and ultra-slick rendered cut-scenes featuring the playful antics of 'Footix' – the Official World Cup mascot – to the multifarious options screens, the presentation is almost flawless. Every conceivable detail down to the hair of each player is there to be toggled, making this the most complete football package ever. More importantly though, how does the gameplay match up to the competition?

It's certainly better than *Three Lions* in every department, but lacks the fluidity and total enjoyment factor that *World*

PLAY information

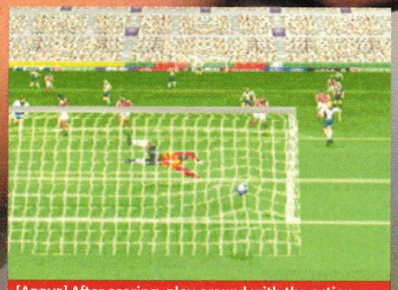
Publisher: Electronic Arts
Customer support: 01753 549442
Price: £39.99
Release date: Out Now

[Above] Choose from three different modes of play – World Cup, Training, Penalties, or Friendly.

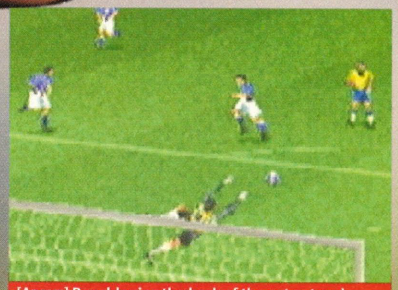
[Above] Love him or hate him, 'Footix' introduces every section of the game.

[Above] Watch the squads file out onto the pitch. This is almost telly quality presentation – they even limber-up before a match. It all gets you in the mood for some serious footballing action.

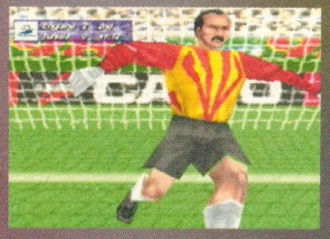
[Above] Shearer lets one fly into the top corner. You can set the game to always shoot on goal, but you don't want to do that, do you? [Inset] Accident or aggravation? Ref!

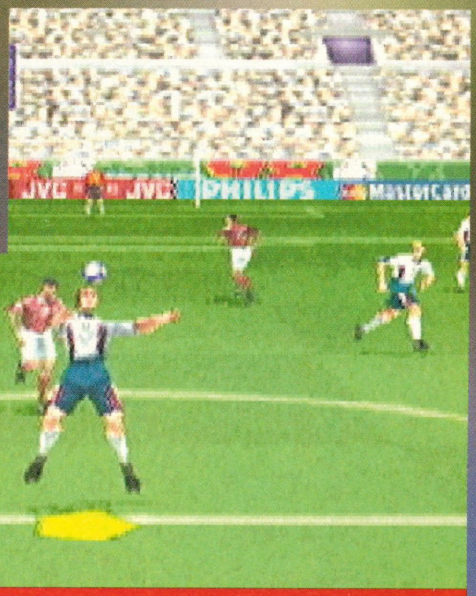


[Above] After scoring, play around with the action replay to capture the best angle and crow on.

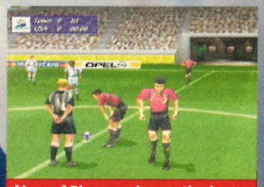


[Above] Ronaldo rips the back of the net out and leaves the 'keeper with no chance.



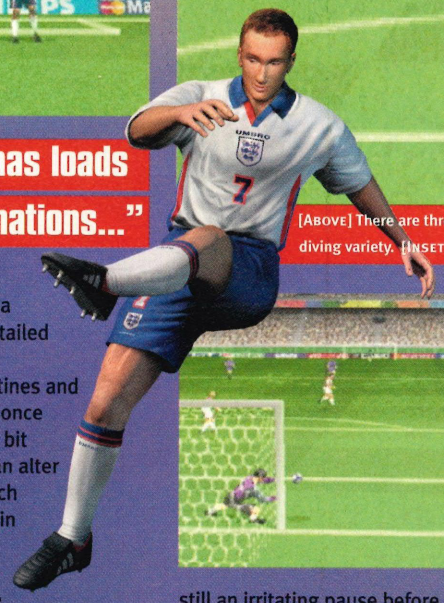


[Above] There are three ways to head the ball – to feet, across goal to another player and the diving variety. [Inset] The Tunisian goalie is non too chuffed with his performance.

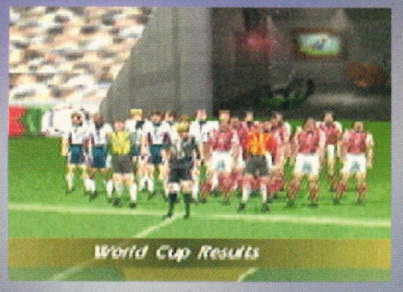


[Above] Players who are tired show visible signs, they even look around at their opponents.

"Each player has loads of detailed animations..."



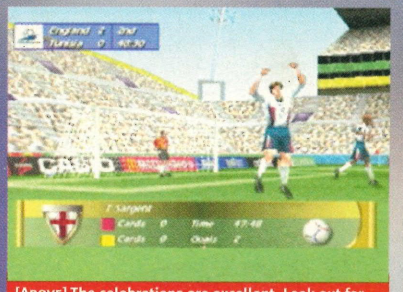
League Soccer oozes. Although each player has a multitude of extremely detailed animation's, both in the entertaining warm-up routines and the on-field shenanigans, once the action starts it's still a bit jerky and lethargic. You can alter the speed of the play, which improves things to a certain degree, but evidently something had to give and, unfortunately, it's the smoothness of play. The range of little touches and moves is amazing though, and it'll be a fair-old while until you are able to master them completely.



[Above] The goalkeeper AI is very impressive in *World Cup '98*, as this fine punch out demonstrates.

Can You Kick It?

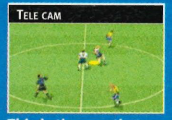
There's still that niggling feeling that the players are wading through glue when pulling off certain moves. The one-touch passing works without any problem, but hold down one of the shoulder buttons to activate the new Skill mode and there's still an irritating pause before the move you want to do actually happens. This is forgivable to a certain extent, but it means that you have to anticipate opponent tackles instead of using counter measures when they actually happen. The way you can build up attacks is impressive, as are the formations that can be toggled instantly thanks to the In-Game Management (IGM). Before each game, you can select three different strategies from a menu, so if you're getting a bit of a pasting, the team can



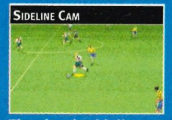
[Above] The celebrations are excellent. Look out for group-hugs, pile-ups and piggy-backs!

Big Picture

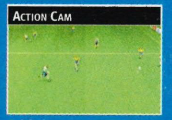
There's eight ways to view the turf-side action.



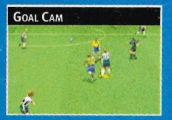
Tele cam
This is the way that you would watch it on the telly.



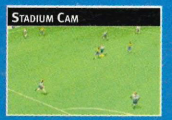
Sideline Cam
The classic sideline perspective is still as popular today.



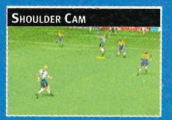
Action Cam
A high up perspective taking it all in, good for *Sensi* fans?



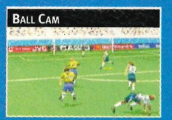
Goal Cam
A great up-and-down angle which shows all the goal-mouth action.



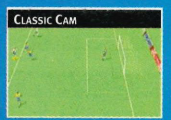
Stadium Cam
A high up isometric view. Another favourite capturing all.



Shoulder Cam
A closer-in isometric view. Looks especially good in replays.



Ball Cam
Really close-in, follows the course of the ball. Tricky to follow...



Classic Cam
The all-seeing high up view and one of the best to play.

BEAT THE RETREAT

BEATING THE LAST LINE OF DEFENCE IS ALWAYS THE HARDEST THING TO DO. HERE'S A FEW MOVES THAT MIGHT HELP YOU...

Flick. Great for beating the player whose rushing you.

Lateral. An Excellent dodge to use against sliding defenders.

360 Spin. The best way to shield off standing challenges and keeping going.

Change Direction. A neat turn which is crucial to time well.

Fake. Makes your player dribble more cautiously and pull fakes.

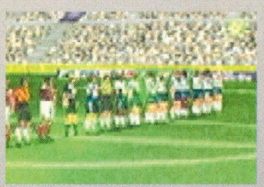
Step-over Nutmeg. Hold L2 + R1 to fool the defence

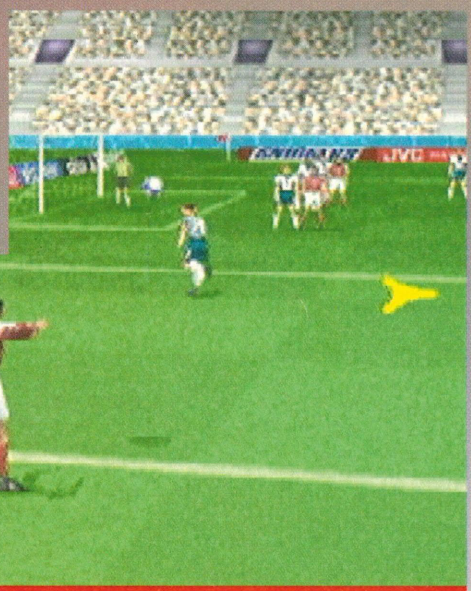
Double Step-over. Hold R2 + R1 to pull off a 'Peter Beardsly'.

Dive. Very underhand, but a great idea! Deliberately fall and sucker the ref.

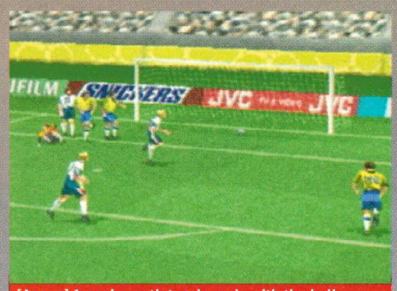
Jump. As defenders dive in, time this right and you'll avoid contact with him.

[Above] You can tweak your team from formations right down to names, hair and aggressiveness.





[Above] For throw-ins, corners and free kicks, the camera zooms in to capture all the action. [Inset] Players can pull off a multitude of different moves depending on where they are standing when they receive the ball.



[Above] A goal-mouth tussle ends with the ball dribbling into the Brazilian net.

[Above] To show all of the ten stadiums, start a friendly game and flick through them all.

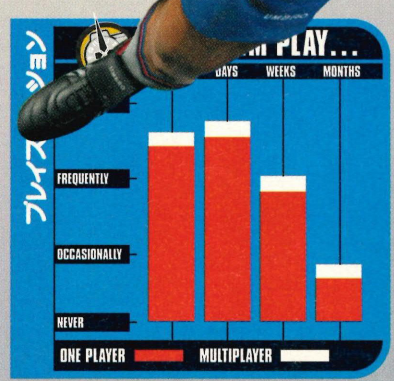
"WC '98 drenches you in carnival extravagance!"

be arranged in a more defensive way. Some of the new skills available are so cool, they'd make Gazza weep (again). Beating that last line of defence has never been so much fun thanks to the 360 spin, lateral, double step-over and fakie...

GOOOOOAAAAAALLLLLL!

If you've got more flash than a man in a raincoat, try out a rainbow kick and then bicycle kick for goal – tougher to pull off, but looks fantastic. Further excess comes in the form of a quartet of BBC commentators, both past and present, including 'Chrissy' Waddle and Kenneth 'They think its all over' Walthamstow, and there's even a cool trivia game to counter the chronically-long loading times between matches.

All 32 teams are in there, plus a few special 'guests', namely Sweden, Australia and The Republic Of Ireland. Referee strictness and handicapping are available too – meaning that if your favourite team is South Korea (unlikely), they will play to the same standard as Brazil (equally unlikely!). *WC '98* is a formidable package, offering more than enough information and incredible attention to detail to keep the most excitable punters deliriously happy. It's certainly quicker, but the game engine still struggles to cope with all those bit-mapped kits and exuberant animation's. EA's best effort to date and a worthy addition to the series.



PLAY

LOOKS	9
SOUNDS	9
GAMEPLAY	8
VALUE	9
HEADERS	8

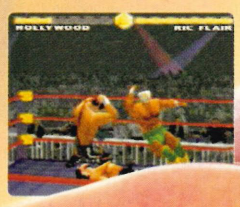
86%

EA's best effort to date

Alternatively:
World League Soccer 90%
Three Lions 80%

Any problems, ask your Agony Uncle.

WCW NITRO



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- 30+ special moves per wrestler and signatory taunts •
- 3 modes of play and awesome tag-team action •
- Actual ring announcers and "run-in" characters disrupting the action •
- Numerous hidden characters including managers and female wrestlers •

www.WCWwrestling.com

www.thq.com

THQ

PlayStation

OUT JUNE

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WRECKIN' CREW

TELSTAR HAS FOUND THE FORMULA TO CREATE THE BEST PLAYSTATION 'KART' GAME EVER.

Written By **Tom Sargent**

Jeez, is it really a year and-a-half since we previewed *Wreckin' Crew*? After one of the longest gestation periods ever, it's finally sitting pretty in one of the office PlayStations and it's been well worth the wait. It looks a bit like a cross between *Mario Kart* and *Diddy Kong Racing* – a kind of Whacky Races for the 90's. As you zip around the beautifully-detailed courses, you can't help but admire the attention to detail on the multicoloured backdrops and the variety of things happening on screen at once. It's mayhem out there and it takes a few races before you get used to the tight bends and fiendishly placed pick-ups.

If you don't make good use of the diverse range of power-ups, one of your seven deranged opponents will. Success depends on the players ability to use weapons and power-ups (nitros, teleports, shields, repair kits, etc) whilst maintaining the revs. There are five competition cups – 20 different courses in four themed worlds, various two-player split screen options, a one-off arcade challenge and a 'hunt the keys' adventury bit.

PLAY information

Publisher: Telstar
Customer support: 01932 222232
Price: £39.99
Release date: July '98

ONE PLAYER

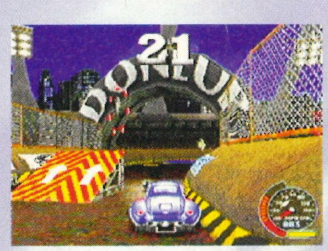
MULTIPLE PLAYERS

SPLIT SCREEN

MEMORY CARD

DUAL ANALOGUE

[ABOVE] The graphics are cartoon-oriented and complement the wacky racing theme. The handling of the cars is just right as well. It may be worth investing in shades though.

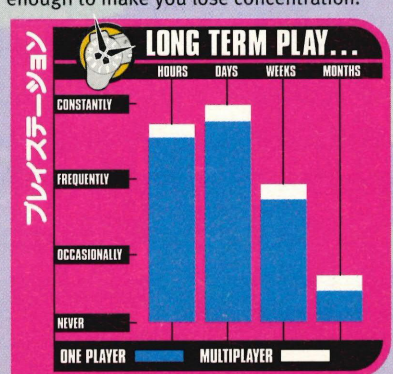


[ABOVE] Each driver has a default weapon and a couple of specials, like this enormous typhoon. You can block enemy specials by holding L1 and R1 together. [INSET] Earn extra bonuses on the stunt track levels.

"The game is crammed with excellent features!"

PITSTOP

Find all four strategically hidden keys and you can take on the secret character, Bizley the Biker in the Challenge Cup. *Wreckin' Crew's* four courses are more crammed with excellent features than Melinda Messinger's bra, and although few in number, offer a fantastic learning curve, secret race areas, shortcuts and switches to activate. One annoying feature is the way your hot-rod changes view when you enter certain sections of the course – it's enough to make you lose concentration.



Technically, the game engine is quick and smooth, the handling is superb and the overall challenge tough. It would have been even better had there been more courses and vehicles to choose from, but each one is sufficiently different to keep you coming back for more. *Wreckin' Crew* provides a fun and surreal alternative to all those real life car simulations currently wowing driving fans. Go on, wreck your lives.

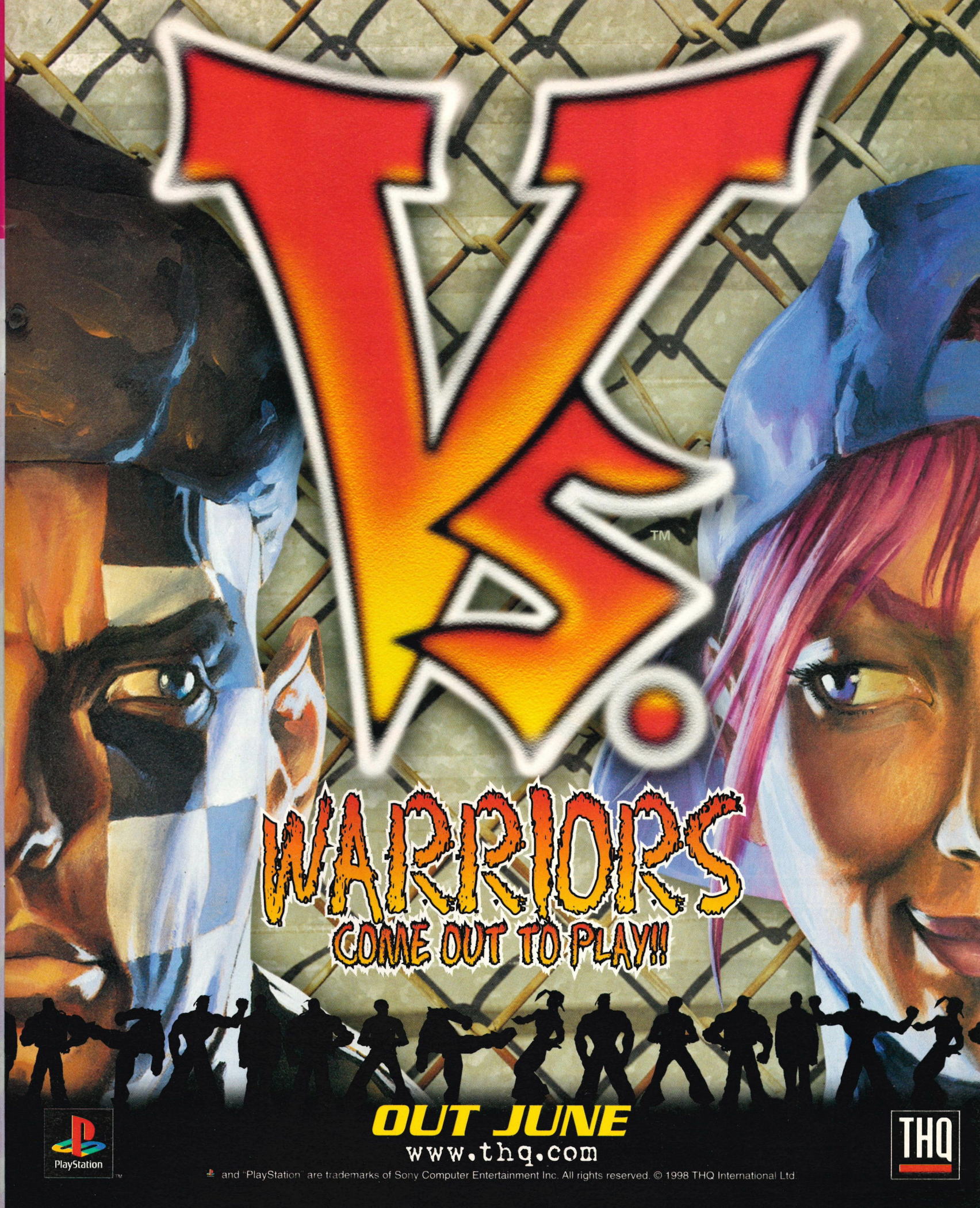
PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	8
VALUE	7
RECOIL	8

83%

Highly addictive *Mario Kart* clone

Alternatively:
Formula Karts: SE 75%
Ayrton Senna's Kart Dual 71%



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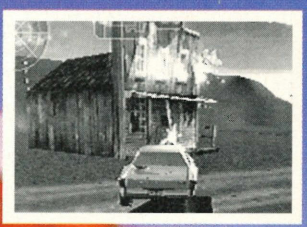
VIGILANTE 8

Written By Graeme Nicholson

PLAY information

Publisher: Activision
Customer support: 01895 456700
Price: £39.99
Release date: 26 June '98

ONE PLAYER | MULTIPLE PLAYERS | DUAL ANALOGUE | SPLIT SCREEN



PLAY CLASSIC

IF YOU LIKE SHOOTING AND YOU LIKE DRIVING, YOU'LL ABSOLUTELY LOVE *VIGILANTE 8*.

We've seen it all.

Appalling NFL football, rancid snowboarding, idiotic wrestling and more. But every once in a while, something special comes along, something innately good. The incredible *Vigilante 8* is one such marvel, a sensational sparkling diamond that is surrounded by hundreds of unremarkable, insignificant rocks.

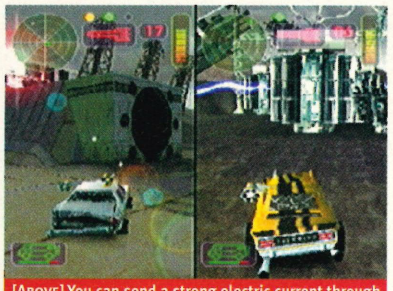
Let's look at the essential building blocks that combine to make the game so extraordinarily playable. Cars? Check! Guns? Check! Women? Check! In fact it's got so many good points it would be impossible for any warm-blooded games player to look at *Vigilante 8* and not lose an important body function such as speech, balance or bladder control.

Battles of immense proportion take place in the five or so states that make up the USA's Southwest, mainly in deserted little towns riddled with dusty tracks and rough terrain. A world-wide oil crisis has forced a confrontation between a group of mercenaries (the Coyotes) who are being paid to terrorise these small settlements as part of an oil monopoly scheme, and a crew of vigilantes who have banded together to protect themselves while the police are busy with wide spread anarchy in the nation's major cities.

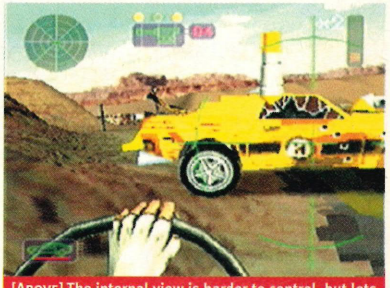
[ABOVE] The agility of many of the smaller vehicles is incredible, making play fast, furious and rewarding.

10,000 VIGILANTE 8 DEMO CDS
Available exclusively to PLAY readers
See page 13 for details...

[Above] The Dual Shock or Dual Analogue pads let you pan the camera around to any angle with one stick while driving with the other. It all looks very cinematic if you do it right, for those truly obsessive game players.

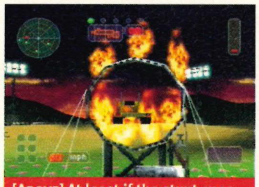


[Above] You can send a strong electric current through the water streams of the dam if you're really good.

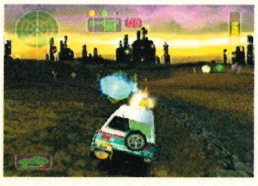


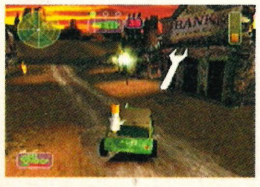
[Above] The internal view is harder to control, but lets you see the other cars in amazing detail.

[Above] Emerging victoriously from yet another battle is nice.



[Above] At least if the stunt goes bad, they'll show it on TV.



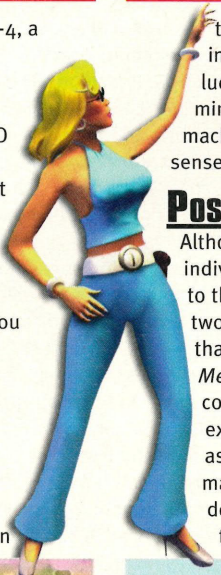


"Fun and thrills by the Winnebago-load!"

Mad Max

From roaring sports cars to greasy RV's, members of each group shoot, bomb, chase and ram each other without leaving their cars in *Vigilante 8*. Within natural looking, characteristic surroundings you can drive anywhere you like in each sizeable town, and destroy absolutely any structure from road signs to hotels. Jump suits, flared trousers, bad hair and 20-year-old cars – everything in the game is based heavily on 1970's styling. Everything that is, except the weapons. When both gangs caught wind of extremely advanced weapons being kept under lock and key at Site-4, a nearby military research plant, they stormed the place. Developed secretly by the government from recovered UFO technology, these are the loveable and versatile arms that make you want to play *V8* until you become physically bonded to the joypad.

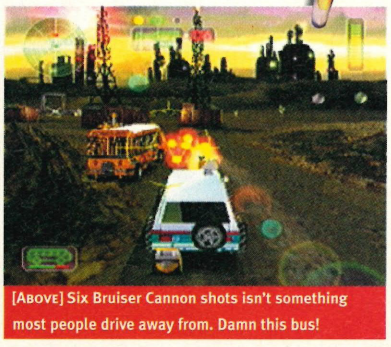
On whatever old automobile you decide to drive to victory, you can affix up to three external weapons as well as your permanently mounted machine gun which never runs out of ammo, although its rate of fire will decrease as it overheats. Found inside buildings, on rooftops, under bridges or out in the open, the alien weaponry is in plentiful supply, which is lucky as you wouldn't last two minutes if armed with only your machine gun along with a keen sense of direction.



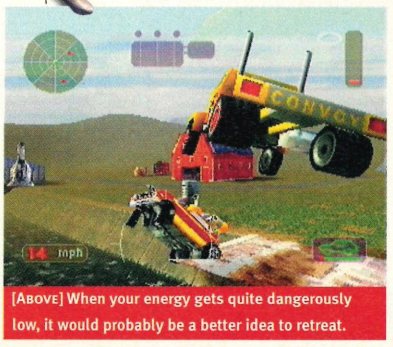
Post Apocalypse

Although there are only five individual systems you can bolt on to the car, they are each capable of two spectacular special attacks that are accessed via *Twisted Metal 2*-style button combinations. The Mortar, for example, can be fired normally as a semi tracking blob of anti-matter that plunges directly down on top of a targeted enemy car,

[Above] Mines are difficult to lay in the path of enemies, but easy to blow yourself up with. Great!



[Above] Six Bruiser Cannon shots isn't something most people drive away from. Damn this bus!

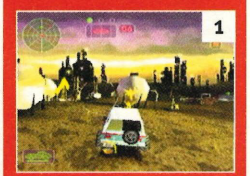


[Above] When your energy gets quite dangerously low, it would probably be a better idea to retreat.

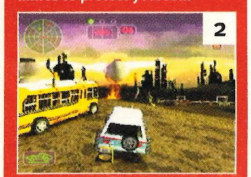
[Above] If the enemy is getting just a little too close for comfort, use the Turtle Turnover move.

UP IN SMOKE

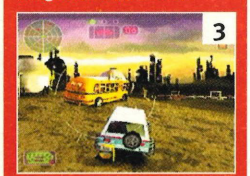
THERE ARE LOADS OF SMART FEATURES TO FIND ON EVERY LEVEL. HERE'S A GOOD EXAMPLE ON THE OIL FIELDS STAGE IN NEW MEXICO. SEE HOW IT'S DONE!



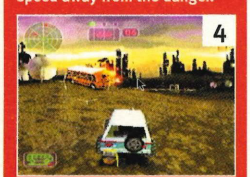
You're being followed by a large predator, but only have dodgy mines to protect yourself.



You shoot out the supports of a propane tank, careful to stop firing when it comes free.



As fast as you can you pull out of the way, reversing at full speed away from the danger.

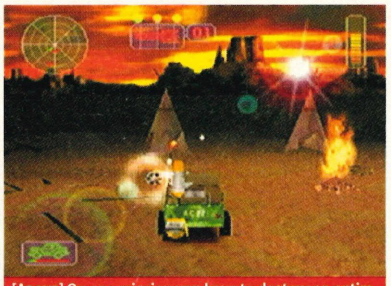


The tank rolls into your pursuer before he gets the chance to avoid it, depleting his energy.

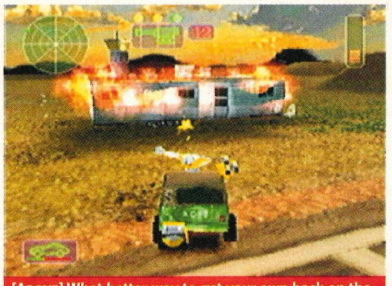
but one special move launches the mortar in a form that doesn't explode but bounces your opponent onto his roof. Another button combo uses up five mortars in a big glowing globule that hits with such force it makes an impressive crater in the ground upon detonation. That's our favourite. Interceptor Missiles can be fired in the usual way as little heat-seeking projectiles, but there's a special move to launch one as a circling red flare to confuse enemy tracking, and a different one that ignites a missile without launching it, giving you a sudden burst of forward speed. Knowing the right moment to use a certain shot, as protection or as an attack, is a rush in itself. And that's before you consider that each car has its own unique special weapon too. Some of the attacks can be used as finishing moves, a la *Mortal Kombat*, for bonus points! So, even though you can have fun with *V8* immediately, there's a lot to learn once you get addicted.

ANARCHY

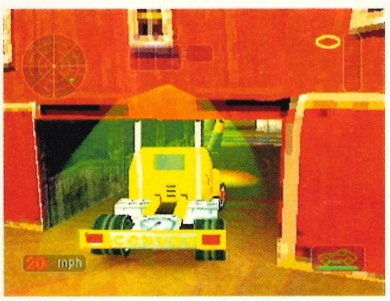
Transparency on the lighting effects, vapour trails, light sourcing, even incredibly detailed visible damage on all cars as they begin to fall apart. It's easy to see what has been achieved technically with *Vigilante 8* as well as the intense game play it offers.

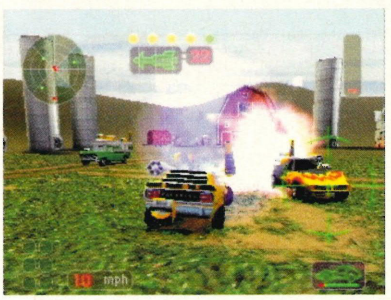


[Above] On one mission you have to destroy an entire Native American reserve, complete with tee-pees.



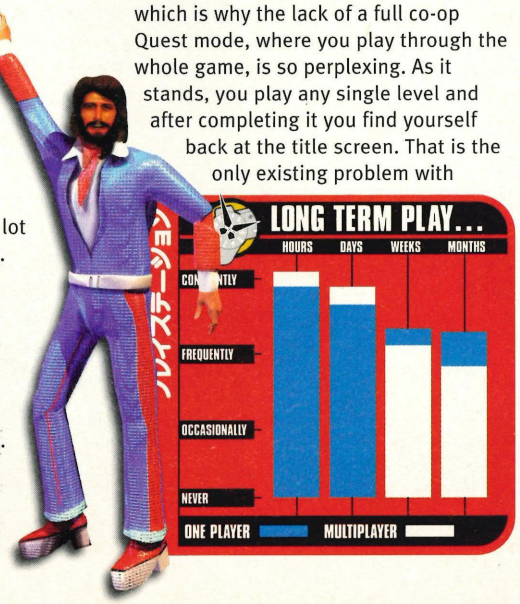
[Above] What better way to get your own back on the white trash? Blast those trailers apart!





"Playing in co-operation is ballistic bliss!"

The game also has a split screen mode, which does actually slow the frame rate down a bit, but the fun and thrills still come by the Winnebago load! Facing off in a Versus game or, better still, playing in co-operation against a pack of computer cars is ballistic bliss. In fact, it's probably the game's best mode, which is why the lack of a full co-op Quest mode, where you play through the whole game, is so perplexing. As it stands, you play any single level and after completing it you find yourself back at the title screen. That is the only existing problem with *Vigilante 8* though. The bulk of the game is perfect, filled with amazing graphical effects and heaps of extremely neat features. There are big secrets to be found to keep you coming back, secret characters to unlock, ending movies to see and hours of top grade, premium quality game play. All things considered, *V8* certainly deserves pride of place in your collection.



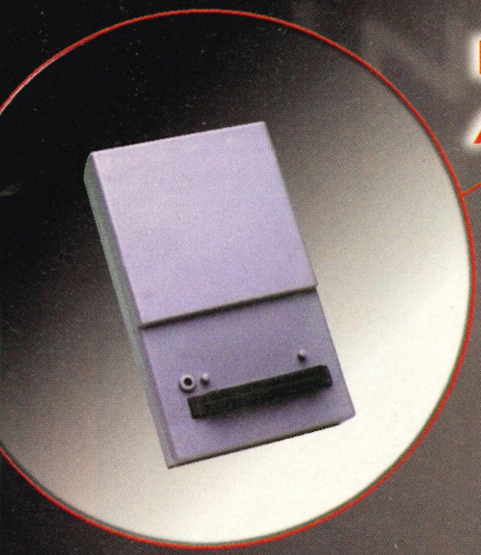
PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
CARNAGE	10

94%

Big guns, huge explosions, gigantic appeal!

Alternatively:
Twisted Metal 2 88%
Carmageddon October '98



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PREMIER MANAGER '98

WE'VE ALL THOUGHT THAT OUR WORSHIPPED TEAMS COULD PERFORM BETTER, WELL NOW'S OUR CHANCE TO PROVE IT!

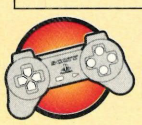
Written By Paul Morgan

You're standing on the terrace of your favourite team, and for one instance you say to yourself: "I could do a better job at managing the lads." And who knows, maybe you could – unless you're a Spurs fan, then, who couldn't?

Actua Soccer creators Gremlin has finally come up with the goods to supplement the large number of us who have craved for years the opportunity to take our favourite team to League and Cup glory – and grow a few grey hairs in the process!

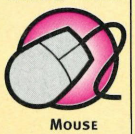
PLAY information

Publisher: Gremlin
Customer support:
01142 753423
Price: £44.99
Release date: June '98


ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD


MOUSE

DUAL ANALOGUE

BEHIND THE SCENES

Using the '97–'98 season statistics, *Premier Manager '98* hands you the opportunity to manage any team from the Premiership or Nationwide divisions. There are two ways in which to start your career in management: Manager – select any team within the four divisions; or Career – choose between ten pre-set teams with seasonal objectives. Although the Career option is a nice touch, it's only really enjoyable once you're sick to death of managing your own team – which, let's face it, won't happen often.

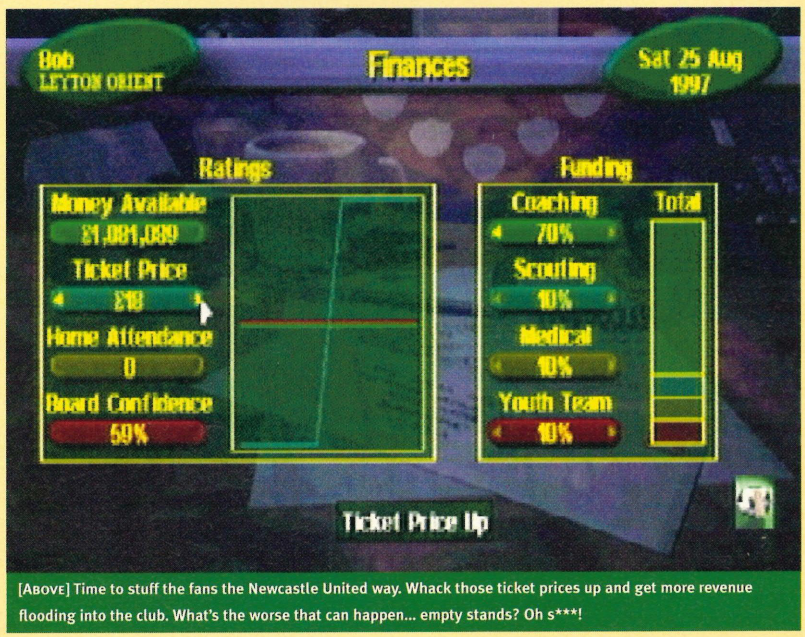
Before you pick your team, each one is rated in stars so if you're not already sure about the team, you know what you're getting yourself into. Once you've taken the plunge and chosen your team, it's time to get to work. If, unlike the bigger teams such as Manchester United and Arsenal, you find that your funds are sparse, then a glance at your finances are in order. Whether you feel your team should spend more money on coaching and less on the youth program, it's up to you.

Once you've balanced the books as well as El Tel, it's time to look at your team. Perhaps a clear-out is in order, or maybe just one or two world class players could make the team great again. With comprehensive statistics on over 2,700 professional players, you can literally

[Above] The once pleading cries of "Sutton for England" have now been forgotten.

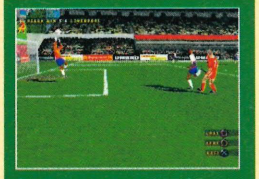
[Above] The brilliantly-implemented *Actua Soccer 2* engine lets you watch the highlights from each match as if you were actually there on the pitch. It's tense stuff and has led to a few stomach ulcers in the office!

"The best management game on PlayStation..."



[Above] Time to stuff the fans the Newcastle United way. Whack those ticket prices up and get more revenue flooding into the club. What's the worse that can happen... empty stands? Oh s***!

FAMILIAR?

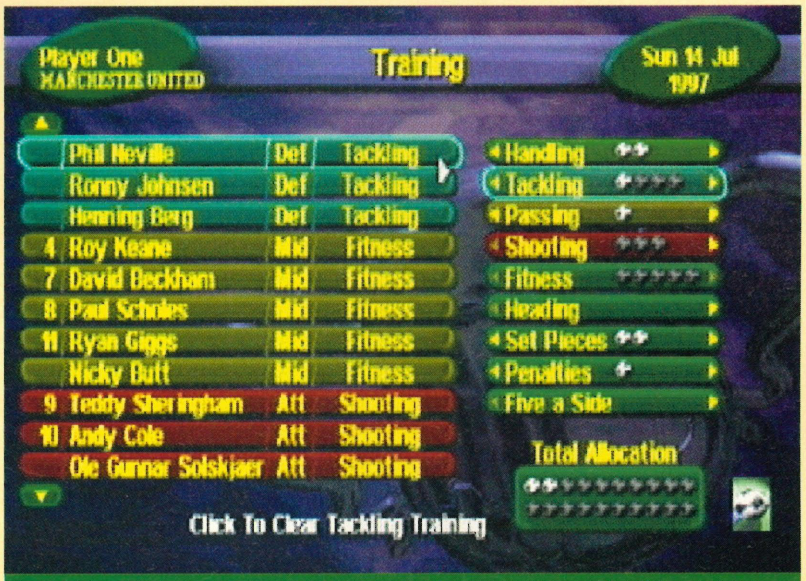


After the success of *Actua Soccer 2*, and the news of a third, it's not surprising to see *Actua Soccer 2* making another appearance in one more of Gremlin's top footy games. Using the game engine for the highlights, and old Bazza Davies for the commentary, this boosts the appeal of an already popular footy management game even further. The mixture of menu after menu is split up rather well with these exciting highlights. Next step, top footy game that you can control and in-depth managerial on the side. What a prospect!

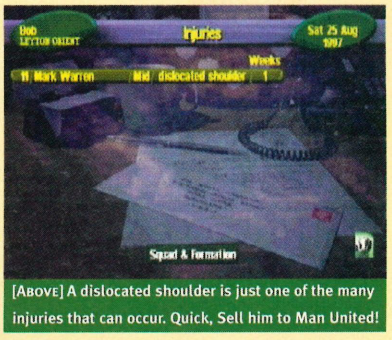
[Above] It's always important to give your team a warm-up before the League starts.

[Above] Don't let the players dictate their demands, they get paid way too much as it is. Let them stew!

[Above] Psst! Readers, this reviewer was born in Bournemouth, but supports Man U, twisted or what?



[Above] Being a responsible manager, you must set about sorting out your players training. If they aren't up to scratch, get them sweating it out on the training field. If that doesn't work, lower their wages (insane laughter!)



[Above] A dislocated shoulder is just one of the many injuries that can occur. Quick, Sell him to Man United!

[Above] After each match you can check-out the league standings, as well as the best players and top scorers.

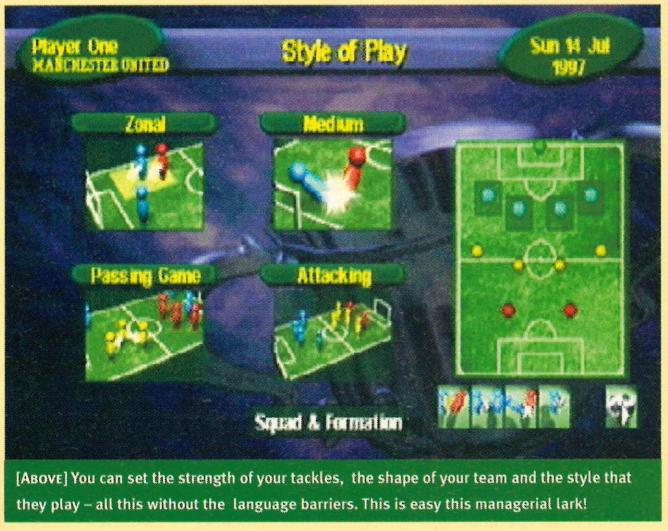
[Above] With that hard-earned cash, perhaps it's time to scout around for new talent.

spend hours looking around for that special Messiah to turn it all around.

As you'd expect, there are a variety of team formations, tactics, defensive, offensive and overall styles. You can even set your team to tackle like a bunch of luxury continental fairies, or the classic English way that is hard as nails! Each player has a set of his own statistics, which tells you about his heading, shooting, passing and other abilities. If a player is weak in one area, then you can set them training to improve it. As well as these essential sources of information, you can keep a track of your player's penalty points, injuries and goals scored.

Grey Hair Moments

When you're happy enough to compete, it's onto the good stuff. You're given two options before each match: watch the statistics of the game as it is played; or go straight to the Highlights. Like the old Spectrum 48K favourite, *Football Manager*, you can watch all the best bits of the game, just like *MOTD* – only without the annoying Alan Hanson and chatty sidekick Trevor Brooking. This is presented very well thanks to the inclusion of the *Actua Soccer 2* engine. The highlights wouldn't be complete without the voice of Bazza Davies (from both *Actua Soccer* sims).



[Above] You can set the strength of your tackles, the shape of your team and the style that they play – all this without the language barriers. This is easy this managerial lark!

Premier Manager '98 is the best footie management game we've seen on the PlayStation so far – although for some die hard fanatics, the game probably won't be quite in-depth enough, perhaps this is due to the PlayStation's memory restrictions. We know though that you won't fail to score with this essential footie management game.

PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●○○
GREY HAIRS	●●●●●●●●●○

89%

Edge of the seat footy management

Alternatively:
Onside Soccer 76%
Player Manager 74%

ROAD RASH 3D

Not an embarrassing medical condition, but a super-fast bike-fest which has a great deal to live up to...

Thwack! Crunch!

Road Rash is clubbed in the face with a 2x4 plank and dragged kicking and screaming back onto the PlayStation after a two year sabbatical. Was it worth the wait?

Weary followers of the series will remember that it began on the Sega Mega Drive and was in essence a motorcycle racing game which allowed you to not just overtake opponents at break-neck speeds, but also smash them repeatedly around the head with a club and then ram their bikes into trees, buildings and oncoming cars. The thrills came from never knowing what was around the next corner or over the next hill, coupled with the constant menace of rival gangs trying to rip you from your KawaNutter ZZR-500.

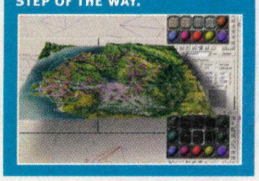
PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £44.99
Release date: June

One Player | Memory Card

Island Life

Road Rash 3D is set on a single island with all 32 levels criss-crossing each other. If you're clever you could work out a short cut, but you're signposted every step of the way.

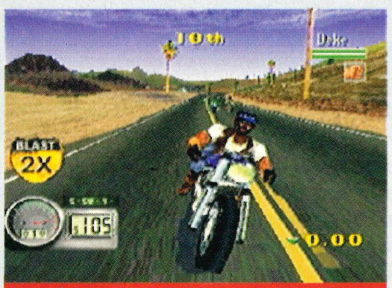


[Above] As the sun sets, a rival gang member swings in for the kill just as you run over the arm of his mate.

[Above] Your clothes change depending on the type of bike you choose. It's all to do with gangs y'see.

Mashed Molars

Road Rash 3D on the PlayStation errs on the side of caution and doesn't tinker with the proven concept. You begin with naff-all money, a poxy bike running on the raw power of a knitting machine, and some tatty leathers. The objective is to try to beat 15 other riders from four different gangs in a road race for cash.



[Above] A new feature in this game is the ability to look behind you. In practice though, every time you do this you end up leaving your fillings in the nearest telegraph pole.

"Treat 'em mean, up goes the gasoline!"

Each gang has a different uniform and type of bike – from Racer and Rat to Sport and Cruiser and these mean machines all have varying abilities when it comes to top speed, acceleration, traction and durability. Remember, this is *Road Rash*, so too many head-on collisions and your steel horse will blow up. Treat 'em mean, up goes the gasoline!

One of the big draws of *RR 3D* is the fact that the all 32 courses are raced on non-standard public roads crammed with dangerous and unpredictable hazards like joggers, drunken motorists, trees, crash barriers and of course, John Q Law, who gives chase relentlessly and is not averse to dishing out some correctional treatment with his night-stick. Course length varies from six to 17 miles of non-repetitive challenging scenery, and another plus is that thanks to the well sorted 3-D engine, you can see for miles, and this makes it easier to judge distance and position your bike on the road.

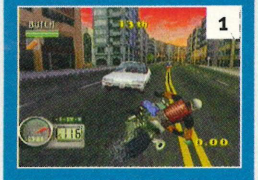
It's violent too. When you start out, you can just use your fists and legs to strike passing riders, but when you're more adept you can actually steal weapons like chains, a club and even a large plank of wood from your opponents. Once heavily tooled you can really begin cutting a

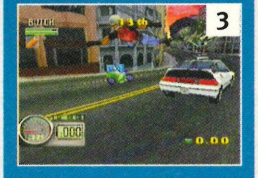
[Above] Foolishly, this cop brought a club to a plank fight. Here we see our incensed biker battering his brains against a wall. Nice.

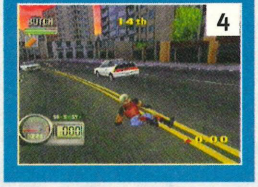
Written By Damian Butt

60-0 IN ONE SICKENING THUD

Road Rash 3D may be a bit whiffy in some areas, but it still delivers the goods when it comes to sickening head-on collisions. You know the feeling. One minute you're haring down a deserted lane nudging a ton, the next you slam head-on into car that appears from a hidden dip in the road. You can't help laughing as your limp body flies through the air, ricochets off the side of a house and then ends up in a crumpled heap. Then, just when you think you can't take any more punishment, a fellow biker or three runs over your crippled torso. Brutal stuff.







[Above] Crash too often and your trusty steel horse will eventually die. It'll cost you plenty, mate.

[Above] High speed pugilism is *RR3D's* biggest draw; with up to six bikes on-screen at once.

[Above] Get knocked onto areas of grass like this and you run the risk of stopping dead for no apparent reason.

[Above] "Back grass! I said back s**thead!" Relieve your favourite moments from *Scum* and look cool.

[Above] *Road Rash 3D* is set on an island crammed with interconnecting routes. In theory you can go anywhere at any time, but these large arrows point you towards the finish.

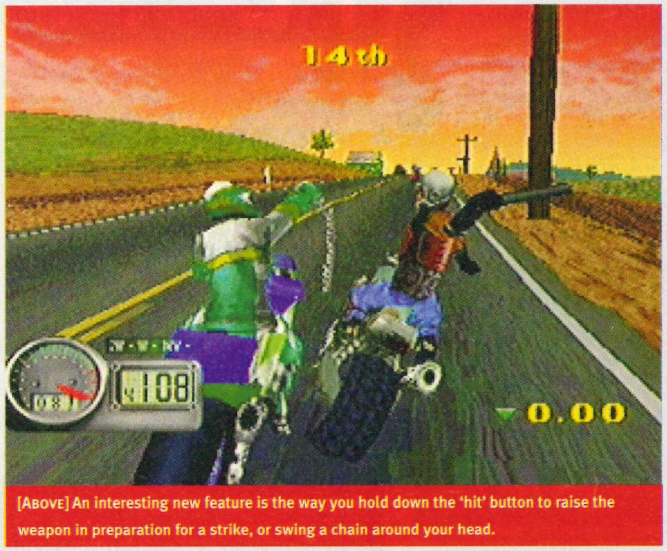
swathe through the gang members in pursuit of that top three finish.

Months In Traction

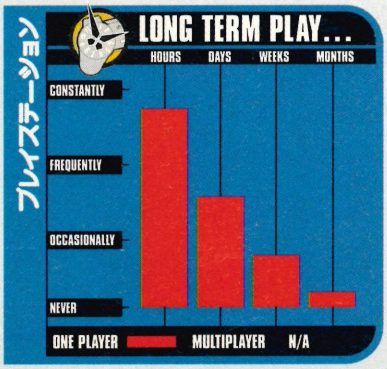
It all sounds promising and for the first few goes it is, but then something really stupid happens and the illusion is shattered. For example, look at the way you come to a complete stop the moment you stray more than a couple of feet outside the play area, despite the fact that moments earlier it let you roam free up an almost vertical cliff face. Graphically, *RR3D* is no showpiece, and in places the blocky scenery and badly defined pedestrian sprites are positively embarrassing. Acceptable when the PlayStation was launched in 1995, but not now.

But the biggest problem with *Road Rash 3D* isn't the atrocious American Atlantic records soundtrack, nor is it the inconsistent collision detection with roadside objects, lack of a replay or two player mode, needlessly flashy FMV, or the fact it takes far too long to get back on your bike after an off. No, the worst thing about it is that if you slow to have a fight and generally enjoy yourself, you lose the race. What's the point of that? The most enjoyable aspect of the whole game, and it's utterly pointless if you want to win.

Road Rash 3D is a great idea. The open routes, ever-present possibility of wanton violence, and fast petrol-driven machines are all the stuff that winning games are made of. However, poor execution and a casual disregard for handling and control makes the end result about as long lasting and enjoyable as having one of your teeth pulled.



[Above] An interesting new feature is the way you hold down the 'hit' button to raise the weapon in preparation for a strike, or swing a chain around your head.



PLAY

LOOKS	7
SOUNDS	4
GAMEPLAY	7
VALUE	6
PLANKS	7

76%

Anyone got a toe-rope?

Alternatively:
Moto Racer 86%
Jet Rider 85%

ADIDAS POWER SOCCER '98

RIGHT! THAT'S IT! IF WE SEE ONE MORE FOOTBALL GAME WE'LL... OH GO ON THEN. PSYGNOSIS IS BACK WITH ANOTHER TIE-IN.

Our fingers are still bleeding from playing the deluge of footie games currently circulating around the office, but still they keep coming. *Adidas Power Soccer '98* (*APS '98*) is the latest evolution of Psygnosis' ongoing relationship with the sports giant, and although it's easily the best in the series, it won't be giving Electronic Arts or Eidos any sleepless nights. The player graphics have never been better, consisting of highly detailed polygons, but the motion capture animations and game engine are still far too sluggish to make this a serious contender. Back heels, 'Gazza flicks', dummies, through-balls, chest-downs and a whole host of other moves make each game exciting and intense, it's just a shame that it looks as though the players are running through wet cement.

The tempo of the game is decent enough and you can stroke the ball around with neat little one-twos and ranged passes, but you never feel wholly confident that the intended pass can be pulled-off quickly enough.

PLAY information

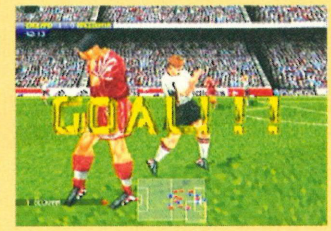
Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £34.99
Release date: June '98

ONE PLAYER MULTIPLE PLAYERS

MULTI-TAP MEMORY CARD

DUAL ANALOGUE

[ABOVE] The Italian striker uses the sprint button to forge ahead towards the Macedonian goal mouth.



[ABOVE] Set pieces are well done. Here, the assembled England 'wall' leaps in unison to try and prevent a well-placed Bergkamp free kick from rippling the back of the net. Good job Seaman's in goal! [INSET] Don't rub it in.

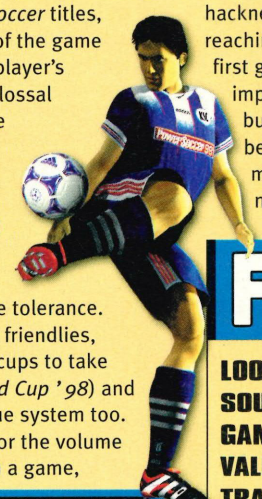
'ERE WE GO... AGAIN

The problem lies with the motion capture itself: when a particular move starts, it goes through the entire animation before the player can attempt another. Grrr! As with previous *Power Soccer* titles, virtually every aspect of the game can be tailored to the player's liking, and there's a colossal 10,000 player database consisting of international and club players. Outstanding! Every option you could think of can be tweaked, from real-time weather to referee tolerance.

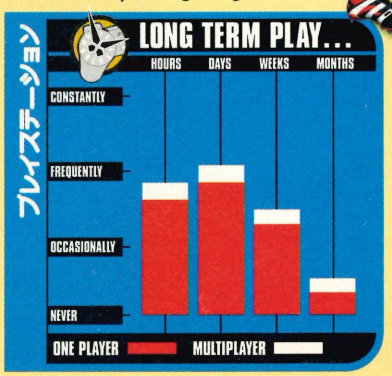
If you tire of playing friendlies, there are a number of cups to take part in (including *World Cup '98*) and a comprehensive league system too. Be prepared to reach for the volume switch when you begin a game,

"Needs a smoother game engine to compete..."

because the authoritative voice of ITV's Brian Moore is back, and boy does he lay it on thick. The spooled commentary is so hackneyed and patronising that you'll be reaching for the sick-bag long before the first game is over. *APS '98* is a vast improvement over previous efforts, but if it's going to compete with the best of the rest, it needs a much smoother game engine next time.



[ABOVE] The best way to score is by forcing the goalie to parry a long-range shot, and then following it up with another shot. Headers from crosses usually test the keepers too.



PLAY

LOOKS	8
SOUNDS	4
GAMEPLAY	7
VALUE	7
TRAXION	7

75%

Fantastic looking, but not free-flowing enough

Alternatively:
World League Soccer 90%
World Cup '98 86%

Written By Tom Sargent

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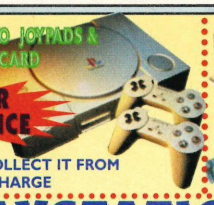

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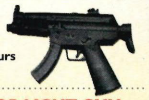

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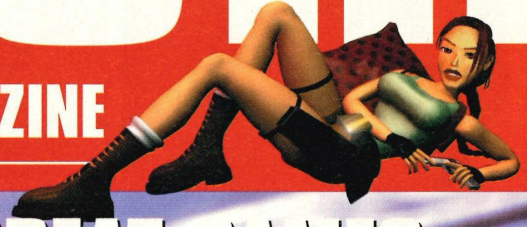

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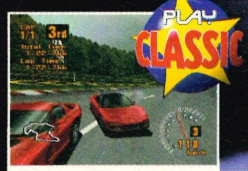

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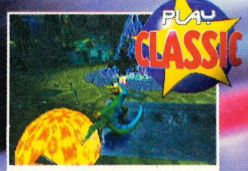
rated 97% in PLAY!



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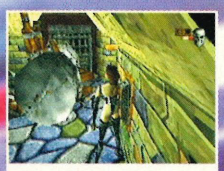
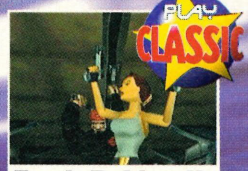


Deathtrap Dungeon 86%

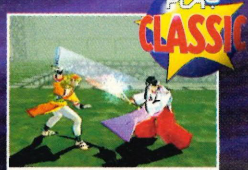


Tomb Raider II
rated 95% in PLAY!

Final Fantasy VII
rated 93% in PLAY!

Abe's Odysee
rated 90% in PLAY!

Formula 1 '97
rated 90% in PLAY!



Bushido Blade
rated 94% in PLAY!

HOTTEST GAME THIS MONTH

GRAN TURISMO

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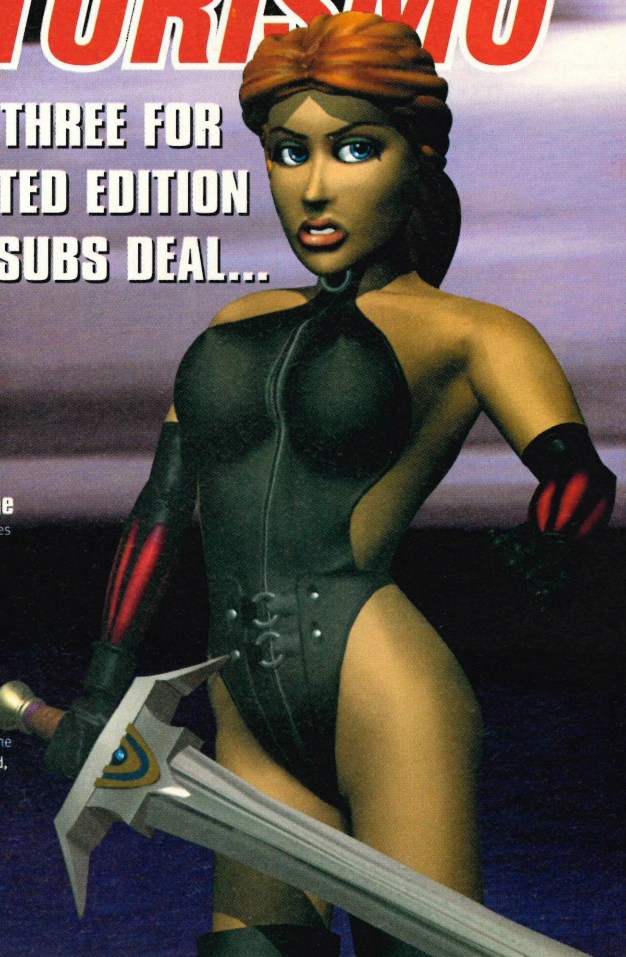

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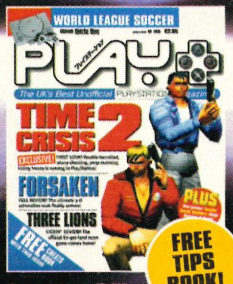

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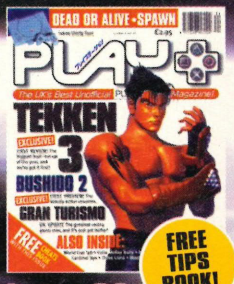

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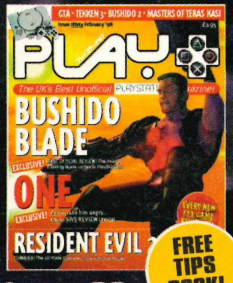

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BUST A MOVE

DANCE & RHYTHM ACTION

Written By Graeme Nicholson

WE'RE NOT GENERALLY A DANCING BUNCH, BUT CLOSET JOHN TRAVOLTAS REJOICE!

Discos? Lycra?

Platform boots? In case you hadn't realised, *Bust A Move* shares only its name with the two bubble-popping reptiles of previous unrelated *Bust A Move* games. This one is much in the same vein as *Parappa The Rapper*, where you've got to tap joypad buttons in time with the music. But on this occasion you are controlling how the on-screen characters shake their stuff on the dance floor. A natural sense of timing is absolutely essential as directions pulse on the display with each precise beat of the backing track and you must end by pressing ● or ×

PLAY information

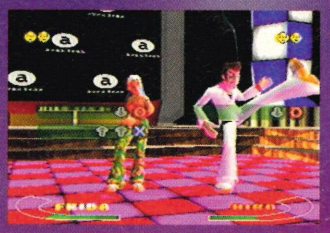
Publisher: Enix
Supplier: Joypad on 01202 311611
Price: £59.99
Release date: Out now (import)

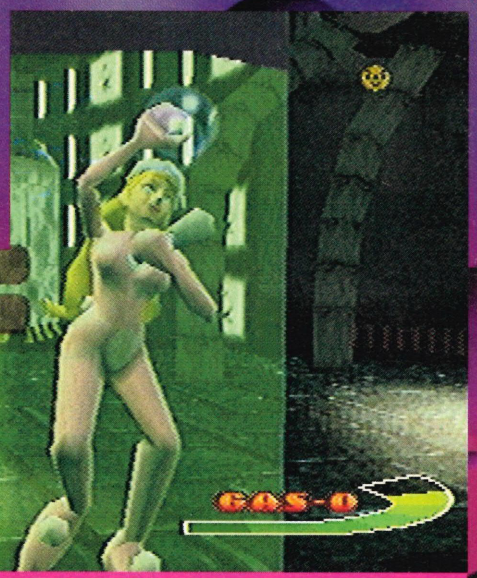
ONE PLAYER MULTIPLE PLAYERS

MEMORY CARD

[ABOVE] Frida goes solo with some minimalist 'mime' dancing. True.

[ABOVE] The last dance floor opponent is Robo-Z, a robot that needs a whole city block to move around in.





[ABOVE] Masked raver Gas-O uses a biological container to trap Kelly momentarily.
[INSET] How on earth do you get your leg that high? It can't be good for the family jewels...

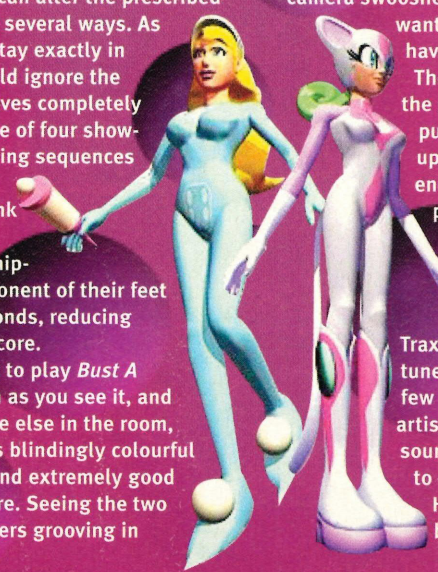
right on the last beat of the bar. With each well-timed boogie you manage, the next set of directions will be more complicated and will offer bigger points if you get it right. However, if you miss the beat it's right back to the school disco shuffle.

WE ARE FAMILY

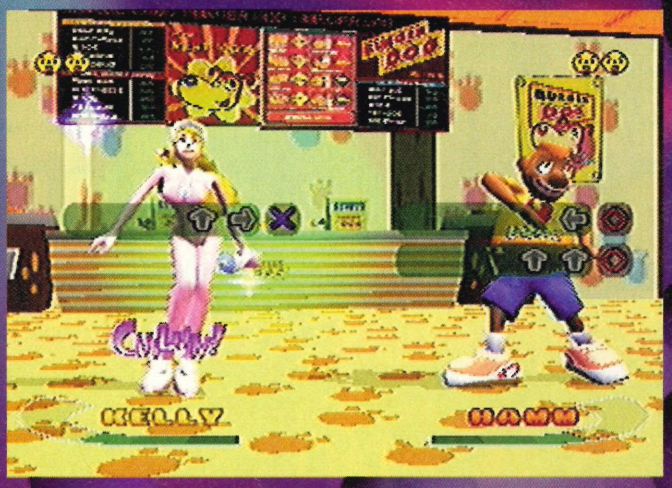
Although the timing is so crucial, *Bust A Move* is actually less strict than *Parappa The Rapper* in other areas. In most cases you get two lines of moves to choose from, and if you've really got the beat you can alter the prescribed commands in several ways. As long as you stay exactly in time, you could ignore the displayed moves completely and go for one of four show-off, high-scoring sequences instead. Or perhaps a Funk Attack that knocks your hip-wiggling opponent of their feet for a few seconds, reducing their dance score.

You'll want to play *Bust A Move* as soon as you see it, and so will anyone else in the room, because of its blindingly colourful appearance and extremely good motion capture. Seeing the two battling dancers grooving in their outrageous disco gear as the camera swooshes past just makes you want to pick up the pad and have a go.

[ABOVE] In his burning pit, Heat unleashes his Funky Fire attack when you were just about to 'work it'.



The sensational quality of the pounding music also pulls you in, with it's upbeat sound and enchanting, quirky vocals put together with a surprisingly professional touch. Japan's biggest dance label, Avex Trax, is to thank for the top tunes as the company let a few of its best known artists record the soundtrack for you to dance to – one song by J-pop idol Hatsumi Morinaga is to be released as a single.



[Above] Each player, human or computer, gets the camera to themselves for a quick solo dance section.

[Above] Dungarees, flared trouser legs... Shorty's cupboard is packed with fashion 'don'ts'.

[Above] They might have spades for hands, but other detail is very high and you won't believe how well they move. [Inset] Tight white suited Hiro gets the glow that follows some well-timed body shakin'.

"Looks good enough to eat and sounds better!"

Stayin' Alive

We have yet to hear what music will be used in American and English versions of the game, if it is released at all outside of Japan. But the tragedy is that, thanks to a bizarre technical fault, *Bust A Move* only runs properly on Japanese PlayStations. Even on blue debugging machines or universal PlayStations, the flashing commands that tell you which buttons to hit run completely out of time with the accompanying music. Pop the same disc back in any Japanese model and the synchronisation is perfect – it's totally bewildering.

The only way to play with any other PSX is to turn the sound all the way down and just watch the flashing symbols to get the correct rhythm, but that is hardly the ideal way to play a disco simulator! If you do have the means to play *Bust A Move* properly, then it comes highly recommended as a crazy party game. It looks good enough to eat and sounds even better! If *Parappa the Rapper* got your foot tapping, *Bust A Move* will get you doing the Macarena on your dining table. All that's left to be seen is how well the Spice licence performs against this corker. Girl power?

PLAY

LOOKS	9
SOUNDS	10
GAMEPLAY	8
VALUE	7
HEELS	8

88%

Get into the groove, dudes!

Alternatively:
Parappa The Rappa 82%
Real Disco Dancing!

TOTAL NBA '98

FACT: *TOTAL NBA* RULES, AND HERE'S THE LATEST VERSION TO REMIND US OF THIS.

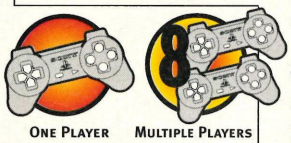
Written By Tom Sargent

It's that time of year again where well established sports sims get their new lick of paint, usually in the form of updated statistics, a graphical tweak and the promise of 'improved gameplay features'. *Total NBA '97* was arguably the best in it's field last year, so this is one update we were keen to put through the mixer. Yes, all of the aforementioned features are in there, but much, much more besides. Take, for instance the revised player graphics – they've got more polish than Mr Sheen and dance around the courts in an unbelievably realistic way.

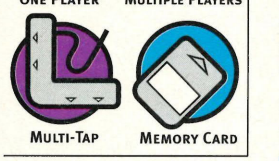
If you're the owner of *Total NBA '97*, we'll cut to the chase and bring you an update of the new features. Most prominent of these, other than the obvious improvement of the game's fluidity, is the way you can now use the 'post-up' system whereby players back up to the opponents hoop. Much more emphasis has been put on blocking and fouling too. In the last game it was much harder to take control of the ball, but this has been redressed and the net result is a more balanced game as far as offence and defence are concerned.

PLAY information

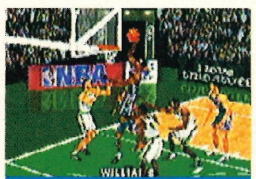
Publisher: Sony
Customer support: 0881 505505
Price: £34.99
Release date: Out Now



ONE PLAYER MULTIPLE PLAYERS

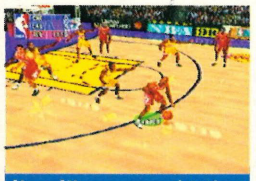


MULTI-TAP MEMORY CARD



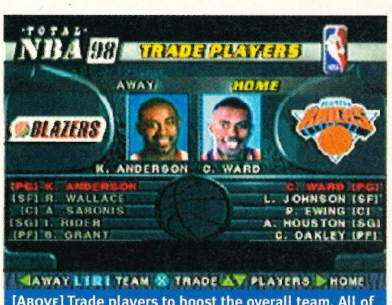
[Above] Doin' the dunks is always the best fun. With plenty of style.

[Above] You've just *got* to create some outlandish players...

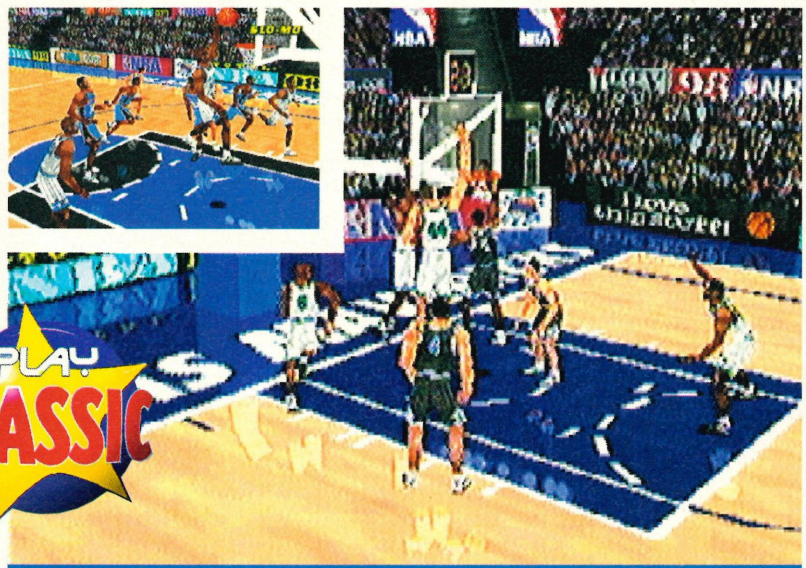


[Above] You can reverse into the opponents for the first time here.

"Graphics have more polish than Mr Sheen..."



[Above] Trade players to boost the overall team. All of the NBA's top stars (apart from Mr Jordan) are present.

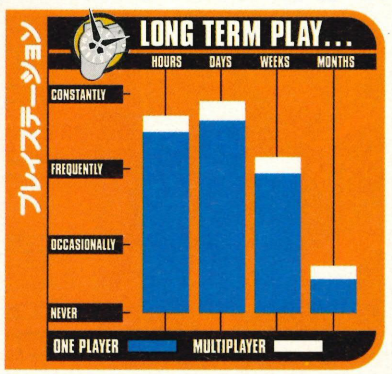


[Above] Blocking has been made a much more integral part of the game and so has fouling the opposition. [Inset] The most spectacular dunks can be replayed in glorious 'close-up-o-vision'. Make your opponent suffer!

PLAY CLASSIC

SWISH

The sublime 'Icon passing' system, where any team-mate can be picked out instantly, has been retained thankfully, as have many of the special moves and shimmies. It's certainly a lot harder to steal the ball than it was before, but this is due in part that the game is far less 'arcadey'. There's an option to play in this way, but the emphasis has certainly been shifted to simulating the sport. As far as options are concerned, you can now create your own players. If you want a seven foot giant weighing in at 380 pounds sporting a red afro and goggles, he's only a few button presses away. Players can be drafted, sold and swapped (Shaquille O'Neal and Kobe Bryant included) to create your own dream team. You can still play in all of the usual modes: Exhibition, Season and of course, the Playoffs. Once again, *Total NBA* delivers the full package and we unreservedly recommend it to first timers and fans alike. In short, the best just got better.



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
GIANTS	9

93%

So good, it walks on water

Alternatively:
Total NBA '97 92%
NBA Pro '98 78%

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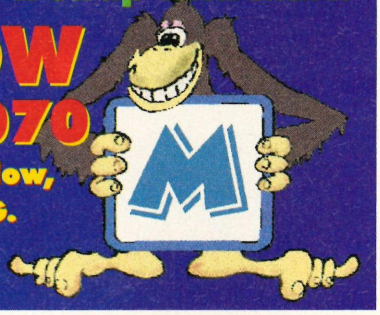

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PLATFORM GAMES ☎08900 308015

Crash Bandicoot 2, Frogger, Tomb Raider 2, Croc, Abe's Oddysee, Gex 3D, Klonoa, Pitfall 3D, Pandemonium 2, Ray Man, Deathtrap Dungeon, Final Fantasy VII, Skull Monkeys, Theme Hospital.

SPORTS GAMES ☎08900 308016

Actua Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, World Cup 98, Adidas Power Soccer, Madden, NFL '98, NFL Game Day '98, World League Soccer '98.

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PLAY magazine Issue 36 1998

EVERYBODY'S GOLF

FORGET PGA AND ALL THAT FMV FLANNEL THAT GOES WITH IT, PICK UP AND PLAY THE BEST GOLF GAME ON THE PLAYSTATION...

Written By Tom Sargent

If you fancy a round of golf without having to wear those stupid trousers or putting up with some pretentious prat questioning your membership to the club after you've just beaten him, you'll love Sony's cutesy game. As with *Smash Court Tennis*, there's been absolutely no attempt to simulate the minute details of the sport – the emphasis has been placed purely on fun, particularly of the multi-player variety. No matter how uncoordinated you think you are, within minutes you've unleashed a 200 yarder and holed your first ball. There is nothing particularly innovative about the gameplay, no amazing new control system or any breath-taking graphics for that matter.

Everybody's Golf is simply great fun to play, and when a few of you sit around the monitor, you need to think of a very good reason to call it a day and turn it off. The graphics, although crisp and smooth are unremarkable, but that hardly matters and meanwhile the physics of the ball's general gameplay features are spot on, making play immediately delightful, as you learn the slick game engine.

PLAY information

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

ONE PLAYER · MULTIPLE PLAYERS · MEMORY CARD

[ABOVE] Before entering a tournament or competition, you may want to practice your putt on one of the mini golf holes. It gives you a good feel for judging the correct speeds for various surfaces. It's also great fun.

TEE-OFF!

Before diving into a full blown Tournament, there's a handy tutorial broken down into beginner, intermediate and advanced lessons. Here players can pick up useful tips on curving the ball, adding top-spin and digest a few little nuggets of information on chipping and putting too. OK, with club in hand, you're ready to tee-off and from the Game Select menu you can choose from one of six modes of play, including: Stroke, Tournament, Match Play, Vs, Training and a Special (which is specially reserved for level five veterans).

Up to four of you can join in the Tournament, or you can choose to take on the pretty-consistent CPU players. To begin with, you are only offered one course, but gain a few experience points and a 'level up', and additional courses are made available. It doesn't really

GET IT DOWN

PRACTICE YOUR PUTTING SKILLS ON THE MINI GOLF COURSE.

[ABOVE] THERE ARE 18 HOLES...

[ABOVE] EACH HOLE BECOMES PROGRESSIVELY HARDER...

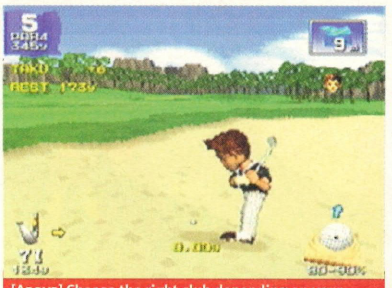
[ABOVE] ALL FEATURE DIFFERENT SURFACES SUCH AS SAND, GRASS AND CONCRETE.

[ABOVE] Even the best golfers end up playing ping-pong with the trees. Ooops.

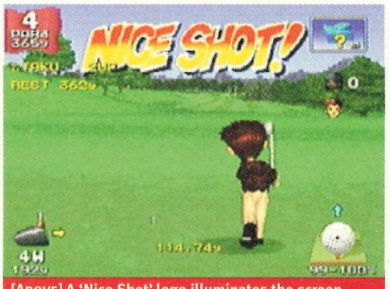
[ABOVE] Streaking lines indicate that you've hit the ball with maximum power.

[ABOVE] To get a more accurate picture of where to play a shot, pull up the overhead view and rotate it.

[ABOVE] If you're not sure where the ball is going to land, try adjusting the height of the fairway view.



[ABOVE] Choose the right club depending on your percentage chance shown on the right of the screen.



[ABOVE] A 'Nice Shot' logo illuminates the screen when you hit a peachy shot.

[ABOVE] The dreaded water! The courses test your ball's swimming ability unless you're deadly accurate.

[ABOVE] When practicing on the driving range, the speed of your shot registers in front of you. [INSET] You know when a shot has been badly miss-hit when a small skull appears on the screen!

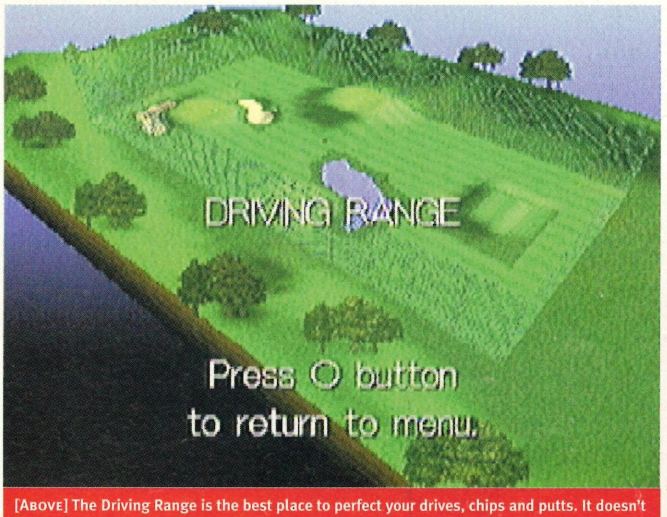
matter whether you play in an Amateur or Pro Tournament, there's something for everyone depending on ability and experience. The game caters for both seasoned players and rank amateurs.

TAKE A CHAIR BALL!

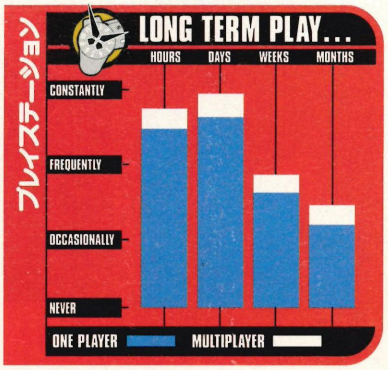
Player animation consists of a few celebratory and dejected gestures besides the usual club swinging antics,

"Captures all the fun without the bother..."

but it's the game's course engine that really shines. After taking a shot, the intelligent camera provides a large range of stunning angles, which can be replayed again and again. It may not be photo-realistic, but such trivialities pale into insignificance after you play it. There's loads of nice touches, such as your player scurrying left and right towards his/her next shot, chunks of turf flying out after tee-ing off, lens flare a-go-go and the ball curling around the rim of the hole before plopping in. Thankfully, there's no annoying spooled commentary to wind you up – Peter Sallis has been well and truly gagged, so the only words uttered are those congratulating you on a particularly good shot. *Everybody's Golf* captures all the fun elements of the sport without bogging you down with reams of boring statistics, whilst maintaining a lasting challenge.



[ABOVE] The Driving Range is the best place to perfect your drives, chips and putts. It doesn't matter how hard or badly you hit the ball, because the whole area is enclosed.



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●○○
BOGEYS	●●●●●●●●○○

85%

Golf's never been so much fun

Alternatively:
Actua Golf 2 80%
PGA Tour Golf '98 63%

VS

Written By Graeme Nicholson

Mean streets, mean people. Fight for your 'hood or die in the process!

The City Of Angels is a huge, dangerous place. In some parts, the violent crime rate is so high the police won't even go there anymore, fearing for their lives. The super fast fights of *Vs* take place in one such black spot. With no official law enforcement in the area, the younger citizens have been forced to look after themselves just to stay alive. From these hardened vigilantes, four rival gangs have emerged who are willing to fight for their own piece of the city – or 'turf' as they call it. With their names cleverly representing which part of town they come from, gangs like Streets, Beach and Campus each have four savage members who are ready to risk life and limb in battle if it will save their patch.

Doing your level best to defend your land with your chosen gang, not to mention unlock the four playable bosses, you pick your way through all enemies in a series of one-on-one skirmishes. Simple three button control (with one punch, one kick and one grab button) lets you get the most out of the characters early on, but it also means coming up with new combinations is rare.

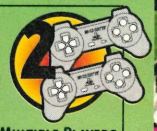
Taxi Driver

A cornea-assaulting cocktail of slick action and blazing special effects flies around the screen during conflict, with quick camera changes to show the vicious grabbing moves close up. You can easily see the big flat surfaces that make up each fighter, but with a good frame rate, light reflection and little swirling explosions for each hit you can see where the rest of the processing power has gone. Although not too detailed, some arenas

PLAY information

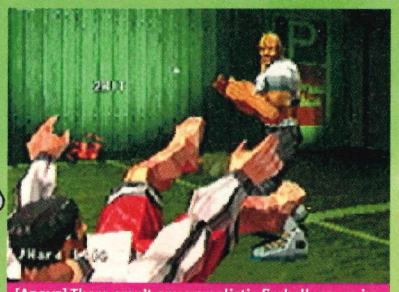
Publisher: THQ
Customer support: 01483 767656
Price: £39.99
Release date: June '98

One Player



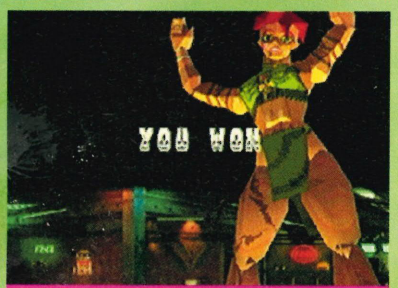
Multiple Players

Memory Card

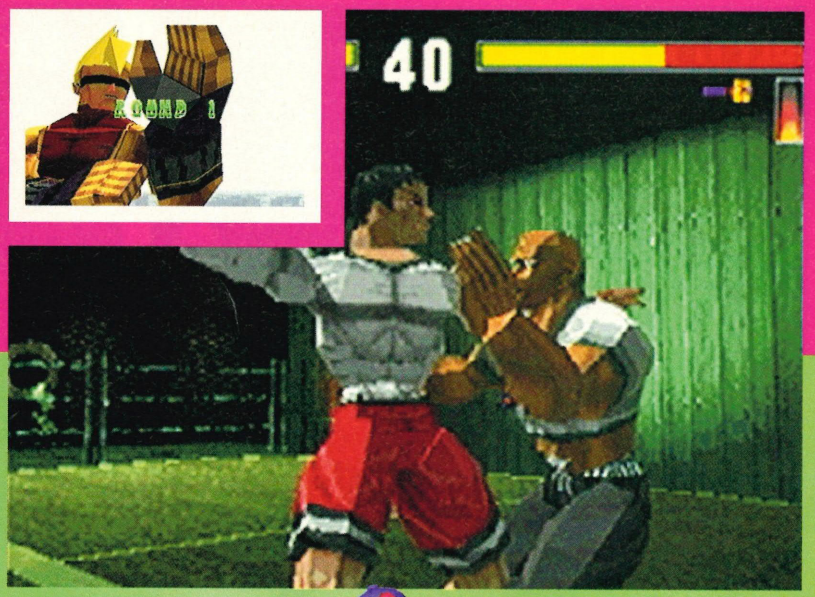


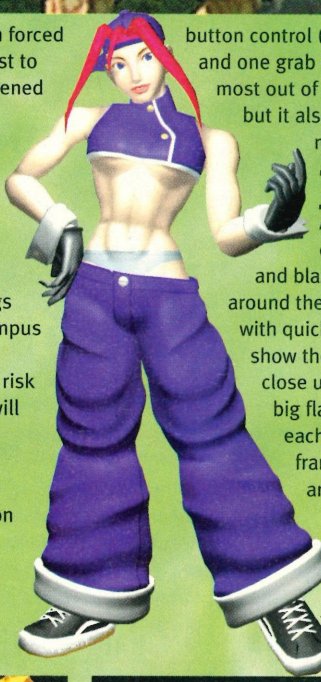
[Above] There aren't any unrealistic fireball moves in *Vs*, but you're still not dealing with weaklings here!

[Above] A sliding puzzle game is included to play while fights load.



[Above] Yes, she does look suspiciously like a blow-up doll, but in actual fact she's a tattoo artist.

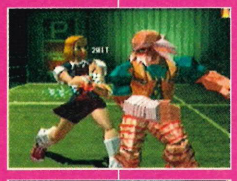




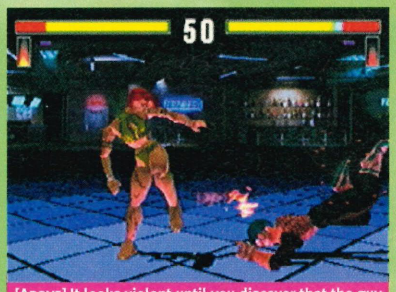
[Above] There are plenty of grabbing moves in *Vs*, but the three men who fight pro-wrestling-style have some horrible holds of their own. [Inset] His neck's wider than your waist, and he has a zip-up forehead. Stay away.

TV VIOLENCE

THE KUNG FU MOVIE-STYLE PERSPECTIVE CHANGES GIVE A DETAILED VIEW OF THE BETTER MOVES ON OFFER IN *Vs*. THE COMBATANTS LOOK A BIT BLOCKY UP THIS CLOSE, BUT IT'S STILL VERY ATMOSPHERIC.



[ABOVE] Enough force gets you over the edge – defend yourself!

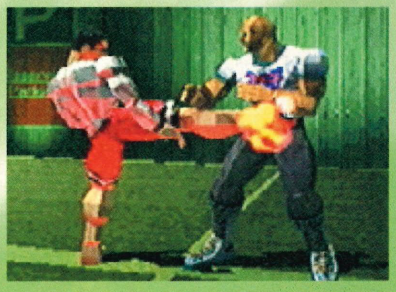


[ABOVE] It looks violent until you discover that the guy on the right is a street mime in his spare time.

[ABOVE] Most fighters have nasty moves if you press punch and kick together, like this charged hit.

[ABOVE] You can even fight down the local disco, for an authentic Saturday night vibe.

[ABOVE] Every spark from a connecting hit shines back on the players, lighting them up.



[ABOVE] Some of the most acrobatic fighters are in these gangs. Can you really take them on and win?
[INSET] No matter what techniques you learn over time, you can't beat the classic boot in the guts!

"Doesn't really have the depth to hook you..."

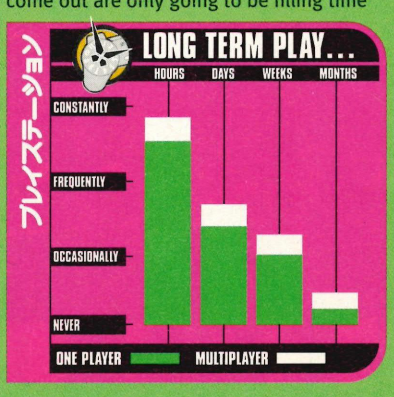
are also well designed. For example, booting a hoodlum off the passenger platform moments before a train whooshes past in the subway is the perfect start to an evening's gaming!

The sad part is though, there are a couple of things which make *Vs* a little bit awkward to play. One is the inconsistent artificial intelligence that controls your computer opponents. A character can be a useless bean-bag in the first round and then come flying at you with an array of combos in the next. There isn't much middle ground, so it's difficult to identify a style or personality with a certain player.

EQUALISER

This isn't helped by the way *Vs* economises with the number of fighting moves it has. There are 16 individual characters to choose from, but only eight fighting styles from Aikido to Tae Kwon Do. On average two people share one fighting style, meaning their moves are identical besides a handful of signature attacks. In contrast only a couple of *Tekken 3's* 23 characters are such obvious copycats.

At this point, most beat-'em-ups that come out are only going to be filling time for you until *Tekken 3* arrives. *Vs* looks good, but it doesn't have the depth to hook you if you're the kind of player who spends hours with your fighting games – there aren't enough moves for a start! If on the other hand the sheer size of something like *Tekken 3* or *Dead Or Alive* makes you dizzy, *Vs* might be exactly what you need.



PLAY

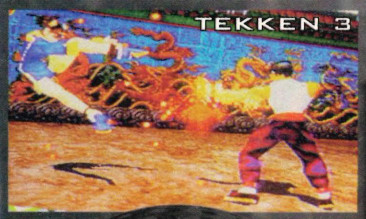
LOOKS	8
SOUNDS	5
GAMEPLAY	3
VALUE	5
SCARS	6

72%

Slick but simplistic street fighting

Alternatively:
Tekken 3 97%
Dead Or Alive 91%

BUY-SELL-



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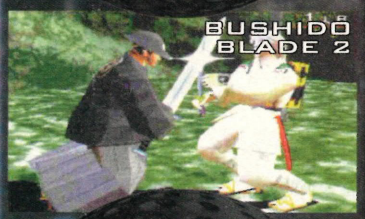

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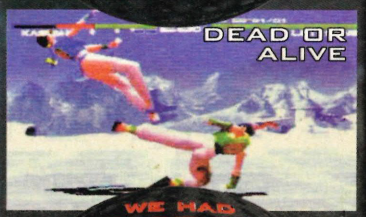

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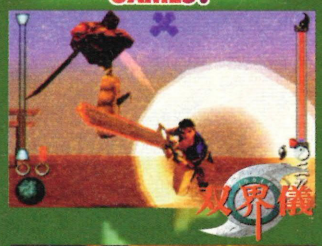

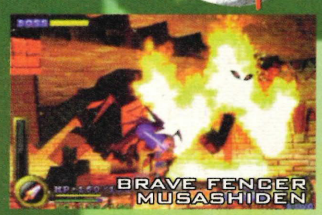

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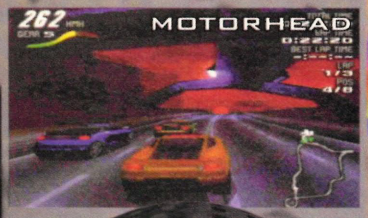

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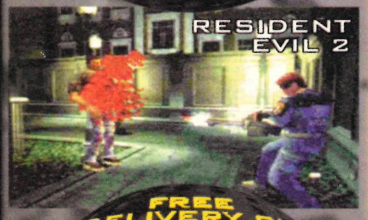

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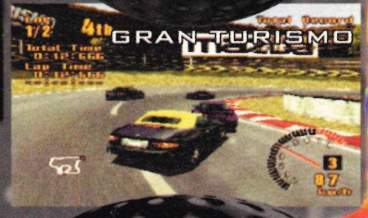

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POINT BLANK

HAS IT BEEN TOO LONG SINCE YOU LAST HEARD BULLETS RINGING IN YOUR EARS? WELL FETCH YOUR PIECE, IT'S SHOOTIN' TIME!

Written By **Graeme Nicholson**

Since completing *Time Crisis*, there hasn't been any real reason to get that big Namco gun out of the box, has there? Thank heavens then that Namco has finally converted their arcade shooting extravaganza *Gun Bullet* to PAL on the PlayStation, because it's brilliant!

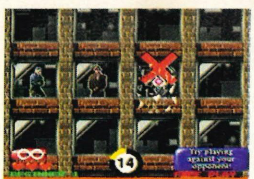
Point Blank, as it was renamed for the West, tests your reflexes and accuracy to incredible levels. Almost all of it is displayed in simple 2-D, with a big brash friendly style that makes it irresistible. Each game is split up into a series of quick tests that you have to reach a minimum quota on to progress towards the end. The variation between the tests is astonishing: you go from having infinite bullets with which to hit as many pop-up ninjas as you can, to having only a single round and five seconds to shoot a tiny leaf as it floats gently to the ground from a tree. Then it's off to blasting asteroids before they hit Earth, clay pigeon shooting, a spot of rapid cuddly toy execution – and they're all hugely enjoyable. Numerical and picture matching tests that take place at terrific speeds provide the harder part of the challenge, but you can train on any of them before beginning a full game.

"*Point Blank* is just plain brilliant!"

PLAY information

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

ONE PLAYER | MULTIPLE PLAYERS | G-CON 45 | MEMORY CARD



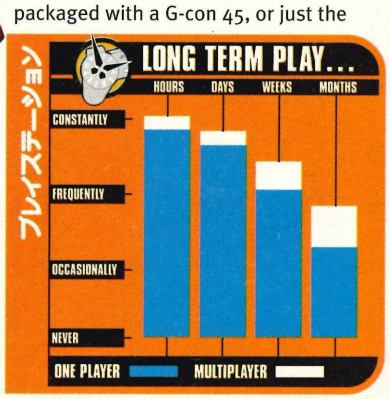
[ABOVE] Doh! It's just too easy to take out one of the hostages...

[ABOVE] Look for the little animal who matches the cuddly creature at the top, and blast him between the eyes. Dead simple and great fun. [INSET] The dreaded leaf stage! Nerves alone are enough to make you screw up.

YOUNG GUNS

Point Blank isn't just for the lone gunman though. There's a heap of simultaneous two player fun to be had here too, and a party play mode lets you compete either in teams or 'every man for himself' in a series of two player matches. For this reason you'll be able to buy *Point Blank* packaged with a G-con 45, or just the game on its own in case you've already got *Time Crisis* and don't fancy paying for another gun.

It doesn't matter which you decide to go for, so long as you do buy this game! The pin point accuracy of the G-con means that it really is your skill which is on test here – not the technology. Buy *Point Blank* and prove yourself once and for all!



PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●●●●●●●○
VALUE	●●●●●●●●○○
RECOIL	●●●●●●●●●○

90%

Addictive gun fun – and it's legal!

Alternatively:
Time Crisis 90%
Die Hard Trilogy 93%

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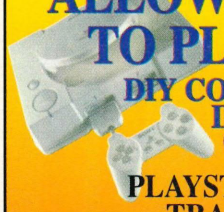

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KICK OFF WORLD

THE DEFINITIVE FOOTBALL GAME IS BACK, BUT HOW DOES IT MEASURE UP TO THE CURRENT CROP OF SENSATIONAL RELEASES?

Written By Tom Sargent

Anco, the purveyor and champion of the phrase 'gameplay over graphics' has been in this funny old game for yonks and it's fair to say that the original programmer, Dino Dini knows a thing or two about what makes a game tick. *Kick Off* was the inspiration for the best football game ever – *Sensible Soccer*, but times have changed and now punters want the best of both worlds on their turbo-charged consoles. This, unfortunately, is where *Kick Off World* is going to struggle.

Putting aside its amazing array of options for a moment, the gameplay itself is as solid and dependable as ever, consisting of simple button presses activated with the minimal of fuss. There are a few trick shots, namely overheads, flicks etc, but compared to the recent spate of World Cup wannabes, things are kept deliberately uncomplicated and consequently the game might not appeal to everybody. If playing it is pretty basic, the graphics are even more so. They don't exactly leap off the screen at you and the animation of individual players is average at best.

"A combination of arcade action and management!"

PELE

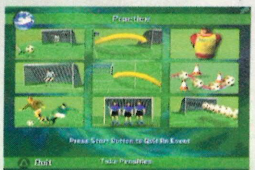
The strength of *Kick Off World* lies in the combination of arcade action and comprehensive management. Transfer, sell and bid-away in this wheeler-dealer section, while maintaining a beady eye on team tactics, forthcoming cups and even the colour of the strip. If flexing corporate financial muscle isn't your bag, up to four players can compete in various cups, leagues and tournaments. There's a practice pitch, where you can hone the usual individual skills: penalties, free kicks, corners etc. Prior to each game, you are given the option to play in 'Classic' (overhead perspective) or Modern mode, which is a nice touch, but unfortunately, the former isn't actually the same as the original, as the ball sticks to the players feet.

Overall, playing a match is fun, but nothing special and even though the intuitive feel has been retained for the new look, we feel that it doesn't quite cut the mustard.

PLAY information

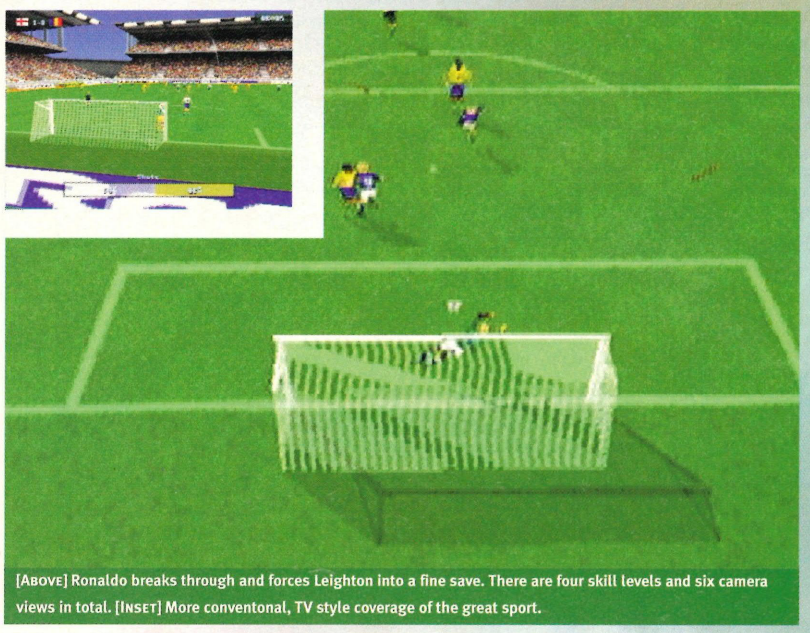
Publisher: Funsoft
Customer support: 07000 726224
Price: £39.99
Release date: Out Now

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

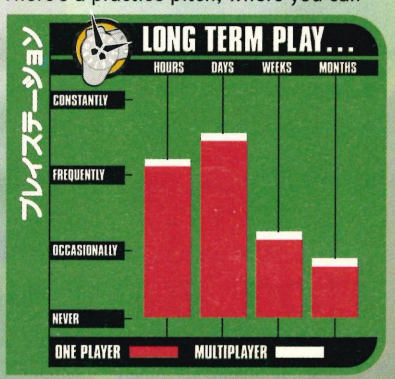


[ABOVE] Brush up on those skills on the practice pitch. Penalties, free kicks, corners and the like are all included.

[ABOVE] Bring out the 'Arthur Daley' in yourself to make shrewd managerial decisions.



[ABOVE] Ronaldo breaks through and forces Leighton into a fine save. There are four skill levels and six camera views in total. [INSET] More conventonal, TV style coverage of the great sport.



PLAY

LOOKS	7
SOUNDS	6
GAMEPLAY	7
VALUE	8
BASIC	7

77%

An average game replete with great options

Alternatively:
World League Soccer 90%
World Cup '98 86%

FRENZY

BE A MAGNIFICENT MAN IN YOUR FLYING MACHINE IN SCI'S BI-PLANE BLASTER...

Disengage your brain, wax the moustache and hang onto your joypads for one of the most surreal games you're ever likely to play. Evil tosspot Baron Von-To-Ten (ho-ho) has created a doomsday device and plans to take over the world with the aid of his deranged cronies. Only you, wedged into the cockpit of a World War One Bi-Plane and a cache of extremely unlikely weapons can save the day.

Frenzy is a totally frenetic third person shoot-'em-up set within the confines of nine highly detailed levels comprising of canyons, valleys and even a section where you take a dip and transform into a submarine. Shooting everything that moves and mopping up the generous quantity of goodies left behind is the order of the day, and other than dodging around each of the abundant sub-bosses, there's worryingly little else to do. Virtually any structure or moving object can be destroyed, resulting in spectacular explosions and debris filling the screen.

PLAY information

Publisher: SCI
Customer support: 0171 585 3308
Price: £34.99
Release date: June '98

ONE PLAYER

MEMORY CARD

DUAL ANALOGUE

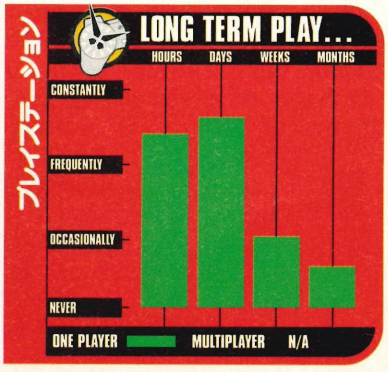
UP-TIDDLY

All well and good, but the game has a habit of slowing down at regular intervals and has a pretty short horizon, perhaps underlining why SCI has plumped for a single player game as opposed to split-screen. Dodging enemies as they swarm around you is quite a tricky business to begin with, but you soon learn the nuances of speeding up, turning on a sixpence and slamming on the anchors. The best way to take them out is with your trusty wing-mounted machine guns, but when things start to get congested, unleash the special weapons like the Stink Bombs, Penguin Torpedoes, or in cases of extreme emergencies, the all-conquering Lightning Gun.

Frenzy is good, honest destructive fun in the short term, but although there's a tremendous amount of variety from a graphical point of view, the tactics needed to forge through the levels, ie shoot everything, relegates the longevity to the third division. Why wasn't a two-player mode chucked in? This could have injected fresh impetus into the limited appeal currently on hand.

[ABOVE] Take out this sinister Stonehenge boss, he breaks up and leaps around, but just circle around and they're rock fodder. [INSET] There's a level, inhabited with 'the-Lotus-out-of *The Spy Who Loved Me*' Bond film. Very nice.

"Good, destructive fun in the short term..."



PLAY

LOOKS	●●●●●●●●○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●●○○○
HOKUM	●●●●●●●○○○

73%

Fun but short-lived arcade hokum

Alternatively:
Tunnel B1 87%
Air Race 68%

Written By **Tom Sargent**

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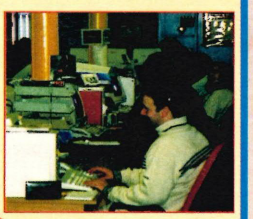

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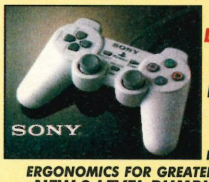

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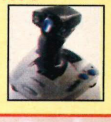

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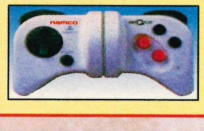

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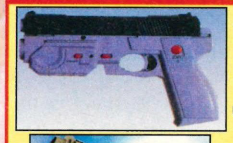

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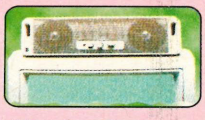

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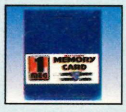

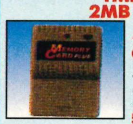

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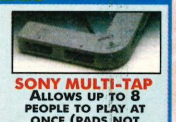

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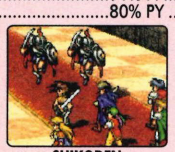

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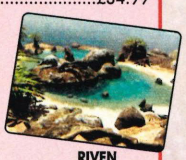

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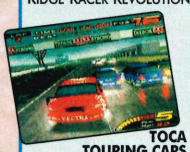
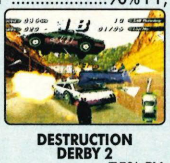


TOCA TOURING CARS



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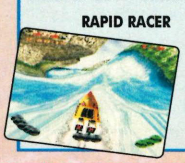

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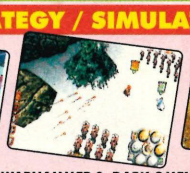

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WWF Wrestlemania	74%	£19.99

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GUN GAMES

DIE HARD TRILOGY & PREDATOR GUN
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Die Hard Trilogy	92% PY, 92% PP	£18.99
Die Hard Trilogy & Predator Gun	N/A	£29.99
Judge Dredd	62% PY, 73% PP	£21.99
Lethal Enforcers 1 & 2	30% PP	£27.99
Point Blank	**Due 12th June**	**£29.99**
Point Blank & Guncon	**Due 12th June**	**£50.99**
Time Crisis	90% PY, 93% PP	**£LOWEST**

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Alien Trilogy	**91% PY, 85% PP**	**£17.99**
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Descent 2	63% PY, 82% PP	£17.99
Doom	93% PY, 92% PP	£20.99
Duke Nukem 3D	**90% PY, 91% PP**	**£23.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
Forsaken	92% PY	£34.99
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Hexen	84% PP	£19.99
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PLATFORM

Agent Armstrong	75% PP	£28.99
Bomberman World	Due 19th June	£29.99
Bubsy Bobcat 3D	82% PY, 30% PP	£28.99
Casper	65% PY, 62% PP	£25.99
Castlevania Symphony of the Night	**89% PP**	**£26.99**
Crash Bandicoot	84% PY, 86% PP	£18.99

FROGGER

CRASH BANDICOOT 2

HERCULES

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Croc	78% PY, 84% PP	**£25.99**
Frogger	69% PY, 88% PP	£34.99
Gex 3D	**92% PY**	**£32.99**
Hercules	63% PY, 81% PP	£34.99
Jersey Devil	90% PP	£24.99
Lost Vikings 2	72% PY, 63% PP	£24.99
Lost World: Jurassic Park 2	79% PY, 81% PP	**£24.99**
Megaman 8	82% PY	£28.99
Megaman X3	82% PY, 81% PP	£24.99
Oddworld: Abe's Oddysey	90% PY, 91% PP	**£24.99**
Pandemonium	90%	£18.99
Pandemonium 2	72% PY, 91% PP	**£27.99**
Pitfall 3D	70% PY	£29.99
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Rascal	77% PY	£34.99
Reboot	68% PY	£33.99
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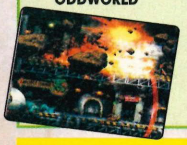
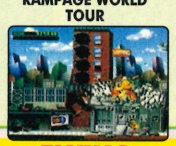
Spider	75% PY, 70% PP	£19.99
Swagman	82% PY, 85% PP	£34.99
Trash It	55% PY, 57% PP	£29.99

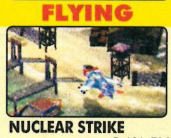

ODDWORLD


RAMPAGE WORLD TOUR

CROC

FLYING

ACE COMBAT 2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TOP GUN

Ace Combat 2	84% PY, 85% PP	£29.99
Air Combat	81% PY, 65% PP	£17.99
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Atari Greatest Hits	81% PY, 75% PP	
Includes Asteroids, Super Breakout, Centipede, Tempest, Missile Command & Battlezone		**£26.99**
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Namco Museum Vol 5	75% PP	£29.99
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HINT BOOKS

A-Z of PSX Secrets & Solutions	£10.99
Alundra Unauthorised Game Secrets	£12.99
Deathtrap Dungeon Official Guide	£10.99
Diablo Official Strategy Guide	£10.99
Final Fantasy 7 Official Guide	**£14.99**
Gran Turismo Strategy Guide	£11.99
Oddworld Official Strategy Guide	£10.99
One Official Strategy Guide	£10.99
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Riven Unofficial Game Secrets	£6.99
Suikoden Unofficial Game Secrets	£15.99
Tekken 3 Official Strategy Guide	£10.99
Tomb Raider Secrets	£9.99
Tomb Raider 2 Official Guide Book	**£10.99**
Vandal Hearts Unauthorised Secrets	£12.99
Vigilante 8 Official Strategy Guide	£8.99
Warcraft 2 Console Srtategy Guide	£10.99

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Gameplay has recently started stocking pre-owned games in addition to our new games and we intend to ensure that these are of the highest quality that you will find anywhere.

- ✔ All games must pass a 10 part examination before being resold to ensure "nearly-new" quality.
- ✔ All 2nd hand games are guaranteed for 3 months.
- ✔ Extremely competitive prices for buying and selling.

This is how you can sell us a game:

1. Your game must be in nearly new condition. We cannot accept anything with torn or stained manuals or damaged boxes and you must clean the CD before sending it to us. Remember that all games are tested when we receive them. If your game doesn't work, we will not buy it and you will have to pay a £4.00 charge to get it back.
2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for one week.
3. You will receive a credit for the agreed amount which you may use against other games or accessories, either new or used.

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PL2(7)

Sent to press 25/5/98

STATION MASTER

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 am really stuck on *The Crow: City Of Angels*. Have you got any cheats?
Grant Austin, Leicester
Why you bought this game is a mystery, but here goes – for invincibility:
Enter ●, ×, ▲, ×, ●, ▲, ■, ●, ×, ■ as a password.

Dear PLAY,
I am really stuck on *V-Tennis*, because I can't find the option to create your own players. So please, please, please could you tell me?
Mark Green, Hants
As far as we know, you can't create your own players, but here's a cheat to play as Mr. Tonkin. in Normal mode, move the cursor to any player in the player select screen and press L2, L2 R1, R1, R1, ⇩, ▲, ▲, ▲, ▲, ●. A shout will confirm correct code entry.

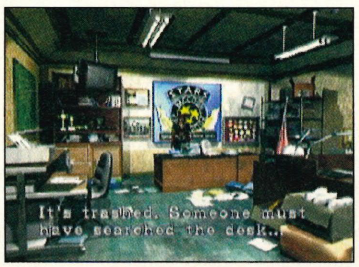
Dear PLAY,
Please could you let me know if there are any cheats for *Duke Nukem: Total Meltdown*, like a God mode or anything?
Mark Springall, Burton-Upon-Trent
For a total energy refill at any time, destroy any water source, including fountains, fire hydrants, and toilets. Stand in the water and hold the button configured as Action to slowly restore energy. Alternately, stand in front of a toilet or urinal and press Action.

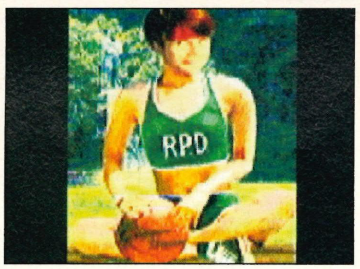
Dear PLAY,
HELP ME! I'm stuck on *Discworld 2*, Act 4. I've got the canteen off the camel, but I can't get any further.
David White, Cumbria
Use the arm on his saddle bag. Go to the fountain of youth. Use the

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 FAME IS JUST AROUND THE CORNER!

RESIDENT EVIL 2

Hidden camera film
With any character, go to the S.T.A.R.S office and go to the desk at the far end on the right. Press the action button and the message "It's trashed. Someone must have searched the desk... " will appear. Continue to bring up this message by constantly pressing the action button about 50

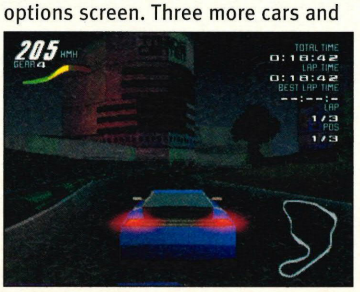




times, after which you'll pick up a camera film. Take it to the dark room and develop it to reveal a hidden snap of Rebecca Chambers. Pointless but fun all the same!

MOTOR HEAD

Additional cars and tracks
Enter COWRULES as a code on the options screen. Three more cars and



two more tracks will be available for use to extend the life of this game.

CRITICAL DEPTH

Depth charge
Hold R2 and press ⇦, ⇨, ⇧. This assumes the controller is in the default configuration.
Overseer submarine
Complete the game with each of the regular characters under the 'Captain'

difficulty level. Save the game every time the game is completed.

WORLD LEAGUE SOCCER

Obtain real player names
To get the real-life player names (plus commentary) in the English league, select your team, and go to the player edit function. Change the first player's name to 'TEAMTWO' and a new option called 'Default 2' will appear. Select this and as if by magic, the names will change to the

real ones. The 'Default 2' option will remain for each team, so go through each in turn and select it for a complete league of real players. Thanks to **Marcus Trent**, Derby.

BUSHIDO BLADE 2

Chanbarra mode
Defeat all 13 Bosses in action (Boss) mode without using any continues. Highlight the 'Link Mode' option on the main menu and press ⇩, ⇩ to access Chanbarra mode.

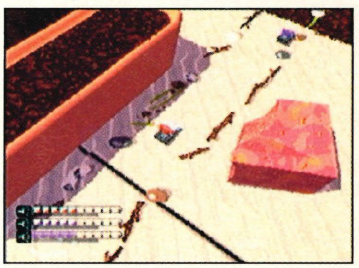
THREE LIONS

Hidden Teams
During the team selection screen, enter any of the following codes to access the hidden teams (these are normally obtained by wining the World Cup). If the codes are entered correctly, you'll hear a noise. Now toggle through the various continents and a new 'Secret' category will have appeared – this is where you select the teams from.

England 1966	L1, L1, L1, ⇨
Brazil 1970	R1, R1, R1, ⇨
Die Mannschaft	R2, R2, R2, ⇨
All-Time	L2, L2, L2, ⇨

MICRO MACHINES V3

Snow during trophy win
Enter WINTERY as a player name. A sound will confirm correct code entry. You may re-enter another name before



starting the game. Enter CONFETTI as a player name to return to normal.

REBOOT

Shields
Press ⇩, R1, ⇦, ⇨, ⇩, L2, R2, ⇦, ⇨, ⇧ at the main menu. An extra shield will

appear with every Glitch. **Note:** This code may not be enabled simultaneously with the 'Restore Glitch energy' code.

Restore Glitch energy

Press Right, L1, ⇧, ⇨, ⇩, L1, R1, ⇧, ⇩, ⇦ at the main menu. **Note:**

This code may not be enabled simultaneously with the 'Shields' code.

NFS3: HOT PURSUIT

Bonus cars

Enter one of the following passwords as a user name at the options screen, then select the single race option to race with the corresponding car.

Car	Password
Jaguar XJR-15	1JAGX
Mercedes Benz	AMGMRC
El Niño supercar	ROCKET

All cars, all standard tracks

Enter SPOILT as a name on the options screen.

Additional camera views

Enter **SEEALL** as a name on the options screen. Additional views normally only available during replays will be available under the options screen. The extra views can only be enabled during Single Player mode.

Bonus tracks

Enter one of the following names at the Options screen, then select the Single Race option to race on the corresponding track.

Auto Cross	
Canyon track	XCNTRY
Scorpio-7	
Underwater track	GLDFSH
The Room	
Toy car track	PLAYTM
Empire City	
Bonus track	MCITYZ
Caverns	
Underground track	XCAV8
Space Race	
Space station track	MNBEAM

Play as Enzo

Press ⇧, ⇦, ⇩, ⇦, ⇩, L1, R1, ⇨, ⇩, ⇨ at the main menu. Begin a new game to play as Enzo.

DIABLO

Unlimited gold

Start the game in Multiplayer mode and give all your gold to one character. Now save the game for the character with the gold, but not the other. Restart the game, and the player that

was not saved will have the same amount of gold present before giving it to the other character. Repeat this process until you have unlimited gold.

DEATHTRAP DUNGEON

Level select

Press L1, R1, ▲, ▲, ■, ●, R1, L1 at the main menu. All levels may now be selected on the 'Load Game' screen.

BUST-A-MOVE: DANCE & RHYTHM ACTION

Play as Robo-Z

Complete the game under the hard difficulty level.

Level skip

Start a game in single player mode. Hold L2 + R2 + Select during a battle to skip to the next level.

Play as Columbo

Complete the game under the normal and hard difficulty levels. Select Shorty as a character and complete the game under the normal difficulty level again.

Dance preview

Complete the game under the easy difficulty level.

Winning pose close-up

Hold Circle after winning a stage.

Play as Capoeira

Complete the game under the normal difficulty level.

Play as Burger Dog

Complete the game under the normal and hard difficulty levels. Select Hamm as a character and complete the game under the normal difficulty level again to activate this cheat.

Play as alternate character

Highlight a character, then hold Select and press ●.

ARMOURED CORE

Death bonuses

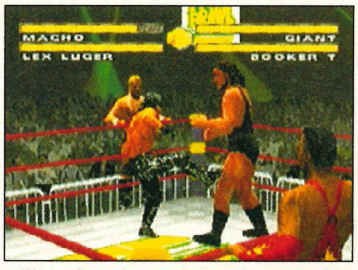
Die with less than 50,000 credits. The game will restart from the first level with all items gained from the previous game. The first time you do this, the radar will become a grid system and will detect incoming missiles. The fourth time this is done, the rear weapon can be fired while in motion.

The sixth time that this is undertaken, available energy will be doubled. Additionally, a ball may be fired from the laserblade by firing the blade, then pressing the Jump button.

WCW NITRO

Unlock all wrestlers

Press R1 (four times), L1 four times), R2 (four times), L2 (four times), Select at the character selection screen. A sound



will confirm the correct code entry. All 48 bonus wrestlers will be now available for selection.

More rings

Press L1, L2, R1, R2, L1, L2, R1, R2, Select at the options screen. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

GHOST IN THE SHELL

Hidden Motoko Kusanagi picture

Finish all missions without continuing to view a bonus picture after the ending credits.

All mission and training FMV sequences

Quickly press R2, R1, ■, ■, ⇧, ⇩, ■, ■, R2, R2 at the main menu. A sound will confirm correct code entry. Sit back and enyoy all those animie marvels!

cork on the fountain. Use Death's hourglass on the sand. Easy!

Dear Play,
First, I've found a secret level in *Crash Bandicoot 2*. When you complete Boulder Dash, press ⇧ to discover a new level called Whole Hog. Secondly, have you any cheats for *Chill*?
Ray Boyes, Sherburn-in-Elmet
Thanks for that tip. As for *Chill*, if you complete the game, you get to race against the Yeti.

Dear Play,
I have recently bought *Oddworld: Abe's Oddysee*, and am having trouble getting passed Slogs, Paramites and Scrabs. Have you any cheats to help possess them?
Harry Holloway, Surrey
There's no such cheat, but this level select should help: hold R1 and press ⇩, ⇨, ⇦, ⇨, ■, ●, ■, ▲, ●, ■, ⇨, ⇦ at the first options screen, where Abe says "Hello".

Dear Play,
I have been wondering for donkey's years when *Tekken 3* and *Bomberman World* are coming out.
Michael Mitchinson
Tekken 3 will be gracing these shores in September, and *Bomberman World* around late Summer.

Dear Play,
On *Suikoden*, I am stuck in Nekurood's Castle at the four paintings. What do I do? Gratefully.
Robert A Lee, Wigan
The four paintings are a puzzle. Click on the paintings in the following order: fourth, second, first, third. A secret passage will reveal itself. Proceed up the castle.

Dear Play,
I can't for the life of me find Vincent Vallentine in *Suikoden*. Does he actually exist?
Yours faithfully.
M R Priddy, Birmingham
He exists alright. You can find him in a locked room in the basement of Nibelheim Mansion. The room is located just before the entrance to the library and the key is locked in the safe.

Dear Play,
I'm a *Broken Sword* lover, but I'm stuck in the castle in Ireland. I don't know what to put in the three holes and how do you fix the beer pumps?
Taz, Longford
Use the plaster on the holes in the sand, then use the wet towel on the plaster (if the towel has dried, you will need to return to the cellar and wet it again). To fix the beer pumps, throw the exposed switch beside the pub door.

Play Guide/part 2

Published by Eidos/£44.99

Reviewed in Play 33

DEATHTRAP DUNGEON

Our definitive solution plunges into the bowls of this storming arcade adenture. Onward, warrior!

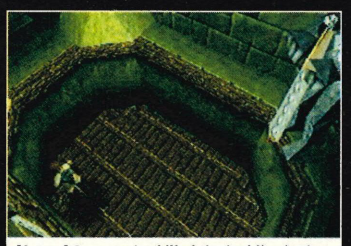
PIT ONE

Open door and defeat warrior priestesses (aka bikini babes). Grab Coin, Health Potions, and Strength from sides of room. Open wall in dark alcove opposite gate for secret Antidote and Rocket Launcher Shot. Go through gate and head down left or right passage to same large room. Lure priestesses back into corridor and kill them. Then go and slaughter the high priestess, dodging her Arcs Of Power. Collect Health Potion and Fireball left behind. If poisoned in close combat, use Antidote. Now activate the front of the altar to bring down a lift. Take it up to secret area for much-needed Ankh Of Vitality.

Return down to room and exit through gate (note save point through left window). Turn left and open left wall to find Blunderbuss and ammo. Stand back and shoot barrels there to blow hole in wall and reveal switch. Flick it to raise wall, so you can save at the skull. Follow passage round to left and kill priestess near door.

[Above] Watch out for the high priestess zapping you from above.

Go through and kill the priestesses, then grab the coin by the altar. Go through the nearby gate and kill more priestesses back outside to collect the Starspells and Antidote in the opening alcove. Return through the gate and head right through the other gate to enter the chapel.



[Above] Once you've killed the baddies in the basement, exit via the chapel lift.

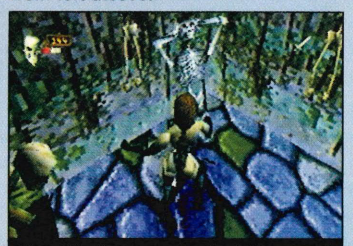
Up to the right is the wooden exit lift. However, it's not active yet, so continue forwards, killing more priestesses, to the stone lift. Collect the Health, Blunderbuss Shot on left, then the Coin and Warhammer (from behind pillar) on right. Prepare for an onslaught of priestesses when you advance forwards. Slaughter them and the four-armed demon. Then grab the Flamelance when you flick the far yellow switch to activate the exit lift. Collect the Health from the right door on the way to the stone lift. Go up and climb up to the exit lift.

PIT TWO

Advance towards gold key gate and right gate opens to reveal a lift. Take it down and head right down passage to room where you're attacked by priestesses. Slaughter them, then grab Health and Fireballs. Now walk to arch alcove in corner to open wall, leading to wheel. Turn it to disable flame trap near stone lift, then kill more priestesses. Go round corner from stone lift and hit switch to raise gate back by wooden lift. Exit room and return there, ready for priestesses that attack. Get Health Potion from chest, and grab Blunderbuss. Open walls to left and right of it for Health and Anti-Magic Charms. Climb onto ledge, ring the bell on right, and kill four-armed demon, then flick switch.

Return to wooden lift and go back up to start of level. Open opposite gate and follow passage down to right. Watch out for priestesses behind sliding corner wall, but open second corner and flick switch. Go down ramp and head straight on, climbing onto left ledge to get Coins.

Open gate there and kill priestesses in room. Open the near right wall and pull lever. Go to the far right corner to collect Health Potions, Venom Sword, and Fireballs. Open the wall there for a secret Ankh Of Vitality. Kill more priestesses, then exit the room. Turn left towards now opened gate. Open right door to find Coin and chest with Health Potions. Climb ledge opposite door for secret save point. Go through gate and open door opposite silver portcullis. Kill priestesses to collect Razorspell and Coin. Open far gate and kill priestess, then grab Health from left alcove.



[Above] Equip your newly gained Silver Sword to fight the skeleton warriors.

Enter right doorway and kill priestesses, then open wall to left of entrance for Silver Sword. Head round to the right and pull grey lever to open the silver portcullis. Return to the latter and enter, grabbing Health on left. Follow corridor round and defeat skeleton guards (best to use Silver Sword). Grab Health and save at skull, then continue round to ring bell and summon high priestess elsewhere. Continue along passage to emerge by first bell. Drop down and go looking for that high priestess. Use Anti-Magic Charm while fighting her. Grab Red Key as she leaves, then go and open red portcullis. Head up ramps and jump over to platform, then back to white platform that has appeared. Flick switch there and jump back to previous platform, then over to moving platform. Ride it to right and open wall to find room with Crowns and chests with Fireball, Strength, and Bomb.

Ride moving platform back to other side and flick switch to open door back to start. Do a running jump to opposite ledge. From here, do a running jump back to the red save point. Grab Health and Blunderbuss Shot, then open both right walls to flick switch. Cross platforms back to other side, then turn wheel to disable flame traps. Flick yellow switch to open portcullises, then grab Golden Key and open chest for Firethrower and Fireballs. Head back to gold portcullis near start and open it to exit level. Good riddance and all that.

PIT THREE

Grab Strength, Bomb Shot, and Warding from alcoves, then defeat demon to open curtain and reveal skull (on corridor corner). Go through to large chamber and kill priestesses. Collect Health and Antidote. Stand on stone block and press ■ to raise it, then jump to collect Blunderbuss.

Head down left passage and open opposite wall to flick switch to disable trap. Collect Silver Sword and Health from chest. Return upstairs and head down opposite passage. Open opposite wall and flick switch to disable trap. Climb onto red slab and hit switch to unlock door upstairs. Return up passage and open door on right, ready to kill axe throwers. Grab Health and Coin, then kill skeleton. Prepare for more skeleton reinforcements. Kill all skeletons and axe throwers to bring down other corner block lift. Ride it up and flick switch to open up the end of the new passage. For secret power-ups, stand on light-coloured floor near block lift and press ■ to be lowered to secret area with Ankh Of Vitality, Warding, and chest with Blunderbuss Shot.

Head to end of passage and defeat axe throwers, then go down right passage, past spear trap, to collect antidote and flick switch. Go back up and back to left side to defeat high priestess. Go down passage there to kill another high priestess. Open right wall and save at skull. Watch out for trap when collecting Silver Sword. Follow passage down and kill skeletons. Try to open left wall to reveal high priestess on right: defeat her to open left wall. Flick the switch there to activate a lift at the top of the passage. Ride it to upper level.

Grab Antidote from around corner, then head left round back passage, past trap on left (go back and collect Antidote). Continue round to room with pentagram and collect Health.

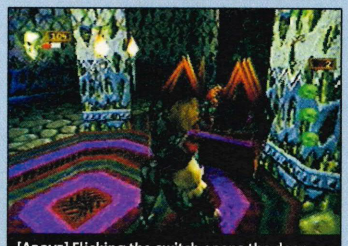
Return to lift and do a running jump from edge over to left alcove on other side of gap. Open left wall and kill high priestess, then save at red skull. Climb up back of alcove for red key, then open wall behind it for Antidotes.

Jump back across gap. Go to left and jump to other alcove across gap. Collect Silver Sword by red key gate, then open latter to find two parallel corridors. Walk down the right one. Climb to left of next room for Antidote.

Do a running jump from edge, over the gap. Defeat two high priestesses, then go round and jump across gap to alcove with switch. Flick it to lower platform from ceiling. Step on latter and press ■ to lower it and the nearby walls. Defeat two more high priestesses and head right to exit the level via the newly opened lift.

PIT FOUR

Don't walk onto side ledge or you'll be knocked to your death by the moving rocks. Instead head through the gate and kill the skeletons, then grab the Silver Sword from the end. Open chest for Health Potions, then defeat more skeletons to get Blunderbuss from opposite arches and Antidote from small alcove.



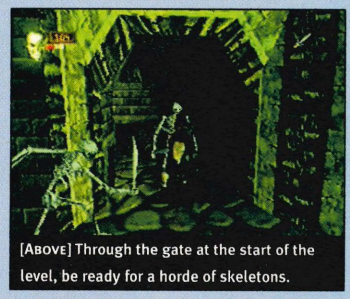
[Above] Flicking the switch opens the door, but also releases two giant spiders.

Exit corridor and hug left wall to drop safely to next level, then kill zombie axe throwers. Watch out for the trap when opening the chest for Health and Razorspells. Flick switch there, then enter left passage and hit switch there to open portcullises, releasing skeletons and ghost. Defeat these to get Silver Sword and Red Key, then head through opened portcullises to grab Health and pull the grey lever. This activates a teleport by second switch: use it to return up top. Kill more skeletons, then use Red Key outside doorway to disable sliding rocks trap. Run past latter, then fight skeletons on the way down steps to area with the golden archway.

Enter passage and head round to left. Collect Warhammer and open chest for Strength. Flick switch by mural to open door and release two giant spiders. Kill the latter, then proceed to wooden door and go round it to collect Warding and Silver Sword from left and right, and Golden Key from far alcove. Return to room and step on lift to go down and back up. Exit to ledge, killing all the axe throwers, then step into golden arch teleport to return to corridor near start.

Drop down to lower floor again and save at skull. Drop off onto new step and down to ledge. Kill axe thrower and open wall in step. Go round to lift and ride it down. Kill axe throwers and emerge by pit. Jump to left ledge and flick switch to open portcullis opposite and raise lift in pit. Go across, grabbing the coin. Follow corridor to ledge and kill skeletons – watch they don't push you off.

Open portcullis and grab coins, then head right. Flick the yellow switch to move platform outside – don't touch any other levers, as they're all traps. Return outside and ride platform over to other side. Save at skull, then open wall to left for Health and Antidotes.



[Above] Through the gate at the start of the level, be ready for a horde of skeletons.

From ledge, drop to next step (to left) and kill skeletons coming from corridor to open door there. Grab Health from opposite silver portcullis, but careful not to fall off edge! Go through open door and kill spider. Grab Antidote from right. Head round to left and open portcullis for Silver Sword. Then flick switch to left to open portcullis and go through. Grab the Silver Key, ready to fight the spider which appears. Go through silver portcullis, back through left door, and collect Health from far left corner before opening silver lock doors in other corner.

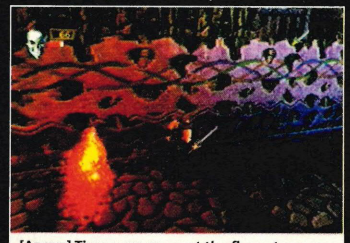
Go through and get Red Sword, then use it to kill ghosts. Continue round to left to pull lever by door. Return the way you came, killing axe throwers, back to ledge outside to save at red skull. Then drop down left step onto stone lift and ride it.

PIT FIVE

When lift stops, drop down to ledge on right and into passage. Go past hidden door on left and avoid bolts fired. Reopen it and jump away to avoid more bolts. Then enter it and flick switch to open a gate. Go through latter and hug the right side, ready to jump out of the way of spears. Open chest on right for Coins and Fireball, then flick switch opposite to open another gate.

Return down passage, but watch out for fireballs. Enter newly opened gate and follow passage round, watching out for more fireballs from either end. Open chest on left to grab Health Potions. Continue to end of passage: open it and quickly enter and pull switch. Open opposite wall and flick switch there to open final gate. Enter latter and open wall at end. Flick switch to open area outside. Now exit, saving at the skull en route.

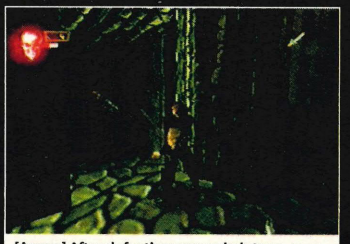
Drop off ledge to new area on right and defeat skeleton warrior. Grab Antidote from left alcove, then go through back arches and kill skeletons. Open left wall for secret Rocket Launcher – yes! Grab Health from back alcove before going through right doorway.



[Above] Time your run past the flame traps on the ledge near the end of the level.

Open wall in left middle alcove, then flick switch to open far right portcullis. Kill the spider and skeletons and head round to right up ramp to ledge. Shoot the skeleton on the platform ahead, before jumping onto it. Grab Silver Key and use it the on lock. Jump back to the ledge and drop down right step to ledge. Flick far switch first, then near one, then quickly step onto the lift and ride it across to far left ledge.

Then go round and follow steps down to the passage with red save skull. Grab Coin, Health, Rocket Launcher Shot, and Blunderbuss Shot. Flick switch to teleport. Open right chest for Speed and Firefly, then flick the left switch. Exit doorway onto ledge. Enter portcullis and kill skeletons. Get Coins and Health from the chest. Go through final arch onto ledge and then time your run past flame traps.

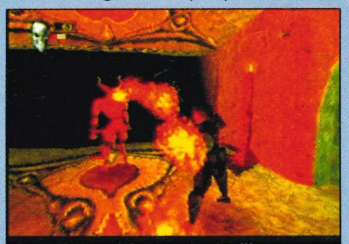


[Above] After defeating some skeletons, open the left wall for a secret rocket launcher.

Drop off to the right and open end of gully for secret Arcs Of Power. Step into teleport to return up top. Run past flames again and around corner, but before entering passage to stone lift, turn right to face sandstone block and jump over to it. Open wall for secret chest containing Greater Razorspell and Warding. Jump back to ledge and step onto stone lift to complete level.

PIT SIX

Run forward from the lift and you emerge on a network of ledges above a pit inhabited by two pit fiends. Although you could drop straight down there and lure them into a couple of traps, you may as well collect the goodies up top first.



[Above] The red demon Agrash will try to roast you – use the Red Sword against him.

At the first crossroads, head straight on and round the passage to open a chest for Strength and Health Potions. Return to crossroads and head left towards sliding wall. Turn right and time your run past another sliding wall to grab Anti-Magic Charms, but don't go too far or you'll be pushed off by second sliding wall.

Return to corner and turn right to run past sliding wall. Collect Speed and follow passage round to switch: flick it to open wall. Return past sliding wall and head straight over crossroads, through opened wall. Go round to emerge on isolated ledge. Jump over to opposite junction, then jump left into rough-floored passage to grab Crown and hit switch at end. Return and jump back to ledge. Head straight over junction into opposite passage and round to collect Bomb Shot, Arc Of Power, and Fireball.

Return to junction and head right, into room with chest containing Greater Razorspell and Warding. Don't get Rocket Launcher Shots on left yet. Instead open opposite wall and avoid fireball traps. Once they've finished, you can grab Rocket Launcher Shots in safety. Now ride lift down and save at red skull.

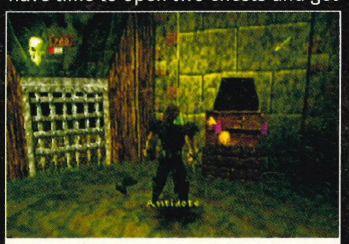
Go through portcullis. A quick way to kill him is to run forwards from the portcullis and go through the rightmost arch. Follow the passage round and flick the switch at the end to lower the following fiend into the flame traps! Now go through opened passage end for Health Potions and save point. Go round through opening in wall, back to raised trap lift. Open wall on right for secret Red Sword and Arc Of Power. Return down passage to main area and lure second fiend into the trap. Grab the Red Key left behind.

Save at one of the skulls, then open the red portcullis and grab Health Potions. Go up ramps and defeat four-armed demon. Flick switch opposite portcullis to open it. Go through and ride lift up, ready for the final battle. You have to defeat the four-armed demons which attack.

Now watch out for the devilish Agrash sending fireballs and flames your way – climb up onto ledges either side and open walls for Warding and Ankh Of Vitality. When you attack Agrash with the Red Sword he'll often teleport elsewhere, so you'll need to keep chasing him around the arena, using the stone lifts to reach the higher ledges.

BELFRY 1

Ride lift down and pull lever by blank wall – not one marked by skulls, as it's a flame trap! Quickly go back up on lift and over drawbridge before it falls again. Kill knights in the next room and go down on lift. You only have time to open two chests and get back on lift before flame traps activate. They contain: back left (relative to upper portcullis), Razorspells and Fireballs; back right, Silver Sword and Bomb Shots; front left, Ankh Of Vitality; front right, Magic Warhammer. If you use a Charm Of Icy Cool you can open them all and teleport back up.



[Above] Open the chest in the second tower for goodies including the Golden Key.

Open the next portcullis and run across the bridge, ready to fight two knights which appear in front and behind. Try not to get pushed off the side: you have to defeat them both to open the next portcullis. Enter the room and kill more knights, then open the chest for Health Potions, Antidotes, and Golden Key. Open left portcullis and proceed across bridge, killing knight to enter next room. Kill more knights, then open far right gate. Slaughter another knight, then push block in corner to teleport to secret area for Venom Sword. Go down the lift and save at the skull.

Go through gate to next room and kill more knights. Flick switch to open far portcullis and go outside. Head round to the right, killing/avoiding spiders, and enter golden portcullis to get Silver Key. Return to previous room and enter four-portcullis shaft. Ride lift up to collect Red Key. Go back across bridge, fighting more knights, then open portcullis to right of chest. Fight another knight on bridge and open red portcullis. Grab health and teleport out of level.

BELFRY 2

Save at skull on left, then head right to pit. Press golden switch to bring lift down: ride it up to collect secret Warding. Ride back down, then open passage end wall for secret area with Coins and Strength. Run back past pit (and risen fiend) and back round path, running and jumping over crumbling floor – through which a chasing fiend falls to a spiky death!

Resave game, then open doors to keep. Kill knights, using Strength, then approach switch, ready for red knight. Flick switch to open next doors. Exit to courtyard and kill another. Head left, watching out for another knight and war pigs from above. Collect War Pigs from behind opening walls. Head round to right and open wall for passage with red portcullis. Open chest opposite, avoiding trap bolts, for Red Key and goodies. Go through red portcullis and kill knights, avoiding pit in middle. Open chests for Strength and Health Potions. Take chequered lift up and fight knights. Open chests for Starspells, Health Potions, and Magic Warhammer. Get Health Potions at end of passage. Open gate to battlement and kill knight. Open next gate to face two knights. Go through opposite gate onto battlement and save at red skull. Open the portcullis to find a room with a revolving platform in the middle of it. Jump onto it (as it flattens out), then left onto ledge to flick switch. The ledge will crumble if you stay too long, so quickly jump via revolving platform to opposite ledge and flick switch. Finally, hop via revolving platform, then turn right to jump to other ledge. Head right into opened passage, go through portcullis, and exit on the red lift you'll see before you to gain access to the next level.

BELFRY 3

Save at skull, then jump right and right again across rafters, into passage. Turn corner at the end to find Silver Sword. Grab it and kill the red knight which appears behind you. Return to the rafters at start and cross to other side of the room, over the crumbling platform. The Bomb Shots on the left are protected by flame traps. Head right, then left, then right (left is another Blunderbuss Shot if you want it). Defeat the knight which arrives from behind the opening in wall and continue round passage, killing ghosts by the coffins.

[Above] Aha, simply turn this wheel to disable the flame traps elsewhere.

Grab Magic Warhammer and Firefly, then take lift down – you can hop off onto left ledge for Health on way down. Exit and get ready for giant green hand! Defeat it with Magic Warhammer – or lure it over one of the crumbling slabs.

Open gate to left of red lift and save at red skull if you want. Take red lift there up and kill knights. Flick switch behind arches to open portcullis and defeat more knights. Flick switch there and grab Health Potions to the right. Climb up via new step, then turn around and jump over to wheel and turn it to disable flame traps. Jump back to sandstone path and follow it up and press gold button (the first of three needed to open the end-of-level door). Return and drop onto original lift.

Back outside, open gate opposite red lift and defeat knights in octagonal room, then open right wall and kill more knights. Flick switch there, then head towards demon picture back in room to open passage behind it. Go round and hit the gold button there.

Exit to courtyard and open gate just to left. Avoid spikes and go up lift to claim Ankh Of Vitality. Go back down and exit, then head left to next gate. Go through and kill knights. Open wall at left end for secret Magic Warhammer. Climb up wall to right, just before secret area. Follow corridor and climb right wall again. Defeat knights – avoid falling off to right – then proceed round end of room. Press button and go down lift. Run/jump over crumbling slab outside doorway, then head right to collect revealed Health Potions and exit level via lift.

CONTINUED NEXT MONTH

Play Guide
Published by BMG/£44.99
Reviewed in Play 33

GEX 3D

Secret Levels exposed in classic platformer!

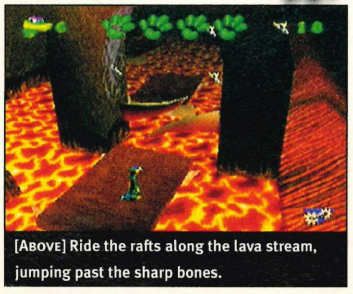
To reach the secret area crawl under the sticky arch in Area 1, by the grey gates. At the top of the arch, ride the floating platform that will take you there. You need four gold remotes to open up each of the three secret levels.

LAVA DABBA DO

NAVIGATE RIVER OF FIRE

Head forward and right to crawl up the short sticky path. From the ledge, jump to the first rising platform. Jump across the rest, leaping from the highest point each time to reach the ledge and enter the arch.

Head right up the ramps, jumping between them to avoid the rolling boulders. Grab the health fly at the top and exit there. Smash the egg and the lava monster on the left, then do a karate jump to the sticky path there. Crawl round it, avoiding the lava drips, to drop to the ledge at the end.



[Above] Ride the rafts along the lava stream, jumping past the sharp bones.

Jump down to the platform and over to the ledge with the green dinosaur. Swipe him and his spiky tail, then crawl along the right sticky path to cross the gap. Swipe the spider and then the bones to pass through. Jump left to the sticky path and crawl up to smash the egg. Cross the platforms in the lava and jump up the ledges to collect the health fly. Turn right and crawl up the sticky path to the 'Drop Zone' and drop off onto a platform in the lava. Turn left to jump to the next sticky path and crawl round it. Drop off at the end and enter the dark cave behind the bones.

Jump onto one of the rafts, then over to swipe the checkpoint. Jump to another raft and jump and swipe through the bones ahead. Jump left to the sticky path when close enough. Crawl right past the lava drip to the small outcrop, then time your drop to a raft below. When it starts spinning, jump to the next raft. Jump over the bones, then duck under the set of three, and jump the final one. Swipe the lava monster and leap to the right platforms to collect the health fly, then hop back over to the left platforms via a raft and jump along them to the lava-fall area.

Jump left to the sticky path by the lava-fall. Crawl up to the ledge, then jump right to the next, and again to the ledge and enter the dark cave. Grab the health fly and swipe the spider, then go and smash that fire-breathing head at the back to collect a clapperboard (which lets you see a sequence once the level's complete).

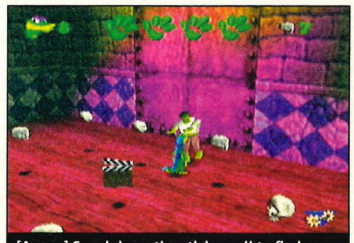
Drop back down to the lava platforms and jump quickly forwards across the three rafts to avoid the flames on the right. Jump the platforms to the 'No Swimming' sign, then jump via the rafts to the health fly. Continue jumping along the rafts and grab another health fly on the right. Jump past the bones to the next platform.

The next bit's really tricky: you have to jump (best to tail-bounce) left and right up the sinking rafts to reach the top of the lava-fall. Now leap over to the health fly on the left, then continue jumping along the rafts to the exit.

CHAINSAW MANICURE

RIDE THE FURNITURE

Jump up the floating tables and follow the walkway round to the opposite side, swiping the pumpkin. Head past the falling axes and jump up more tables to the right walkway. Go to the end and jump via the floating table to the sticky wall. Crawl right to the ledge, then hop over the floating table to go through the door.



[Above] Crawl down the sticky wall to find a Frankenstein monster and clapperboard.

Swipe the pumpkin and jump to the sticky wall at the end of the right wall. Crawl down it and kill the Frankenstein monster to grab the special clapperboard. Crawl back up and head upstairs past the axes. Jump to the ledge and past the spinning desks to enter the door. Swipe the fire-breathing heads and jump to the sticky wall to crawl up it. Now jump on the right exit through the door.

Head up the stairs to kill the bat and Frankenstein monster – and another behind the bars. Proceed up the next stairs and swipe the fire-breathing head to exit through the door. Swipe another fire-breathing head, then jump up the two tables to the high ledge. Run past all the falling axes – watch it, they slide along. Then time your jumps across the tables – they cross over, so beware of being pushed off. Flick the crystal switch on the far side to raise the bars where you swiped the monster earlier. Return there and enter the revealed double doors.

Kill the 'Chucky' doll, then run past three sets of axes to the floating table. Jump via it to the sticky wall and climb up and right to the walkway. Jump up the tables to the high walkway and exit through the door. Head upstairs, swiping the pumpkins and dodging the axes. Jump to the ledge and over the two tables to enter the door.

Head left and up the stairs to kill the Frankenstein monster. Jump to the third coffin from the left when it's stopped spinning, and over the rest to exit through the door. Run past the sliding axes, then jump over the tables. Turn around and jump over the next set of tables to reach the exit.

MAZED & CONFUSED

PASS THE TV FOREST

Head forwards down the slope and tail-bounce the flat-top robot. Grab the health fly and head left, then left at the junction. Wait for the vent to stop before heading past the claw, then jump to the neon blue sticky path. Follow it to the end, waiting for the vents to stop. Head forward past the claw, then right and over the small electrical field. Jump the gap and follow the passage to the lift.

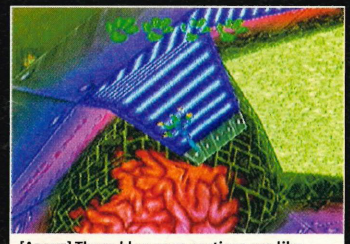
Tail-bounce all the buttons to ride the lift up, then jump right onto the yellow ledge. Walk to the right edge and look to see some arches on the other side of the gap. Do a karate jump over there to find the special clapperboard between the four arches. Head through the left arch to the rounded edge of the ledge. Do a karate jump over to the ledge on the left. Drop into the right gap, by the 'Rez One Cologne' sign. Head right under the bridge and grab the health fly before dropping into the green warp shaft.

Jump off at the other end and up and over the TV's to reach the ledge with the spinning dishes. Jump up them to the high ledge with the green monster. Avoid him and run up the ramp on the left, then over to the gas pipe and up it. Follow the path and tail-bounce onto the platform to the left of the 'Stuff To Buy' shop, then up round the rest to the top. Jump to the spinning dish, then to the higher one, then to the exit.

CROSS THE BEAMS TO THE REZ TOWER

Follow the Goal 1 route to the end of the blue sticky path, but head right from the end. Jump over the large electrical field and time your run past the claw. At the top, head along the right blue beam, then the next, round the corner, and jump the gap to continue (the lower beam takes you back to the starting point). Continue round the corner to jump another gap.

Jump to the dish, then over to the next beam. Jump over another two dishes, then right from the next beam to another. Head down the remaining beams, swiping the teeth away. Now jump and swipe all the teeth of the Rez Tower, while avoiding the flames. Its brain and eyes will pop out, revealing the exit.



[Above] These blue neon sections are like sticky walls, so crawl along them.

Play Guide
Published by Sony/€44.99
Reviewed in PLAY 29

CRASH BANDICOOT 2

WE UNDERSTAND THAT MANY OF YOU ARE STILL STUCK IN A RUT WITH THIS CLASSIC PLATFORMER... WHERE OH WHERE CAN THOSE HIDDEN GEMS BE? READ ON, AS ALL IS REVEALED...

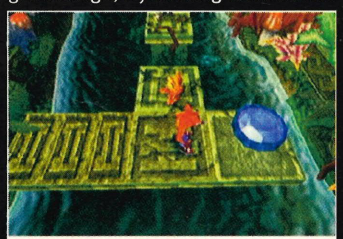
DID YOU KNOW?

THE HIGH JUMP

There are many points where Crash can see high crates but cannot reach them. What you have to do is hold the ○ button to crouch, and then press ✕ to jump. This should give you all the extra lift you need.

THE SLIDE JUMP

If you come to a point whereby an especially long jump is needed to get through, try running towards the edge, press ↓ + ○ to slide and just as you shoot off of the edge, press ✕ to go straight into a jump. This can also be used on the polar bear to make those taxing long jumps.



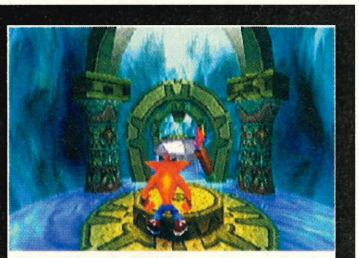
[ABOVE] Jewel worlds only become available when you've collected the right gems.

JEWEL PLATFORMS

When prancing through the levels, there will be certain points when you'll notice a clear wire-frame construction on the ground. If you obtain certain coloured gems, these will be filled in with a coloured jewel. Step on this to go to a whole new section.

SKULL PLATFORMS

There will be certain points when you'll notice a clear wire-frame construction on the ground. If you get to these without previously losing a life on the level, the frame will be filled in with a Skull and crossbones. If you stand on it, it will lift to a higher platform where more crates, and possibly some more gems, will await you.



[ABOVE] Smash all of the crates on any level and a Silver Gem awaits you on completion.

WARP WORLDS

Throughout the adventure, you'll have the opportunity to seek out the hidden Warp World. There are five points in the game that will take you to this secret section, and once you've got there, you'll be able to enter brand new (and extremely tough) levels and also given new entrances to existing levels. All will be revealed as we go on.

CRATE COLLECTING

If you are to obtain the silver gems by collecting all of the crates, you'll need to acknowledge the fact that TNT crates count, so you'll need to explode them all if you are to get the perfect result. This also goes for those re-enforced crates that need a hefty belly-flop to destroy!

GEMS SECTION 1

L1:TURTLE WOODS

Hint: As you near the second check point, you'll notice a carved face on the ground. Belly flop through the centre and you'll fall to a new level.
Silver Gem: Collect all of the crates.
Blue Gem: When the Silver Gem is obtained, repeat the level without collecting any crates at all.

L2:SNOW GO

Hint: When you drop down to the front scrolling section at the end, track back towards the screen to find the green switch. Also, slightly further along, bounce on the '!' crate to destroy the high box, then jump high to flick the normal switch above it. Then track back to get the two invisible crates.
Silver Gem: Collect all of the crates.
Red Gem: From Warp World entrance.

L3:HANG EIGHT

Hint: When battling against the clock, ignore every crate except the ones that hold tribal masks. These will help if you get careless when avoiding those water mines.
Silver Gem 1: Collect every crate (including the ones inside the Blue Gem stage).
Silver Gem 2: Reach the end of the level before the timer runs out (this will appear when you hit the jet-ski).

L4:THE PITS

Hint: Take the left fork when the road splits halfway through the level and get the crystal plus all the crates, then track back the way you came and then take the right fork to gain every crate.
Silver Gem: Collect all of the crates.

L5:CRASH DASH

Hint: In the last section, use the arrow boosts to keep as far ahead of the rock as possible. Behind the next set of electric fences will be crates to smash, and you'll need time to get them all.
Silver Gem: Collect all of the crates.

GEMS SECTION 2

L6:SNOW BIZ

Hint: To obtain every crate, you will need to obtain the Red Gem before you start. This will give you access to the Red Jewel stage halfway through.
Silver Gem: Collect all of the crates.

L7:AIR CRASH

Hint: Just before you get on the first jet-ski, jump on the three floating crates to reach a warp zone point. You'll need to get here in order to get the second entrance to the Air Crash level – which you'll need to get all the crates.
Silver Gem 1: Collect all the crates.
Silver Gem 2: In the Skull sub-level.

L8:BEAR IT

Hint: If you're serious about collecting the crates, don't hit a check point unless you have collected every crate previous to it.
Silver Gem: Collect all of the crates.

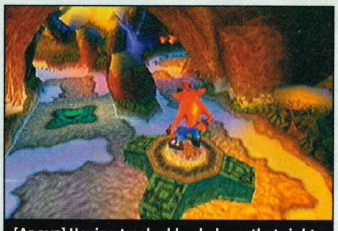
L9:CRASH CRUSH

Hint: When the road forks, backtrack up to the right and slide jump under the electric fence to gain more crates (a platform will bring you back). Also, when in the bonus stage, drop off of the first platform to the left to fall to a lower bonus-filled platform.
Silver Gem: Collect all of the crates.

L10:EEL DEAL

Hint: The Crystal is situated down the left tunnel at the second fork. Go grab it, then backtrack back and go right.
Silver Gem: Collect all of the crates.
Green Gem: At the first fork, go right. Then guide Crash through the nitro boxes and straight through the door behind. Follow the tunnel along and there will be the gem.

GEMS SECTION 3



[Above] Having tracked back down that right fork you'll re-emerge here.

L11:PLANT FOOD

Hint: Just before you get on the last jet-ski, go to the right and walk along the platforms to obtain all of the crates. When done, track back and take to the water.
Silver Gem: Collect all the crates.
Yellow Gem: Reach the end of the level before the timer runs out.

L12:SEWER OR LATER

Hint: You need to get the Yellow Gem before you can complete this level properly. When you have got it, a Yellow Jewel platform will then become available. At the end of the level, take the right path down the fork and hit all the switches before tracking back and going to the left.
Silver Gem 1: Collect all crates.
Silver Gem 2: Inside the Yellow Jewel stage.

L13:BEAR DOWN

Hint: To get to another Warp Zone entrance, track back and jump on the floating platforms after the bear throws you off at the end of the level. When you reach the large pink one, you'll be warped. This will give you the second entrance to Air Crash.
Silver Gem: Collect all of the crates.

L14:ROAD TO RUIN

Hint: To obtain all of the crates you'll need to start the level from the Warp World, but you need to get the Crystal first.
Silver Gem 1: Inside the Skull sub-level.
Silver Gem 2: Collect all of the crates.

L15:UN-BEARABLE

Hint: When the polar bear drops into the first pit, turn around and follow him in to enter a new sub-level. Watch out though because it's very tough! There is also a Warp World entrance on this level. After you are catapulted off of the bear at the end, turn around and slide jump over the pit and walk back up to the bear. When you get to his head, you'll be warped away.
Silver Gem: Collect all of the crates.

GEMS SECTION 4

L16:HANGIN' OUT

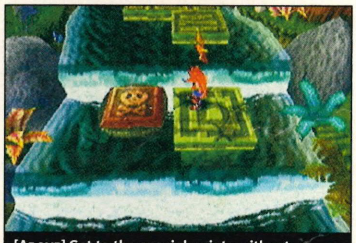
Hint: In order to get another Warp World entrance, walk towards the screen just before the '?' platform. This will transport you to the Warp World and present you with another level called Totally Fly... which is pretty damn hard.
Silver Gem: Collect all of the crates

L17:DIGGIN' IT

Hint: Belly flop onto the bomb-spewing plant situated on an island near to the end of the level to gain another entrance to the Warp World. This will award you the second entrance to Road To Ruin.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Inside the Skull level on the left fork path.

L18:COLD HARD CRASH

Hint: Jump on top of the highest 10-apple crate in the bonus '?' level to find an even higher hidden crate.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Situated inside the Skull sub-level.



[Above] Get to the special points without losing a life and the Skull platform awaits.

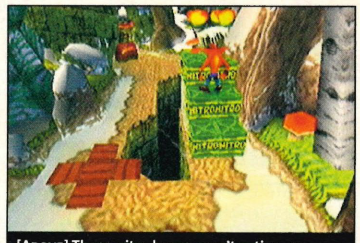
L19:RUINATION

Hint: If you have the Green Gem, you'll be allowed to enter a Green Jewel level for extra bonuses – there aren't any crates in this part though.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Take the Green Jewel path near the end of the level and it will transport you over to the Gem.

L20:BEE-HAVING

Hint: On the dry sections of ground, press the spin button to dive underground to avoid the killer bees.
Silver Gem: Collect all of the crates.
Purple Gem: When you come to a set of steps covered with nitro boxes, simply jump up on them. They won't explode and at the top you'll be warped to a level containing the Gem.

GEMS SECTION 5



[Above] These nitro boxes aren't active, so jump on top to be warped.

L21:PISTON IT AWAY

Hint: Tough this one. To collect every box, you have to race through the whole level without dying and then return to the Skull platform halfway through. From here it will mean that every crate is broken.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Inside the Skull sub-Level.

L22:ROCK IT

Hint: Use the L1 and R1 buttons to move backwards and forwards. Always use short bursts to edge slower through the level as opposed to hurtling straight into danger.

Silver Gem: Collect all of the crates.

L23:NIGHT FIGHT

Hint: Get to the Skull platform without dying and then continue forwards until you get the gem. Now kill yourself (although you'll probably die anyway!) and return to the check point before the Skull platform. Now simply complete the level as normal, keeping the gem.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Inside the Skull sub-level.

L24:PACK ATTACK

Hint: The electric doctors take two hits to kill. The first will send them flying backwards, and the second will push them into the force-fields, thus deactivating them.
Silver Gem: Collect all of the crates.

L25:SPACED OUT

Hint: To get the second gem, you'll need to have first obtained all of the coloured gems. By doing this, you'll be able to work your way through the complex and tricky jewel level and retrieve the gem.
Silver Gem 1: Collect all of the crates.
Silver Gem 2: Inside the Jewel sub-level.

WORLD WARP LEVELS – L26 & L27

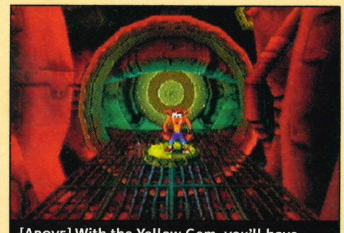
There are five levels in the hidden Warp World. Three will give you new doorways to three existing levels, and the other two are entirely new levels with gems that need collecting in order for you to get 100%!

L26:TOTALLY BEAR

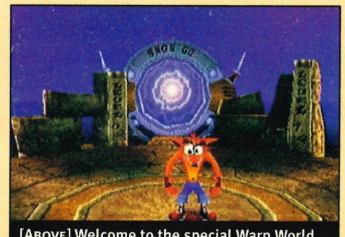
Hint: This is much like the other bear levels, although it's in darkness to make things much harder. On this level you'll need the running jump to get past all the early extra long water pits.
Silver Gem: Collect all of the crates.

L27:TOTALLY FLY

Hint: The hardest part of this level is getting the re-enforced crates without the fire fly fluttering away. To do this, avoid the fly straight before the crates and then walk forwards and bash them all in the dark. It's tricky, but it works. When done, track back and get the fly.
Silver Gem: Collect all of the crates.
That's it, 100% complete. Now go and take on Dr Neo Cortex, you'll need to bash him three times before he reaches the end of the vortex, so don't bump into anything. With all the gems, you'll now demolish his Cortex Vortex and see the dazzling special ending. A job well done Crash!

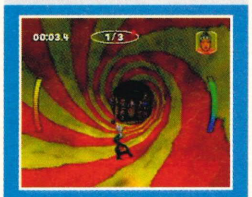


[Above] With the Yellow Gem, you'll have access to the Yellow Jewel sub-level.



[Above] Welcome to the special Warp World, where five new gates await you.

STREAK



FUTURISTIC SKATEBOARDING PREPARES TO 'OLLIE' ONTO PLAYSTATION COURTESY OF SINGLETRAC. JUST AS PSYGNOSIS REVEALS THE BIZARRE HOVERBOARDING OF *PSYBADEK*, *STREAK* PERFORMS THE PROVERBIAL HAND-PLANT ON THE PROCEEDINGS BY OFFERING A SIMILAR IDEA, BUT WITH MORE CHARACTERS, A WIDE ARRAY OF TRICKS AND ACTION SO SMOOTH YOU'D THINK IT HAD JUST BEEN WAXED. NOVEMBER RELEASE.

BREATH OF FIRE III

THE *BREATH OF FIRE* GAMES HAVE BEEN ESTABLISHED FOR A LONG TIME THANKS TO THE 16-BIT SNES CONSOLE, AND THIS SEQUEL LOOKS SET TO KEEP THE SAME BASIC APPROACH, BUT WILL BUILD ON THE VAST BATTLEFIELD AND INCORPORATE MANY MORE CHARACTERS. A PAL VERSION SHOULD APPEAR NEXT MONTH.

TOMMY MAKINEN RALLY

WE WERE HOPING TO REVIEW THIS GAME IN THIS VERY ISSUE, BUT UNFORTUNATELY, A 'SUSPICIOUS' EXCLUSIVITY DEAL WITH ANOTHER MAGAZINE MEANS THAT WE WON'T BE ABLE TO REVIEW IT UNTIL LONG AFTER THE GAME HITS THE RETAIL SHELVES. DRAW YOUR OWN CONCLUSIONS FROM THIS, AND BE SURE TO TRY BEFORE YOU BUY... IF YOU FEEL AT ALL TEMPTED TO!

WIRED UP

■ INCOMING GAMES ■ LATEST REPORTS ■

HANG ON TO YOUR CELLS FOR DNA-MUTATING MAYHEM!

PARASITE EVE

"It's a classy, blood-drenched game, which may never see the light of day!"

Those still reeling from the horrific gore-fest that was *Resident Evil 2* have now got something else to chew on courtesy of Squaresoft. *Parasite Eve* is a horror adventure with the onus on the grotesque!

Based on the best-selling novel, the game is set in Manhattan on Christmas Eve 1997 and begins in a packed opera house. It isn't long before things start to go hideously wrong because no sooner has the mysterious dark-haired beauty on stage burst into song when the whole audience spontaneously combust – resulting in much flameage and charred bodies. We said the whole audience, but the bizarre events are witnessed by Aya Brea, a rookie cop who survives the carnage. She takes it upon herself to confront Eve, the lady with the fiery temper, and becomes entangled in a dark and often vicious adventure to save the world from mitochondria mayhem. Mitochondria? The way in which most cells are driven with the onus in energy production, and Eve harbours the power to control and mutate this action so that anything from seemingly harmless rats, plants and birds are then transformed into demonic monsters.

Like we said, the game is a lot darker and more stylish than *Resident Evil* and combines the same basic search and destroy formula with the combat system seen in *FFVII*. This basically means that the battles take place on a real-time, turn-based structure which, although not as dramatic as *Resident Evil's*, still gets the pulse racing to near-cardiac arrest proportions.

Publisher:	**Squaresoft**
Genre:	**Action/RPG**
Players:	**1**
% Complete:	**100%**
Release Date:	**Out Now (Import)**

Parasite Eve arrived just too late for a full review this issue, but needless to say we'll be playing it to death over the subsequent weeks to get to grips with the various menu systems and reams of Jap text to fathom out whether we can grasp enough of the seemingly engrossing plot.

Suffice to say, as it stands, this is a classy-looking blood-drenched game that is bound to be worth a look – especially seeing as the American version with English text shouldn't be too far away. It's just a pity that it may never see the light of day over here.

[ABOVE] Charred corpses litter every street as a result of Eve's mitochondria-mutating exploits.

[ABOVE] This is just one of the many stand-offs you'll have with Eve throughout the horror adventure.

[ABOVE] Central Park Zoo is no place to go alone when every life-form is turning into a killing machine!

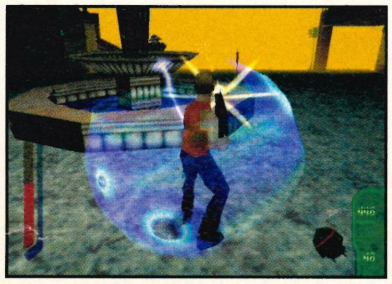
RUN RIOT IN THE FUTURISTIC STREETS OF NEW YORK!

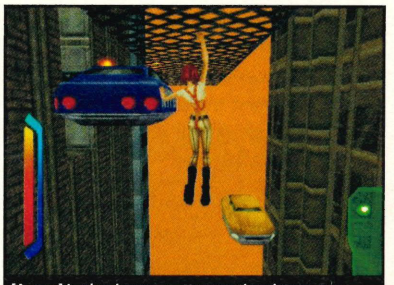
THE FIFTH ELEMENT

Opinion was divided over the Bruce Willis-starring, Luc Besson film, *The Fifth Element*. Some thought is was the business with its staggering set-pieces and futuristic imagery of New York, hence a directorial masterpiece. Then there were those who thought it was a poorly-scripted, posh Frenchman's *Stargate*... but yet still pretty. The common factor here is the look of the film, and this features prominently in the forthcoming game from French coders Kalisto.

Publisher:	Kalisto
Genre:	Action Adventure
Players:	1
% Complete:	70%
Release Date:	September '98

The Fifth Element (the game) is a beautiful third-person adventure set over 15 levels. There are two characters to play as, Leeloo (the girl) and Korben (the bloke), each has their own weaponry and inventory items that tackle the terrain differently. Obviously, Leeloo is a lot more nimble and agile than Korben, he in turn is a lot more powerful and relies on the well used action theory of 'shoot first, ask questions later'. A man after our own heart then! The onus is on exploration, avoiding traps and puzzle solving, and the action will be interspersed with cut scenes from the actual film. So although reminiscent of *Tomb Raider*, the look and feel of the game will suit older gamers and fans of the film down to the ground.





[Above] Leeloo hangs pretty over the picturesque streets of futuristic New York.

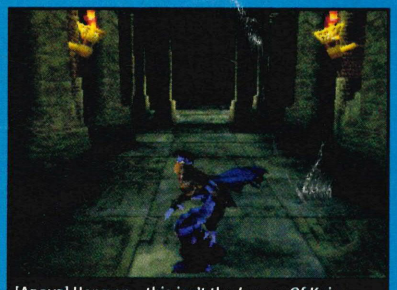
HE'S COME TO SUCK YOUR BLOOD... AGAIN!

LEGACY OF KAIN: SOUL REAVER

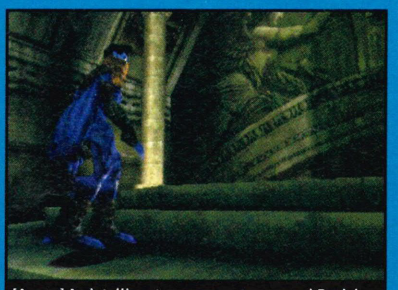
Blood Omen: Legacy of Kain was a huge hit in April last year and was undoubtedly one of the best isometric action adventures created. The sequel, *Legacy of Kain: Soul Reaver* is currently in its infancy as far as development is concerned, but throws a whole new perspective on the antics of the new protagonist, Raziel. Once again, you will be combing the land of Nosgoth on a hunt to satisfy your bloodlust, but this time you'll be sucking the life-force from humans in fabulous high resolution 3-D. New features include the ability to shift between the spectral and material realms, which means double the area of detailed photo-realistic environments to explore. Raziel will also be able to ride thermals or leap from cliffs and soar to discover new regions, all the while manipulating dozens of environmental objects to make himself more powerful.

All aggressive encounters will be handled in 3-D thanks to an innovative hand-to-hand attack system involving weapon and grappling moves, and there are over 20 different enemies and 12 bosses to beat. We can look forward to another dark, gothic story and some top-notch voice-overs. Expect around October.

Publisher:	Crystal Dynamics
Genre:	3-D Action Adventure
Players:	1
% Complete:	50%
Release Date:	October '98

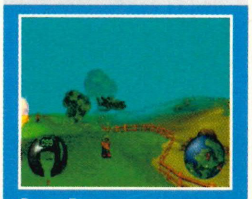


[Above] Hang on... this isn't the *Legacy Of Kain* we all know and love! *Soul Reaver* gets a face-lift.



[Above] An intelligent camera zooms around Raziel as he explores the vast open spaces of Nosgoth.

V2000



David Braben, most famous for the space blaster *Elite* is currently beavering away on the sequel to *Virus* (one of the first 3-D polygon shooters). Looking like a cross between *Magic Carpet* and *Populous*, you must rescue humans and blast giant mutant insects, while piloting your ship/sub over land, sea and air. Expect a September release.

TALES OF DESTINY

Namco's own RPG game is currently available to buy on Jap import, but due to the extensive reams of text, it is impossible to play. The US version is nearing completion and so those of you gagging for the next adventure fix will be able to tackle this classy fantasy adventure around June.

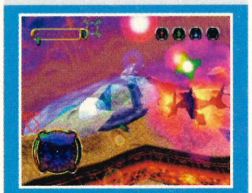
SOUTH PARK

The cult cartoon series featuring insane badly-drawn kids with bad attitude is coming to PlayStation courtesy of Acclaim. It is unknown at this time what sort of style the game will take, but it's sure to feature the vast ensemble of cast from the show including Eric, Kyle, Stan and Kenny (perhaps even our own favourite, Starvin' Marvin). More news next month.

GENERATIONS 1&2

WITH SO MUCH ANTIQUE JEWELLERY HOUSED IN DUSTY COIN-OP CABINETS OF THE PAST, IT WAS ONLY A MATTER OF TIME UNTIL WE WERE SUBJECTED TO A CAPCOM RETRO REVIVAL... AND NOW IT IS A REALITY! FEATURING SUCH GREAT OLDIES AS *GHOULS 'N' GHOSTS* AND *1943*, *CAPCOM GENERATIONS* WILL BE OUT LATE SUMMER.

B-MOVIE



THE ALIENS ARE LANDING, AND YOU MUST SPEARHEAD THE EARTH'S DEFENCES AGAINST THESE POT-BELLIED INVADERS. THE IDEA IS TO STRATEGICALLY POSITION YOUR MILITARY UNITS AROUND THE VARIOUS TOWNS AND TRANSPORT CIVILIANS TO SAFETY WHILST ALL THE TIME WATCHING THOSE SKIES IN PREPARATION FOR ANOTHER MARTIAN ONSLAUGHT. KEEP YOUR EYES PEELED FOR A SEPT RELEASE.

WARZONE 2100

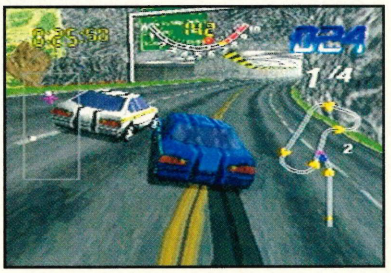
EIDOS COMMISSIONED THE COLLECTIVE TALENTS OF PUMPKIN STUDIOS (WHO JUST SO HAPPEN TO BE HEADED BY THE BLOKE WHO WORKED ON THE STRATEGY DREAM-TEAM BEHIND THE *X-COM* SERIES) TO BRING YOU A REAL-TIME STRATEGY GAME BASED ON FUTURISTIC EARTH. THE IDEA IS TO CONQUER NORTH AMERICA AIDED AND ABETTED BY INTELLIGENT DROIDS THAT CAN BE TRAINED BY YOURSELF. A STRATEGISTS' DREAM COME TRUE WE THINK.

COURSING THROUGH YOUR VEINS AT SPEED

SAN FRANSICO RUSH

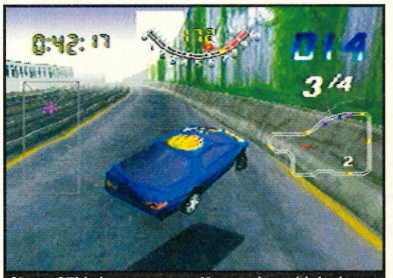
An arcade thrill ride comes to PlayStation with added goodies built in to the home version! Large scale reconstruction's of San Francisco's best known areas play host to your hectic races against time as you speed through a series of checkpoints. Computer controlled cars try anything to beat you along the way, but there are loads of shortcuts to be learned to get an extra advantage.

Those famous hump-backed San Francisco hills are the scene for some insane jumps of course, but the car accumulates damage and will start to get sluggish if you treat it badly, exploding in some cases! We didn't think the N64 version of *SFR* was up to much, but that console as a whole is pants. The PlayStation version comes with the all-so rare link-up mode, so that is a major plus point in our book. *San Francisco Rush* could be one to look-out for.



Publisher:	GT Interactive
Genre:	Racing
Players:	1-2
% Complete:	90%
Release Date:	29 May '98

[ABOVE] Naturally, the Golden Gate bridge pops up, proving that you really are in San Francisco.



[ABOVE] This is pretty tame. You can jump high above the buildings and trams with the right lift-off.

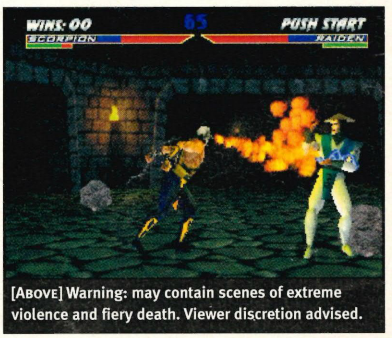
BABALITY! ANIMALITY! FATALITY!

MORTAL KOMBAT 4

An old ongoing battle between *Street Fighter* and *Mortal Kombat* ended fairly quickly when *Street Fighter EX* arrived. But the bloody blockbuster series won't be beaten easily, and now it too has hopped into the glittering void marked '3-D beat-'em-up', where the finest in tasteless gore looks even better than before. Some new faces and some old favourites make up the 15 initially available fighters (many hidden kombatants are promised too) and all are seen for the first time built from polygons instead of digitised pictures.

The entire cast can make use of various sadistic weapons for some lovely limb hacking and skull staving, up close or by hurling them through the air, or pick up objects from the 3-D pits to lob around too. The $64,000 question must surely be pointing to whether or not the *Mortal Kombat* series can cut-it on a higher level. But it's too violent to miss, surely?

[ABOVE] Concerned for our nation's children, we hope *MK4* will be played with adult supervision.



[ABOVE] Warning: may contain scenes of extreme violence and fiery death. Viewer discretion advised.

Publisher:	GT Interactive
Genre:	Fighting
Players:	1-2
% Complete:	70%
Release Date:	October '98

NEED CAREERS ADVICE? WHY NOT BECOME A...

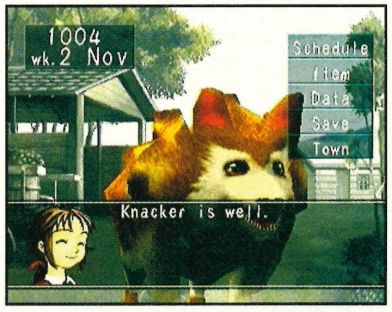
MONSTER RANCHER

The prayers of virtual pet lovers have been answered – your PlayStation is soon to play menagerie to the most varied pack of cyber animals you could ever imagine! *Monster Rancher* bears a strong resemblance to *Pocket Monsters Stadium*, the 64DD software that Nintendo hopes will save its console in Japan, but beats it by several months into the shops.

By spinning any CD (music, CD-ROM, game discs) in your PlayStation's drive, *Monster Rancher* (supposedly) generates a unique creature that you can raises to adulthood. Training your beloved pet with a variety of agility, strength and stamina tests, you enter him in tournaments where he fights to earn your respect, fame and fortune. We were initially impressed with the idea, but became worried when a Marilyn Manson CD generated the same cuddly cat as the actual *Monster Rancher* CD itself! There is much more to this game than meets the eye though, and when two players build up their own fanged Frankenstein, and save them to a memory card, the two can battle it out like a glamorised cock-fight. Cool. Expect many so-called office friendships to be broken when this game is reviewed next month.

[Above] No matter how ugly they turn out, you have to love them all the same. After all, you created them.

[Above] You can issue tactical commands during the battles or leave him to figure it out for himself.



Publisher:	Tecmo
Genre:	Breeding Sim
Players:	1-2
% Complete:	100%
Release Date:	Out Now (Import)

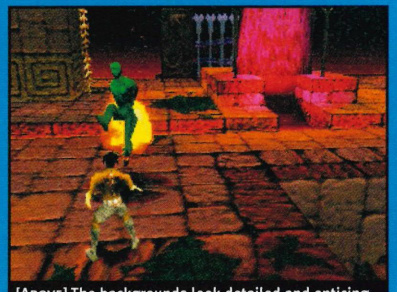
NEVER DABBLE IN THINGS YOU DON'T UNDERSTAND

AKUJI THE HEARTLESS

Voodoo eh? Very nasty business if you ask us. Many a morning we've felt piercing pains in various parts of our anatomies, could it be disgruntled software companies on a deranged revenge trip... perhaps? More than likely a dodgy curry or another night of over-exuberance. Whatever our paranoia's, *Akuji The Heartless* from *Gex 3-D* coders, Crystal Dynamics, is a very dark affair that centres around betrayal, battle and intrigue and the struggle of the (recently murdered) Akuji as he tries to locate the spirits of his ancestors and use their power to smash the barriers between hell and his homeland Mamora.

It boasts organic 3-D environments with 'True Placement technology'; motion captured characters with the precision of manual animation, and advanced AI, where enemies will react accordingly to your presence and subsequent actions. The action takes place over 14 levels bathed in real-time lighting and populated by 30 different types of adversary. There'll be a comprehensive magic system featuring a wealth of voodoo spells, including: Possession, Fire Storm, Beserker and Summon demon. If you're running low on spells, 'brawling style' hand-to-hand combat should sort those suckers out. We'll have the full hell-raising review served up soon!

[Above] Using magical spells, Akuji will be able to fend off the likes of this giant spider.


[Above] The backgrounds look detailed and enticing even at this early stage of development.

Publisher:	Crystal Dynamics
Genre:	3-D Action
Players:	1
% Complete:	55%
Release Date:	September '98

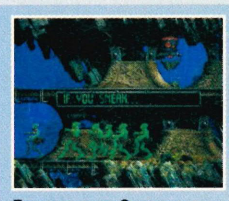
ROGUE TRIP

October is the month when fans of the destructive *Twisted Metal* series will be mugging old grannies to collect enough pennies to fork out for this next explosive city-trashing spree from SingleTrac. The coders have worked hard to ensure that everything that can be destroyed, will be destroyed – from Vegas to Washington.

HEARTS OF DARKNESS

You'd be forgiven for thinking that you first heard about this game in a past life – it has been that long since work commenced on what was, at the time, a hugely innovative and lavish-looking adventure. It is understood that Interplay has now taken over the publishing rights from Virgin and the game will appear on PlayStation in the Spring. Whether or not it will still wow the crowds remains to be seen.

ABE'S EXODUS



The five-part Oddysee saga has been put on hold for now as Abe himself enjoys another tripped-out adventure that looks to build upon the original. Abe will have a wealth of new skills including the ability to tap into the emotions of other beings. Expect a winter release for this certain smash.

DIRT

This is the second of the two games shown to us by Funcom this month (the other being the delightful *SDR*). *Dirt* (working title) is a fast-paced dirt-bike game whereby you cane-it around a series of tracks and pull-off fancy stunts. We know there are other games like this around, but Dirt impressed us with its realistic handling and spring bike suspension that makes it stand out of the pack. No publisher or release has been officially announced, but we'll keep you posted.

WING OVER 2

The first in the gung-ho flying series from JVC was a big let-down, but for the sequel it's all-out fighter plane action on a huge scale. At first glance it looks a lot like *Air Combat 2* from Namco, but this offers plenty of dog-fighting, planes, missions and wanton destruction.

DARKSTALKERS 3

Cacpom recently announced plans for a PlayStation conversion of its latest dazzling coin-op. The game builds on the mediocre previous *DarkStalkers* games by including new characters and moves and a wealth of new options for the home version including artwork galleries and Visual Story Mode. Expect in Sept.

BULLY BOY BASHING, BACK IN SCHOOL

RIVAL SCHOOLS

Capcom is rapidly establishing itself in the fully fledged 3-D arena. A rocky start spawned *Star Gladiators*, then *Street Fighter EX* came and kicked polygon butt... but now it goes back to school for another lavish head-kicking helping of cool-ass fighting action. But don't bother bringing your text books.

Rival Schools is based on the arcade game of the same name and features a hyped-up adolescent cast of 16 brand new Capcom characters, each with their own unique fighting style, moves, combos and hard-edged personality. The game was showcased in full at the E3 computer trade show in Atlanta and it squares up rather nicely against the likes of *Tekken 3*... a very tasty rumble looms!

There are three standard modes, Arcade, Versus and Training. The PlayStation version will also come with a brand new feature called 'Face Edit' mode. You'd think the character faces would be, ahem, edited by simply pummelling them. But no, Capcom has slipped in this new feature that allows you to customise the characters' faces, possibly to resemble your own(?). The game will arrive on import long before an official date is scheduled, and we'll keep you posted.

Publisher:	Capcom
Genre:	Beat-'em-up
Players:	1-2
% Complete:	60%
Release Date:	October '98

[Above] The 3-D look of *Rival Schools* is very impressive with its ever changing camera views.

[Above] Steady on gal! Hard case Tiffany pummels some poor bloke. No more wolf-whistles from him!

MIGHT, MAGIC AND TALKING BIRDS! WHAT MORE DO YOU WANT?

GRANDSTREAM SAGA

There was a time when the very mention of software house THQ raised sniggers throughout the office. You see, back in the 16-Bit console heyday, THQ weren't exactly famed for releasing quality games. But all has changed, and this latest title to come with the THQ stamp is so good that it's been snapped up by Sony itself for release. *Grandstream Saga* is a brilliant-looking RPG that seems to have it all – a solid challenge, a decent storyline and graphics to die for. Comparisons have even been drawn with the mighty *FFVII*... Details as to the exact storyline are very scarce at present, but we have played an early version that features some of the exploration, rescuing and battle sequences – the latter of which are played in real-time with a host of offensive and defensive weapons. Another item worthy of mention is a staff possessed by the central character. This can duplicate any item and is especially handy for copying jewels and suchlike to solve some of the puzzles.

Publisher:	Sony
Genre:	RPG
Players:	1
% Complete:	50%
Release Date:	September '98

[Above] The real-time combat has been compared to the forthcoming *Zelda 64* game. Not bad then!

[Above] This is just one of many elaborate polygon bosses that you'll have to defeat in the game.

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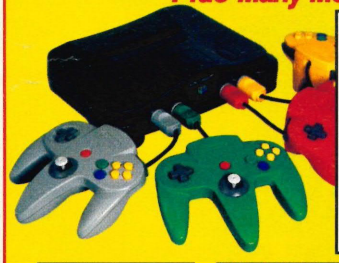

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arena

views · questions · criticisms · ideas

There has never been a better time to get your views across to the PLAY team. GAMEPLAY, the official sponsor of Arena, has upped the stakes and is awarding a voucher for £150 to spend in the GAMEPLAY shop for the best letter of the month. It is even awarding a £50 voucher to the runner-up. Not bad! The address to send to is: Arena, PLAY MAGAZINE, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. Or e-mail us at: play@paragon.co.uk.

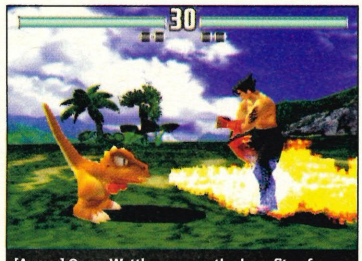
OFFICIALLY RUBBISH!

Dear PLAY,

I write in about the pish we are being handed by games companies. I have a chipped PlayStation which allows me to play games that aren't yet out over here. It's pretty cool really, I have *Resident Evil 2*, *Gran Turismo* and *Tekken 3* on import, all are excellent and I advise all you readers to get them when they are released in the UK as the percentages they were awarded were well deserved in my opinion.

Another (bad) thing about having a chipped PlayStation is that it allows me to play the s*** games, and some of them, oh... my... GOD! Sony, don't you have any sort of quality control, and if so then how do such poor quality games get through it? Are the game testers blind and deaf or something!? Looking in your last issue (34) I noticed not one, not two, but four, yes four s*** games that will soon be on the market, not that they should be! The first one, *Extreme Snow Break* – how pathetic? When you go off a jump, the computer tries (and fails) doing a backflip, why? Why not let you do it? Then there's the two player game, it sounds OK, but no, it's not split screen or link up at all, it's take it in turns. What a pile of cack!

"SONY, DON'T YOU HAVE ANY SORT OF QUALITY CONTROL, AND IF SO, HOW DO SUCH POOR QUALITY GAMES GET THROUGH?" OWEN WATTLEY



[ABOVE] Owen Wattley argues the benefits of chipped PlayStations, ie he's playing *Tekken 3*.

The second of these games is *Spawn*. My brother's mate has this on import, and he lent it to us. I've only played it once, it was that bad. Sorry but this game is absolute drivel, why do games companies bother making these games, and risk making complete and utter asses of themselves?

The last game is *Spice World*. Sorry but this game is destined to be toilet fodder! Who actually likes the Spice Girls anyway? I just know that this will get a 'Play Putrid' award.

Owen Wattley, West Midlands

P.S. Why don't you add a High Scores section to the mag? Each month you could have a competition, say... how fast you can get any car on *Gran Turismo*! That would be cool. I have got my Toyota Supra supped up to 412 km/h! Beat that!

We can't explain why trashy games emerge... they just do. Most software companies release at least one duff game a year (unless it is Namco of course!), which often makes us think whether or not the companies know what makes a good game. At the end of the day, it is the opinion of people such as yourself that count, and if a game is dump, then you're not going to buy it, so it is the software companies that lose-out.

But what have you got against *Spice World* anyway? It isn't even finished and you're slating it. Apparently, it is coming along in leaps and bounds, the girls have seen it and they love it. So it must be good... um, forget we just said that.

CROC OF S***E!

Dear PLAY,

At Christmas I bought a PlayStation and five games (*FIFA: RTWC98*, *F1'97*, *Crash 2*, *Soul Blade* and *Croc*). Most of which were good, but *Croc* was awful. When I first saw it on the television advert it looked great... until I played it. The levels were boring and too easy and it was exceptionally bad value for money. I am thinking of trading it in, what kind of price do you think I'd get?

James Chohan, Leicester

We thought the very same thing. Although we knew *Croc* was a tad lame when we saw the adverts, we were still impressed with how good it must have looked to potential buyers. That's the trick of the trade you see, get it on telly and the sales will surely sour. As for trading it in... erm, probably a tenner at best!

WHEELY SAD

Dear PLAY,

I bought a V3 Racing Wheel from Excitement Direct, and it broke three days after it arrived. I think there is a loose wire that causes an intermittent fault. I phoned Excitement Direct about this problem and they said to phone the manufacturer, which is Interact, in

[Above] What's this? Suspicions from Play readers that the Spice title might be duff? See Owen...

America. So I phoned them and they told me that they couldn't do anything about it, and I would have to phone back another time. This was not possible for me to do and I sent a letter to them to explain this along with my problem so that it could be sorted out. This was a couple of months ago and I have not had a reply. Could you please help me?
Scott Thompson, Gourock

Tut tut Scott! If you had contacted us in the first place, we would have strongly advised against buying the V3 steering wheel based on the fact that we broke it after about 20 minutes. It's always a problem with mail order companies when things like this happen. If you read the small print in the advert then it states that you must return it by recorded delivery subject to a fee. A bit harsh perhaps, but ring them and enquire as to whether you can swop if for the Top Gear steering wheel from Logic 3.

GAMEPLAY GAME WINNER! HELP THE AGED

WINS £150 VOUCHER FOR GAMEPLAY!

Dear Play,
I am writing to you to request that you keep those import reviews coming, do not shorten 'em!

The main reason why I am writing is that the BBFC and ELSPA do not state clearly enough what age group/classification a game is. Here's one example: One glorious day, etc, I went into Woolies looking for a decent Platinum game that I hadn't got. I found *Die Hard Trilogy* and I thought it seemed good value for money (three games in one and all that!). I got to the counter and paid, no quibbles or anything. I got home and loaded it up, only to find it had quite a bit of blood in it. I looked at that little blue box on the back and was informed that it was an '18'!

I am only 14 and do not look 18. The lady behind the counter most probably didn't even see the rating (well I didn't!). My point is this: Why do *Grand Theft Auto* and *Soul Blade* have BBFC stickers on the front and not all games? Surely this would reduce the number of worried parents.
Karl Kent, Lancs

The ratings on video games are there as a guideline to give people, parents especially, an indication of what the nature of the game is like. It is only in the more extreme cases where it has been deemed necessary to include a warning on the cover of the box. However, if anybody is in any doubt as to whether or not the game is suitable for the prospective audience, then they should always check the box. One of the more extreme cases recently was *Reboot*, which was classed '15' because one of the cut scenes was a bit scary for kids.

GAMEPLAY

"WHEN I FIRST SAW THE *[CROC]* ADVERTS ON THE TV ADVERT IT LOOKED GREAT, UNTIL I PLAYED IT. BORING AND TOO EASY." JAMES CHONAN

REAL WIMP

Dear Play,
I am writing to complain about *Duke Nukem* and why there is no cheats for it. After all, it is a great game and comes top in its section with a cracking 90%. I have looked in most cheat books but cannot find it any where. So if there are any, please put them in the next issue.
Kirk Woodall, Brierley Hill

Let's get this right, you're complaining about *Duke Nukem* because there aren't any cheats for it? What are you? Some kind of nut? We'd have had more respect for you if you just came straight out and said "I am crap at *Duke Nukem* and I need some cheats to assist me." As it happens there aren't any, so please don't ask again.

COCK-EYED SHOOTER

Dear Play,
I would like to thank you on providing great coverage of the European and import games market. My main reason for writing is *Time Crisis*. When I played it in the arcades, I enjoyed it. But when I played the PlayStation version I was disappointed because: it took over half an hour to get

[Above] Kirk Woodall can't play *Duke Nukem* for toffee, apparently. What a duffer!

RETURN TO SENDER

We now get so many letters here at Play that we found it impossible to offer feed-back without extending Arena to fill half the magazine. So now any questions relating to purchases, release dates and all other small matters will now be dealt with in this regular column.

I would like to know if BMG is going to bring out *Grand Theft Auto 2* because the first game was so good.
Nic Goss, Peterborough
• Nothing has been confirmed as yet, but we'll keep you posted.

I am starting up a PlayStation pen-pal club, is this legal? If so, anyone wishing to participate should send their details, hobbies, fave PlayStation genre and game plus a SAE to **Fraser O'Donnell, 1 The Fieldings, Dunlop, Scotland KA3 4AU.**
• We can see no harm in this. So if anyone out there fancies a bit of correspondence, get writing to Fraser. Remember, no stalking!

Stuff the Spice Girls, why doesn't someone make a Prodigy game? Keith Flint would make a brilliant video game character, as would Leo Di Caprio!
Amy Cooper, Barnstaple
• We agree with the Prodigy game, something along the lines of *Bust-A-Move Rhythm & Dance* would be pretty ace. We dunno about Leo though, he's a bit of a wet fish isn't he?

In *FIFA: RTWC98*, there was nothing about using the analogue controller on the back of the game or in your review. Why was this?
Chris Haigh, Bradford
• Strange huh? EA didn't actually inform us that the game was analogue compatible, and judging by the fact that there was no mention of it on the box, it would appear that the people there didn't know about it either.

Goldeneye has been a huge hit on the Nintendo 64, so when is *Tomorrow Never Dies* coming out on PlayStation, and when it does will it require a multitap or a link cable?
Andy & Craig, Maghull
• Unfortunately, as reported in the 'Wired' section this month, *Tomorrow Never Dies* has slipped until this time next year. So it had better be a multi-player game!

Do you think *WWF Warzone* or *WCW Nitro* will be worth waiting for if you're into wrestling?
Thomas Craze, Redruth
• Absolutely, although you should consider medical help!

Will you be able to send me any new information about the Sony PDA? When will it be released over here?
Lee Taylor, Scunthorpe
• The only information we have is the stuff we have printed in previous issues. So far, Sony haven't announced the release date of the PDA over here, but we'll let you knew in due course.

the thing set up, the G-Con 45's calibration is awful and I ended up using a normal controller, which was just as bad.

Namco should've put cross-hairs into the PlayStation version to satisfy people like me. In my view, it would have been awarded 60% instead of 90%. Am I right or am I wrong? What do other PLAY readers think?
Conor McNeely, Ireland

We suspect that perhaps this is an isolated case. How can *Time Crisis* take half an hour to set up? And more to the point, how can you say that the G-Con 45 calibration is crap when it has proven to be the most accurate light gun available? You probably weren't calibrating it right and so experienced off-target shooting in the actual game. Our advice to you is to read the instruction manual on how to set it up properly, play it for a while, and then seriously rethink whether or not you really believe this game to only be worth 60%.

SPEAK ENGLISH

Dear PLAY,
I was wondering if when you get your PlayStation chipped, are all the imported Japanese games in Japanese? I only ask because after reading several of your magazines, I noticed that the imports being reviewed appeared to have English lettering in them.

Secondly, does chipping your PlayStation do it any damage? Several chipping firms tell me that there is no harm in chipping your PlayStation, but some of my mates say that it knackers up the running time, which advice should I heed?

Finally, I would very much like your opinion on which game to buy, *Resident Evil 2* or *Tekken 3*. I am a die hard fan of the *RE* series and after playing on a 10-minute demo, I am certain that nothing can be better – although is *Tekken 3* really good enough to be game of the year?
Mr P Ness, Nowheresville

A lot of Japanese games – especially Namco ones, tend to contain English text, so buying and understanding them isn't a problem. In response to your question, having a chipped PlayStation doesn't mean that it converts the text into English (although we wish it would). We don't know of any hard facts to suggest that chipping your PlayStation will knacker it, but everybody should be aware that it invalidates the warranty. As for the purchase advice, we suggest you buy both. *RE2* is out now, and if you're a fan then you're going to love it. *Tekken 3* isn't out in Europe until September, so you've plenty of time to save up.

LARA'S BUGGED!

Dear PLAY,
When I read Christopher Macdonald's letter (Play 34) about the bug in *Tomb Raider II*, I thought it was important to let you know that this problem didn't just occur with him.

The same thing happened to me in January. After the cut-scene at the end of the diving area, the game would freeze. So I phoned the PlayStation technical support line and they told me to phone the *Tomb Raider II* customer services, and so I phoned but all I got was an answer machine. Then I went to Dixons and I got a replacement disk but the game just froze again. It was a week later until the customer services explained that I had to go back to the beginning of the level again to override the bug. I found that this type of service from a company you think you can trust is pretty lousy. Shame on you Core.
Marco Clemente, Cyberspace

Fat chance. It is just unfortunate that this bug wasn't sorted before the game was shipped, but surely it doesn't spoil the overall impact of this stunning game too much, Marco?

GAMEPLAY GAME WINNER! ROBBED BLIND

WINS £50 VOUCHER FOR GAMEPLAY!

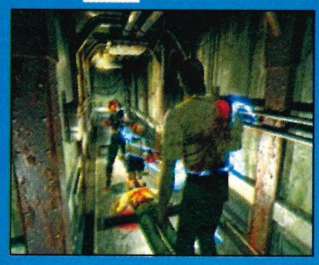
Dear PLAY,
I am writing in response to William Wheatcroft's letter in issue 34. I too am disappointed about there not being fire engines in *Grand Theft Auto*, and even more about there being no trains as I have just purchased it through mail order. Why were they left out? In issue 33 of PLAY, I got the impression that they were included because on page 76 you had small pictures of all the vehicles you could steal, and lo and behold, there were trains and fire engines! Also, why is this game an '18' certificate when all the fuss is over very small sprites being run over? Sure there's bad language, but isn't it what we hear at school?
James Barber, Burnley

Sorry to mislead you James, but some of the vehicles didn't actually make it into the finished PlayStation version. This wasn't DMA's fault though, the game HAD to be finished and on-sale for Christmas, and to meet the deadline, another company was brought in to complete the job. However, DMA was very unsatisfied with the finished article, much due to the omission of the fire engines, trains, and helicopters (not to mention a few other bugs). We understand that the forthcoming US NTSC version of *GTA* will contain all of the vehicles and is generally a more polished product. Not that this is much consolation...

GAMEplay

THE PLAY DEBATE
WHERE THE READERS DECIDE

WAS RE2 TOO EASY?



Come on now, you've all played and it must've completed it by now, so what do you think. Was the game that took two years to arrive really worth the wait? Could Capcom have done a better job? Do you feel in any way disappointed with the finished result? And were we right to award it 96%? Get your opinions to us for another great PLAY debate. Oh, and just in case you were wondering, here are the conclusive results of the last two...

- The mark we gave to ***Final Fantasy VII*** (93%) was right. Many of you thought it should have got more, but not as many as those that were disappointed with it.

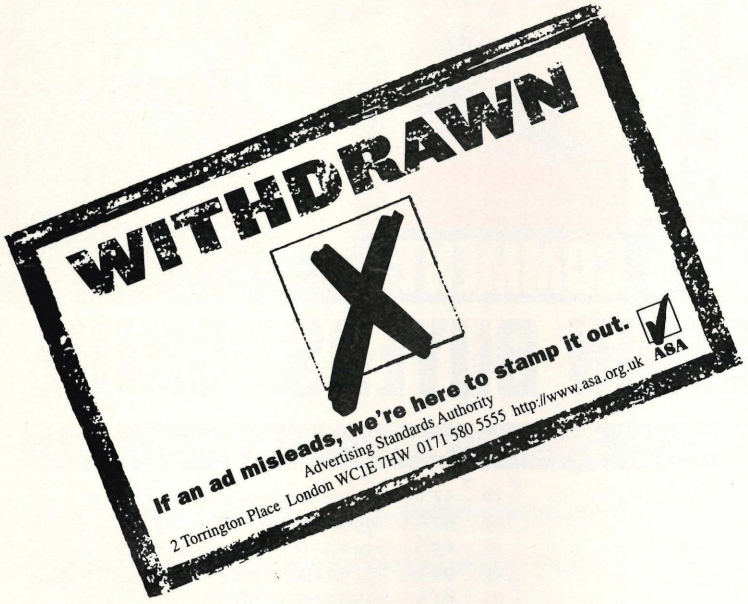
- ***FIFA: Road To World Cup '98*** was better than ***Actua Soccer 2***. Again, opinion was divided, but we had far more letters claiming that ***FIFA*** was the better football game. Of course, none of this matters now that ***World League Soccer*** is out!

STRANGE MOMENTS IN VIDEOGAMES #9

GEX 3D

We always knew that *Gex* was a smooth operator but we didn't think he was smooth enough to snare one of the PlayStation's hottest silicon chicks! After overpowering the evil Rez, Gex slumps off back home for the ending sequence, and who should be waiting spread-eagled upon his return? Why, it's none other than the delightfully formed Nikki from *Pandemonium 2* (another Crystal Dynamics game). Bestiality anyone?

We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address, please give specific permission.



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Blast Radius	£ CALL	Die Hard Trilogy	£17.99	Marvel Superheroes	£26.99	RayMan	£17.99
Bloody Roar	£32.99	Doom/Final Doom Pack	£26.99	MDK	£19.99	Reboot	£29.99
Bomberman World	£ CALL	Duke Nukem	£25.99	Megaman 8	£29.99	Red Alert Retaliation	£ CALL
Breath of Fire 3	£ CALL	Fenzy	£ CALL	Megaman Battle & C.	£29.99	Resident Evil 2	£37.99
Brian Lara Cricket 98	£ CALL	FIFA '98 - Road to W.C.	£30.99	Men In Black	£32.99	Resident Evil	£18.99
Broken Sword II	£29.99	Fifth Element	£ CALL	Midway Arcade Hits	£29.99	Ridge Racer Revolution	£18.99
Buggy	£ CALL	Fighting Force	£23.99	Mortal Kombat Trilogy	£18.99	Riven	£38.99
Bushido Blade	£29.99	Final Fantasy VII	£35.99	Moto Racer	£24.99	Road Rash 3D	£33.99
Bust a Move 3	£24.99	Formula 1 - 97	£34.99	Motor Head	£31.99	San Francisco Rush	£ CALL
Cardinal Syn	£ CALL	Formula Karts	£23.99	N20 - TBC	£30.99	Sentinel Returns	£ CALL
Carmageddon	£ CALL	Forsaken	£34.99	Nagano Winter Olympics	£32.99	Shadow Master	£25.99
Chill	£28.99	G Police	£25.99	NBA Live '98	£32.99	Sim City 2000	£21.99
Circuit Breakers	£ CALL	Gex 3D Enter the Gecko	£29.99	NBA Pro '98	£32.99	Snow Racer	£30.99
Colin McRae Rally	£ CALL	Ghost in a Shell	£ CALL	Need for Speed 3	£31.99	Spawn	£33.99
Colony Wars	£23.99	Gran Turismo	£35.99	Newman Haas Racing	£34.99	Spice World	£19.99
Command & C. Red Alert	£31.99	Grand Theft Auto	£30.99	Nightmare Creatures	£30.99	Star Wars M. of T. Kais	£31.99
Command & Conquer	£18.99	Heart of Darkness	£ CALL	Nuclear Strike	£22.99	Street Fighter EX+	£30.99
				Oddworld - Abes Oddey.	£24.99	Super Match Soccer	£28.99
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				Pandemonium	£19.99	Superpang Collection	£ CALL
				Pandemonium 2	£24.99	Theme Hospital	£31.99
						Three Lions	£34.99
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						Tomb Raider 2	£29.99
						Tombi	£ CALL
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						Wipe Out 2097	£17.99
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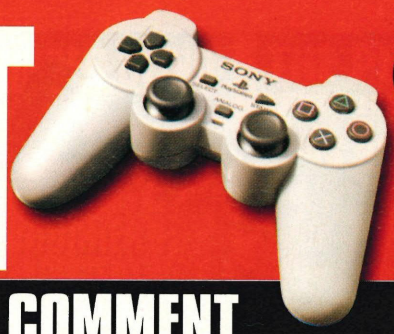
PLAY magazine Issue 36 1998

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. Forsaken 92%
2. Duke Nukem 90%
3. Doom/Final 93%
4. Tenka 86%
5. Mechwarrior 91%
6. Exhumed 84%
7. Alien Trilogy 91%
8. Disruptor 87%
9. Magic Carpet 90%
10. Tunnel B1 87%

* 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.
Armoured Core	1-2	●								35	69%	Fun, but linear robot beat-'em-up.
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.
Bushido Blade 2*	1-2	●		●						35	80%	Very disappointing sequel.
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!

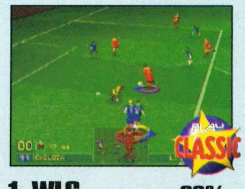
GAME											ISSUE REVIEWED	SCORE	WE SAY...
Buster Bros Collection*	1-2	●									22	86%	*Pang* gets the 32-bit treatment.
Cardinal Syn	1-2	●								●	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	●									23	57%	Dull robot strategy adventure on the moon.
Casper	1	●									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!
Circuit Breakers	1-4	●	●							●	35	81%	Great fun, but very limited in areas.
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 Ball Zone	1-2	●								●	35	84%	Very playable futuristic mutilation mayhem!
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.

PLAYBACK

Arcade style shoot-'em ups

1. Time Crisis 90%
2. Colony Wars 92%
3. MDK 90%
4. Die Hard 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. WLS 90%
2. FIFA: RTWC'98 91%
3. Dead Ball Zone 84%
4. Actua Soccer 2 90%
5. Smash Tennis 86%
6. Total NBA '97 92%
7. Actua Golf 88%
8. Int Track & Field 85%
9. Victory Boxing 90%
10. Three Lions 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. FFTactics 90%
7. Alundra 86%
8. Broken Sword II 90%
9. Night. Creatures 90%
10. C&C Red Alert 90%

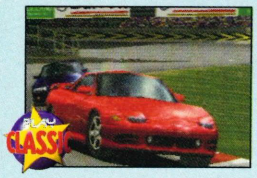
LATEST JOYPADS ON PAGE 94

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...
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.
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.
Forsaken	1-2	●			●				●	35	**92%**	A stunning achievement. Totally breathtaking.
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!
Kula World	1-2	●								35	83%	Innovative puzzle fun with balls!
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!

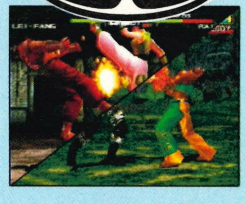
GAME											ISSUE REVIEWED	SCORE	WE SAY...
Lost Vikings 2, The	1-2										23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●									25	79%	Stunning-looking platformer, but shallow.
MDK	1	●									27	**90%**	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2				●						22	72%	Decent *Paradroid*-inspired shooter.
Madden '97	1-4	●	●								12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●								29	82%	A fine, albeit rough-looking Gridiron game.
Marvel Super Heroes*	1-2	●									30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●									06	**80%**	Magnificent magic carpet ride!
Mass Destruction*	1	●									30	80%	Enjoyable, destructive tank romp...
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.

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. ISS Pro 84%
10. MK Trilogy 92%

HEAD-TO-HEAD



Tekken 3 Vs. Dead Or Alive

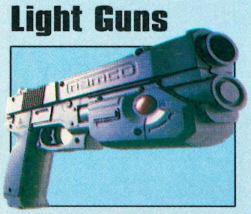
We were gutted when, like damned buses, we were waiting for the next top-notch fighting game to emerge... and two came along at once! *Tekken 3* won outright in the review stakes, but let us not undermine the sheer excellence of *DOA* in any way. Characters, and variation of them, is sadly one of *DOA's* weak points. With only eight standard and two hidden against *T3's* whopping 22, the life-span comes under scrutiny. The moves also aren't as plentiful in *DOA* and the ten-hit combos are severely lacking. The scratchy, back-beat tunes of *T3* are more than a match for *DOA's* forgettable tones, but the look of *DOA* is much more polished and beams precision from every perfectly formed polygon. *DOA* is tops, but you can't mess with the king!

HARDWARE

Joypads

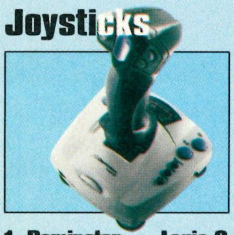
1. Dual Analogue	Sony
2. PSX 1	LMP
3. Station Master	Logic 3
4. Cyclone	Phase 9
5. Program Pad	Interact

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

Steering 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 which may vary from the officially released game.

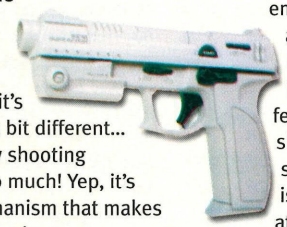
GAME										ISSUE REVIEWED	SCORE	WE SAY...
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	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.
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!
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.

GROOVY GADGETS

ALL THE LATEST PSX ADD-ONS REVIEWED

Pump Action Gun

Supplied by: Access Line
Price: £TBA



With so many gutless light guns clogging up the peripheral shelves, it's nice to see something a bit different... and guess why this new shooting accessory stands out so much! Yep, it's got a pump action mechanism that makes offing those pixelated punks more satisfying than scratching a particularly hard to reach itch! The Pump Action Gun is packed with features including auto reload, variable firing speeds and, of course, auto-fire. The best bit about this though is the way in which you can pre-set the number of bullets that your weapon holds, and then every time you're out, you simply reach of the spring-loaded under-barrel slider and give it a hearty yank... oo-yeah! Third party light guns may be more common than Fergie, but this is one of the best.

OVERALL: ★★★★★

PSX Dual Analogue

Supplied by: Gamester LMP
Price: £19.99

Gamster's interpretation of the Dual Analogue pad is a surprise success story in the making and is instantly the best third-party Dual Analogue on the market. Whereas the Barracuda from Interact was lame due to its slippery thumb controls, this pad emulates the official version, and although it looks a bit crude, it handles in much the same way. It doesn't have the same chunky feel as the Sony pad, and the shoulder buttons aren't as significant, but what the hell, this is only 20 quid and it's a bargain at that.

OVERALL: ★★★★★

Scorpion Light Gun

Supplied by: Fire International
Price: £24.99

Eat Bond, sleep Bond, be Bond! The ultimate in cool has arrived in the form of a sexy-looking lightgun from Fire and it rocks! The design of the Scorpion is based on Bond's trade-mark Walther PPK, and it comes with a handful of concealed features (auto-fire, reload and special weapon modes), as well as the now-standard G-Con 45 accessories.

Unfortunately, the sleek silver design that we were originally sent was scrapped in favour of metallic green – because we can't have it being mistaken for the real thing, right? But the realistic rumbling recoil effect more than compensates for this, and a silver marker pen is available from all good art shops! The only other downer is the accuracy that is slightly off, but this is still better than must of trash currently available.

OVERALL: ★★★★★

SNEAKY PREVIEWS...

Xplorer: The Ultimate Cheat Cartridge

Supplied by: Fire International **Price:** £29.99

For ages Datel has had the monopoly on cheat cartridges, but not now that this gadget has emerged from the bulging Fire stable. Apart from being an incredible £20 cheaper, the cheat storage capacity is 120K bytes, compared to the mediocre 16K bytes of the Action Replay – so you've got plenty of room to save hundreds of new cheats. You can use the Action Replay codes on this as well as pull in graphics from games, find your own cheats, upgrade your Xplorer to the latest version (available free on www.xplorer.com), and a host of other things. The menu system leaves a bit to be desired, but it's nice to have an alternative at long last.

NEXT MONTH: MORE HOT PERIPHERALS!

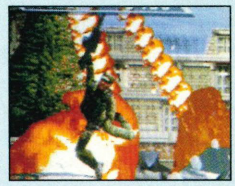
GAME											ISSUE REVIEWED	SCORE	WE SAY...
Ray Storm*	1-2										19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●									23	74%	Super fast *Chase HQ*-style racer. A bit basic.
Re-Loaded	1-2	●									17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●									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.
Snow Racer	1-2	●			●						35	50%	Nice-looking, yet disappointing alpine racer.
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.
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.

COIN-OPS

Here are the Top Five arcade games we've been churning our hard-eared wages into this month...

TIME CRISIS 2

Better graphics, better locations, and now with two players. A dream come true!



LA RIDER

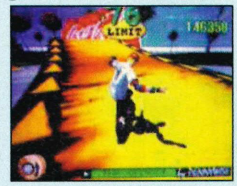
Caning it around the city of angels is still a lot more fun than being in the office! Feel that engine hum!

RACING JAM

Job's a good un for Konami as it screams in with a fast-paced racing demon!

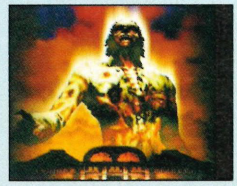
TOP SKATER

Help us please! We just can't resist taming another half-pipe! Still the best game of its kind. Radical.



HOUSE OF THE DEAD

An oldie, but still a classic ketchup-spewing sweat-inducing blast-a-thon.



LONG TERM

Crash 2

Length of test: Seven Months
Replay value: ★★★★★
This is the Editor's choice! Platform games rarely come more accomplished and intriguing as this epic. It still looks fantastic, even against the mighty *Gex 3-D*, but it is the gameplay that makes this a fabulous game that keeps dragging us back. The attraction lies in the secret bits — every level has hidden areas and sneaky crates tucked away that you'll only find after prolonged play and constant re-visits to the many levels on offer. Our advice is to keep this as an ongoing project to play in-between your other games.

Soul Blade

Length of test: 15 Months
Replay value: ★★★★★
Dazzling as this was when it first arrived, it seems fitting that what was the best fighting game at the time should be bettered by another Namco effort... *Tekken 3*. Graphically, *Soul Blade* still cuts it, but what lets it down now is the sluggish pace and effort needed to string combos together, it just doesn't really flow as well as the new blood. Namco's reluctance to produce a sequel signals that perhaps it doesn't have that much faith in the game either. Still a looker, but far too slow.

UPDATED EVERY MONTH

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Tempest X3	1-2	●								16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu*	1	●							●	35	78%	Great fun to play, but let down by graphical glitches.
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.
Three Lions	1-2	●								35	80%	Very pretty, but sluggish to play. Not worth the hype!
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!
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
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.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and , frankly, unplayable racer,
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 Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
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.
World League Soccer	1-4	●							●	35	**90%**	Plays the opposition off the field. The best!
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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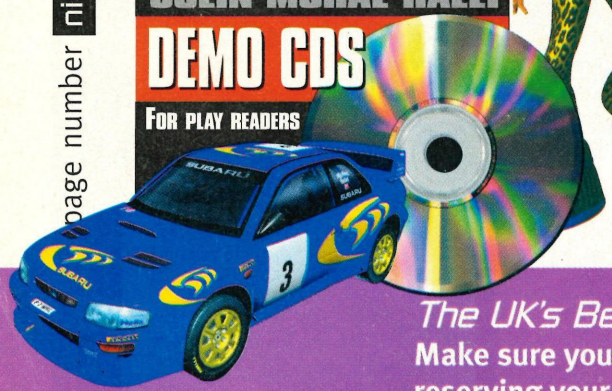

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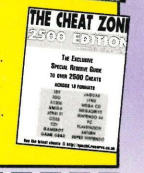

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"An absolute classic"

9/10
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4/5
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"WLS is definitely best of the action football games"

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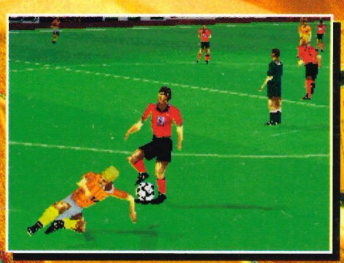

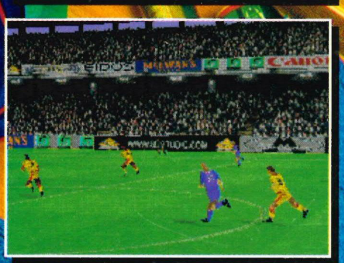

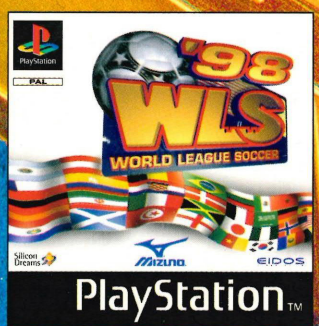

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