

TOCA 2 SCARS VICTORY BOXING 2 SILENT HILL
SOUL CALIBUR STREET FIGHTER ALPHA 3 SPYRO

issue thirty eight

€2.95 BF 260

9 771358 947002 38

PLAY

プレイステーション

The UK's Best N Mar ine!

CRASH 3

EXCLUSIVE!

Get your flippers out, Bandicoot's back and making a splash!

PLUS

Player Manager '98
Heart Of Darkness
Fluid Pocket Fighter
Pac Man 3-D
Blast Radius

ISS '98

The long-awaited football sequel scores a blinder inside!

FREE CHEATS BOOK WITH THIS ISSUE

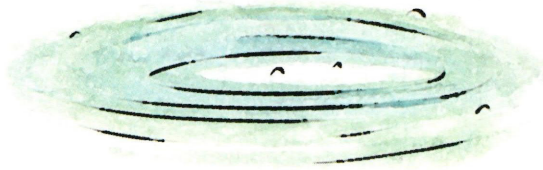
MORTAL KOMBAT 4

EXCLUSIVE! First blood-drenched review of the goriest beat-'em-up ever to grace the PlayStation!

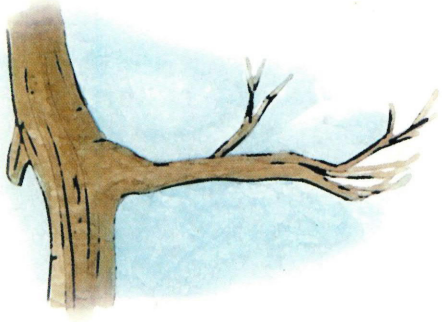
namco



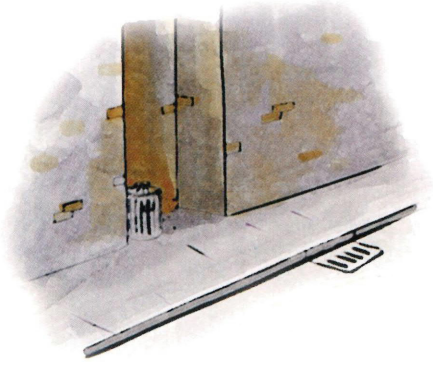
Woodcock
Scolopax rusticola



Mallard
Anas platyrhynchos



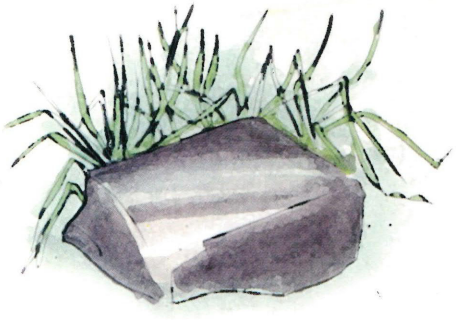
Grey Squirrel
Sciurus cardinensis



Ninja Assassin
Assassinus Ninjarus



Rainbow Trout
Salmo gairdneri



Common Toad
Bufo bufo

Duck.

Point Blank. The Shoot-Anything-That-Moves game that uses the G-Con 45 gun from *Time Crisis* to blast away at deranged fluffy ducks, gnashing piranha and even the odd ninja assassin. Go out killing on your own, or against up to seven of your fellow hunters. If you're furry, feathery, scaley or slimey, take cover.



www.playstation-europe.com

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation ®

Point Blank™ & ©1994, 1997 NAMCO LTD and G-CON45™ & ©1996 Namco Ltd. All Rights Reserved. Namco is a registered trademark of NAMCO LTD. "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Price RRP £34.99. G-Con Light Gun £29.99, Bundle price £59.99

PLAY READERS SPECIAL OFFER...



PLAY MEMORY CARDS FOR JUST...

£5

BUY 3 GET 1 FREE

CREDIT CARD LINE (01202) 200200
EMAIL subscriptions@paragon.co.uk.

Mon to Fri 9pm to 6pm Answerphone 24 hours

PLAY

Unbelievable but true! We're offering you the chance to buy as many PlayStation memory cards as you want direct from PLAY magazine for just £5 each – that's 50% cheaper than you can buy in the shops, and what's more, these memory cards are branded with the PLAY logo to make them extra collectible.

How can we do this? Simple. We at PLAY Magazine recognise that one of the essential PlayStation peripherals is the trusty old memory card, and in order to make the most of the hundreds of games reviewed in PLAY every year you must be able to save your progress. The only trouble is, the 1Mb memory card only gives you 15 save slots — and that just ain't enough!

To save the day, PLAY has teamed up with a major memory card manufacturer to bring you this exclusive special offer open only to our loyal readers. For just £5 you get a PLAY branded 1Mb memory card sent direct to your door.

And what's more you can have as many as you want. If you need to stock up for yourself or perhaps get one as a gift then that's fine. Remember that if you buy three for £15, you get a fourth one absolutely FREE!

IT'S THE GREATEST SPECIAL OFFER PLAY HAS EVER RUN, AND IT'S OPEN NOW WHILE STOCKS LAST!

POST AND PACKAGING FREE!

SEND YOUR ORDER TO: PLAY MEMORY CARD OFFER, PARAGON PUBLISHING LTD, FREEPOST BH 1255, BOURNEMOUTH BH1 2TA

YES! I WANT TO TAKE ADVANTAGE OF THE GREAT PLAY MEMORY CARD OFFER...

Please send me ☐ PLAY 1Mb memory cards – a saving of 50% on each one!*

YOUR DETAILS...

NAME .....

SIGNATURE .....

ADDRESS .....

.....

.....

.....

POSTCODE .....PHONE .....

METHOD OF PAYMENT...

☐ Cheque/Postal Order

Please make payable to: Paragon Publishing Ltd

*Offer open to UK residents. For overseas readers, please add £1 for postage & packing.

☐ Credit Card

Expiry Date .....

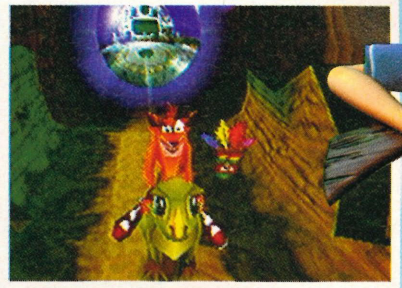
Card Number .....

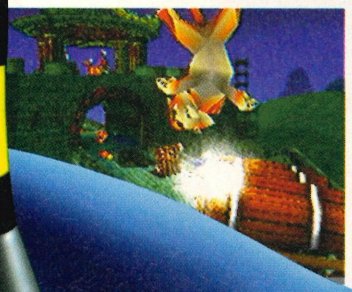
☐ Switch

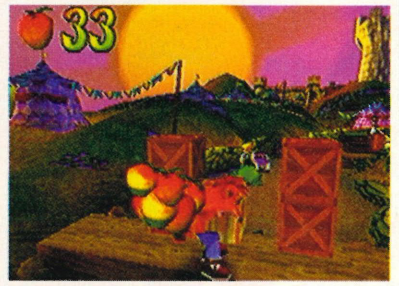
Switch Issue No .....

CRASH BANDICOOT

20 The Bandicoot with attitude and a serious vendetta returns for his third platform adventure... and it's more diverse than ever. Check out our full report.







THE BIG GAME

5 WAYS TO CONTACT PLAY!

Fax us on: (01202) 299955
Send letters to: PLAY Magazine, Paragon House, St Peter's Rd, Bournemouth BH1 2JS
email: play@paragon.co.uk
Home page: http://www.paragon.co.uk/play/
Tel: (01202)299900
5-6pm weekdays only!

REGULARS

WIRED 06
Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!

SUBS 68
Join the UK's best selling unofficial PlayStation magazine team and receive PLAY every month, with superb special deals available with £££s off the latest games. Give yourself (or a friend) a tasty treat!

STATION MASTER 74
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered by our team of experts.

STATION MASTER 74
VIGILANTE 8 76

ARENA 86
This is where you get a chance to talk to the staff on PLAY and air your views to fellow PLAY readers and the industry chaps that read the mag. Send your views now, the more controversial the better!

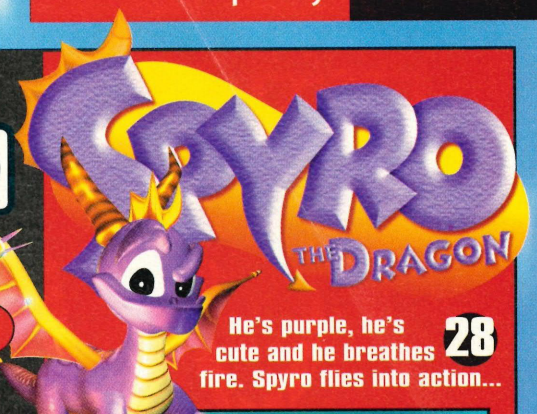
THE PLAYLIST 90
Reviews of every PlayStation game ever covered in PLAY, plus our Playback, recommended games, long term tests and much more. It's a hall of knowledge and it just keeps getting better.

inside PLAY プレイステーション

issue thirty eight

The UK's Best Unofficial PLAYSTATION Magazine!



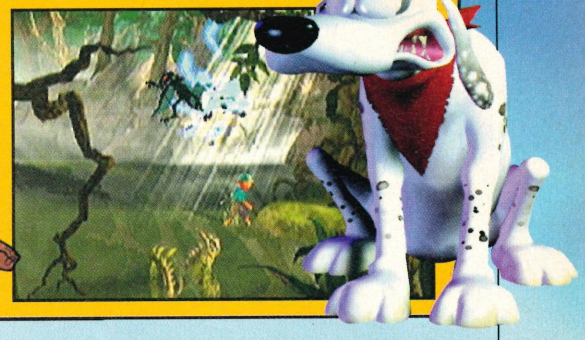


He's purple, he's cute and he breathes fire. Spyro flies into action... 28



HEART OF DARKNESS

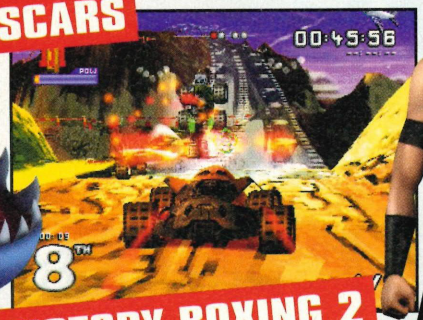
38 It's been four years in the making, so how can Amazing Studios' mini movie epic possibly live up to the expectations? Find out for yourselves in our review!



STREET FIGHTER ALPHA 3

32 Another 2-D fighting frenzy from Capcom with more characters and moves than ever before. Check out our exclusive work in progress report.

SCARS



VICTORY BOXING 2



WORKSTATIONS

IMMINENT BLOCKBUSTERS EXPOSED...

CRASH BANDICOOT 3	20
SCARS	24
FUTURE COP: LAPD	26
SPYRO THE DRAGON	28
STREET FIGHTER ALPHA 3	32
VICTORY BOXING 2	36

WIRED UP

UPCOMING RELEASES, FEATURING...

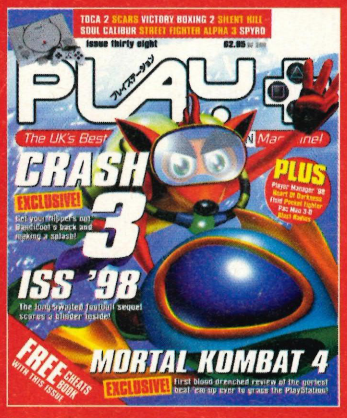
NINJA	80	SILENT HILL	82
ASSAULT	81	POPCORN	83
SUPERMAN	81	MOTO 2	84
PAC-MAN 3-D	82	TEST DRIVE 5	84

PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AND RATED

HEART OF DARKNESS	38
FLUID	42
GUILTY GEAR	44
BREATH OF FIRE III	46
TOMBI	48
ISS '98	50
GRANSTREAM SAGA	52
MORTAL KOMBAT 4	54
POCKET FIGHTER	58
BLAST RADIUS	60
VIPER	64
BLASTO	66

PLAYSTATION wired



SWEET SOUL SISTER!

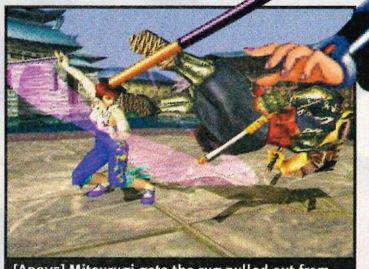
NAMCO UNLEASHES THE LONG AWAITED SEQUEL TO *SOUL EDGE*

If you like hacking chunks out of polygon barbarians with swords as big as cabers, then you're going to love what Namco has in store. We revealed briefly last month that the arcade giant is applying the finishing touches to the long awaited *Soul Edge* sequel, but now we have all the details... and a stack of pictures!

The game will be called *Soul Calibur* and it picks up straight where *Soul Edge* (AKA *Soul Blade*) left off. If you recall, the evil pirate, Cervantes had become possessed by the powers of the Soul Edge sword and many brave warriors travelled from far and wide to challenge him for it. Sophitia, the sacred fighter of Hephaestus, the God of Blacksmiths, was successful in disarming Cervantes, but one of the twin swords was destroyed, angering the pirate immensely. On the verge of taking her life, Cervantes was once more challenged... and defeated by Taki 'the underground hunter'. Taki gathered the pieces of the shattered sword and left with the wounded Sophitia. Siegfried, a power-crazed young knight was the last to visit the town in search of the sword, and it was he who stumbled across Cervantes' corpse, still clutching one of the twin Soul Edge swords. Trying to claim it as his own, Siegfried was confronted with a terrible wrath as Cervantes rose once more to take revenge on those trying to steal what he believed to be his. A raging battle ensued and all that remained after the confrontation was the burnt body of Cervantes and a physically drained Siegfried clutching his broken 'Zweihander' sword. Extending a hand to the Soul Edge, the boy felt a strange power engulf him... and the seeds were sown for global disaster.



[Above] *Soul Calibur* – the sequel to the smash hit weapons-based fighting game, *Soul Blade*. The look is still very similar but there are new characters and loads of dazzling new special effects.



[Above] Mitsurugi gets the rug pulled out from under him by the feisty young lady.

THE best things in life are free are they? Well then it's just a pity that you've got to sit on a plane for 12 hours subjecting yourself to all kinds of viral infections in order to get to them.

Yes I was fortunate to get a away for a little while this month, all in the name of hard work you understand (cough! Splutter!) LA and San Diego were the venues and I was able to soak up the sun on Samosa beach, cruise around Hollywood in a stretched limo and meet loads of famous wrestling blokes... erm. Perhaps the last one isn't everybody's idea of a good time, but it did give a good insight into how the other half live and those crazy Americans lap-up the whole wrestling fiasco like it were some kind of twisted cult. If the same thing goes for video games then it is no wonder that so many s*** products are released over there.

Of course, we're a lot more selective over here, not to mention cynical about massive staged wrestling meetings, but one thing did strike me. If software companies want to make a game reflecting the spirit of wrestling, why doesn't it make a *Bust-A-Groove* style game whereby you simply choreograph the moves, instead of yet another beat-'em-up. Just a thought!

■ **Ryan Butt** Editor

WIRED UP contents

F1 '98 PICS 09
We report back with a few more interesting facts about the forthcoming *F1 '98* game from Psygnosis. But more importantly, we print more screenshots!

TOCCA 2 10
Work has already started on the sequel to the best selling *TOCA Touring Car Championship*. We bring you hot info and the very first image from the game.



IT'S A FACT!

Life can be so cruel at times... *Metal Gear Solid* has slipped to March 1999. Konami would rather hang on and get the game just right rather than release it hurriedly now to catch the Christmas rush.



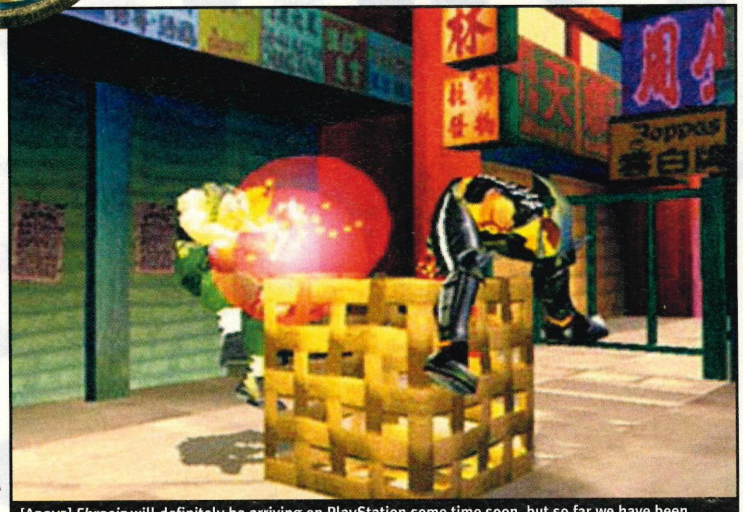
IT'S A FACT!

American rock band The Smashing Pumpkins are currently being pursued by Activision to contribute a track for the soundtrack of the forthcoming game, *Apocalypse* (starring Bruce Willis).

Soul Calibur features ten playable characters including four from *Soul Blade* – Sophitia, Mitsurugi, Taki and the gimpish Voldo. The new character quota consists of Kilik, a rod waving warrior, Xianghua, a sword-stabbing vixen, Maxi, who is similar in weaponry and style to Li Long from the last game, Astaroth is a huge axe-wielding giant, Ivy is a nimble warrior princess with a whip, and finally there is a dark knight who looks rather scary!

There is no confirmation from Namco to say that *Soul Calibur* will be coming to PlayStation, but after the immense success of *Soul Blade*, we'd put money on this game appearing at some point early next year.

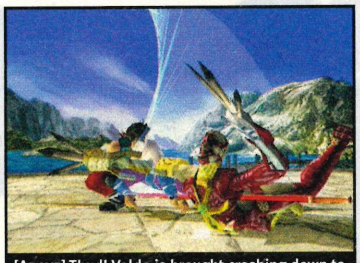
Other exciting news (that partly concerns Namco) is that the innovative new coin-op, *Ehrgeiz* is definitely coming to PlayStation. The game was originally a joint venture between Namco and Square, but it looks like SquareSoft will be releasing the game in Japan relatively soon. One Japanese PlayStation publication recently printed screenshots from the home console version and it is looking truly magnificent. *Ehrgeiz* features a string of fighters including a couple from *FFVII*, also, like *Final Fantasy VIII* a playable demo featuring three characters will be bundled free with the forthcoming Square game, *Brave Fencer Musashiden*. So far we don't have a fixed release date for *Ehrgeiz* in Europe, but we'll keep you posted.



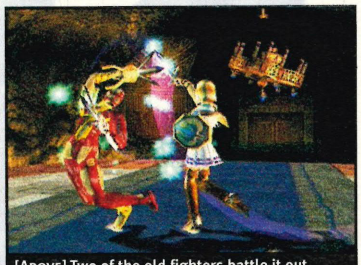
[Above] *Ehrgeiz* will definitely be arriving on PlayStation some time soon, but so far we have been unable to get confirmation that it will be released in Europe. Here's hoping.



[Above] *Soul Calibur* is packed with new special effects.



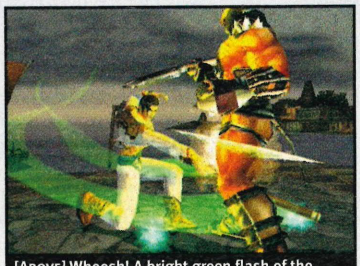
[Above] Thud! Voldo is brought crashing down to Earth with a clatter by a new fighter.



[Above] Two of the old fighters battle it out. Voldo the gimp gets the early strike.



[Above] Kilik ducks and swipes at the less than pacey Astaroth.



[Above] Whoosh! A bright green flash of the blade means that someone is gonna be hurt.



[Above] Two of the committed combatants face off for a duel to the death.

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.

You may have watched, and laughed yourself stupid over the film, but **Godzilla** is coming to PlayStation courtesy of Codemasters. Hopefully, the special effects will be better in the game (not that they could be any worse!)

Psygnosis has got a stack of interesting titles in the works. Apart from the ones that we've previewed over the past couple of months, there's two called **Lander** and **Elander**, which have no confirmed release date, and then there's **Attack of the Saucer Man** due in December, which we really like the sound of.

After the disappointing, sad excuse for a racing game that was **Tommi Mäkinen Rally**, Europress has bowed out of the PlayStation software market.

A software company called Cryo Interactive Entertainment has recently announced a string of forthcoming PlayStation titles, which are as follows: **Dreams** (an action/strategy game), **Virus** (based on the film starring Jamie Lee Curtis), **Atlantis** (a fantasy action adventure game) and **Versailles** a historic adventure game whereby you take a trip back in time. Nice.

INDIANA JONES 09
The famous archaeologist whips up a storm as we start the rumour mill in motion over a possible PlayStation release of his latest PC adventure.

QUAKE 2 12
Yes, it's definitely coming to PlayStation as Activision confirms a forthcoming release. We bring you all the interesting facts straight from the horse's mouth!

RE2/TOFU! 13
We are finally able to fully explain how you obtain the last tricky secret character in *Resident Evil 2*. You'll have no trouble with our step by step guide!

ENTERTAINMENT USA

with *Cat Bucannon*

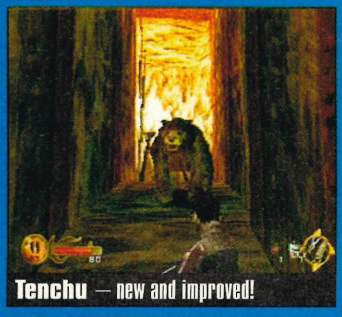
Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!



The mother of all two-player flag-grabbing showdowns returns from a two-year exile! Yep, **Return Fire 2** is coming and packing more heat than an episode of Miami Vice. Developer Prolific Publishing Silent Software hopes to send you trundling into action in a gun-toting tank sometime in September this year. This time the whole thing is totally 3-D and should play a treat!



Return Fire 2 – Booming good!



Tenchu – new and improved!

Stealth ninjas with a thirst for blood-shed will delight in the fact that **Tenchu** is coming to the US in September and it is going to be significantly modified from the Japanese version. Changes will include two extra levels (ten in total) new magic armour, a new cinematic ending and a tougher difficulty level. Why do you want to know about this you ask? Well, the changes should apply for the UK.

The teams may have packed their bags and gone home, but Namco is still reeling from a healthy dose of World Cup fever as it eagerly works on a conversion the recent arcade smash **Libero Grande**. Looking radically different from a graphical point of view, it's a game that quite literally immerses you into the boots of a player in a first-person perspective. You'll be glad to know that Sony are to release it officially.



Libero Grande – Kickin' football.



DN:Time To Kill – speedier!

Finally, I visited the offices of GT Interactive to have a look at the pig-splatteringly good **Duke Nukem: Time To Kill**. Much has been said about this game but the graphical engine that runs the lavish gut-spilling action has been fiddled with, tweaked and speeded up and now runs significantly faster than it did at the E3 show. As a personal favour, I'll send the game over to the PLAY lads for an exclsuive review!

GETTING RATTY

MINDSCAPE'S NEW CARTOON CAPER

The day of the rat is at hand! At least that's what Mindscape tells us about its forthcoming *Rat Attack* game. Playing as the Scratch Cats, an elite task force out to defend the Earth from 'evil mutant space rats' Washington and Jefferson that have created a terrifying new rat race, *Rat Attack* will include more than a hundred levels of vermin vanquishing action.

Each level takes place in a single room, where you and up to three friends must keep the rats from gnawing and scratching the furniture and other objects. Should the surroundings become too damaged, you lose one of your nine (of course!) lives. Who said there was no innovation in games these days?

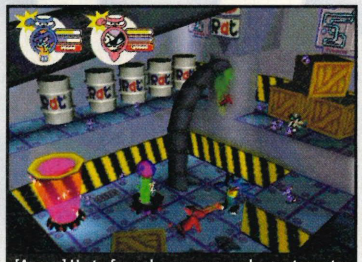
Rat Attack scurries onto shelves this November.



[ABOVE] *Rat Attack* – stop those dastardly rats wrecking your furniture by, quite simply, blowing their brains out. We'll have a full preview of this intriguing new multiplayer game next month.



[ABOVE] Some of the levels on offer are strange in the extreme. What's that seal doing there?

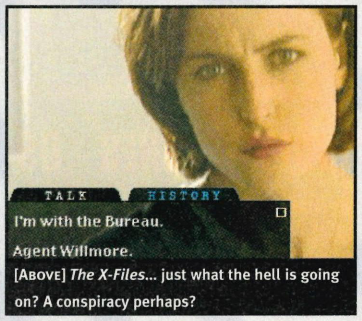


[ABOVE] Up to four players can work as a team to stop the vermin onslaught.

X-FILES DELAYED!

MULDER & SCULLY SUSPENDED

Just when we were about to give you the complete run-down on the long awaited *X-Files* game (developed by Fox Interactive) we now understand that it will be delayed at least until the start of 1999. The exact reason for the slip has not beeen specified, but a Sony spokesperson did confirm that the game won't be released in Europe until January at the earliest. We hope the truth is out there somewhere!

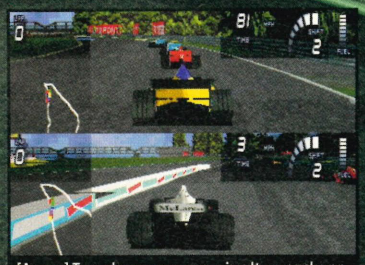


[ABOVE] *The X-Files*... just what the hell is going on? A conspiracy perhaps?

LIGHT AT THE END OF THE TUNNEL

FORMULA ONE '98 SCREECHES FORTH

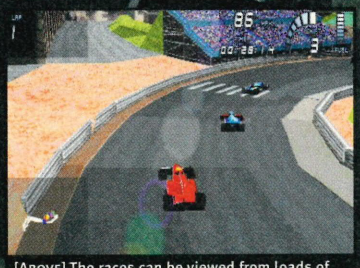
Work is nearing completion on the tantalisingly gorgeous *Formula 1 '98*. The game has been raising even more intense pre-release interest than *F1 '97* because the whole project is in new hands. Psygnosis will still take care of the publishing as before, but the all important task of actually programming the thing is being done by F1 virgins Visual Sciences, in Dundee. Previous developers of the series, Bizarre Creations, have handed over the reigns to continue with new projects. The Visual Sciences mob have created the title from scratch, instead of using existing code from the first two games, which is why *F1 '98* looks substantially different and should feel totally new to play. Seems like the perfect idea to stop the series from getting boring, don't you think?



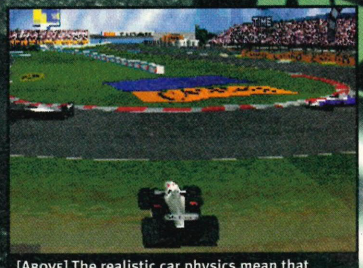
[Above] Two players can race simultaneously, or alternatively there's four-player link-up.



[Above] *Formula One '98* – A change of development teams should breath new life into the hugely popular series, and hopefully there won't be any of those annoying bugs this time round.



[Above] The races can be viewed from loads of different camera angles, like this far view.



[Above] The realistic car physics mean that you'll slide uncontrollably if you hit the grass.

JAP'S EYE



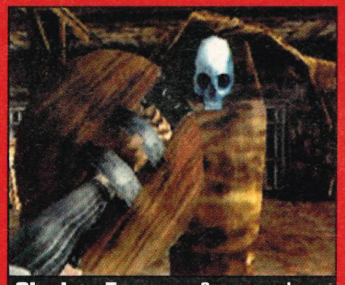
ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

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!

Just out this month is the follow up to the criminally addictive **Poy Poy** from Konami. Going under the name **Poittars Point 2**, the sequel features the same gameplay (pick things up, throw them at the other players) as before, but comes with a few enhancements. There are now 16 characters, and you can use high ground to your advantage, giving the battle a better 3-D feel. Once again, it's four-player too.



Poittars Point 2 – silly name!



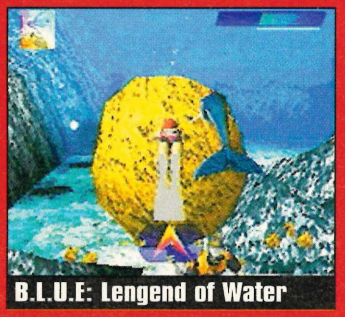
Shadow Tower – Scary monsters.

The **King's Field** games were not exactly pretty, but the trilogy did quite well in Japan. **Shadow Tower**, a rather nicer looking 3-D role playing game comes from the same makers. You have to save a damned town of by ridding its seven dungeons of monsters. The best bit is a two-player fight where the winner takes items from the loser's inventory on his saved game file, then uses them on the single player quest!

A new arcade action shoot-'em-up for one or two players comes to PlayStation courtesy of Atlus. **Soldivide** is a unique title featuring a pseudo-mystical setting whereby you control a hero battling unspeakable evil using a dashing blade and eleven types of magic, triggered using picked up items. Choose from three characters, and fight over 15 action-packed stages. Don't expect a European release though.



Soldivide – A good slasher!



B.L.U.E: Lengend of Water

Explore the big blue accompanied by grinning dolphins in Hudson Soft's **B.L.U.E: Legend Of Water**. The games is a one player underwater adventure whereby you discover sunken ships and the remains of ancient civilisations. Selling points include the simulation physics of water and the ability to change the story and endings. Play as an underwater Lara Croft and respond to several commands. Out in Japan now.



OUT NOW...

PowerStation **[ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 25 features an exclusive guide to *Colin McRae Rally*, plus complete solutions to *Heart Of Darkness*, *Wargames*, *Treasures Of The Deep*, *Vs*, and more!**

MORE TOCA

TOURING CAR SEQUEL CONFIRMED

We all liked *TOCA Touring Car Championship* didn't we? Well start salivating because Codemasters has already begun work on the sequel due to arrive on the PlayStation in November.

The game is reported to double the power and features of the smash hit original and feature all of 1998's new season cars and rules, including the introduction of strategic pit-stops. The graphics engine has been updated to run at a faster frame rate yet still delivering the same stunning attention to detail.

TOCA 2 will also feature twice the amount of race circuits that will give experienced *TOCA* drivers a tasty new challenge to get stuck into, but at the same time the programmers are making it as accessible as possible to tempt *TOCA* newcomers.

Mike Hayes, Marketing Director at Codemasters said: "*TOCA 2* will be much, much more than a simple update. The development team is working towards a game that will deliver twice what people may be expecting. The wait stars here for what will become one of the winter's most anticipated games."

TOCA 2 is being developed by the original's in-house team and further strengthened by those involved with *Colin McRae Rally* – judged by us to be the greatest Rally game ever in last month's issue of PLAY, scoring a massive 93%.

Codemasters is also currently finishing *Brian Lara Cricket '98* which is the first and only cricket title to come to PlayStation. Judging by the amount of calls we've had begging for more information, it would appear that this could be a surprise hit in the making as well. Up the Codies!



[ABOVE] This is the first image of the forthcoming *TOCA Touring Car Championship 2* game. Could it have taken a leaf out of *GT*'s book with photo-realistic action replays? We certainly hope so.

ON THE RACK PAL

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

PREMIER MANAGER '98

The wait is finally over and this eagerly anticipated football management is finally on the shelves. We loved it here on PLAY, although it wasn't perhaps as in-depth as it could have been. But still, if you fancy giving the job a go, this is the best you'll get on PlayStation.



PLAYBOYS...

Come of folks, give 'em a hand! These are the crazy guys behind this publication... but what would they be doing if not this?

Ryan Butt
If he wasn't a journalist, Ryan would probably be a rock and roll roadie. Travelling the world and servicing groupies sounds fun!
ryan@paragon.co.uk



Graeme Nicholson
If he wasn't a journalist, Graeme would probably be Ryan's boss as a rock star in his own right. As the token unfanciable member of course!
silencio@paragon.co.uk



Tom Sargent
If he wasn't a journalist, Tom would probably go in search of the Holy Grail, so as to drink its contents and prevent the aging process!
tomsargent@paragon.co.uk



INDIANA'S BACK

JONES LOOKS SET TO WHIP UP A STORM ON PS!

Can it be true? Is the man with the crinkly Fedora and trusty bull-whip really coming back? Apparently so, courtesy of LucasArts, and he's going to be starring in a totally new adventure that's coming to your PlayStation in the winter.



Indiana Jones and the Infernal Machine is set in 1947 just after the start of the Cold War. Soviet agents have been ordered by the Russian government to search the ruins of the fabled Tower of Babel for an ancient machine that could unlock an inter-dimensional gate. If activated, the device could unleash a deadly force and prise the power away from the West. Needless to say, only one man can halt this highly dangerous and terrifying scheme, and that's you Indy!

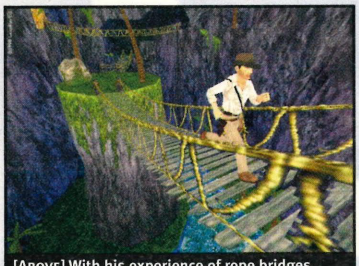
The plot may seem highly improbable, but then some people would argue that the films were pretty far-fetched. Who cares though, this is Indiana Jones back and doing what he does best. The game is due on PC CD-ROM soon, and a PlayStation version is expected to follow towards the end of the year.

The game will immerse players with the kind of gripping adventure that Lara has been grappling with for the past two years as Indy races across the globe to stomp out the Soviet threat. Many exotic locations will be visited on Indy's travels including the runins of ancient Babylon, Aztec pyramids and perilous mountain regions.

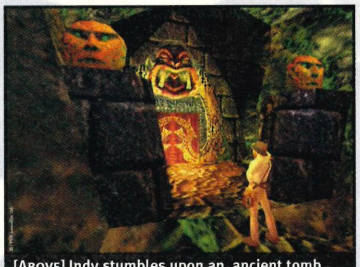
To succeed, you'll need to solve a variety of puzzles and explore numerous locations for clues concerning the whereabouts of the Infernal Machine. All this plus a whole load of combat as the Soviets are doing their upmost to get you off their trail.

Indy himself must whip, crawl, run, jump, swim, and swing through the complex levels. He can also use whatever weaponry comes to hand in his fight including pistols, bazookas and grenades. *The Infernal Machine* is split into pieces and whenever Indy finds one, it will trigger a new magical ability that will help him get through subsequent stages.

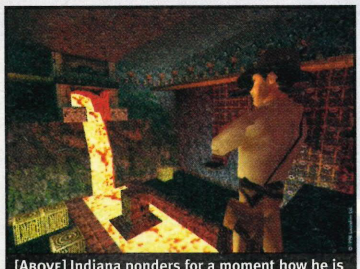
The PC version will also feature co-operative multiplayer sections and internet facilities, but we won't tease you too much with those. So, could this finally be Indiana Jones' ticket to PlayStation glory and an opportunity to show Lara a thing or two or what?



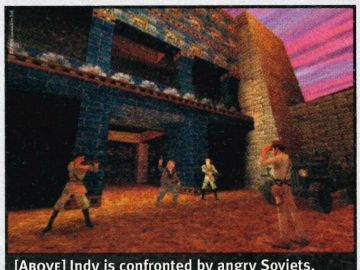
[Above] With his experience of rope bridges, you'd think Indy would be more cautious!



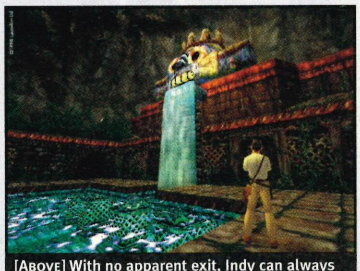
[Above] Indy stumbles upon an ancient tomb, and it doesn't look too inviting either.



[Above] Indiana ponders for a moment how he is going to get across the lava. Give up mate.



[Above] Indy is confronted by angry Soviets, enraged that he is tailing them.



[Above] With no apparent exit, Indy can always swim for it... but watch out for sharks.

PLAY CLASSIC RECOMMENDS



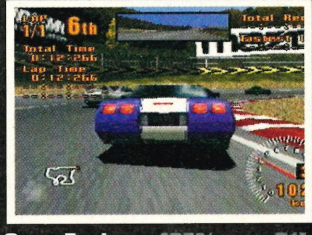
Tekken 3 [97% PLAY 34]
The best beat-'em-up around!



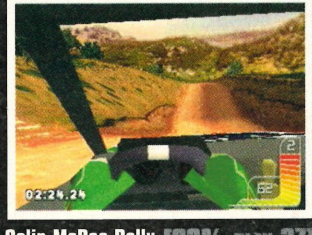
Resident Evil 2 [96% PLAY 32]
Extraordinary gore-fest. Superb



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



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



Colin McRae Rally [93% PLAY 37]
The greatest rally game ever!

KULA WORLD

For depth, challenge and all-round enjoyment, you'd be hard pushed to find a better puzzle game on the PlayStation at the moment. The look of the thing is superb as you roll and bounce around a series of 3-D walkways in a bid to escape the madness. Worth a look!



WILD ARMS

This mildly interesting RPG was reviewed on import in PLAY way back in issue 24, and now it is finally being released officially by Sony in August. Unfortunately, it has long since been bettered both technically and gameplay wise by such monsters as ***FFVII*** and ***Alundra***.





ON THE CARDS

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



HEART OF DARKNESS

Four years in the making and we went through it like lager through a wino. Despite being far too easy, it was an enjoyable romp nonetheless, the only problem is that we haven't played it since.



KLONOA

In a rare fit of nervous energy, Graeme dug out *Klonoa* and completed the entire thing at home! His prize? A practically impossible bonus stage that has you racing against the clock. No!



MK4

We've all been enjoying a good old romp through the bloodshed and carnage that traditionally comes with a *Mortal Kombat* game. We don't remember saving it though . . . which is spooky!



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Colin McRae Rally	Codemasters	Codemasters	93%
2.	Prem Manager '98	Gremlin	Gremlin	89%
3.	Gran Turismo	Sony of Japan	Sony	97%
4.	Point Blank	Namco	Sony	90%
5.	Resident Evil 2	Capcom	Virgin	96%
6.	Dead Or Alive	Tecmo	Sony	91%
7.	Heart Of Darkness	Amazing Studios	Infogrames	81%
8.	World Cup '98	EA Sports	EA	86%
9.	Blast Radius	Psygnosis	Psygnosis	72%
10.	Alundra	Psygnosis	Psygnosis	86%

READERS' MOST WANTED

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

Pos	Game	Developer	Publisher
1.	Metal Gear Solid	Konami	Konami
2.	Formula One '98	Visual Sciences	Pygnosis
3.	Tekken 3	Namco	Sony
4.	Final Fantasy VIII	Square	Sony
5.	LOK: Soul Reaver	Crystal Dynamics	Crystal Dynamics

PREDICT THE TOP 3

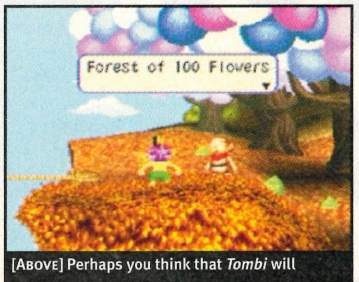
AND WIN YOURSELF A €50 VOUCHER AT GAME!

That's right, by donning a stupid expression of constipation and trying to predict next month's Top Three PlayStation games in the GAME chart printed above, you could win a voucher for £50 to spend in any GAME store on games, peripherals, 16 copies of PLAY... erm, anything you like in fact. All you have to do is use your cunning and try to predict next month's smash hits, send then off to us very quickly and wait until we print the GAME charts in the next issue to see if you were right. The first correct prediction out of the hat will win the voucher.

You'll have to be quick because the next issue will be practically finished by the time this one goes on sale. So if you fancy a go, scribble your top three on a sealed envelope or postcard and send them to the usual address by 17 August.



[ABOVE] What about *Fluid*? Do you reckon this'll make the top 3? It's got a dolphin in it!



[ABOVE] Perhaps you think that *Tombi* will scream into the GAME charts!

QUAKE 2

PLAYSTATION RELEASE CONFIRMED!

A shock announcement came from publisher Activision, the company currently riding high with intense car battler *Vigilante 8*. *Quake 2*, they say, is coming to PlayStation!

Regardless of the fact that the original *Quake* has still never appeared after predictably and consistently missing every deadline for its PlayStation debut, that was in the hands of GT Interactive, and Activision does things differently.

Having sold more than 900,000 copies on the PC format since its December release, the demand for id Software's game is absolutely enormous. No date has been mentioned for the PlayStation version yet, but exclusive levels have been promised and *Quake 2* looks like it's going to storm the planet all over again.

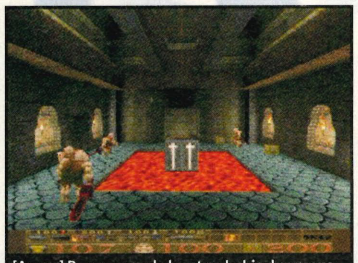
"In bringing *Quake 2* to the PlayStation game console, a new segment of gamers will be introduced to the phenomenon of *Quake 2* and the *Quake* franchise," states Robert Kotick, Chairman and CEO of Activision.

"The game's pounding action, multiplayer mayhem and never before seen levels will provide console players with a powerful new gaming experience."

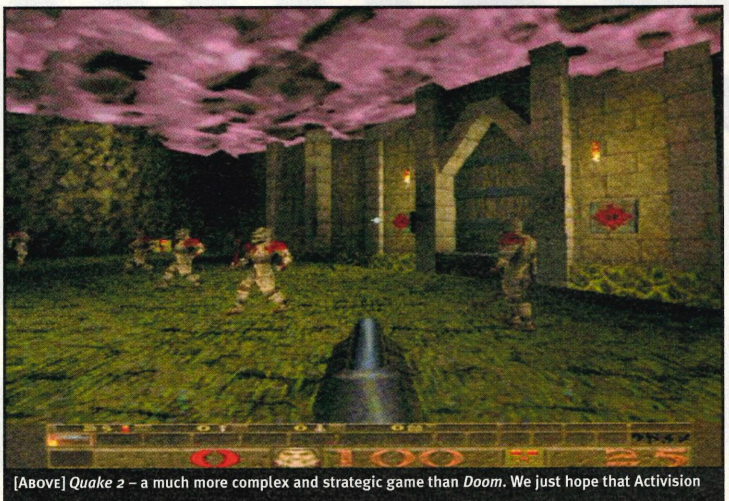
At the recent E3, PlayStation *Quake 2* was nothing more than a whisper, but plans must be firm to send out an official press release. To be honest, we're fragging speechless. More news and PlayStation pictures next month in PLAY.



[ABOVE] Prepare to drown in the blood-bath that is *Quake 2*. Activision knows what we want!



[ABOVE] Roam around claustrophobic dungeons offing demonic mutants with big guns.



[ABOVE] *Quake 2* – a much more complex and strategic game than *Doom*. We just hope that Activision includes a link-up option for head-to-head competitions without looking at your opponent's screen.



IT'S A FACT!

Anco is currently working on a sequel to his ancient, yet successful soccer management sim. *Player Manager – Season 98/99* (snappy title!) will be packed will options including altering stadiums.



IT'S A FACT!

Sony recently flung the PlayStation brand into a whole new arena in the name of sponsorship by co-promoting the recent BMX National Race Series in a selection of heats all over Britain.

TOFU SOLVED! WEB GIVE-AWAY

HOW TO GET THAT TRICKY LAST *RE2* SECRET CHARACTER

It's taken a while, but we can at last explain how to obtain Tofu – the exceedingly hard-to-get hidden character in *Resident Evil 2*, and it's thanks to Kevin Kilcullen from Gloucester!

For starters, you need eight spare spaces on your memory card, if you haven't got the room, then this won't work. Also, each time you complete the game, you must do so without saving until the game is completed and obtain at least a 'B' ranking on all of the scenarios. Right, that said, here's what you do...

Memory card position 1
Complete Claire's 1st mission and save the data upon completing the game (when the memory card screen is displayed after the 'Congratulations' screen), this will give you access to Leon's second mission.

Memory card position 2
Play Leon's 1st mission without saving the game until it is completed, this will give you access to Claire's 2nd mission.

Memory card position 3
Play Leon's 2nd mission without saving the game until it is completed, this will give you access to Claire's 1st mission.

Memory card position 4
Play Claire's second mission without saving the game until it is completed, this will give you access to Leon's 1st mission.

Memory card position 5
After this first batch of saves, you'll be awarded the Hunk secret character, so save his data as the fifth memory card slot.

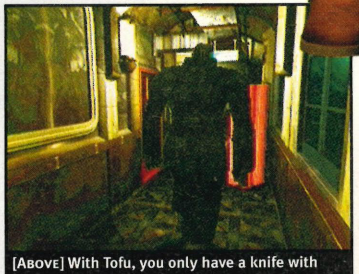
Memory card position 6
Complete Claire's 1st mission from scratch without saving the game until it is completed, this will give you access to Leon's 2nd mission. NOTE: Until you get Hunk, you cannot use any infinite weapons, but once you have his data saved, you can use them to make it easier and quicker to get Tofu!

Memory card position 7
Complete Leon's 1st mission from scratch without saving the game until it is completed, this will give you access to Claire's 2nd mission.

Memory card position 8
Hey presto! Once you have done all of the above, Tofu's data will be awarded to you, so use this as the eighth save slot. The important thing to remember when attempting this is not to keep over-writing previous data because the PlayStation will automatically register that you have completed everything by the book and give you the character.

Those of you that still haven't managed to get the gatling gun, here's what you need to do...

Complete either character's 2nd mission in less than two hours with an 'A' or 'B' ranking without saving at all. Also, you mustn't use any First-Aid sprays to heal yourself. Herbs, yes, sprays, no. Follow this word for word and you should have the gatling gun in the infinite chest if you use the end of game save data on the other character's 1st mission.



[Above] With Tofu, you only have a knife with which to defend yourself against the monsters.



[Above] Now all of your hardcore *Resident Evil 2* fans will be able to play as the delightful Tofu. Be warned though, you'll have to be THE ULTIMATE *RE2* player to complete his special mission!

TERMINALLY WELL!

If you've been carefully monitoring our news pages, you'll have read about Games Terminal, the hot new Web site where you can go to buy, sell and swap console games.

Since it went online in May, Games Terminal has attracted thousands of customers, partially due to how easy it is to use, and also because of the sheer amount of choice there is to be found in the amount of software available. Why not check it out now at: www.gamesterminal.com



To celebrate how well the site is doing, Games Terminal is organising a prize draw for all its members. There'll be plenty of goodies up for grabs including a first prize of a FREE console, second and third prizes of a FREE game of the customer's choice, and finally 50 runners-up prizes of a FREE memory card.

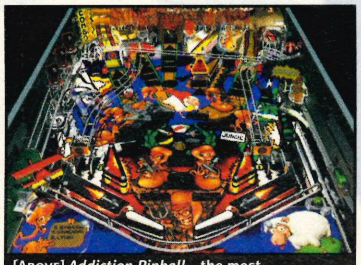
To enter into the prize draw, all you've got to do is go to the site and register as a member. When you are asked for your details, make sure you fill in the box that says "where did you hear about Games Terminal?" (just write PLAY magazine in here!), then this will ensure that you are automatically entered into the draw. If you don't have access to the internet, you can still enter by sending your name, address, phone number, where you heard about GT, a password of your choice and a cheque for £12 to: Games Terminal, The New House, Glen Crescent, Melbourne, N Yorks YO42 4Q6, you will then get membership.

FLIPPER FLAPPERS

MORE PINBALL ACTION

Team 17 – the company responsible for bringing pinball flapping into the PlayStation market with such greats as *Pro Pinball: The Web* and *Timeshock* is about to unleash another flashing, tiltin' game onto the system, *Addiction Pinball*.

The game has taken over two years to perfect because the programmers wanted to create the most graphically and technologically advanced and ultimately playable pinball simulation ever. This of course has required meticulous research into existing pinball games and hours of tweaking, experimenting and refining. The results are bloody gorgeous though it has to be said, as this screenshot shows. The game will feature everything you would normally associate with a state of the art pinball game including sub-games, tilts, hundreds of animated parts and huge depth of gameplay. More news soon.



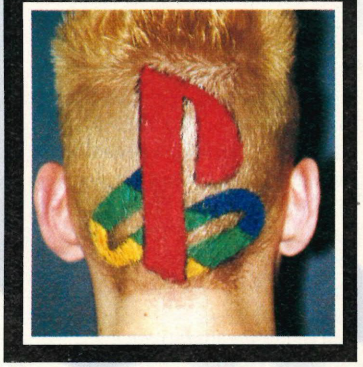
[Above] *Addiction Pinball* – the most technologically advanced pinball game ever!

VIDEO GAME NUTTAZ

Do you class yourself as being a video game 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? The address to send your nutty info to is:

Video Game Nuttaz, Play Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JF

This month's Video Game Nutta is **Colin Watkins** of Studio 2000 International – a hairstyling studio based in Shepperton. Colin was the pioneer of 'Hair Art' and has now branched into video game styles. He has created many included a bizarre spiky Cloud (of *FFVII*) creation and the famous PlayStation logo (pictured below). The question is though, who's nuttier... Colin or his models?



PLAY TIME!

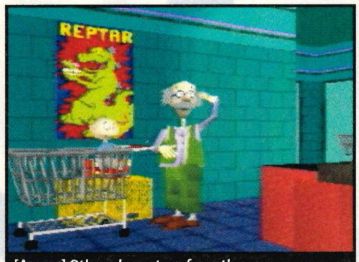
RUG RATS COMING SOON TO PS

THQ recently flew us out to sunny Los Angeles to proudly show off its forthcoming winter selection of PlayStation games, which are currently still in development.

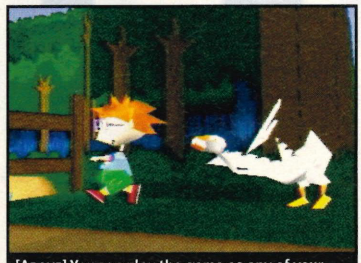
The first port of call was the Nichelodeon studios whereby we were given a rather ammusing guided tour by some eccentric old boy (which, amongst other things featured a tour of the kitchen and dining areas – wow!) We were then introduced to the programming team behind *Rug Rats* and learnt some interesting facts about the game. For a start, there's a feature-length film coming out at Christmas whereby a new 'Rat' is introduced to the clan, but that's besides the point because only the N64 version will coincide with the movie. The PlayStation version will be primarily aimed at younger gamers and is a third-person 3-D adventure whereby you control the everyday lives of the micheivous scamps who act dumb whenever grown-ups are around, then transform into wise-cracking toddlers. The game will feature 20 levels based on episodes of the series whereby you can interact with objects and other characters to make it through the day in one piece. All of the actors from the series will provide the voices and the game is currently about 60% complete.

Whilst in the staes we were also treated to a play of the impressive shoot-'em-up, *G-Darius*, but we'll have much more on that next issue.

The next port of call was San Diego to witness the crazed penomena that is *WCW Vs NWO* (that's wrestling in case you didn't know). We were ushered backstage at the highly prestigeous Bash On The Beach event to meet some of the 'sport's' most flamboyant stars including Hollywood Hogan, Goldberg and The Disciple, but seeing as we didn't have much in common, we spoke to the team currently filming footage for the next THQ wrestling game instead. The title has yet to be confirmed but it'll be out sometime before Christmas and feature all the greasy greats!



[Above] Other characters from the programme make cameo appearances in the game.



[Above] You can play the game as any of your favourite Rug Rats, including Chuckie.



[Above] Ickle poppet! The smash hit cartoon series is coming to PlayStation in a fully 3-D environment. There is also a movie coming out at Christmas with guest voices like Iggy Pop!

THOSE RELEASE DATES IN FULL

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

- Breath Of Fire III (Virgin)
- Wild Arms (Sony)
- Point Blank (Sony)
- Fluid (Sony)
- Blasto (Sony)
- Bomberman World (Sony)
- Aironauts (Ocean)
- ISS '98 (Konami)
- Tekken 3 (Sony)
- Viva Football (Virgin)
- Kula World (Sony)
- Knockout Kings (EA)
- Future Cop: LAPD (EA)
- V2000 (Grolier)
- Ninja (Eidos)
- Test Drive 5 (EA)

AND THE SLIPPERS...

Game	Publisher	Was	Now
The X-Files	Sony	September	January
Metal Gear Solid	Konami	November	March

LUCKY IT WASN'T YOUR PLAYSTATION THUMBS!!!

"Not to put a finer point on it, it contains the best 3D animation we've seen"
OFFICIAL PLAYSTATION MAGAZINE



WHOA! Watch the flying body parts



Fry him 'til he's CRISP!



Duck or the Decapitator will get you first!



Purée your enemies in the Mangler



DUAL SHOCK ANALOG CONTROLLER COMPATIBLE

Wild 9 – Torture your enemies with The Rig! The most lethal weapon in any video game

www.interplay.com
Call now on 01628 423723

" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
© & developed 1998 by Shiny Entertainment Limited. All rights reserved. Distributed by Interplay Productions Limited.

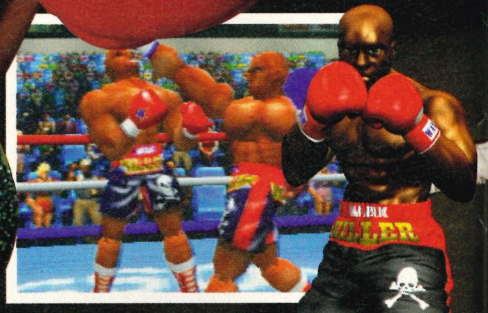
win

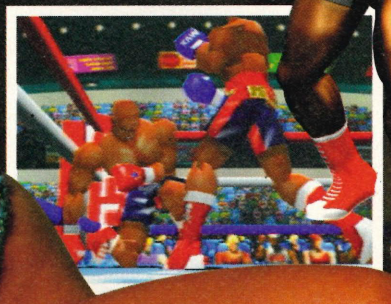
A DIGITAL VIDEO CAMERA



WORTH £1,200

As you can see from our first look at Victory Boxing 2 this issue, it's looking mighty fine. Publisher of the game, JVC, is so happy about its forthcoming duff-'em-up that the company has decided to give one of you lucky readers an incredible digital video camera! The GR-DVM1 is the state-of-the-art in camcorders right now and costs almost £1,200 so we want to make sure it goes to someone who has kept themselves up to date with the latest information on Victory Boxing 2, featured on page 36.





THE PRIZE

This little camera is fantastic! Here are just some of the details from the GR-DVM1's lengthy specification file.

- **HI-RES 180,000 PIXEL LCD SCREEN**
- **DIGITAL RECORDING**
- **PCM DIGITAL STEREO SOUND**
- **100X DIGITAL ZOOM**
- **DIGITAL IMAGE STABILISER**
- **REMOTE CONTROL**

SO FOR STARTERS, WHAT IS VICTORY BOXING 2 CALLED IN JAPAN?

1. Super Battle Punch Thump Boxing Champ Gundam
2. Glove Memorial: Tokimeki Sinjaku Fight
3. Dynamite Boxing

...And secondly, you will perhaps have noticed that model Vicki Lee has been called in to help promote *Victory Boxing 2*, so now as a tie-breaker task, we want you to compose a limerick featuring Vicki and *Victory Boxing 2* (remember, a limerick must only be five lines long), and must begin line...

THERE WAS A BLONDE MODEL CALLED VICKI...

Answers on post cards or stuck down envelopes to: Movie Magic, Play Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS



The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers JVC may not enter. All entries should be sent to arrive no later than 10 September 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.

UNIMAGINABLE!

SPENDING AN

ENTIRE EVENING

TRYING **NOT** TO GET

TOTALLY WRECKED

Official UK PlayStation Magazine 9/10

"CIRCUIT BREAKERS IS THE GAME OF CHAMPIONS"
"THIS PEN-AND-INKER PREFERS CIRCUIT BREAKERS TO MICRO MACHINES V3 "
- OFFICIAL PLAYSTATION MAGAZINE

"BUCKLE UP, IT'LL BE A HELLUVA TRIP!"
- PLAYSTATION PLUS

"WE CAN SAFELY SAY THIS IS GOING TO BE A BIG HIT"
"EXCELLENT FUN"
"BRILLIANT"
- EXTREME PLAYSTATION

"IT'S THIS SORT OF GAMEPLAY THAT FLIES IN THE FACE OF THE POSH LOOKS OF GRAN TOURISMO AND RESIDENT EVIL"
"WE JUST COULDN'T LEAVE IT ALONE"
"IT'S A PEARLER"
- PLAYSTATION POWER



Supersonic

DUAL SHOCK

PlayStation

MINDSCAPE® ENTERTAINMENT

CIRCUIT BREAKERS™

DIRTY DRIVING!

© 1998 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark and Circuit Breakers and the Mindscape logo are trademarks of Mindscape, Inc. The Supersonic logo is a trademark of Supersonic Software, Ltd. Developed by Software, Ltd.
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

THE GAM

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



20 Crash Bandicoot dives into the drink in his latest 3-D platform extravaganza! This time he ditches the sweaty jungle in search of greater challenges and indulges in a spot of time travel in a bid to bring down Dr Neo Cortex once and for all. We provide a full report on the new inclusions, the new levels, the new abilities and much more besides. So for all you need to know, crash-land on page 20 and be enlightened!

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. 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.

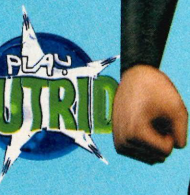
85-89 We recommend these games as they are fun, lasting and value for money.

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. Worth considering.

51-75 Average games that may be entertaining but are fundamentally flawed.

36-50 Games that should be avoided by everyone except die-hard fans.

0-35 Complete tripe. Duly awarded the PLAY Putrid. Yuk!

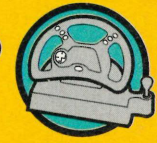


PLAY ICONS

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


Mouse

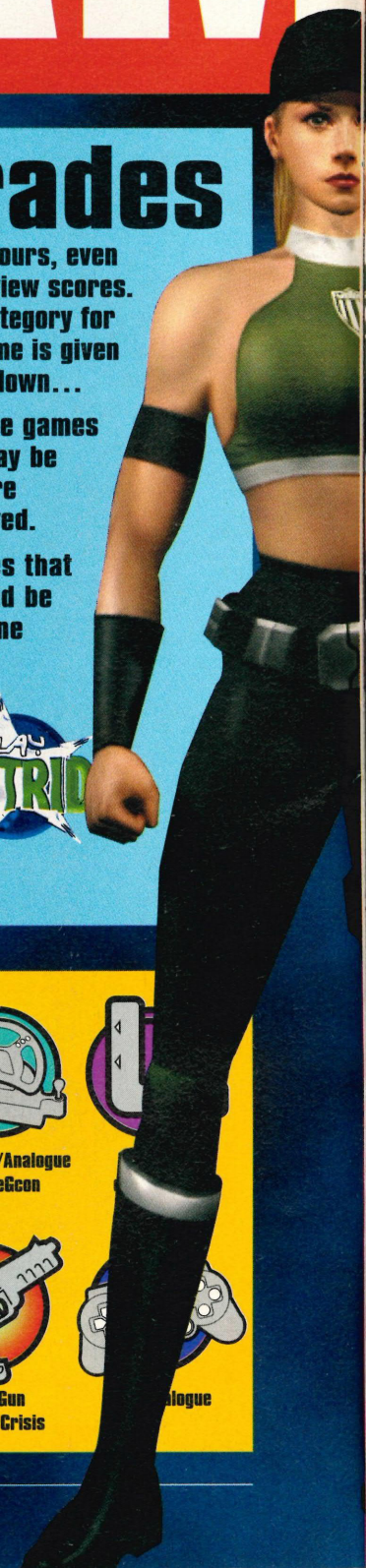

Uses A Memory Card
(for save games)


Split Screen
eg Bust-A-Move 2

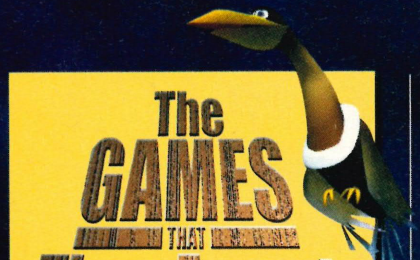

Link Cable Compatible
eg Formula 1


Light Gun
eg Time Crisis

logue



ES



The GAMES THAT Time Forgot

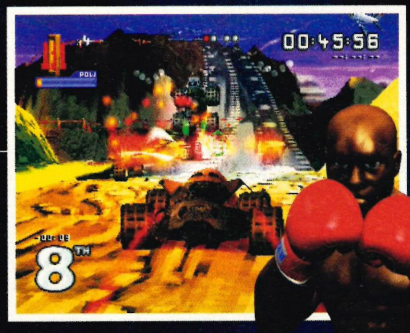
You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

WORKSTATIONS

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

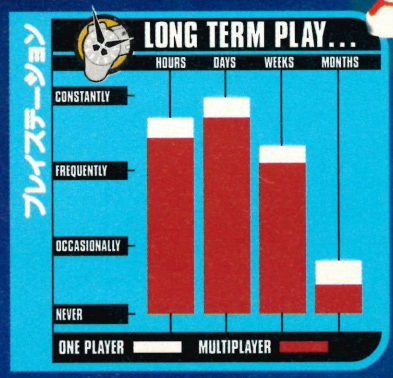
CRASH BANDICOOT 3 20
SCARS 24
FUTURE COP: LAPD 26
SPYRO THE DRAGON 28
STREET FIGHTER ALPHA 3 32
VICTORY BOXING 2 36





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.



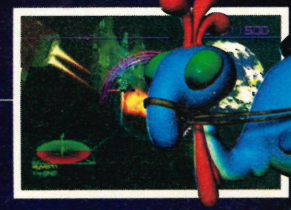
PLAY REVIEWS

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.

HEART OF DARKNESS 38
FLUID 42
GUILTY GEAR 44
BREATH OF FIRE III 46
TOMBI 48
ISS '98 50
GRANSTREAM 4 52
MK4 54
POCKET FIGHTER 58
BLAST RADIUS 60
VIPER 64
BLASTO 66





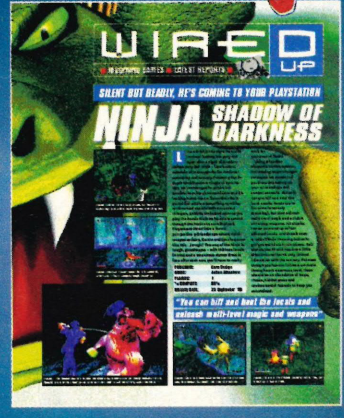




WIRED UP

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

NINJA 80
ASSAULT 81
SUPERMAN 81
PAC-MAN 3-D 82
SILENT HILL 82
POPCORN 83
MOTO 2 84
TEST DRIVE 5 84



CRASH BAN

CRIPES ALIVE! AFTER FAILING ON TWO PREVIOUS COUNTS TO GET ONE OVER ON THE DASTARDLY DR CORTEX, CRASH BANDICOOT RETURNS...

THE BIG GAME

Written By Ryan Butt

Love him or hate him, Crash remains the PlayStation platform king, and he looks set to retain his status on the back of his third frantic adventure which digresses quite a bit from the previous two, although you wouldn't think it looking at the screenshots at this early stage!

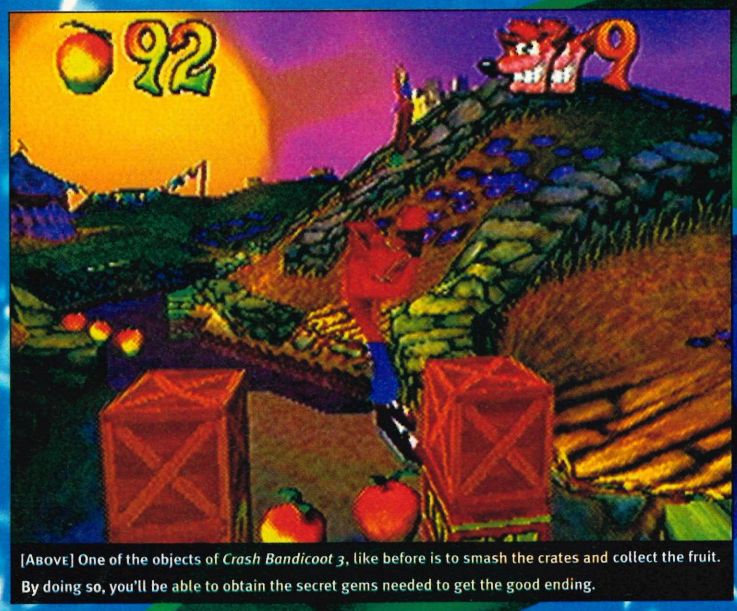
Blueprint

Publisher: Sony
Developer: Naughty Dog
% Complete: 50%
Exp. Release Date: December '98
Origin: America
No. of Players: 1

TIME LORD

Dr Neo Cortex still harbours his desire to destroy the world, despite having made a complete hash of it on two previous counts, and he gets his chance once more thanks to a bizarre twist of fate. When Cortex's spacecraft is destroyed by Crash at the end of *Crash 2* (you'll have had to have completed 100% to see this bit) a large fragment falls to one of the islands near the two seen in the previous games and hits an ancient temple, fine. At least it would be if this fragment didn't unleash

"Crash can now dive beneath the murky depths... and take command of a mini sub with extra speed projectile missiles..."



[Above] One of the objects of *Crash Bandicoot 3*, like before is to smash the crates and collect the fruit. By doing so, you'll be able to obtain the secret gems needed to get the good ending.



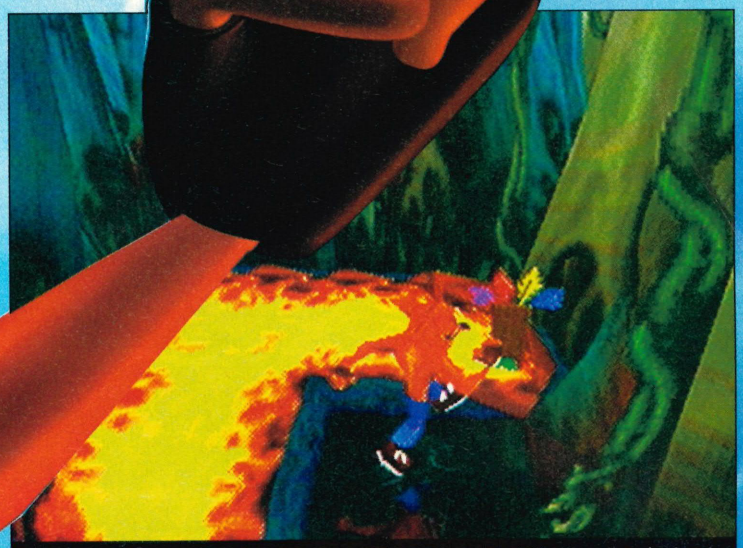
[Above] Coco and her tiger chum take a painful tumble whilst rambling over the Great Wall of China.





[Above] The level lay out is slightly different than before.

IDICOOT



[Above] The dark caverns in the Jurassic levels are filled with hazards including these lava pits that are deadly to Crash if he mis-times a jump and plunges in. Good job he has a voodoo mask!

a formidable spirit. This spirit, predictably, joins forces with Cortex and commands him to travel back in time and collect the crystals from the past in order to obtain sufficient power to destroy the planet. So Cortex, like a good boy, constructs a machine enabling him to hop back through the space-time continuum and visit many distant lands from the past.

A highly improbable scenario if ever there was one, but at least it gives Crash a decent enough excuse to get out of the humid jungle and into some altogether more juicier surroundings to do battle with the bearded loon. Time travel is the key here, and Crash must do his crate busting deeds in a whole host of periodic platform levels that are set against such terrain's as Ancient Egypt, Rome, Medieval England and of course, a Jurassic era plagued with dinosaurs.

Crash himself looks sharper and somewhat leaner than before, which is probably as a result of going on a hunger strike after the lame excuse for an ending presented to players skilled enough to complete the last game (even the good ending was duffer than Homer's beer!) He also has new abilities that included new enhanced super slides and body slams, a double jump (to get to those

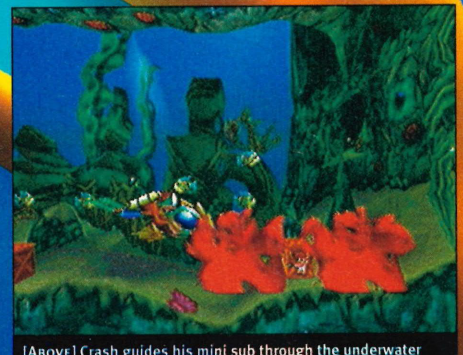


[Above] Crash now has a new dinosaur mate to make a speedy escape from the levels on. When you first meet him, he hatches from and egg and is then instantly at your disposal.





[Above] The slip routes through the levels make a welcome return.



[Above] Crash guides his mini sub through the underwater undergrowth. Firing missiles will clear the plantation.

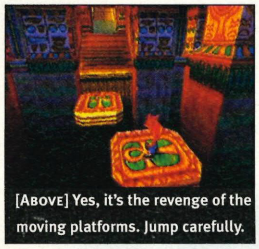
SOFTOGRAPHY

CRASH BANDICOOT
CRASH 2: COTTEX STRIKES BACK

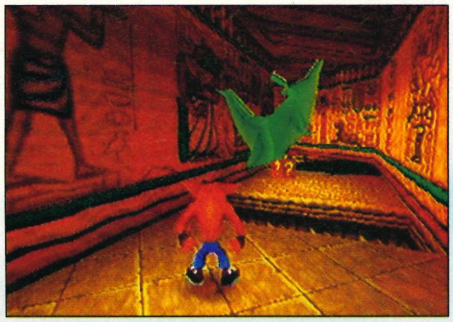


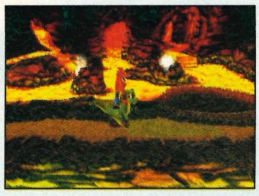


[Above] By swimming a small way into the underwater levels, Crash will find the handy mini sub floating. By drifting into it, Crash can instantly take command and use it to his advantage.



[Above] Yes, it's the revenge of the moving platforms. Jump carefully.



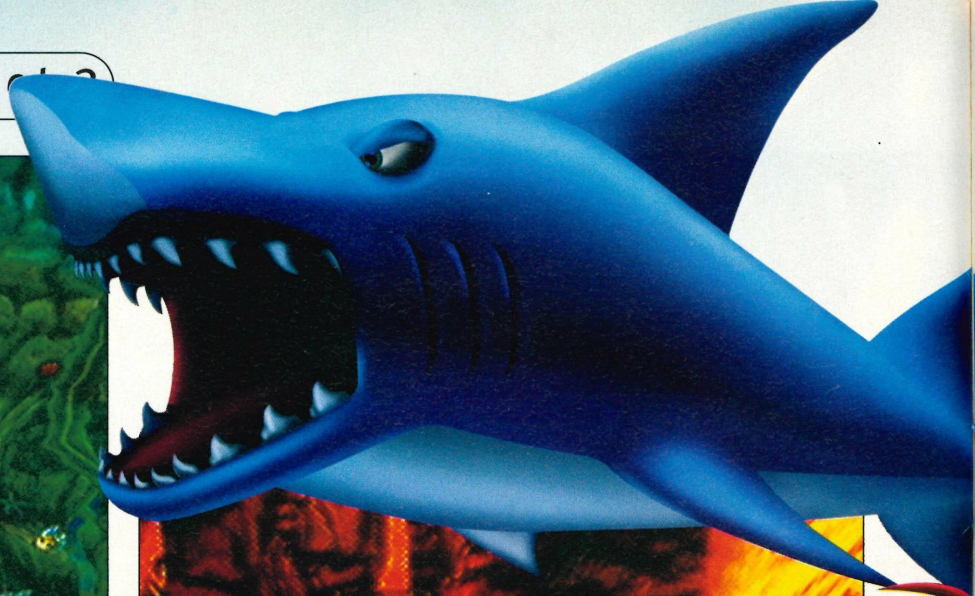








[Above] Goofy knights will constantly swing their mighty swords on the medieval levels. A swift slide or a tornado spin will defeat them in a flash though. So much for them being supposed dragon beaters.





[Above] Now armed with his dino buddy, Crash has got more speed with which to escape from larger angrier lizards that take chase soon after. There's no honour lost in running away is there?



[Above] Whilst scaling the Great Wall, you'll see springboards that will propel you up to greater heights in order to find more crates.





[Above] Another new feature of the game are these random crates, that flash the contents until you smash them to receive it.



[Above] After receiving an almighty smacker from one of the exceedingly large toads, the pot-bellied fly catcher will magically transform into a prince... just like in the old fairytale!

hard-to-reach nooks and crannies) a fiercer tornado spin and some high-tech weaponry, namely an apple bazooka and a pair of speedy turbo trainers. Some of these abilities are standard, but others must be earned during the adventure, so Crash will find himself constantly having to revisit earlier levels to get to sections he couldn't access before.

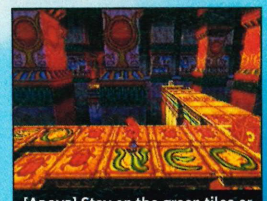
SPLISH SPLASH

This whole new world opens up a wealth of new levels for Crash to explore and some were in perfect working order in the early version we have in our possession. For starters, Crash can now dive beneath the murky depths and swim aided by some nifty scuba gear. Obviously the bandicoot's inertia is affected by the watery surroundings and therefore he must take extra special care not to drift into the numerous perils that lay in wait such as hungry sharks and floating mines. To combat such tricky adversaries, Crash in able to take command of a mini-sub that he uses to gain extra speed and a projectile missile attack with which to clear the swamping hordes.

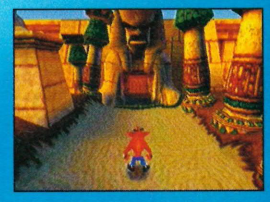
Another level has Crash wandering through Medieval England. Although this level is similar to the ones seen in previous *Crash* games, the enemies are as varied as ever. Take for example, the giant frogs. Seemingly harmless... until you get too close, upon which they will pounce on the unwitting marsupial and plant a huge smacker on his lips before turning into a prince! There are also demonic goats, meddling Merlins and sword-swinging knights to contend with.

As was heavily rumoured beforehand, Crash's sister, Coco, now appears as a playable character on some levels. She doesn't actually have any moves other than a simple jump, but her approach is to ride astride other animals and charge head-long into the level, much the same way as Crash did with the pig and the polar bear in the two previous games. Coco's first level takes place on the Great Wall of China (yes that well used old clichéd excuse for a backdrop!) whereby she must hurtle along on top of the cutest tiger you've ever seen, avoiding Chinese dragons, water carriers and other assorted hazards. Unlike the animal riding sections in the other *Crash* games, this time you can be catapulted up to a new height to collect more crates and when this happens at the alarming speed the levels run at, it can totally throw you for six.

"With bigger levels, more collectibles, more enemies, more abilities and more playable characters, this is the best of the bunch..."



[Above] Stay on the green tiles or fall to certain doom!



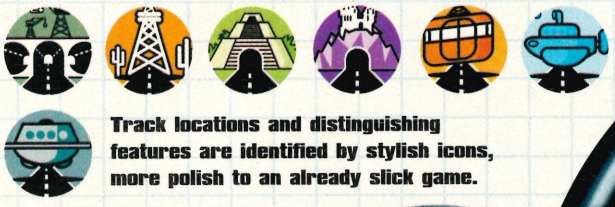


WHICH WAY NOW?

The levels in *Crash 3* have been given a lot more depth. Whereas before a side-scrolling section, or a vertically scrolling level would remain as such until the end, in *Crash 3* you could be experiencing a vertically down-scrolling level (where Crash is usually chased by some kind of large beast) one minute, and then it'll change to a sideways scrolling and then a vertically up-scrolling level – very clever indeed.

As in *Crash 2*, there are crystals and gems to collect, but also ancient relics. If you collect all of these you'll unlock a secret hidden level, but it won't be easy.

So with bigger levels, more collectibles, more enemies, more abilities and more playable characters, there is no doubt in our minds that this is going to be the best of the bunch so far... who knows it may even give Crash Bandicoot that much coveted 'Play Classic' award that has eluded him for so long!



Track locations and distinguishing features are identified by stylish icons, more polish to an already slick game.

S.C.A.R.S

Blueprint

Publisher: Ubi Soft
Developer: Vivid Image
% Complete: 65%
Exp. Release Date: Sept '98
Origin: UK
No. of Players: 1-4

Written By Tom Sargent

MARIO KART MEETS WRECKIN' CREW IN A RIOT RACER SET IN THE FAR FUTURE...

Walk down any dark alleyway around midnight, preferably in a run-down area, and you're guaranteed to get a bloody good hiding and few scars for your trouble. Ubi Soft and developer Vivid Image have been cutting their collective teeth on a less painful alternative, cunningly titled *Super Computer Animal Racing Simulation*. At least they didn't add any unnecessary words to form the acronym then. Love 'em or loathe 'em, 3-D arcade racers are the staple diet of most console owners and not a month goes by without the dramatic announcement of another world-beater. *SCARS* is a bit different, in that it

SOFTOGRAPHY

STREET RACER









[Above] Another alien city looms on the horizon, and it looks like chaos has rolled out the red carpet for you...



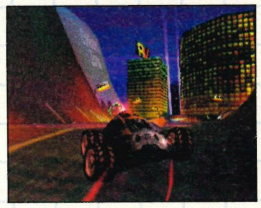
[Above] Drive from either a third-person or cockpit view. Whichever view you choose, the action is blistering, with road rage attacks every hundred meters. This silver car is one of the fastest vehicles.



[Above] The cars get flipped in the air, blown up and then generally get battered to pieces. You can't ask for more from a racing game, especially if you've been missing flipping in the stately *Gran Tursimo*...

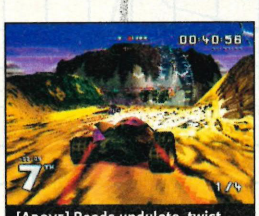
a little cunning will go a long way, and *SCARS* is gearing up nicely. Further evidence of Vivid's appreciation of the little plumber's four wheeled antics abound with the audacious inclusion of a two- and four-player split-screen option. We've already suffered the painfully-slow attempt at viewing four individual viewpoints simultaneously in Sony's *Rally Cross*, but it would be a triumph of technology if the team can pull it off. There will be nine tracks in total, set across all the usual backdrops, including: Aztec (which we've played), Industrial Pipe and a Mountain setting, where giant UFOs hover above you, alien probes at the ready. Well, presumably, being aliens and all...



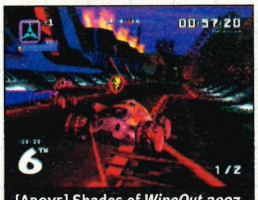




[Above] Rough roading in the dusk, enemies strike from above.



[Above] Roads undulate, twist, turn and just about everything else , and at great speed, too.



[Above] Shades of *WipeOut 2097*, but *S.C.A.R.S.* has plenty of novel designs touches itself.

hasn't received the kind of hype usually reserved for crap Hollywood blockbusters, just the humble assurance of Ubi's president and demon racer, Yves Guillemot:

"*SCARS* takes all platforms to a graphic level that players have never seen. Technical excellence and attention to playability make this game a real tour de force."

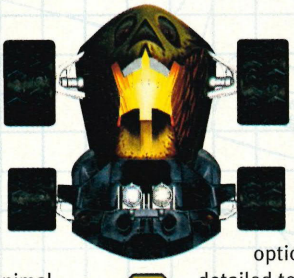
As is customary, the future (3000 AD) is reassuringly grim and super-computers have evolved and surpassed their creators to the stage where they have designed their own turbo-charged cars – clearly not the hardware designed by Skoda!

FOUR PLAY

The twist is, these beasts (performance determined by speed, acceleration and grip) are based around predators from the animal kingdom, sharing the very same animalistic nature as their ancestors. This may be so, but having taken a quick spin around one of the early tracks, the feeling is very definitely *Mario Kart*. The emphasis firmly placed on collecting pick-ups and using them strategically to knock out or hamper your opponents just as they give you the bird whilst crossing the line. Speed, combat and

DIRTY SKIDMARKS

Expect to see deviously designed tracks, crammed with twists, turns and more secrets than a lodge meeting of the masons. Each course is packed with direct short cuts onto other tracks where you can recharge your vehicle or perhaps it's safer to stick to the longer, main route. What really gets our motors running is the veritable plethora of tasty weapons and pick-ups made available to every driver. Take the Stinger for example, it's fired ahead of a rival driver and temporarily halts them, by bursting all four tyres. Each one is designed to let the player devise a winning strategy, but if you want a straight race, the pick- ups option can be turned off on the option screen. The graphics are highly detailed too, with particular attention payed to light sourcing and special effects. To date, there are four difficulty levels and three lighting phases – day, dusk and night-time – surely enough for multi-player junkies looking for a fix of speed. *SCARS* has all the hallmarks of a classic racer, but only time will tell if the four-player option matches our expectations. Expect a full review soon.





[Above] Strange red streaks leak behind your car. Bad news...



[Above] Three phases of light per level should ensure hours of longevity in this big game.



[Above] The longer the horizon, the better the driving experience.

Each car has a suitably fierce animal representing the driver's team

FUTURE COP: LAPD

TAKE A GIANT, STOMPING ED-209 MECH, ALLOW IT TO MORPH INTO A HOVERCRAFT AND THE OUTCOME IS A PERFECT EVOLUTION OF THE GRANDIOSE STRIKE SERIES.

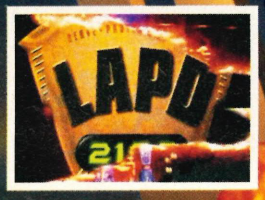
Written By Tom Sargent

Blueprint

Publisher: Electronic Arts
Developer: In-House
% Complete: 70%
Exp. Release Date: Autumn '98
Origin: US
No. of Players: 1-2

SOFTOGRAPHY

SOVIET STRIKE
NUCLEAR STRIKE







[Above] Napalm in the morning, backed up with Triple Homing missiles for good measure.

Without exception

the *Strike* series has been the most successful nonsports money-spinner for Electronic Arts and for nearly ten years, the name has been synonymous with fixed-view ultra-violence across nearly every gaming platform. Originally penned as '*Future Strike*', the team responsible for creating *Future Cop: LAPD* abandoned the name, and to inject fresh impetus into their vision of a hellish future, they've opted to keep the popular isometric view, but included a dynamic new option, which allows players to adjust the perspective at any time.

Taking on board constructive criticism that the view has been too restrictive in previous *Strike* games, the team hope that given a wider view of the surroundings, players can feel even more immersed in the action. The game itself is set in 22nd Century Los Angeles, where you patrol the streets in a transformable mech walker/hovercraft hunting down gangs, neutralising crime bosses and protecting the panic-stricken citizens in 12 increasingly difficult assignments. "We thought we could enter the *Strike* world, but we wanted a mech combat vehicle as the central character," states producer, RJ Berg.

"We thought we could enter the *Strike* world, but we wanted a mech combat vehicle as the central character." R J Berg, producer



[Above] Watch the skies as enemy craft attack from every angle. This one's nose diving into a hanger.







STRIKING FUTURE

The team are concentrating on combat-based action, but this will be infused with simple puzzles, such as destroying a reactor which will lead you onto the next area of violent confrontation. Gigantic particle explosions







[Above] At the end of each level super bosses require everything you can throw at them to kill. Caution to the wind!



[Above] Your walker mech is an awesome piece of hardware for dodging incoming missiles and hopping around bits of scenery. The game certainly feels like a radical departure from the *Strike* series.



[Above] At times, *Future Cop: LAPD* feels more like EA's classic *Syndicate* series than the *Strike* games, particularly with its involving, futuristic urban missions. Will the game capitalise on both brands?



[Above] The mortars are quite slow, but reach the parts other weapons can't. Lob a couple ahead of you and see fire...

MORPHING

Transforming from the mech into the hovercraft is a painless exercise and this is what it looks like... from mech (top) to hovercraft (bottom).

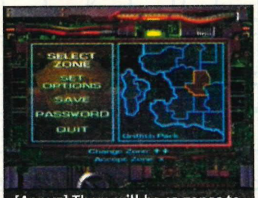








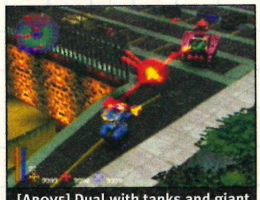




[Above] There will be 12 zones to 'clean up' in the final game.



[Above] The zone maps are concise, earmarking your current location with a green sphere.



[Above] Dual with tanks and giant spiders;/ although there's more of them, they're not as agile as you.

emanate from every corner bathing the surrounding scenery in resplendent lighting effects. All this backed up by some serious firepower – more than 30 skin-shredding futuristic weapons including infernos, volcano mines and Gauss guns should keep the pulse level racing. Every effort is being made to spice up the gameplay in each target-rich setting. Besides knocking out missile launchers, gun turrets and buildings hiding enemy soldiers, expect an onslaught of gun-toting tanks and airborne resistance too. Highly-manoeuvrable Hunter Killers (see the *Terminator* films)swarm around like flies on a cow pat and with only your omnipresent targeting laser as a guide, extreme vigilance (besides the urge to kill, maim and destroy) is required at all times. The missions take the expected form of rescuing hostages and stopping a car jacking, to infiltrating gang headquarters and mashing the bosses.

ROBO COPS

If the targeting laser is considered cool, the mortar weapon is equally so. Sometimes land mines or walls make reaching some targets virtually impossible other than by using a well-placed aerial bombardment. Though not entirely unique, the most promising aspect of the game is the ability to transform from one killer vehicle to the next. The stomping mech is the easiest to control, but the hovercraft (blatant *Blade Runner* rip-off) is much faster, and happier than a duck on the wet stuff. Each level is absolutely enormous and if you don't fancy taking on the legions of laser-spitting cyborgs and criminal mutants alone, there's a number of multiplayer modes to gorge on. In the co-operative missions you can play in separate split-screen or a driver/gunner combo. There's also the opportunity to duel in the head-to-head split-screen mode. EA's vision of the future may be grim and violent, but that's how we like our shoot-'em-ups and having sampled an early demo of *Future Cop: LAPD*, we can reassuringly confirm that the *Strike* team has taken all the best elements from previous projects and crammed in enough new features to leave us panting, like faithful hounds, for more.

Blueprint

Publisher: Sony
Developer: Insomniac Games
% Complete: 55%
Exp. Release Date: October '98
Origin: US
No. of Players: 1



[Above] Enemies flee at the sight of Spyro's fiery breath!

SPYRO THE DRAGON

SONY HOPES ITS NEW MAGIC DRAGON WILL TORCH THE COMPETITION AND BECOME THE FLYAWAY HIT OF THE YEAR!

Written By Graeme Nicholson

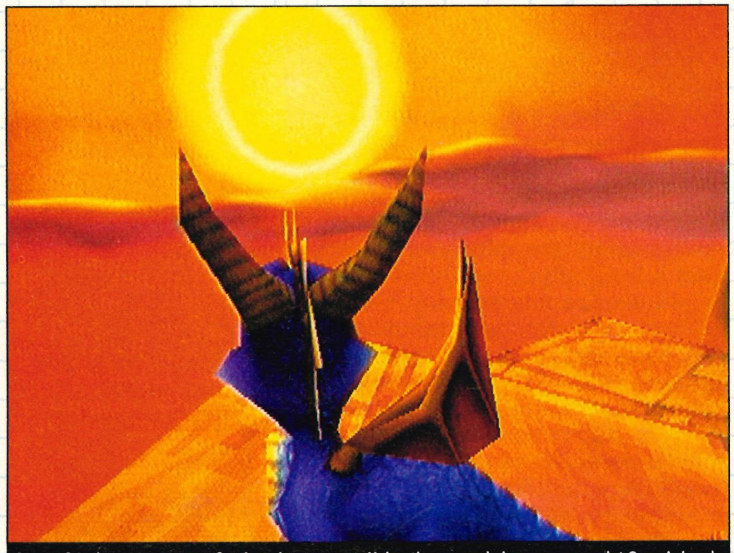
When you think about it, *Spyro The Dragon* makes perfect sense. From the outset, Sony made a huge effort to thrust its console into the lives of twentysomethings who were traditionally left out of the marketing plans for games consoles. In doing this they let a generation know that it was okay to mess around with an amazing new breed of games while still living an active life, but three years on that same marketing wizardry has left the PlayStation with fewer titles for the age group that was recently entertained by the rattles above its bed. Nintendo has owned the younger end of the market forever and even though the N64 has not sold as well as it could have, high quality, high cuteness products like *Mario 64*, *Yoshi's Story* and now *Banjo-Kazooie* have had Sony beat in this department hands down. Now that a PlayStation costs less than a pair of Air Jordans, kids can get hold of their own machine very easily. Enter Spyro, a little baby dragon on a big mission, to help out.



[Above] Old men with clubs and rabid dogs won't hold you back.

SOFTOGRAPHY

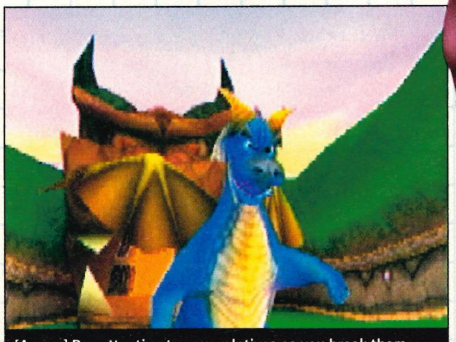
DISRUPTOR



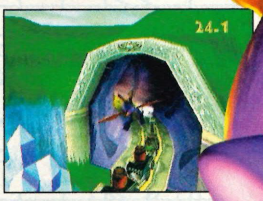
[Above] A picturesque pause for thought at sunset. Using the zoomed view, you can point Spyro's head and therefore the camera in any direction, a bit like with Lara in *Tomb Raider*.

BABYFACE

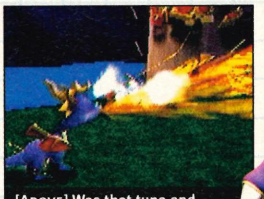
Arguably the best platform adventures the PlayStation has seen this far have been the *Crash Bandicoot* games, so it's no great surprise to find producer of the *Bandicoot* series, Mark Cerney, making a star out of young Spyro. *Crash* influences can be seen in character designs throughout *Spyro The Dragon*, but the two don't play similarly. This is partly because of the easy-going, leisurely speed of *Spyro's* gameplay compared with the



[Above] Pay attention to your relatives as you break them free from their statues – they have some good advice.

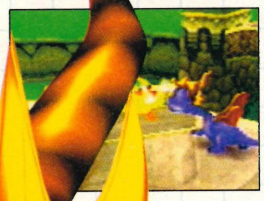


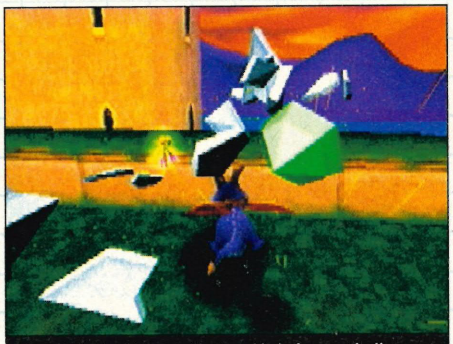




[Above] Was that tuna and onion sandwich a good idea?







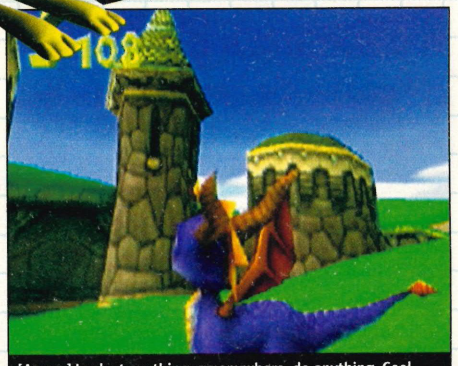
[Above] The jewels you collect are kind of magnetically attracted to you, so you don't miss them in the confusion.



[Above] The giants who mill around the cauldrons may look like the Honey Monster, but you have to give them a good roasting to pass safely.



[Above] Spyro ends up in Bath, through navigational error.



[Above] Look at anything, go anywhere, do anything. Cool.

AGILE BEAST

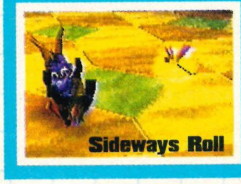
Little Spyro is still only a baby, but he's not quite as helpless as your usual nipper. He has a charging head-butt that can crack treasure chests and pop enemies, plus his fire-breathing can toast baddies and light torches or fuses. He can also fly momentarily, land vertically with a bump and roll over to avoid attack.

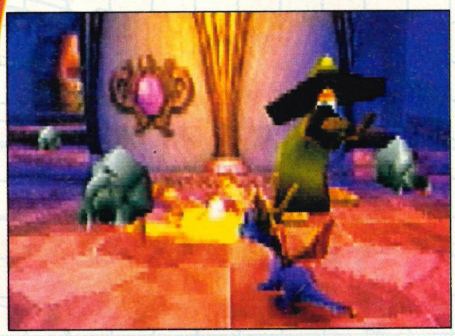






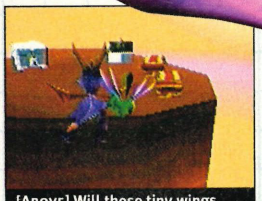








"The seven worlds that *Spyro* is set over are huge, glorious places with a decidedly magical atmosphere about them..."



[Above] Will those tiny wings keep him afloat long enough?







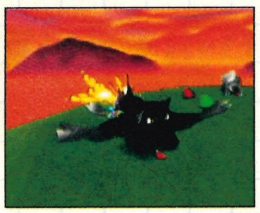


[Above] Timing is everything! Make for the old boys at the wrong time and they'll give you a sound clattering behind the ear and send you home crying for your mum.





[Above] Blam! Luckily, his horns let the little chap smash through a whole host of objects, including chests filled with lovely jewels. Which must be good for something.







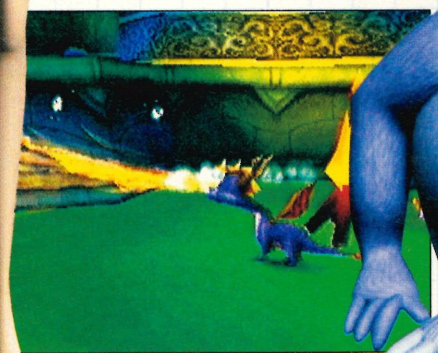






[Above] Disposing of the need for traditional health bars, the glowing dragonfly that follows you around indicates your current health by its colour. Weird, but prettier than a crappy pie chart.









[Above] Wandering around the moody structures of towns and cities seems a bit more advanced than hopping between sliding platforms suspended in mid air, don't you think?



[Above] We opened up a spectacular bonus level on our early copy of *Spyro* that provided much enjoyment. You complete a series of *Pilot Wings 64*-like tests in a tight time limit.



[Above] Of course, you don't need to kill absolutely everyone – charge on past if you like. Wimp.



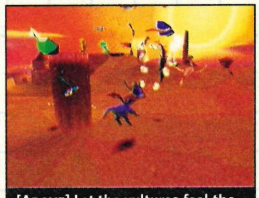
[Above] Some things just aren't meant to be head-butted and this is one of them. Flame his unprotected rear instead.



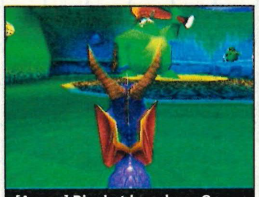




[Above] It's a ram. So ram it, already! The bigger they are etc.

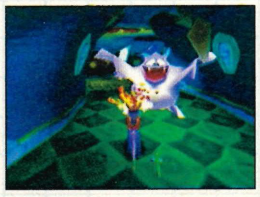


[Above] Let the vultures feel the real heat of the desert. Burn 'em!



[Above] Big, but harmless. One lick of flame and they're down.





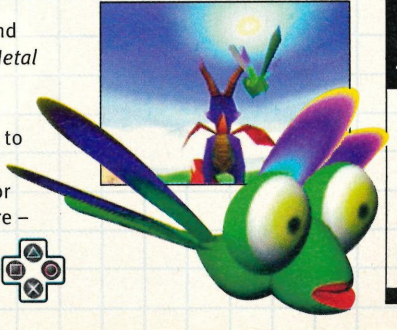
eye-crossing flurry of activity that makes up a *Bandicoot* jaunt, but it's also a matter of freedom. Our new scaly green, fire-breathing mascot travels his world in free-roaming 3-D, to give a real impression of exploration over and above the usual left-to-right linear affair.

There isn't much in the way of a plot, just that a character named Gnorc The Gnasty has turned Spyro's family into crystal statues that you have to liberate. The freeing itself is simply a case of touching the statues when you see them, but the difficult part is locating all 120 relatives – what kind of family has 120 living members? Family dragons are huge compared to Spyro and they rise up impressively upon their release, sometimes to offer hints and tips on how to progress or fill you in on a bit of story.



What's making jaws drop for the people who've seen *Spyro* in action isn't anything to do with the story though, but with the well accomplished game engine. When you move close to a wall, it doesn't buckle or crack to let you see through. When you reach high ground, preparing for a long baby wing-assisted glide to an isolated chunk of land, you can see clearly for miles instead of staring at a thick, artificial blanket of mist. The seven worlds that the game is set over are huge, glorious places with a decidedly magical atmosphere about them. A *Tomb Raider*-style look around function allows you to pan the camera and take in their beauty from just behind and above the infant dragon's head.

The fairy-tale setting and squeaky clean innocence of the game probably won't help sell it to the legions of players sweating at the thought of the weapons, tactics and sabotage feast of *Metal Gear Solid*. But even Nintendo's ankle-biter range of software manages to break through to an older audience that's looking for a big, harmless adventure – why would poor little Spyro be left out? Expect a review soon.



STREET FIGHTER ALPHA 3

Blueprint

Publisher: Capcom
Developer: Capcom (in-house)
% Complete: 20%
Exp. Release Date: TBA
Origin: Japan
No. of Players: 1-2

SOFTOGRAPHY

Street Fighter III (coin-op)
Street Fighter Alpha
Street Fighter Alpha 2

GET READY FOR ANOTHER BOUT OF 2-D FIGHTING FURY, BECAUSE STREET FIGHTER IS BACK! WE PROBE CAPCOM FOR DETAILS ON THIS THIRD ALPHA EPIC...

Written By **Ryan Butt**

Thinking back

over the entire console life-span, it would be hard to imagine how things might have turned out if *Street Fighter* had never have happened. Think about it, do we speak porkies when we say it moulded the way for generations of beat-'em-ups? No. However, Capcom has never stopped reminding us of the *Street Fighter* phenomenon because at least one game has trotted out of the Capcom stable every year since the start of the decade.

Of course, the saga has taken many a twist and turn over the years; recently going 3-D, super-deformed and retro (*Street Fighter Collection* recently arrived on the PlayStation). But after countless *SFII* updates we were all bracing ourselves for *Street Fighter III* when Capcom turned the series on its head and instead reverted back to a timescale set between the first and second *Street Fighter* games for the *Street Fighter Alpha* series... which leads us nicely to where we are now – *Street Fighter Alpha 3*!



NEW FACES

Perhaps the biggest difference between *Alpha 2* and *Alpha 3* is the amount of characters. Whereas *SFA2* featured 18 different combatants, *SFA3* has all of them plus others that have been begged, borrowed and stolen from other *SF* games. These include Blanka, E Honda, and Vega who first appeared in *SFII*, Cammy from *Super Street Fighter II* and three brand new battlers – Karin, R Mika and Cody (see boxout for more information). So that's a whopping 25 combatants in total, and mastering them all will take ages, especially taking on board the game's new customisable combo system.

The standard 'Super Combo Meter' which was present in *Street Fighter Alpha 2* can now be customised over three different levels – X, Y, and Z.



[Above] Cor! Wouldn't mind getting into a ring with her! The new girlie wrestling, Rainbow Mika, unleashes a jaw-stabbing custom combo onto Charlie. Guess he'd better work on his chat-up lines!



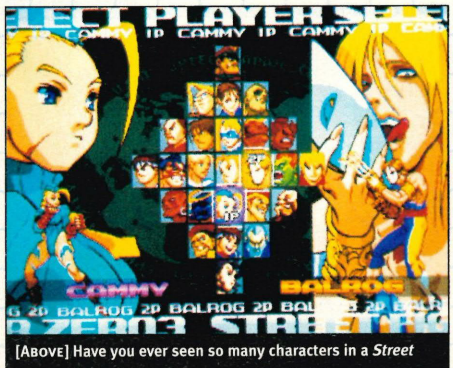
[Above] Charlie continues to get a good kicking.



[Above] Bison's back then!



[Above] Cammy combo-bashes Vega.



[Above] Have you ever seen so many characters in a *Street Fighter* game? There are now 25, with possible secret ones!

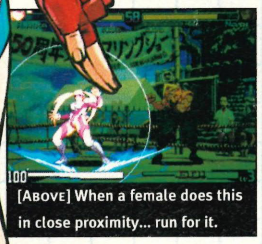


[Above] Like in the original *Street Fighter II*, Vega still likes to be cunning and launch his attacks from the air by first scaling the fence in the background. Quick Rose, get your wire-cutters out.

"Wheras *SFA2* featured 18 combatants, *SFA3* has a whopping 25, featuring a new combo system."



[Above] Cody, from the Capcom side-scrolling fighting game *Final Fight*, shows that Ryu's tornado kick is no match for his... er, tornado.



[Above] When a female does this in close proximity... run for it.

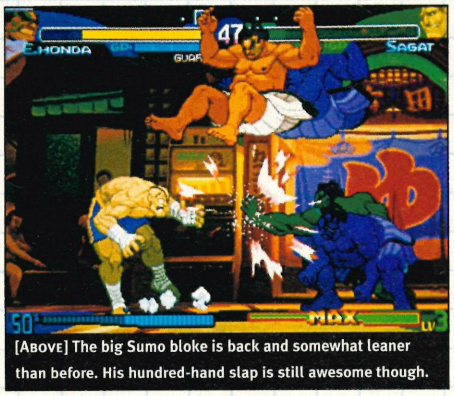


[Above] Bison, the camp rogue deals the death.

The Z Mode is like the method used in *SFA2* whereby multiple super moves can be charged up and used, the W is used for custom combos (also seen in *SFA2*) whereby you charge it up, press a simple button combination and then fly into a demonic rage unleashing a barrage of flashy moves by stringing seemingly random button combinations together and seeing how much damage you can inflict before the meter expires. Finally the X Mode is a new one that has previously been tested in the *Marvel Vs Capcom* coin-op machine. This lets you fill up your super meter and unleash one awesome super attack that will blow your opponent away.

To make things even more exciting, you begin each round with a full super meter, so you can use it straight away and get things off to an explosive start.

Other changes in the fighting style are the throws. Instead of simply running into your opponent and pressing the fierce punch or kick buttons, you now have to press forward and TWO punches or kicks.

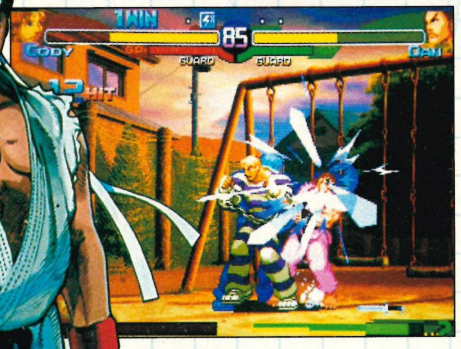


[Above] The big Sumo bloke is back and somewhat leaner than before. His hundred-hand slap is still awesome though.





[Above] Charlie just can't seem to get a look in with this nimble lady as her custom combo continues in full swing.



FIGHTING AGES

We all know that the *Street Fighter* series has been going for absolutely donkey's years, but did you know exactly how many games there have been? We've done our research and this is yer lot...

Street Fighter (1987)
Platforms: Coin-op, ZX Spectrum 48K, Commodore 64
In brief: Mixed reviews greeted this. With only two selectable characters (Ryu and Ken), the thrill factor came from the punch-sensitive rubber pads that the player walloped to coincide with the on-screen fisticuffs. Fun for some, painful for most.

Street Fighter II (1990)
Platforms: Coin-op, SNES
In brief: This was when the series was catapulted into the public eye and virtually every home on the planet. It was the game that sold the SNES and featured eight playable characters and four unplayable bosses. The best thing about it though was all the moves.

Street Fighter II: Championship Edition (1991)
Platforms: Coin-op, Mega Drive
In brief: This emerged to satisfy the cravings of *SF*-hungry coin-op fans. It was the same as before except for a couple of new moves and the four bosses could now be selected. When this emerged the original was left for dead and a Mega Drive conversion followed.

Street Fighter II: Turbo (1992)
Platforms: Coin-op, SNES
In brief: One of the faults with the *CE* version was rectified with this new coin-op – the slowness. *Turbo* had different speed settings, new moves and was rushed out hastily to prevent punters from drifting back to the original *SFII*. There was no looking back now.

Super Street Fighter II (1993)
Platforms: Coin-op, SNES, Mega Drive
In brief: With the *SFII* popularity at astronomical levels, Capcom stepped up its production and let rip with this sizzling new update that was the most radical yet. Reworked graphics, Q-Sound and four brand new characters to chose from!

Super Street Fighter II: Turbo (1994)
Platforms: Coin-op, 3DO
In brief: Although *SSFII* went down a storm, some were still unhappy with the speed... hence the arrival of this. Reworked graphics again took centre stage, as did variable speed settings, Super Combo finishes and Akuma – the first secret character.

Street Fighter Alpha (1995)
Platforms: Coin-op, PlayStation, Saturn
In brief: Despite being great, confusion set-in amongst the punters when this was released because it is set between the first and second *Street Fighter* games. It featured characters new and old, an engine similar to the *X-Men* coin-op and loads of great combos.

Street Fighter Alpha 2 (1996)
Platforms: Coin-op, PlayStation, Saturn
In brief: An upgrade of the last *Alpha* game that featured new characters, new moves, reworked graphics and combo-editing facilities. This was by far the best *Street Fighter* game to date... at least until we get our hands on *Alpha 3*, that is, which should be better still.

Street Fighter EX Plus (1997)
Platforms: Coin-op, PlayStation
In brief: Indeed a thrilling

continued over...

FIGHTING AGES

...continued occasion – the *Street Fighter* saga finally following the *Tekken* lead and bounding into a 3-D arena for the first time ever. Needless to say, Capcom did a great job. New characters and mind-blowing moves made this an instant hit.

Street Fighter EX 2 (1998)
Platforms: Coin-op, PlayStation
In brief: Yes it's coming! Although *EX Plus* was good, it could have been better, and *EX 2* (currently still in development) should iron out the niggly faults. This game features new characters, moves and combo systems. Should be a blinder then.

Street Fighter III (1997)
Platforms: Coin-op
In brief: The long awaited third instalment finally arrived last year, but unfortunately, we haven't actually played it at all. The game features brand new characters and a complex game engine with hundreds of frames of animation. So far no console version has been announced, but the Dreamcast seems a sturdy enough platform.

...And the spin-offs

2010 Street Fighter (1988)
Platforms: NES
In brief: This is a kind of dark, twisted cousin twice removed from the *Street Fighter* series. It bears little or no significance to the popular chain of games, apart from the fact that it had a character called Ken in it. Thankfully, it died with the NES!

Street Fighter: The Movie (1995)
Platforms: Coin-op, PlayStation, Saturn
In brief: The question remains to this day – why? We had *SSFII: Turbo*, did we really need a carbon copy to tie in with the bobbins film, with digitised version of the actors as characters and about as much fluid movement as a two-week old corpse? Did we ****!

Street Fighter: The Animated Movie (1996)
Platforms: PlayStation (import)
In brief: Based on the manga film of the same name (which was actually pretty damn good) this isn't so much a game, more a 'watch and play' affair whereby you got to view loads of lovely FMV and then occasionally punch some robot's lights out! Fun? No!

Super Puzzle Fighter II: Turbo (1997)
Platforms: Coin-op, PlayStation, Saturn
In brief: *Street Fighter* now ventured into the arena of the bizarre as the characters took on a popular Japanese 'super deformed' look with big 'eads and titchy bodies. Amazingly, this is still of one the best puzzle/party games on the PlayStation. There you go, two genres conquered!

X-Men Vs Street Fighter (1997)
Platforms: Coin-op, PlayStation, Saturn
In brief: The *Street Fighter* posse decide to gate-crash Marvel Comic territory and have a mass rumble with the notorious *X-Men*. The arcade and Saturn versions were a blinding mass rumble that rocked the player to dizzy heights. The PlayStation version, due to memory restrictions, didn't.

Pocket Fighter (1998)
Platforms: Coin-op, PlayStation
In brief: The super deformed characters from the puzzle game are back in their own proper fighting game. For full details on this cute kicker, see the review on page 58 in this very issue!





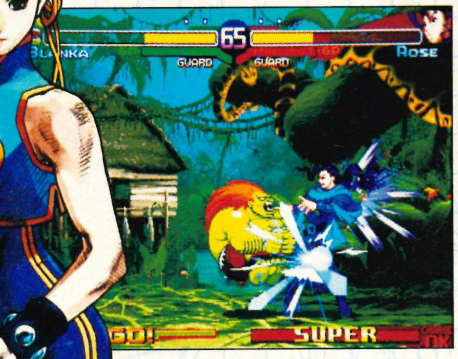






[Above] The masked Spaniard, Vega, swoops down on the unsuspecting Chun Li. The new guard gauge limits the amount you can block, but that's no excuse not to bother blocking at all.





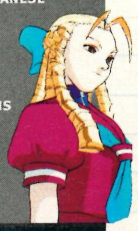


NEW BLOOD

There are three new characters in *Street Fighter Alpha 3*, we know their names but exact details are sketchy at present. Here are a few facts that we do know...

KARIN

This feisty young lass is a high school student who features in a Japanese weekly manga comic. Her style is apparently similar to Fei Long's, and she is also Sakura's rival, so expect the sparks to fly when those two meet!



CODY

This is the main geezer that once appeared in the other Capcom fighting game, *Final Fight*. Cody was framed for the kidnap of a girl called Jessica and sent to the slammer. Now he has broken out though (hence his convict attire), and will use any weapons available to get revenge.



R. MIKA

She is Zangief's dream date – a masked female wrestler with a lethal array of moves that implement the familiar 360° and 720° rotational moves. Her size is considerably smaller than the Russian grappler, but this just helps her move quicker.



HIGH TECH

Why? Well apparently because Capcom is simply meeting the requirements of *SF* fans who often complained of accidentally throwing their opponent when really they wanted to batter them... so that's fair enough then. It is also now possible to go for a throw and miss, triggering new animations...

The final new addition is the gauge below your life bar. This is your guard gauge. *SF* fans will know how annoying it can be one all you best, most dynamic combo attacks are constantly blocked by your smug opponent... well not anymore. This guard gauge will deplete every time the player blocks, and when it totally runs out there is no chance of blocking again unless you go on the offensive and let it refill a bit.

Capcom is currently applying the finishing touches to the coin-op version of *Street Fighter Alpha 3*, and a PlayStation version is heavily rumoured to follow. This is perhaps fuelled by the fact that the arcade version will be running on Capcom's CPS2 board and not the CPS3 one that drives the *Street Fighter III* and *Street Fighter III: Second Impact* machines – you know, the ones that are technically impossible to convert to PlayStation. So it is likely that the game will arrive on PlayStation later in the year, although perhaps will several animation's omitted to save a bit of memory. We're not bothered about such trivial matters though, we just want to play this beast as soon as is humanly possible!

ULTIMATE CONTROL IS WITHIN YOUR GRASP.

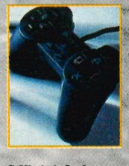


REALITY QUEST GLOVE

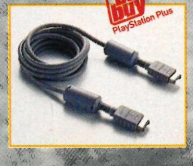
THREE CONTROLLERS IN ONE: DIGITAL, ANALOG AND SIMULATED ANALOG.
COMPATIBLE WITH ALL PLAYSTATION GAMES.
WELL WORTH GETTING HOLD OF.



Official Mouse



Official Colour Hand Controllers



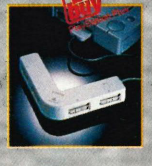
Official Link Cable



Official Colour Memory Cards



G-CON 45™



Official Multi Tap



Dual Shock Controller

WARNING
Use of unofficial products may invalidate your console warranty.

DO NOT COMPROMISE THE POWER OF PLAYSTATION. ALWAYS BUY OFFICIAL PRODUCTS.

www.playstation-europe.com

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

PlayStation

VICTORY BOXING 2

ALL THE POWER AND JOY OF BOXING, WITHOUT THE IRREPARABLE BRAIN CELL DAMAGE AND RUSTY SPITTOONS...

Written By Graeme Nicholson

Blueprint

Publisher: JVC
Developer: JVC
% Complete: 60%
Exp. Release Date: Sept. '98
Origin: Japan
No. of Players: 1-2

When the team at JVC in Europe received the first version of *Victory Boxing 2* from the developer in Japan, they found it wasn't exactly what they were expecting. In the name of progress, Dynamite Boxing (*VB2's* name in the land of tiny electronics) had been quite radically changed from the original, incorporating a fast new arcade style of fighting in contrast to the realistic pace of *Victory Boxing*. Product Manager at JVC, Aidan Minter (no relation to Jeff) knew that some big changes would have to be made for the realism-obsessed European market.

"The first game was a true representation of the sport and we felt if we wanted to take the product further we needed a version that had been improved. That clearly wasn't the case with the new NTSC version we had.

"Besides, we have many loyal fans of the game we didn't want to disappoint and the industry itself has eagerly awaited a sequel that was worthy for some time."



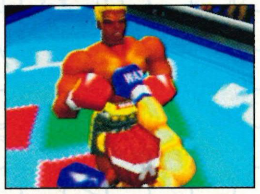
[Above] "And THAT'S for wearing exactly the same shorts as me again! Honestly Bob, you're such an embarrassment." Settle any disagreement with a quick skirmish in the ring.

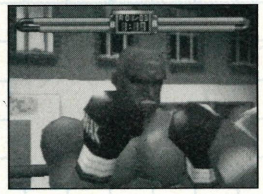
LIKE A BUTTERFLY

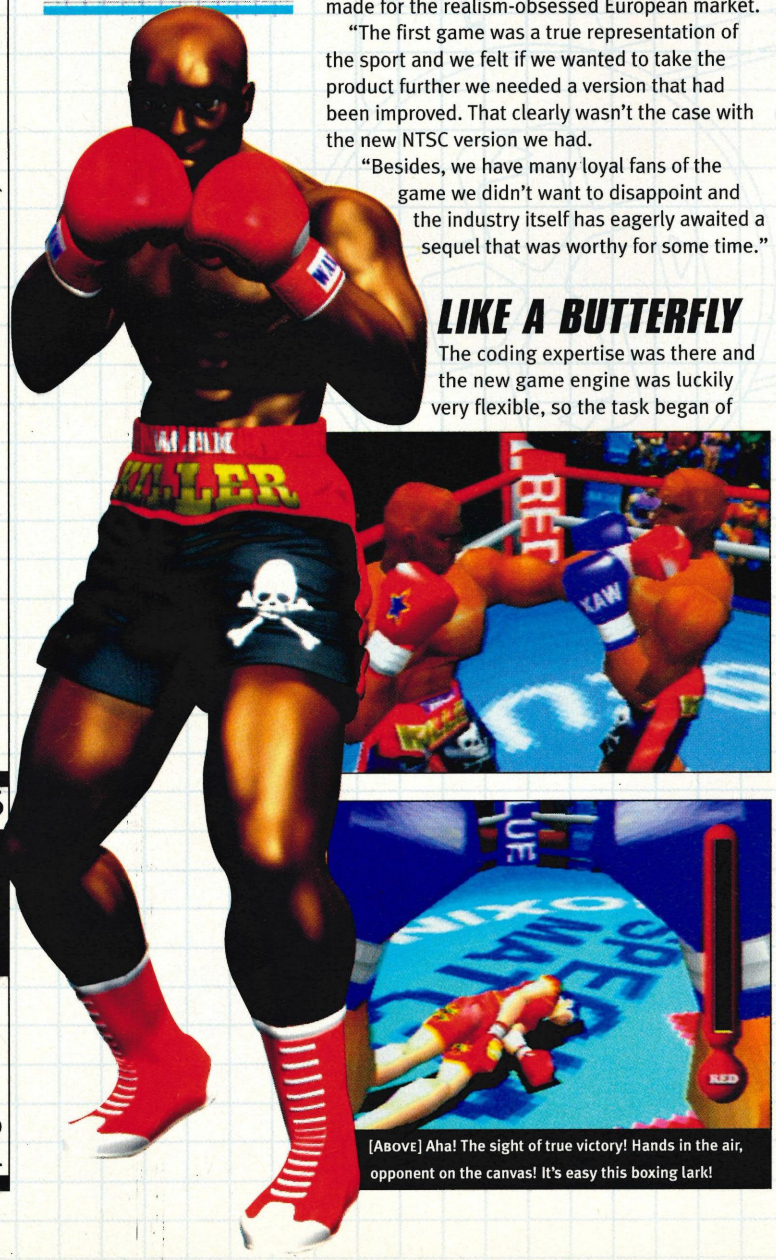
The coding expertise was there and the new game engine was luckily very flexible, so the task began of turning *Victory Boxing 2* into a powerful and recognisable sequel.

"Basically, we stripped the game down to its basics," says Aidan. "Through repeated playing, we noted what had been added to the NTSC version and what could be removed or tweaked. We thought it was important to actually meet and discuss our ideas with our developer, who flew over from Tokyo. We told them how we would like the PAL version to look right down to the smallest in game details."

And they really have packed in their ideas, especially to help win the features fight against Electronic Arts' high profile *Knockout Kings*. Among the main improvements, truly immersing the player in the fight has been the most

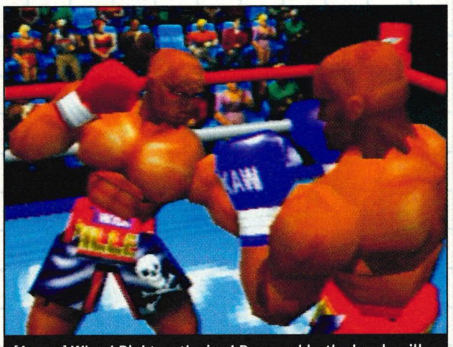






"You don't throw your opponents around or battle against Ogres and Devils, you just punch their lights out!" Aiden Minter, Product Manager

[Above] Aha! The sight of true victory! Hands in the air, opponent on the canvas! It's easy this boxing lark!



[Above] Whoa! Right on the jaw! Presumably, the heads will all be the same colour as the bodies in the final version.







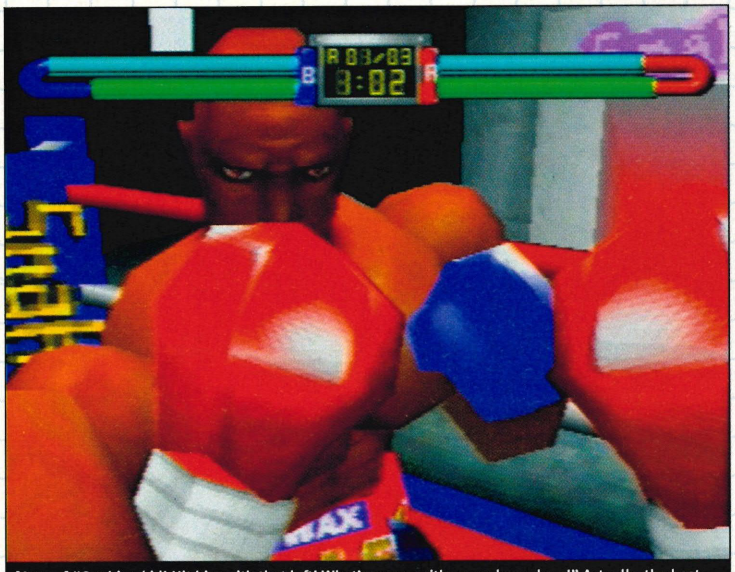




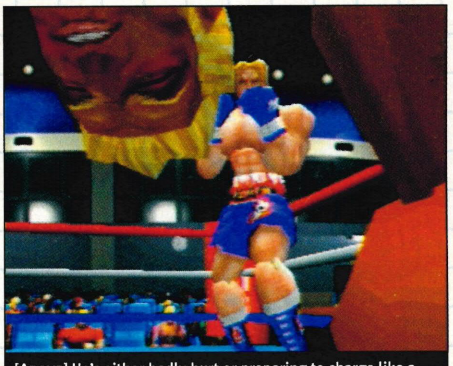
[Above] He's either badly hurt or preparing to charge like a bull! Note the cool cuts and bruises to the face.



[Above] Being able to move from the hip while keeping your feet firmly planted lets you defend and attack more like a real boxer. Realistic, but still no secret ear-biting move. Bummer!



[Above] "Get him, kid! Hit him with that left! What's wrong with ya, ya lousy bum!" Actually, the best advice for fighting a guy like this is to hit the mat and stay down! Look at those eyes!



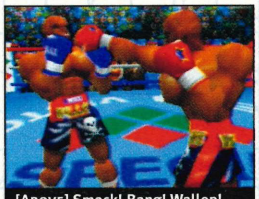
[Above] He's either badly hurt or preparing to charge like a bull! Note the cool cuts and bruises to the face.

FACE OF FEAR

ALL BOXERS IN *VICTORY BOXING 2* HAVE CHANGING FACIAL EXPRESSIONS TO SHOW THEIR AGONY OR ELATION. IT'S A BIT EERIE WHEN YOU SEE IT UP CLOSE, BUT CLEVER NONETHELESS!



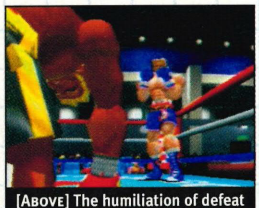




[Above] Smack! Bang! Wallop! Crash! Biff! Bam!



[Above] Denis Rodman is exploring new sports now that he and chum Michael Jordan are free.



[Above] The humiliation of defeat is amplified somewhat with the clever new camera angles.

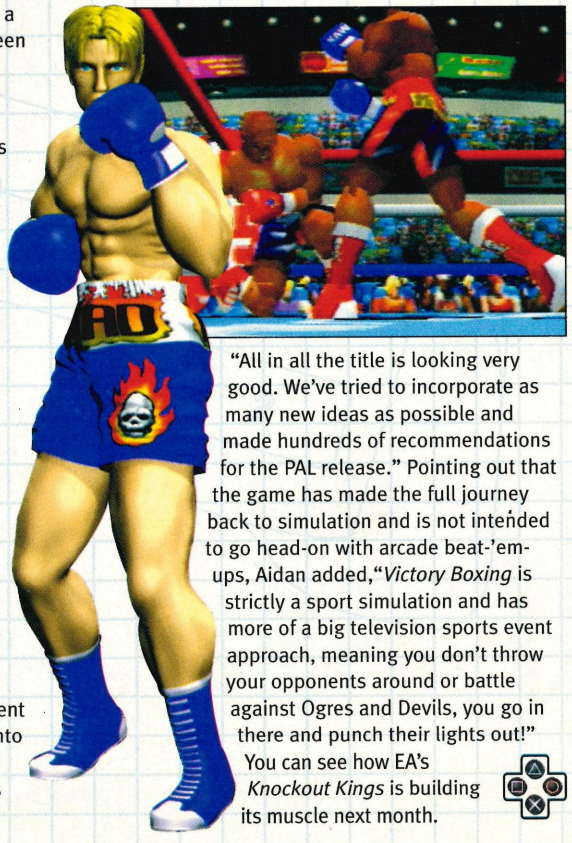
important element. For example, taking a major punch in the head makes the screen dim to simulate your boxer's impaired vision, plus there's a better first-person mode with the gloves bobbing around, and the recent Dual Shock technology is perfect for the game.

"At the moment the pad vibrates when you are punched by your opponent, but we've asked our developer if the pad could also vibrate when your punch connects to get a real feeling of impact and positively put the player into the thick of it."

STING LIKE A BEE

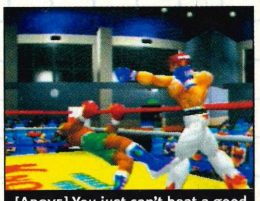
Fights affect your boxer's attributes for the next stage of the main game mode in the categories of strength, speed, stamina and so on, and you are able to boost their abilities with the new training mode (featuring Snake, a familiar looking guy with an eye patch). It's just like having Prince Naseem for a virtual pet!

Even though the Japanese development team has limited time since it moved onto another project after finishing the domestic version of *VB2*, JVC's requests have been met admirably so far.



"All in all the title is looking very good. We've tried to incorporate as many new ideas as possible and made hundreds of recommendations for the PAL release." Pointing out that the game has made the full journey back to simulation and is not intended to go head-on with arcade beat-'em-ups, Aidan added, "*Victory Boxing* is strictly a sport simulation and has more of a big television sports event approach, meaning you don't throw your opponents around or battle against Ogres and Devils, you go in there and punch their lights out!"

You can see how EA's *Knockout Kings* is building its muscle next month.



[Above] You just can't beat a good right hook in this game.





HEART OF DARKNESS

NEARLY HALF A DECADE IN THE MAKING AND THE AMAZING STUDIOS EPIC EMERGES NOT SO MUCH WITH A BANG, MORE OF A POP... WAS IT WORTH THE WAIT?

Written By **Ryan Butt**

Four years is one hell of a long time in the video games industry and many wonderful things have happened since this game started out as a wildly ambitious PC project... hell, the PlayStation was invented for a start!

We had long since assumed that *Heart Of Darkness* died a horrible death as the project has been dogged with numerous pitfalls along the way, but it has now arrived in a completed state and it's not half bad either.

PLAY information

Publisher: Ocean
Customer support: 0191 460 6060
Price: £39.99
Release date: Out now

One Player | Memory Card

TAIL OF THE SUN

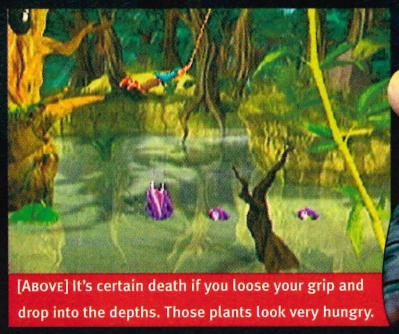
You play a feisty young scamp called Andy, a paranoid school kid whose primal fear is the darkness that lurks in shadows. This terror is compounded one faithful day when his pet dog, Whisky, is dragged away by demons during a total eclipse of the sun, and the boy finds himself having to confront his inner most fears to rescue him from the perils of darkness.

Armed with a home-made plasma gun, Andy hops aboard a makeshift flying machine and sets off to uncharted territory to a desolate world that's populated by shadow demons and the Master of Darkness himself. And so begins *Heart Of Darkness*.

The scene is set perfectly with a fabulous five minute intro movie that shows the action unfold, and the game begins with Andy crash-landing on a baron mountain where the situation takes a dramatic turn for the worst from the off, with all kinds of ravenous shadow ghouls leaping out to confront him. Luckily, his plasma gun is a perfectly adequate means of seeing them off as the game begins with a distinctly shoot-'em-up feel. Andy spends the early stages wading through a seemingly never-ending stream of gangly shadow beasts... until his plasma gun is stolen and eaten by something very large and very ugly.



[Above] Your plasma gun is eaten early on in the game, but you acquire this new projectile skill later on. [Inset] You'll need a strong grip for climbing.



[Above] It's certain death if you loose your grip and drop into the depths. Those plants look very hungry.

This is when the action really hots up because Andy must use evasive tactics to avoid the enemy onslaught whilst negotiating tricky terrain and pitfalls. This is where more puzzles creep into the gameplay, they start off relatively simple, but soon grow into perplexing brain teasers that'll have you stumped for... ooh, at least five minutes. No disrespect mind you, we already know that this game is aimed at a slightly younger age group, but there were moments when even we were stuck for quite a while.

WHISKY IN THE JAR

Heart Of Darkness, it has to be said, is an immensely enjoyable game – and so well put together. Okay so it took bloody ages to develop, but the way in which the in-game action is held together by beautifully rendered cut scenes that are well scripted and orchestrated is brilliant. However, it does seem like several frames have been omitted, and so the movie snippets don't flow in the same staggering way as they do in, say, *Resident Evil 2*. What also concerned us was how quickly we sailed through much of the two discs' content, it was only on the last level when things really started to get challenging. The brunt of the



[Above] The best element of the game is the gripping storyline and the way the action is held together with stunning cinematic sequences. By the way, you befriend these spooky guys.

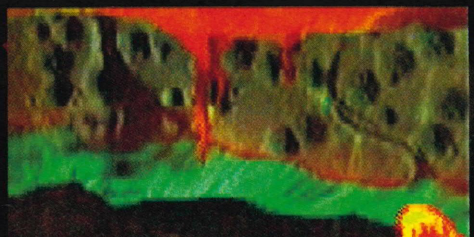


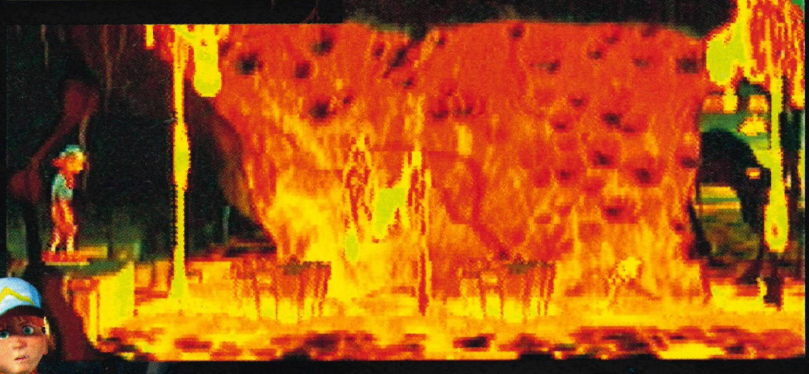
[Above] The creatures in the land of darkness hate the light, as seen here with the exploding fly!



[Above] Your projectile can be fired rapidly or charged up for a more powerful shot. Fire in haste, etc.









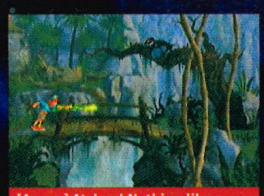
[Above] Something tells us that a leisurely stroll through the woods in this bizarre world will prove to be anything but tranquil.



[Above] Some of the puzzles are highly imaginative and tough.



[Above] If you escaped in one piece, would you go back to see these dorkish goons?



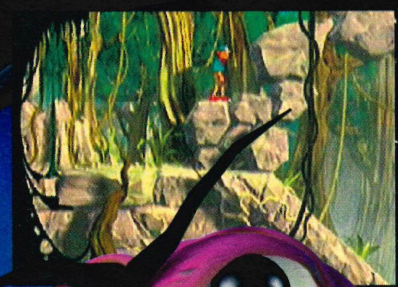
[Above] Atchoo! Nothing like a forest to bring on the hay-fever!

"You're left with more mindless blasting..."

game is spent jumping over things, climbing, swimming and shooting things (when you loose your gun, you acquire a new projectile power later on). There is much shooting to be done. In fact, there are times when good ideas seemed to have deserted the programmers as straight and endless shoot-'em-up frolics seem to have be called on to disguise the severe lack of anything else to do – in the latter stages mainly. This is a shame because at times, *Heart Of Darkness*







boasts touches of genius that almost gate-crash Abe's party, but just as the grey matter is starting to kick-in, the intelligence goes walkabout and you're left with more mindless blasting.

STRANGE WAYS

Heart Of Darkness utilises a bizarre game engine. You can save the action at any time and the restart points occur after only a few screens. Which means that there are never huge sections that must be faultlessly completed before you can move on. This may relieve any joypad-smashing tension, but it potentially kills the game stone dead in the long run because much of it can be breezed through with the minimum amount of fuss and despite this game spanning over two discs, there isn't a great deal of

TIME WAITS FOR NO MAN

WE NEED NOT REMIND YOU THAT A LOT CAN HAPPEN IN FOUR YEARS – SUCH IS THE TIME SCALE THAT THIS GAME UNDERWENT FROM CONCEPT TO FINISHED ARTICLE. HERE ARE JUST A FEW OF THE MONUMENTOUS EVENTS THAT HAVE OCCURRED SINCE WORK BEGAN ON THIS GAME... HUGELY EXAGGERATED BY OUR GOOD SELFS OF COURSE!

The PlayStation
CONGRATULATIONS MR SONY, A TRULY BEAUTIFUL BIONIC BABY IS BORN.



New Labour
IT STARTED SO PROMISING... THEN WENT SO, SO WRONG!

Life on Mars
WHAT'S THE BIG DEAL? HOLLYWOOD HAS KNOW FOR AGES!



Channel Tunnel Completed
NOW WE'RE ABLE TO VISIT THOSE FRIENDLY FRENCH WITH EASE... ER, GREAT!



Milli Vanilli exposed
THEY COULD SING, THEY WERE GREAT – NO THEY COULDN'T AND THEN ONE OF THEM DIED.



The Sinclair C5
HOME COMPUTER GOOD, AFFORDABLE TRANSPORT VERY, VERY BAD.



The hand of God
SEEMS LIKE ONLY YESTERDAY, NO WAIT, THAT WAS THE SODDING PENALTIES.

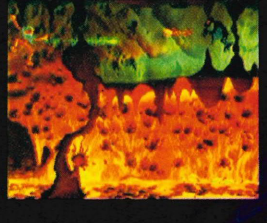


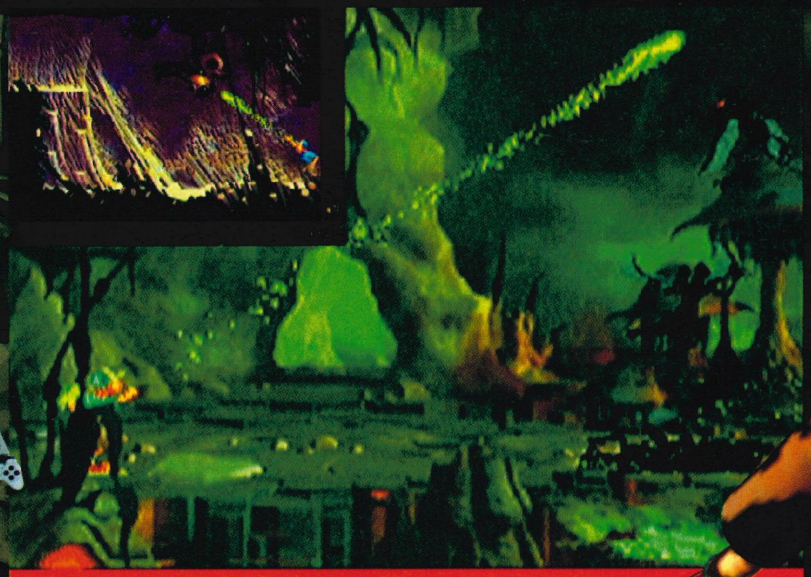
Michael Jackson
CHANGE FROM 'BROTHER' TO WHITER THAN ALBINO SEMEN WAS CLEAR TO SEE.



Bay City Rollers
(RIGHT, THAT'S ENOUGH MONUMENTOUS EVENTS – ED)



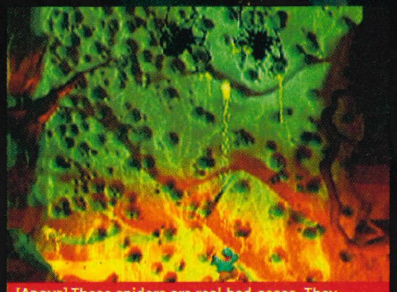




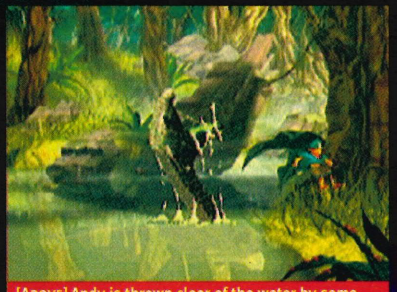
[ABOVE] Ideas seem to go out of the window later in the game as the action once again relies on mindless shoot-'em-up sections to draw out the challenge. A sad way to end a good game...







[ABOVE] These spiders are real bad-asses. They excrete slime that oozes down the wall and kills you.



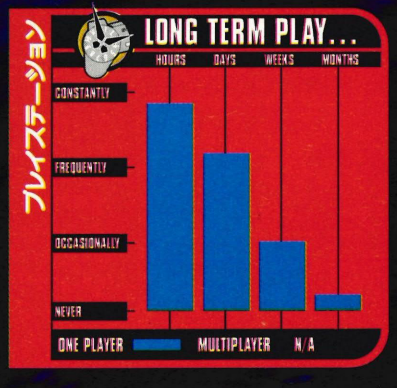
[ABOVE] Andy is thrown clear of the water by some creature that's very slimey and very aggressive.



gameplay here – just huge chunks of rendered footage. In fact, were it not for the fact that the last level is so bloody difficult, we would have almost dismissed this as being just a pretty filler to while away all those monotonous World Cup commercial breaks.

Anyway, you get the picture. Graphically, the game is very sound indeed. The animation of Andy is very smooth and he has a lot of abilities at his disposal, granted with the exception of the moves, this could be a Mega Drive game, but the backdrops are very well drawn and some of the special effects used are definitely next-gen at least!

The upshot of it all though is that *Heart Of Darkness* doesn't justify the time spent waiting for it. It is a very enjoyable game with clever puzzle trickery in places, but there just isn't enough here to last you for long. A real shame because if this game had emerged when intended, it would have been an amazing game from Amazing Studios, but now it's just an inferior *Abe* clone, and that's not being heartless.



"Doesn't justify the time spent waiting for it..."

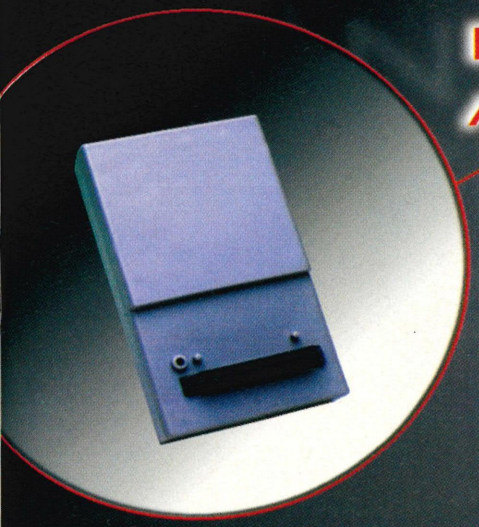
PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	7
VALUE	8
DELAY	9

81%

Playable but short-lived platform puzzler

Alternatively:
Abe's Oddysee 90%
Pitfall 3D 70%



BLOWS NEW GAMES WIDE OPEN...
ADDS LIFE TO OLD GAMES...

Infinite Lives
Unlimited Ammo
Hidden Levels
Secret Characters
Special Weapons
Endless Energy
Special Effects

- ADVANCED CODE ENTRY (A.C.E) WITH UNIQUE SUPER, MEGA, SLIDE AND SLO-MO CODES GET YOU STRAIGHT INTO THE ACTION.
- 100s OF BUILT IN CHEATS
- STORES UP TO 10,000 CHEATS
- GAME GRAPHIC VIEWER
- REGULAR CODE UPDATES
- PC LINK* COMPATIBLE FOR CREATING YOUR OWN CODES
- *COMPATIBLE WITH ACTION REPLAY™ CODES!*

'IT LOOKS LIKE THERE'S A NEW CARTRIDGE KING IN TOWN...'
POWERSTATION #23

CODES HOTLINE 01302 325860

ONLY **£29.99**

AVAILABLE FROM ALL LEADING GAMES STORES
CALL FOR DETAILS OF YOUR NEAREST STOCKIST
*PC LINK AVAILABLE SEPARATELY

XPLORER

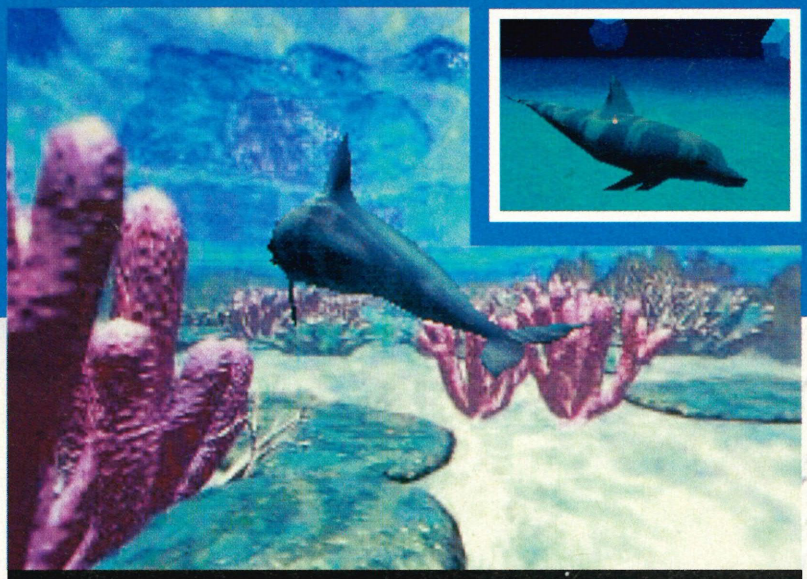
THE ULTIMATE CHEAT CARTRIDGE

FOR USE WITH SONY™ PLAYSTATION™

FIRE INTERNATIONAL LTD, 46-48 SILVER STREET
DONCASTER DN1 1HT
TEL: 01302 321905 FAX: 01302 322061
EMAIL: BLAZE@FIRE-INTERNATIONAL.LTD.UK

BLAZE

FLUID



[Above] Luckily there's nothing to hurt you in *Fluid*, so you can get on with soloing madly over your latest jungle rhythm track. [Inset] Doesn't look like much of a club-going, tile stomper does he? It's always the quiet ones.

WE'VE KNOWN DOLPHINS ARE INTELLIGENT FOR DECADES – BUT WE DIDN'T KNOW THEY COULD MIX THUMPING DANCE MUSIC!

Written By Graeme Nicholson

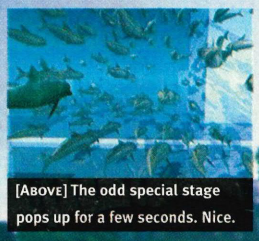
Billie. B*witched. Five. At this precise moment, what's passing as good music may in fact have never been worse. We're in an aural slump you might say, with no clear escape. But you can fix it! Quickly and easily, using just your PlayStation and without an ounce of musical knowledge! All you need is *Fluid*, a strange piece of software that's more of a dance music studio than a game.

The fact that you're using a creative tool rather than a game isn't completely apparent on first loading *Fluid*. Instead of being presented with rows of faders, sound modules and keyboards as you might expect, you find yourself in control of a dolphin swimming through the sea. It's very tranquil, with the occasional school of fish gliding past and sunlight rippling across the dolphin's back, but there's not so much as a TR-909 groove box in sight.

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £29.99
Release date: 28 August '98

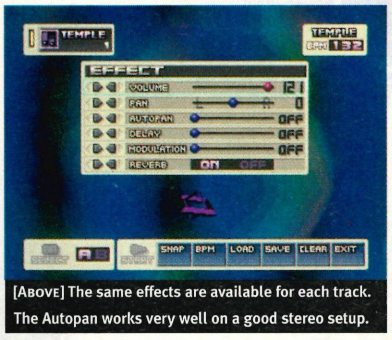
One Player | Memory Card



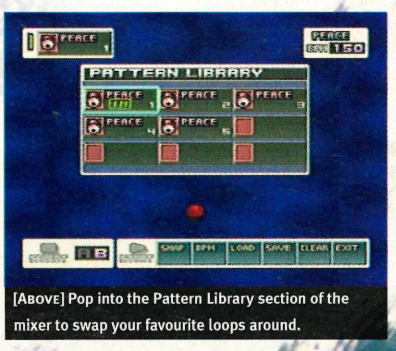
[Above] The odd special stage pops up for a few seconds. Nice.

PORPOISE POP STAR

Relax though – your tuna net-fearing friend acts merely as a vehicle to get between the various areas of *Fluid*.



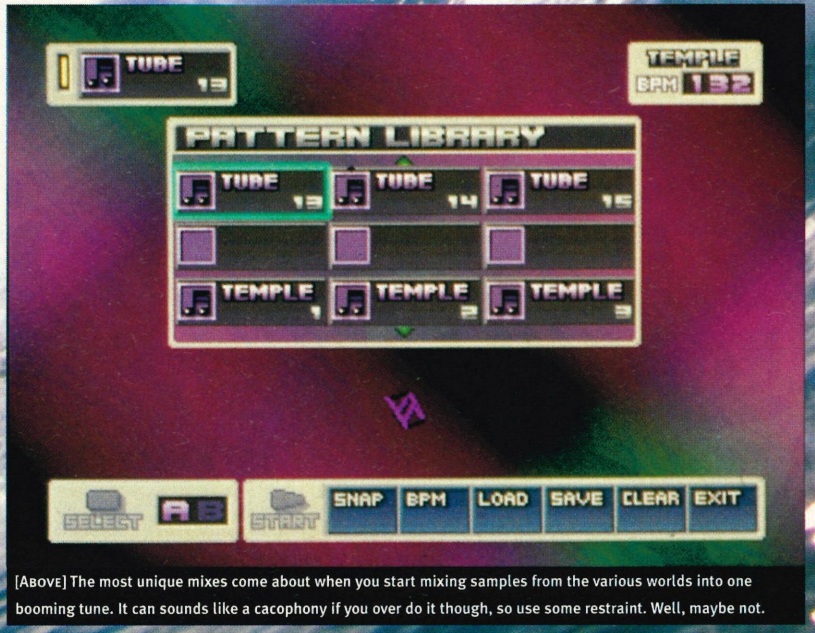
[Above] The same effects are available for each track. The Autopan works very well on a good stereo setup.



[Above] Pop into the Pattern Library section of the mixer to swap your favourite loops around.

Rotating slowly in the water are roughly ten geometric shapes that look like they've been carved from stone, arranged in a circle. Each one represents the worlds of sound you can visit to retrieve samples for your killer mix, which you are given automatically just for entering. The worlds (called Cruise stages) such as Peace, Abyss and Wire consist of hazy pre-rendered scenery that you rush through in your Flipper-like form and if you revisit after crafting a tune you can play live over the top of it using the symbol buttons for different instruments and the D-pad for pitch control!

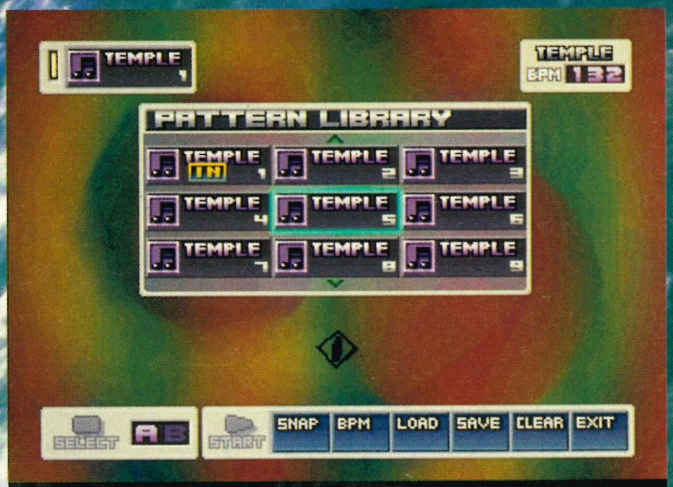
Exit from the Cruise stage back into the sea and swim off to another structure that's close by. This gets you into the guts



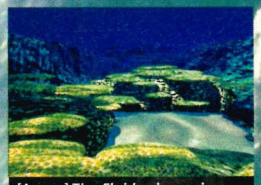
[Above] The most unique mixes come about when you start mixing samples from the various worlds into one booming tune. It can sounds like a cacophony if you over do it though, so use some restraint. Well, maybe not.



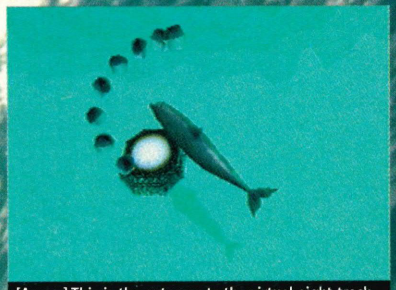
[Above] The Abyss world gives you some cheesy Jean-Michel Jarre synthesiser sounds with which to play wildly over your moody background music. What a trip, etc.



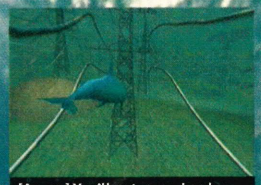
[Above] Drop out all the other instruments in the mix by pressing Triangle button so you can hear just the loop you're trying to choose on its own. Look, this is how the professional work.



[Above] The *Fluid* universe is a very peaceful place indeed. Ahh.

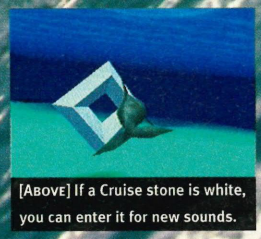


[Above] This is the entrance to the virtual eight-track mixing desk – swim in (but look out for tuna nets!)



[Above] You'll get some harder house samples from the Wire Cruise stage. Bangin'.

"Produce professional stuff in thirty minutes!"

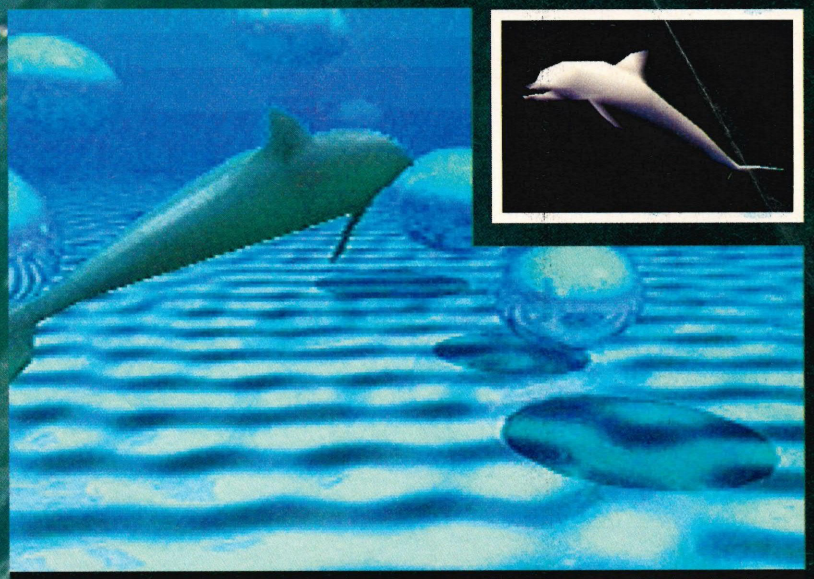


[Above] If a Cruise stone is white, you can enter it for new sounds.





[Above] Not all tracks need to be running simultaneously. You can create some more moody stuff by building tasteful, quieter sections. It's all about dynamics, you see.



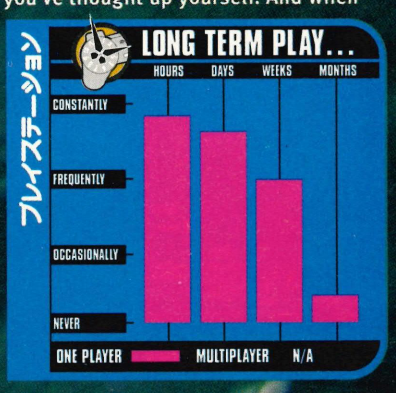
[Above] Travel long enough in some of the standard zones and you will be offered a turn off, indicated by three question marks. These turns lead to secret sections where more mysterious music can be found. Bonus!

of the game, the eight-track mixing desk, or Groove Editor. Here you start by selecting loops of sound for each of the eight tracks from those you have collected so far. It's very simple to do and everything is synchronised for you, so you don't get samples going out of time as the endless song progresses. After defining kick drum, snare drum, hi-hat, percussion, bass and three melody tracks, you can save your creation and add effects like stereo panning and reverb to any instrument. When you've visited a few worlds, you end up with a huge number of samples (there are about 600 to find in total) and it is oddly captivating rummaging through them as your tune pulses on, searching for the perfect sound.

DOLPHIN DIVA

You can produce fairly professional stuff in 30 minutes that could take three weeks with real samplers, synths and sequencers to mess around with. The versatility can't hope to match a real set-up of course as you can't use your own new samples, add in extra bits of equipment or physically implement elements like basslines or chords that you've thought up yourself. And when you consider a real studio will regularly have 120 more tracks on its mixing desk than *Fluid's* eight, it becomes clearer that it has been designed for those who want to just dabble in music creation.

This is where *Fluid* shoots itself in the flipper. If you really enjoy it and get into making engrossing soundscapes through your stereo, you will outgrow its confines very quickly and begin thinking about other ways of putting music together. Thus, the life span of *Fluid* is too short. It's also completely useless if your tastes go beyond the Dance section of most record stores – *Fluid* doesn't cater for you. As it was originally released during December 1996 in Japan as *Depth*, there must be the knowledge by now to develop something with greater longevity. We're waiting for that, but for now, this will suffice.



PLAY

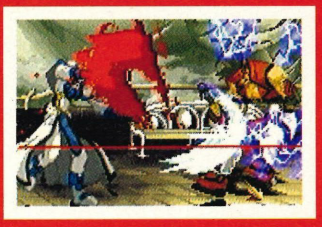
LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
MINIMS	●●●●●●●●●●

73%

Fleeting but interesting diversion

Alternatively:
Parappa The Rappa 82%
Spice World 25%

GUILTY GEAR



AN UNKNOWN IN THE FIELD SUDDENLY APPEARS TO TAKE ON STREET FIGHTER – WHO IS THIS FEISTY UPSTART?

If you're not Capcom or SNK, people don't want your old school beat-'em-ups. They won't take you seriously. If you want your game to be accepted, you've got to put in that extra bit of effort to make sure everything is exactly as it should be. That is presumably why Act System Works spent a cautious three years developing its first fighting game, *Guilty Gear*, behind closed doors – it had to be amazing.

It didn't turn out to be quite such a picture of perfection in the end, but at least it's a little bit different. Enter the character screen and you find the biggest assembly of freaks and misfits since the Jim Rose Circus Sideshow last stopped in at the Addams Family home for dinner. From Mei, a stunted female who fights with a giant boat anchor, to Millia Rage who can cause her foes an astonishing amount of damage with a vicious flick of her hair, the cast of *Guilty Gear* are an unconventional lot it has to be said.

PLAY information

Publisher: Arc System Works
Supplied By: The Video game Centre on 01202 527314
Price: £59.99
Release date: Out Now (import)



One Player Multiple Players



Memory Card

LIVE & LEARN

In addition to the weak game engine, *Guilty Gear* also has a particularly useless 'Training' mode.



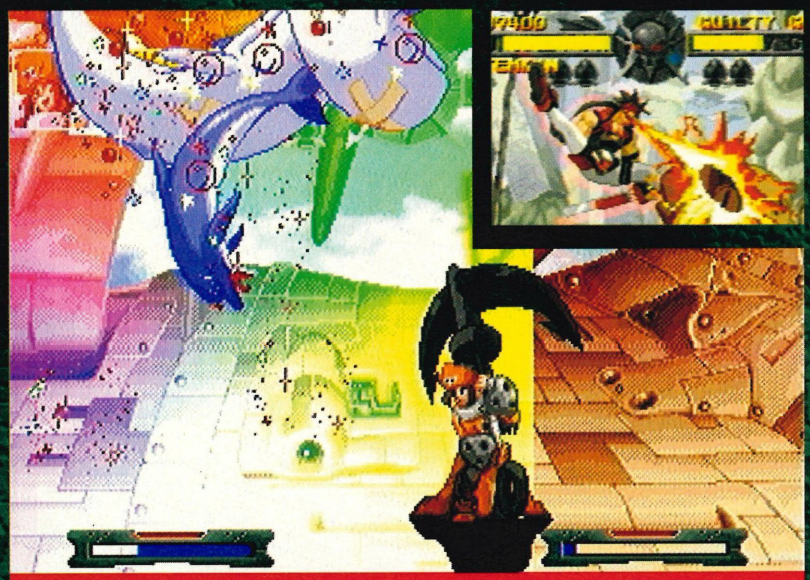
There's no accessible moves list as you'd find in the *Tekken* games, and no readout of the buttons you're pressing so you won't be able to recreate a cool move even if you find it yourself. In fact, it's exactly like putting the game on two-player with nobody holding the other pad. So, it doesn't train you very well for a training mode and the computer characters will still turn you into dog food in record times.

GOTTLE OF GEAR

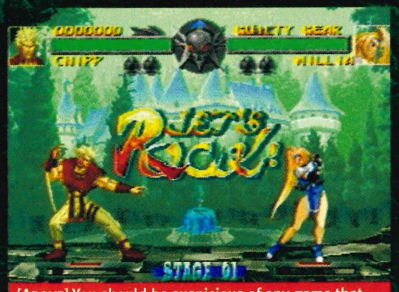
However, *Guilty Gear* is not an exceptional gaming experience, even after all that work. The matches pass at a terrific rate because of the tearing speed the whole game moves at – normally a good feature of a beat-'em-up, but *Guilty Gear* takes it way too far. By the time you've formed the words, "How do I get the special move again?" in your mind, the rabid opponent will have smashed you to a pulp in the corner with at least a six-part combo. If you're unlucky, he may also have used the 'ichigeki hissatsu' move on you after



[Above] Who's winning? What's going on? Can you tell? No, we can't either. Therein lies the problem.



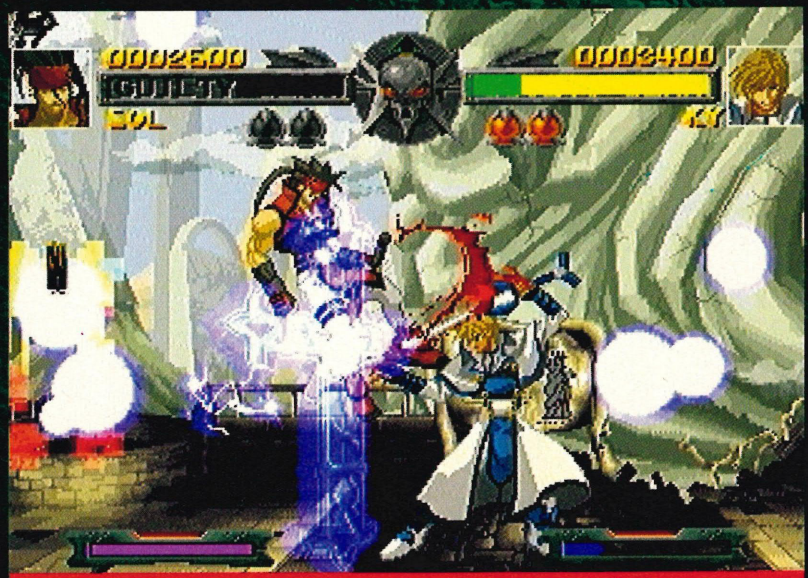
[Above] Mei's is one of the weirder total death moves, involving a rainbow of colours and flying dolphins. [Inset] Even the famous old Bruce Lee splits kick loses some of its impact in *Guilty Gear*.



[Above] You should be suspicious of any game that kicks off each round by saying "Let's Rock!"



[Above] Though annoying when it happens to you, the dark Hand Of God death scene is fairly grand.

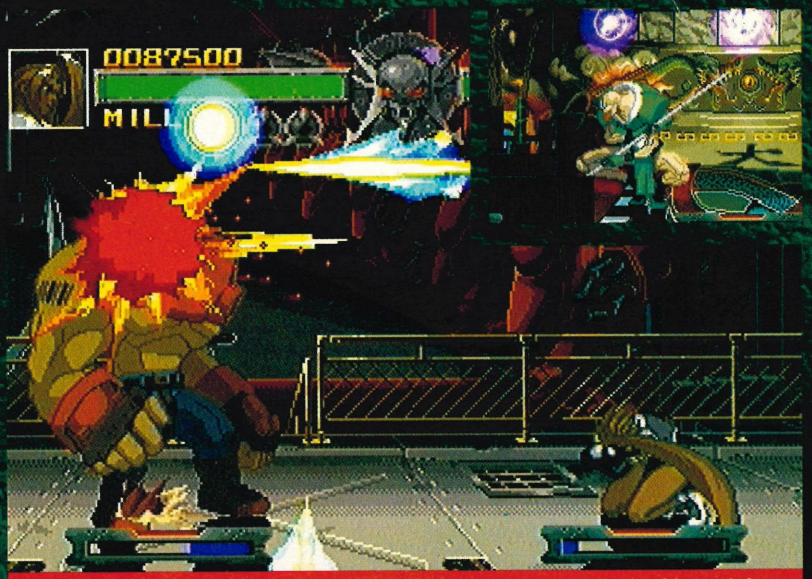


[Above] Sol and Ky are the obligatory Ken and Ryu characters who are evenly matched for extra tension.

Written By Graeme Nicholson



[Above] A window into the flurry of confusing graphical routines that make up most fights. If anything it shows exactly why beat-'em-ups work best in full 3-D view.



[Above] As Potemkin is one of the biggest people you are ever likely to see, he can take a lot of damage before going down. [Inset] The lanky Dr Baldhead likes to devastate you by trapping you in an old tomb during the fight.

LEND ME YOUR GEAR

If you like the look of *Guilty Gear* and simply won't be told, then you're going to need the Japanese



version as it will probably never appear on a European label. Menus and move names are in English text, with only a spot of Japanese in the story-telling parts, so you will be able to understand it. At which point you'll still find that it's rotten. Naturally, you won't be able to make head or tail of the manual to get the most out of the 'plot' and advanced moves though. Not much good for £60!

building up his rage meter with sufficient taunts. The single-move ichigeki kills you off elaborately and awards the entire fight – including rounds you haven't fought yet – to your executor. It's done in an amusing way with cartoon gags like a big black tomb dropping on you from the sky or a giant hand reaching from the ground to crush you, but let it be said that there has never been a more irritating way of being defeated by a computer opponent.

GEAR ACHE

Two-player mode lets you slow the combat down to a speed visible to humans, but nothing really improves. A lot of this is down to the way *Guilty Gear* looks. The colour depth is awful, so the already flat cardboard combatants don't stand out much from the backgrounds or pyrotechnics nearly enough, so it's rarely clear what's happening on screen. Giant flashes of comic book explosions and massive, badly pixelated words that glide over the ongoing scuffle get in the way too and only give *Guilty Gear* the tacky appearance of an outdated arcade game.

"It's rarely clear what's happening on screen..."

Though it's easy for *Street Fighter* fans to hop in and have a go because *Guilty Gear* uses almost all the standard pad movements from Capcom's series, it's not worth the effort. The only things that are different about *GG* are bad points like the single move defeat, cheap overdone effects and uncontrollable speed – not one reason to purchase the disc. With *Street Fighter Alpha 3* bound for PlayStation, you don't need to look in the direction of this game for your classic 2-D fix. For far more accomplished fight mechanics and solid feel, just take your pick from *Dead Or Alive*, *Tekken* trilogy or *Soul Blade* batch of essential beat-'em-ups.



[Above] One of the precious few special moves where you can see what's going on, Kliff is having his back broken. Notice the nice little spatters of blood around Potemkin's hands.









PLAY

LOOKS	●●●○○○○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●○○○○○○
VALUE	●○○○○○○○○
DEATHS	●●●●●●●●●●

43%

Guilty of being rather crap

Alternatively:
Street Fighter Zero 2 94%
X-Men Vs Street Fighter 82%

BREATH OF FIRE III

NOT A NEW CURRY HOUSE, BUT ANOTHER IN THE LONG LINE OF JAPANESE RPGS. HAVE WE SEEN IT ALL BEFORE THOUGH?

Written By Tom Sargent

PLAY information

Publisher: Capcom
Supplier: The Video Game Centre on 01202 527314
Price: £59.99
Release date: Out Now (import)

ONE PLAYER | MEMORY CARD

You know life's gonna be tough, when one day you're blown up from a thousand year slumber by a couple of cowboy miners. Worse still, they're filling their kecks because they're facing a fire-belching pint-sized Dragon! The last of a vanished clan as it happens. Before you can say "singed curlies", they've got you gagged, caged and labelled for dragon snacks. But being smarter than the average reptile you escape and, following a disagreement with a pack of drooling wolves, bump into a couple of thieving renegades, Rei and Teepo. And so begins the adventure of a lifetime – quite literally. Capcom's third installment of the now familiar Japanese-style RPG has been a long, long time coming (only Super NES owners have been privy to the earlier chapters), but little has changed other than a few graphical tweaks here and there to give it the 32-bit polish. The attention to detail and depth of execution is flawless, but the graphics have been seen in countless similar games such as *Alundra*, *Wild Arms* and *Final Fantasy Tactics* – and done better.





[Above] After slaying the Nue beast, the villagers flock around you to show their appreciation. One in particular – Loki has a new quest as well. [Inset] These birds may look cute, but they're deadly as hell to your entourage.



[Above] All of the statistics are arranged so that the interface is simple to use.



[Above] Use the map to get to locations quickly. New Areas open up as you complete tasks.

HALITOSIS

Following the rudiments of fighting, spell-casting and healing, you're thrust into a colourful world of disgruntled locals, strange beasts and high adventure. The learning curve is seamless and eases you gently into the unbelievably user-friendly control interface. Considering you normally have to faff around with roughly fifty-thousand statistical variables in this sort of game, changing your leather cod-piece to one made of platinum is made simple and painless. There's even a command to optimise whatever you're carrying, and another to heighten agility during combat. You can even arrange tactical formations to a Normal, Defensive or Attacking setting. If you want to be aggressive, you become marginally more powerful, but open to the flashing blades, beaks and magic of the enemy goons. Fighting one battle after another can become tedious, because the format is always the same regardless of creature strengths or weaknesses. They nearly always occur randomly and they're turn

"Attention to detail and execution is flawless..."

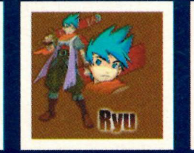
WHO'S WHO...

EXPECT TO COME ACROSS THIS ODDBALL COLLECTION OF HUMAN AND, ER, NOT SO HUMAN CHUMS. THEY'LL ALL JOIN YOU AT ONE STAGE OR ANOTHER.

AN ORPHAN THAT TAKES CARE OF YOU. PRETTY STRONG TOO.



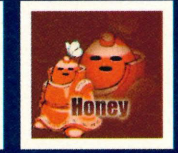
ANOTHER ORPHAN 'PUNK'. POWERFUL ATTACK MAGIC.



THE CHARACTER YOU COMMAND HAS SUPER HUMAN STRENGTH.



STRONG BAZOOKA ATTACK AND RECOVERY MAGIC.



MOMO'S RESEARCH PARTNER POWERED BY CHRYSM ENERGY.



TAKES PRIDE WITH SPECIAL WEAPONS AND FLAME MAGIC.



HALF PLANT, HALF MAMMAL. HIT POINTS REPLENISH FAST.



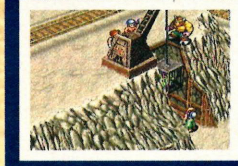
[Above] During battles, you and the enemy grunts can use all the tricks in the magical book to gain the upper-hand, such as 'Influence', which targets a particular character. The graphics, although distinctly SNES like, are still pleasingly chunky and well animated.



[Above] A mad old pervert who lives in the forest tries to persuade you to 'give him wood'. [Inset] Buy sparkling new items and sell your old rusty tat. Shame a 'random chance' steal option wasn't included.

GREAT ESCAPE

WHAT A WAKE UP CALL, YOU'RE LOST, ALONE... AND A DRAGON! AFTER TORCHING MINERS, YOU'RE KNOCKED OUT BY A CRAFTY CRANE OPERATOR, THEN CAGED AND TAKEN AWAY TO WHO KNOWS WHERE...



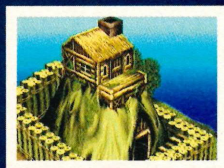
WIGGLE THE D-PAD TO TUMBLE OFF THE TRAIN, CAGE AND ALL...



REI, A THIEF RESCUES YOU FROM WILD ANIMALS...



THIS IS YOUR HOME FOR THE FORESEEABLE FUTURE...



AS YOU CAN SEE, THEY'RE A FRIENDLY DUO. RUN, RUN FOR THE HILLS...





[Above] You begin your foray into the world by being woken by a ton of dynamite.





based, but there's a cool twist in that, if you knock out the boss, others can become unmotivated.

FABLE

Learning the special abilities of foes is also possible. It costs you a turn but it's worth it. As you grow older (the mugging and stealing has to stop), you can unleash the Dragon power within, team up with equally dubious characters and cop-off with the odd princess along the way.

Dialogue happens at regular intervals and is mercifully succinct, but the sense of humour is questionable. As the game map unfurls, quests, sub-quests and secret areas add to the intrigue - there's always something on the boil to break up the fighting.

Verging on the annoying, *Breath Of Fire III* just manages to keep your attention with countless twists and turns in the plot, although there are times when you wish that a more interactive combat system (based more on skill than the painstaking collation of accoutrements) could be implemented to stride hand-in-hand with the well-crafted environment and plot. Capcom has created a massive, old-school RPG which begs to be completed, but still hovers in the realm of yesteryear software.







PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●●●○○
DRAGONS	●●●●●●●●○○

80%

Dated looking but enormous and absorbing

Alternatively:
Final Fantasy Tactics 90%
Wild Arms 85%

TOMBI



HE'S GOT SHOCKING-PINK HAIR, FANGS AND WRESTLES PIGS FOR A LAUGH. THOSE WACKY JAPANESE, EH?

PLAY magazine Issue 38 1998

Written By Tom Sargent

We get more than our fair share of peculiar Japanese games delivered to the office, but none more so than Sony's new platformer, *Tombi*. Bizarre isn't a strong enough word to describe the sickeningly cute and somewhat perverted antics of the titular junior caveman. It's aimed at an extremely young audience, but some of the main character's antics, such as pig 'hugging', swinging on pink balls and shinning up and down various phallus-shaped objects is mildly suspect. This is all idle speculation, but it made us laugh, especially conversing with a 100-year-old wise man, who not only comments that you're "A cute little thing," but persists in discovering what you've got hidden in your pants! Perhaps it was just a bad translation. Hmm. Gameplay is pretty bog standard, being a curious mix of platform arcade action and role-playing adventure, but most of the time you simply run and swing around hallucinogenic fairy-tale backgrounds, knocking-out enemy Koma Pigs and picking up objects.

PLAY information

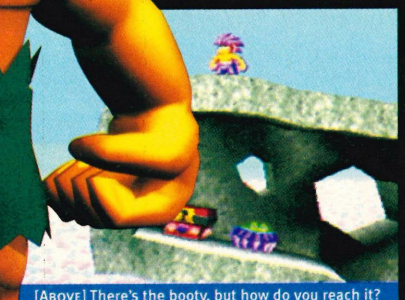
Publisher: Sony
Customer support: 0881 505505
Price: £34.99
Release date: 28 August '98

ONE PLAYER MEMORY CARD



THE WHOLE HOG

What makes *Tombi* slightly more involving is the puzzle element, which generally consists of irritating conversations with weird little creatures, who'll 'be your friend' and help you progress to another section of the game if you help them out. The answer to your poser is usually within the confines of the current level, and more often than not, easier to work out then falling off a log. There's a couple of novel ideas thrown in though, such as the ability to leap between the fore and background via some 3-D trickery, but other than some token top-down RPG sections in villages, there's nothing we haven't seen in ancient arcade games like *Ghosts & Goblins* and *Wonder Boy*. As we've come to expect with the majority of Japanese games, the graphics are awash with colour and



[Above] There's the booty, but how do you reach it? Let's all think about this... or maybe let's not bother.



[Above] Do you see what we mean about dodgy on screen shenanigans? Tombi's climbing a cactus and he's pleased to see you! [Inset] Leap on these Dwarves to learn their language. Yeah, we know – WEIRD!



[Above] After talking to the extremely dodgy 100-year-old wise man you're granted access to a new area.



[Above] Somebody's been eating too many beans. There's a huge wind current to fight against.

PIG IN A POKE

To get the better of those dastardly swines, you need to master three disciplines...



Fire your weapon in any direction to knock 'em out.



In certain areas you can leap in and out of the scenery.



Swinging enables you to get to lofty heights in the trees.

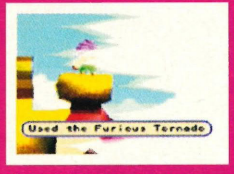


[Above] The townsfolk of the Dwarfen village raise their hands in celebration as you return the lost kid. This is one of the top-down RPG bits. The graphics are pretty nice, but it all looks a bit yesteryear compared to the latest crop of 3-D platformers...



THINK IT OVER

RPG ELEMENTS PLAY A VERY BIG PART – IT IS THE ONLY WAY TO OPEN UP THE NEW AREAS YOU KNOW. HERE'S A TYPICAL PUZZLE.



YOU CAN'T LEAVE THE FIRST TOWN UNTIL THE FOG HAS BEEN CLEARED.



THERE JUST HAPPENS TO BE A MINI TORNADO CIRCULATING THIS POST BOX. GRAB IT!



HOORAY! THE FOG LIFTS AND OFF YOU GO...



[Above] Look, he's not humping it... just, er, wrestling with it. Get your mind out of the gutter!



[Above] By leaping in and out of the screen, at specific points, you change the perspective slightly.



[Above] Use your weapon (ahem) to knock out the caterpillar on this rickety old bridge.

imagination, and there's plenty of interaction with the scenery too. For example, there's a faraway mountainous region where you have to battle against howling winds to reach the other side, and tricky collapsing wooden bridges.

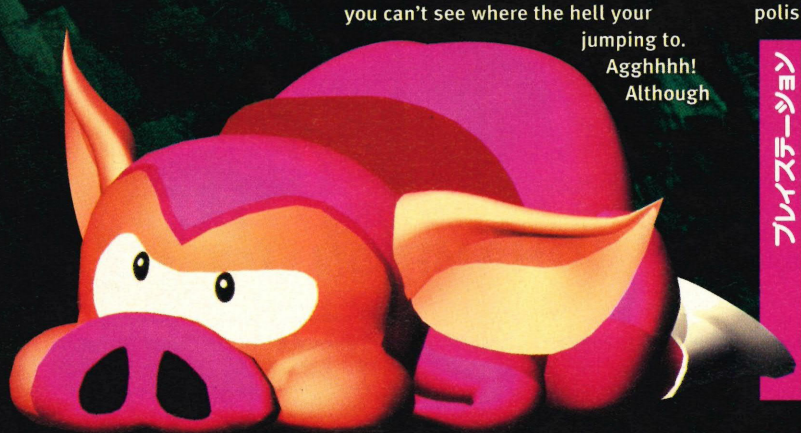
MAKIN' BACON

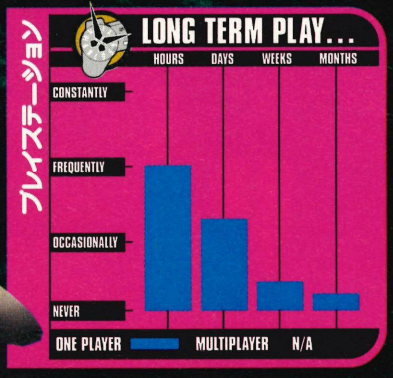
Admittedly, there's plenty to keep younger gamers (and those young at heart) well occupied as there's well over fifty locations to traverse including forests, castle remains, sunken ships and cloud-busting towers – each harbouring a particularly nasty Boss pig. The age-old annoyance that has plagued many a game, where creatures reappear after you've already kicked their butts is a chore beyond belief and sometimes you can't see where the hell your jumping to. Agghhhh! Although

"Sickeningly cute and perverted antics..."

we've seen this sort of platform action before, *Tombi* refuses to tread the same old ground as each level unfolds, presenting players with a new style of challenge based upon the three initial skills of weapon wielding, wall climbing and branch swinging. But as the platform genre takes a few tentative steps into the realm of 3-D (See *Gex 3-D*, *Spyro the Dragon* and the forthcoming *Rayman 2*) it's going to be hard work convincing a console audience with a ravenous appetite for graphical style over content to hark back to the early Eighties and cough up for a polished scrolling platformer.







PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●●○○○○
RASHERS	●●●●●○○○○○

59%

Dated but cute 'n' cuddly platformer

Alternatively:
Abe's Oddysee 90%
Suikoden 84%

ISS '98

AS WORLD CUP MISERY SWEEPS THE NATION (AGAIN), CAN OUR SPIRITS BE LIFTED WITH ANOTHER TOP FOOTIE GAME? TOO RIGHT!

Written By Ryan Butt

PLAY information

Publisher: Konami
Supplied By: The Video game Centre on 01202 527314
Price: £69.99
Release date: Out Now (import)

One Player | Multiple Players

Memory Card

Despite us wishing, praying, and throwing sacrificial lambs on the pyre in the hope that the original *ISS Pro* would live up to the expectations put on it by the brilliant N64 version, it was initially disappointing.

Too sluggish, too restricted and too repetitive were our gripes, but the two player mode worked well in the long term, in fact we have been playing it rather a lot of late. So when it came to playing the highly desirable sequel, we were more than equal to the task, despite being completely sick of the sight of a man in shorts (at least until the next season anyway!)

WE ALL LIKE VINDALOO

ISS '98 is as much an update as you would expect, whilst still keeping with the basic formula of the original. It is again international sides that take to the pitch, and this imported Japanese version even boasts the official France '98 'Coup Du Monde' licence so you can even play the actual fixtures in the World Cup finals if you like.





[Above] The jubilant Italian captain holds aloft the 32-carat trophy of trophies and prepares to rub salt into the battle wounds of every lesser team for the next four years. How does it feel to be on top of the world? "Bella!"

PLAY CLASSIC

The most apparent difference is the speed. It's now much faster and a whole lot smoother than before, which enables you to keep the ball for longer without tripping over your own feet and glide around the pitch more like a Brazilian god than one of the Middlesborough old boys. Unfortunately, the nifty tricks and skills so evident in the N64 version are still absent, so the action here is straight, no-nonsense running, passing and shooting as opposed to Ruud Gullit "Sexy Football." But this isn't a bad thing once you get to grips with the mechanics of the game and start splitting tight defences in pin-point accuracy and precision. Satisfying? You'd better believe it!



[Above] Give 'em an inch and they'll take a yard! Chile's caught napping as Brazil thunders home.

All that aside for a moment though because you'll be dazzled with *ISS '98* before you even kick a ball because it look so good. We used this game as a taster to see if we could predict the outcome of the England Vs Argentina game and as soon as the players took their positions on the pitch in preparation of the main event, you could instantly tell it was Shearer and Sheringham on the



[Above] Italy are triumphant this time, but you can steer any international team to World Cup glory in this game, although Brazil are harder to beat than they were in real life! [Inset] Another gem from the Brazilian number 9!



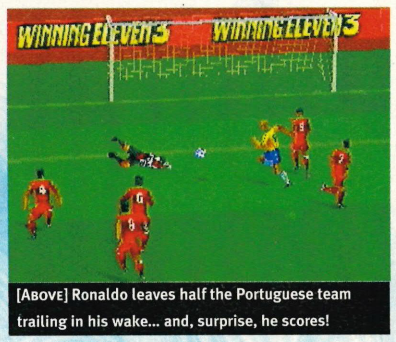
[Above] The Italians are probably the only team more wary of a penalty shoot out than England. Can this guy hold his nerve long enough to put this one away... or will he buckle?



[Above] The player animations are spot on, see here how this French bloke squeezes a shot off a half volley, the fact that it's an action replay obviously meant that he scored off it. [Inset] Er, that Brazilian scores again!



[Above] The after goal celebrations are limited to about four, but you'll skip through them anyway.



[Above] Ronaldo leaves half the Portuguese team trailing in his wake... and, surprise, he scores!

CARLOS THE JACKAL

One of our favourite aspects of *ISS '98* is the sheer amount of realism it contains. A classic example is the Brazilian free kicks. If you are awarded one from quite a long distance out of goal, the chances are that Roberto Carlos, the man with the thunderous left foot will step up to take it. Fair enough, but when Carlos takes one of his famous extra long run ups to kick it, you just smile and beam at the little touches like this. Sadly, Roberto was off injured during this game, so here's Dunga scoring from long range!









"You'll be dazzled before you even kick a ball!"

ball just by their appearance and posture. There certainly aren't many football games that can boast such startling realism, but then we suppose this has always been one of the *ISS* trademarks.

The animation as the game gets underway is also spectacular because put simply, it is exactly how you would expect it to be. Nothing is over the top, just tight, fluid and well done.

ON TOP OF THE WORLD

The beauty of this game as opposed to *World League Soccer* is that the football played is much more of a battle as opposed to end-to-end tennis. You have to work to get anywhere and the rewards are most gratifying. The prime example of this is in the tackling. These have to be timed to perfection because anything less will result in either a booking or you missing both the man and the ball and helplessly watching as the ball carrier breezes effortlessly by to face another challenge. Even when you do get the ball, you don't just slide away with it stuck to your feet and carry on without even pausing for breath. No, you stick in a leg, poke it away and then chase it with the other player regaining his composure and biting at your heels. Although at this stage there can be an annoying split second delay before the tackled player starts running again, and of course, by which time the tackler is already away and looking for the pass.

Getting into a scoring position is much easier now also, because you can belt them in from further out, turn defenders easier if they apply the heat, and collecting long balls (as is England's trait) is now a brilliantly crafted animation whereby the player pokes out a leg, catches the ball on their foot and then continues the run without even breaking stride. Of course, this move is made doubly groovy if you can fire off a shot straight after. Who knows, with skill like this you may even catch the goalie unawares and blast one into the bottom corner. Now wouldn't that be sweet?

The sound maintains the same high standards as the visuals. You can opt for the default rambling Japanese commentary or even tune-in to the silky English tones of Tony Gubba. Okay so the music is standard stuff, but then you're hardly going to find thumping techno associated with our beautiful game.

Like its predecessor, this is best played with two players who can battle it out with seemingly only tight realistic storylines being obtainable. But if you don't have any mates, just stick the difficulty level up and see if you've got what it takes to dent the computer's pride. Either way, *ISS '98* is currently our favourite office football game. Whether it is the best on the PlayStation depends on your own personal tastes, but one thing's for sure, this definitely wins our World Cup Golden Boot!



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	8
STEP OVERS	9

91%

Nearly as good as the N64 version!

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

THE GRANSTREAM SAGA

JAPANESE RPG IN REAL-TIME FIGHTING SHOCKER! THQ TAKES THIS POPULAR GENRE INTO UNCHARTED TERRITORY...

SquareSoft's mighty *Final Fantasy VII* is arguably the finest example of the genre – a graphical showpiece unrivalled by visual splendour, tireless attention to detail and breathtaking magnitude. But there is a sizeable chunk of RPG junkies who consider real-time fighting to be the logical way forward, and this is where THQ sticks its influential role-playing oar in with *The Granstream Saga*.

The story is dramatic and refreshing. Four continents float precariously above gigantic tidal waves and melting ice caps – powered by the combined magical trickery of four wily prophets, following a catastrophic war. However, it appears that the orbs, which keep the continents buoyant, are mysteriously disappearing as well as the wise men. Playing the plucky young orphan Eon, you must discover the whereabouts of the four prophets before the world disappears beneath the waves forever.

The game throws you into a perfectly-smooth (60 frames-per-second) forced-perspective setting, mixing pithy conversations with exploration and combat. Sony obviously like it because it is going to release this game officially later in the year.

PLAY information

Publisher: THQ
Supplied by: The Video Game Centre on 10202 527314
Price: £69.99
Release date: Out Now (import)

ONE PLAYER | MEMORY CARD

ANIME ACTION!

AT CERTAIN JUNCTURES, FABULOUS ANIME SEQUENCES GEL THE STORY TOGETHER CREATING A REALLY IMMERSIVE ATMOSPHERE.











[ABOVE] As the armour-clad guard shuffles ominously towards you, a brilliant magical glow emanates from the Wind Orb which will become a close companion against enemies in the future. Consider him wasted.

CONTINENTAL

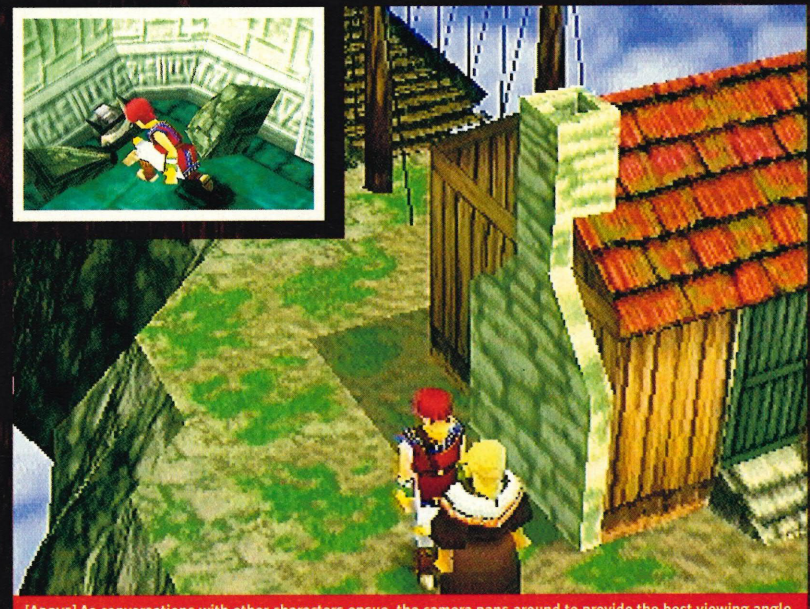
Every location visited reveals crisp and vivid graphics and the camera happily flits around depending on whether you're conversing, fighting or just stumbling around looking for clues. Evidently, something had to give though and this is made brutally evident by a considerable lack of detail in the backgrounds and to a greater extent, the cast of over sixty characters. The lack of any facial detail whatsoever is quite disturbing – it's almost as if they've been completely rubbed out! To compensate for this minor indiscretion, text boxes containing the rueful faces of strangers are displayed providing discourse with a more human touch. Plot-wise, conversations and quests are remarkably straight forward and linear, respectively. The plumy narration throughout is some of the best we've

"Other combat systems seem dull by comparison..."





[ABOVE] Talk to this priest to discover the whereabouts of a young girl whose gone missing. There's a secret entrance at the alter which should help your cause.



[ABOVE] As conversations with other characters ensue, the camera pans around to provide the best viewing angle. [INSET] Eon discovers a magical power. With this weapon you can mimic objects to help you solve puzzles.

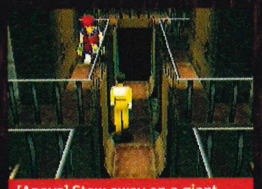
Written By Tom Sargent



[Above] This is the view that the game adopts when you're in Exploration mode. Find anything of interest and the roving camera zooms in for a more detailed view of the proceedings.



[Above] Korky, the three-horned parrot is a useful aid, once you've got over an embarrassing shower scene involving a filly called Laramee. Throughout the game, fresh characters are entertainingly introduced.



[Above] Stow away on a giant airship which needs exploring.



[Above] Go on... finish him! The special effects are excellent during the battle sequences.



[Above] Using magic wisely is an essential skill in battle.



[Above] Certain regions are bathed in darkness. You need to fins somewhere to stay... perhaps at this inviting cavern...

heard and the epic soundtrack reverberates subliminally, reacting accordingly to ensuing danger. As mentioned earlier, *Granstream's* greatest asset is the innovative real-time fighting technique, where counter-attacks, magic hurling and dodging make other combat systems dull by comparison.

ILL-COMMUNICATION

Skill with the blade and a capacity to overwhelm your enemies with your magic buckle is duly rewarded and adds immeasurably to the excitement factor,



[Above] This giant red robot is a pest – fast and loaded with weapons, but nothing that a bit of dodging and weaving can't rectify, along with a healthy blast of might and magic...



[Above] Explore the confines of a building. You never know where the next secret entrance is lying.



[Above] Battle sequences are shown from an overhead perspective and work really well, adding nice variety.

but considering the agility of the armour-clad hoards, the range of your attacks are as limited the Scottish forwards in the World Cup.

The polygonal animation occasionally struggles a bit to keep apace, but there's a perfectly adequate range of movements packed in for this type of game. Probably the most annoying aspect to consider is the fact that you can't opt out of a conversation once you've started them, also you've got to sit through far too many interruptions, which can impair continuity. Judgement Day then... it has to said that veteran role-players will forge through The *Granstream Saga* pretty quickly – it's not hugely challenging and there are plenty of save points cluttering up the landscape. That said, players chasing a short-term, but engrossing challenge take note: there's a deluge of excellent anime cut-scenes, an engrossing plot and plenty to explore/puzzle over. It's certainly not in the *Final Fantasy* league then, but *The Granstream Saga* is definitely worth a look when it arrives on these shores...



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●●●○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●○○○○
ATTACKS	●●●●●●○○○○

76%

Absorbing, but a bit too easy

Alternatively:
Final Fantasy VII 93%
Breath Of Fire III 80%

MORTAL KOMBAT 4

THE GORIEST OF ALL FIGHTING GAMES GAINS A BRAND NEW DIMENSION... BUT DOES THE WORLD WANT IT?

Written By Graeme Nicholson

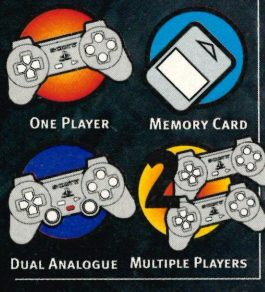
With the soaring quality in graphics of beat-'em-ups since *Tobal 2*, it has been difficult to seriously describe the *Mortal Kombat* games as the alternative that they once were to traditional fighters. The digitised characters that used to seem clever began to look rough, flat and they were missing animation frames. Meanwhile, everyone else has been upgrading to polygon-filled virtual worlds that slide along at 50-plus frames per second – it's time for the blood bath to fight back

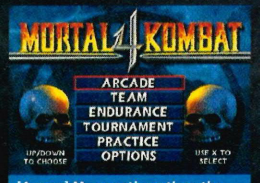
So we get an arcade conversion of *Mortal Kombat's* first 3-D rendition – *Mortal Kombat 4*. Running the risk of alienating anyone bloodthirsty enough to have shown some kind of brand loyalty over the years, it is a relief to see that the leap into this revolutionary new look has gone surprisingly smoothly for

PLAY information



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





[Above] More options than the arcade machine. Excellent.

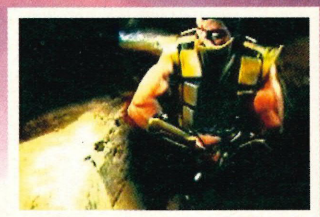


[Above] Severed heads, raging fire, spraying blood. If there's a hell, it looks like one of the *MK4* arenas.



[Above] Lui Kang's classic moves are in there, including the fabulous bicycle kick and, of course, the fire balls which are now look much better in semi-transparent splendour.

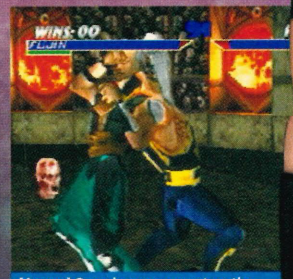




[Above] Energy ball attacks have not been lost to make way for the brutal weapons, so the gameplay possibilities have grown dramatically. [Inset] Scorpion with his sword – yikes!



[Above] It's good to know that some things never change, and Scorpion can still drag you across the screen with a rusty old hook. "Get over here!"



[Above] Gasp in amazement as the camera zooms in to catch the limb wrenching action in full detail!





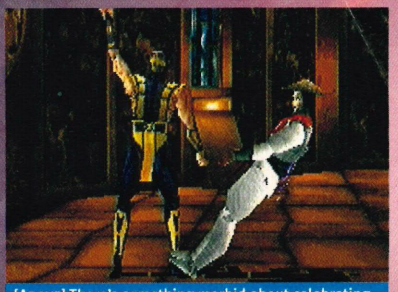
[Above] Now you can have gratuitous winning poses with your favourite *Mortal Kombat* characters, thanks to the wonder of 3-D. [Inset] It's brief, but the intro is the most atmospheric yet for the series. Scary stuff.



[Above] Here are you first 15 fighters, but more hidden characters than ever before are tucked away for you to find, most of whom are from the great *MK Trilogy*.



[Above] Spitting in public is bad enough, but spitting acid is the height of bad manners. Bad, Reptile, bad!



[Above] There's something morbid about celebrating your opponent's death before he even hits the deck.



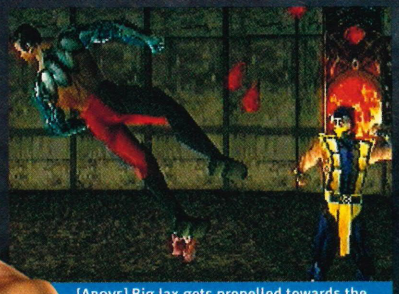
[Above] It's actually worth missing the chance to continue your game, just to see your character fall hundreds of feet onto a load of spikes. [Inset] Note the "Mature" rating this US version gets – it could be 18 certificate here.



[Above] Watch for this tricky attack – after all, what goes up must come down, as they say.



[Above] Even a thunder god doesn't look so graceful during painful death.



[Above] Big Jax gets propelled towards the screen after a nasty kick to the head. Ouch.

"Matches are even more horrifying than ever!"

the series. Matches are even more horrifying than before, but now they're so much clearer you can see the gruesome details substantially better – you can't help but be pleasantly disgusted.

MANSLAUGHTER

Mortal Kombat mainstays like Scorpion's habit of blasting a harpoon through his adversary's chest plate or those brutal uppercuts take on a whole new appearance as the blood flies in all directions or the camera pops in for a closer look. But the game's creators have also managed to reach new levels of bad taste by exploiting 3-D more in the way a B-movie director would than the usual programming bunch, with moments such as the Team fights where a devastated character doesn't just collapse but explodes on the final hit, sending partial limbs, blood and often a severed head tumbling right out at the screen.

Fighters built entirely from polygons also allow for the fierce and excessively savage limb breaking moves that have been added to *MK's* book of dirty tricks. It takes professional restraint to keep your eyes from watering at the sight of such violence at first! You'll see people being kicked on the side of the leg so hard that the bone is shattered, leaving the limb protruding unnaturally at right-angles from halfway, or somebody's foot being grabbed and forced up to their stomach with the power to snap the knee joint back on itself, producing a leg that looks like a hairpin. Impossible with the old 2-D system, these kinds of attacks add much to the viciousness of the combat and give you a feeling of elating revenge against a character who's just smashed your face in with a string of combo punches and a spinning kick.

ASSAULT

The versatility of the system has been used in subtle ways too. One

TOOLED UP!

WAY BETTER THAN KITANA'S LITTLE CHUCKABLE FANS AND THAT WHITE BLOB THAT KANO THREW, THE ALL NEW WEAPONS IN *MORTAL KOMBAT 4* ARE LARGE, FRIGHTENING THINGS WITH THEIR OWN MOVES. A BRILLIANT ADDITION TO THE GAME!









[ABOVE] As with most recent *Mortal Kombat* games, you get the chance to enter Kombat Kodes at the bottom of the screen while the next match loads. There are many possible combinations, so expect a lot of cheats.



[ABOVE] It's impossible to really extract this much blood from a human head, but it does look cool.



[ABOVE] Raiden wears his fetching red scarf to fit in with this season's new colour scheme.



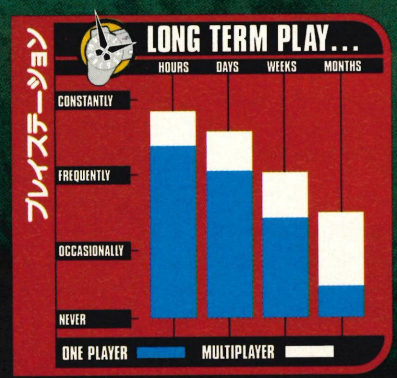




of the 15 selectable fighters, thunder god Raiden, sparkles constantly during a bout as pulsing electrical discharges fork across his body. Sub Zero looks his best too, with rising clouds of icy vapour collecting about his person. In addition to better outfits though, everyone also gets a weapon for the first time in a *Mortal Kombat* release. You can fight perfectly well without it, but when you really want to do some damage it's time to tap in the combination and pull out your sword, axe, mace, club or even crossbow. Once in your hands, the two punch buttons control the (generally huge) weapon and they all have their own list of moves. Anyone can use any weapon, and there are few things more satisfying than smacking a giant blade out of your enemy's hands and proceeding to pick it up and butcher him with it. There are bits of scenery (rocks, heads...) which can easily be picked up and tossed your opponent, evening up the odds if you can't seem to get your head-stoving hammer out of your clothing.

With all these new elements, mixed with the classics you expect like Kombat Kodes for endless cheat combinations, insane Endurance matches and many hidden characters, *MK4* is without doubt the most fun *Mortal Kombat* has been in a long time. Though the speed is very good, it has to be said that the game is still far from matching high resolution kings like *Tekken 3*, *Dead Or Alive* and *Tobal 2* in pure looks. But it plays so well that it is once again a terrific alternative to the best-sellers, and you should check it out as soon as you can.

"The most fun the series has been for ages..."



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
WELTS	

87%

Homicidal battery at its best!

Alternatively:
Mortal Kombat Trilogy 92%
Mortal Kombat 3 93%

WIN A GAMEBOY POCKET CAMERA & GAMEBOY POCKET PRINTER



We have 4 Gameboy Pocket Cameras & 4 Gameboy Pocket Printers up for grabs. All you have to do is put your answer to the following question on the back of a stamped S.A.E, put that envelope into another envelope and send it to "SAY CHEESE", Excitement Direct (Play), Streatfield House, Carterton, Oxford, OX18 3XZ

Question: Can you put your own face into a game using the Gameboy Pocket Camera?

Entries must be received by 31st August 1998. Remember 4 people are going to be lucky.

TEL: 01993 844885

OR FAX ORDERS TO 01993 840750

FAST DELIVERY SERVICE:
Usually within 3 working days for games and accessories in stock.
POSTAGE FREE FOR U.K.

RECEIVE 3 ISSUES OF OUR BROCHURE
OUR FULL COLOUR BROCHURE INCLUDES INFORMATION ON NEW RELEASES AND SPECIAL OFFERS. TOTAL COST £1.20 TO COVER P&P.

EXCITEMENT DIRECT

PLAYSTATION

INCLUDES TWO JOYPADS & ONE MEMORY CARD



ALL MACHINES ARE FULLY GUARANTEED FOR 1 YEAR
ASK ABOUT OUR EXTENDED WARRANTIES

CALL FOR LATEST PRICE

IF YOUR MACHINE IS FAULTY WE WILL COLLECT IT FROM YOU AND REPLACE IT FREE OF CHARGE



ONLY £81.99

MAD KATZ WHEEL & GRAN TURISMO

PREMIER MANAGER

£39.99

PlayStation Mouse £17.99
PlayStation Mouse & Mat & 8mb Memory Card £27.99

PLAYSTATION GAMES

ACE COMBAT 2	£28.99	DISCWORLD 2	£31.99	NAMCO MUSEUM 5	£29.99	SUIKODEN	£18.99
ACTUA GOLF 2	£26.99	DUKE NUKEM	£24.99	NANOTEK WARRIOR	£27.99	SUPER FOOTBALL CHAMPS.	£15.99
ACTUA HOCKEY	£21.99	DYNASTY WARRIORS	£19.99	NBA FASTBREAK	£32.99	SUPER MATCH SOCCER	£27.99
ACTUA SOCCER 2	£25.99	EVERYBODY'S GOLF	£30.99	NBA PRO 98	£32.99	SUPER PANG COLLECTION	£26.99
ACTUA TENNIS	£31.99	EXPLOSIVE RACING	£18.99	NBA IN THE ZONE 2	£19.99	SUPER PUZZLE FIGHTER 2	£24.99
ADIDAS POWER SOCCER 97	£13.99	EXTREME SNOW BOARDING	£30.99	NBA LIVE 98	£32.99	TEKKEN	£17.99
ADIDAS POWER SOCCER 2	£15.99	F1 POWERBOAT	£CALL	NEED FOR SPEED	£18.99	TEKKEN 2	£18.99
AIR COMBAT	£17.99	FANTASTIC FOUR	£16.99	NEED FOR SPEED 3	£24.99	TEKKEN 3 + Free Official Players Guide	£29.99
ALIEN TRILOGY	£17.99	FATAL FURY	£26.99	NEWMAN HAAS RACING	£33.99	TENNIS	£32.99
ALUNDRA	£33.99	FELONY 11-79	£23.99	NHL 98	£30.99	TENNIS ARENA	£17.99
APOCALYPSE	£32.99	FIFA: ROAD TO THE WORLD CUP 98	£29.99	NHL BREAKAWAY 98	£23.99	TEST DRIVE OFF ROAD	£27.99
ARK OF TIME	£19.99	FIGHTING FORCE & TOMB RAIDER 2	£43.99	NHL POWERPLAY	£17.99	TEST DRIVE 4	£22.99
ARMOURED CORE	£34.99	FINAL FANTASY VII	£37.99	NIGHTMARE CREATURES	£29.99	TETRIS PLUS	£28.99
ATARI GREATEST HITS	£19.99	FORMULA 1	£18.99	ODDWORLD: ABE'S ODDYSEE	£23.99	THEME HOSPITAL	£24.99
AUTO DESTRUCT	£32.99	FORMULA KARTS SPECIAL EDITION	£22.99	ONE	£30.99	THEME PARK	£18.99
AYRTON SENNA KART 2	£28.99	G POLICE	£30.99	OVERBOARD	£19.99	THREE LIONS	£34.99
AZURE DREAMS	£33.99	GEX 2: RETURN OF THE GECKO	£39.99	PANDEMONIUM 2	£24.99	TIGER SHARK	£18.99
BABY UNIVERSE	£CALL	GRAND THEFT AUTO	£30.99	PARAPPA THE RAPPER	£24.99	TIMESHOCK PINBALL	£28.99
BALL BLAZER CHAMPS	£15.99	GRANSTREAM SAGA	£42.99	PAX CORPUS	£32.99	TOCA TOURING CARS	£32.99
BATMAN FOREVER	£19.99	GRAN TURISMO	£42.99	PITFALL 3D	£31.99	TOMB RAIDER	£17.99
BATMAN & ROBIN	£32.99	HEART OF DARKNESS	£32.99	PGA TOUR GOLF 98	£28.99	TOMB RAIDER 2	£27.99
BEAST WARS	£32.99	HERCULES	£34.99	POINT BLANK	£28.99	TOMB RAIDER 1 & 2	£40.99
BLAST RADIUS	£CALL	INDY 500	£33.99	POINT BLANK & G CON GUN	£49.99	TOMMI MAKINEN RALLY	£27.99
BLOODY ROAR	£27.99	INT.MOTOR X	£15.99	PORSCHE CHALLENGE	£18.99	TOSHINDEN	£16.99
BOMBERMAN	£30.99	INT. S'STAR SOCCER PRO	£17.99	POY POY	£26.99	TOSHINDEN 3	£19.99
BRAHMA FORCE	£29.99	INT. S'STAR SOCCER PRO 98	£CALL	PREMIER MANAGER 98	£32.99	TOTAL DRIVIN	£18.99
BREATH OF FIRE 3	£32.99	INT. TRACK & FIELD	£17.99	RAGE RACER	£22.99	TOTAL NBA 98	£27.99
BROKEN SWORD 2	£28.99	JEREMY MCGRATH'S SUPERCROSS 98	£32.99	RALLY CROSS	£29.99	TRANSPORT TYCOON	£27.99
BUG RIDERS	£19.99	JET RIDER 2	£29.99	RAMPAGE WORLD TOUR	£25.99	TRANSPORT TYCOON & MOUSE	£39.99
BURNING ROAD	£16.99	JACK NICKLAUS	£32.99	RAPID RACER	£26.99	TREASURES OF THE DEEP	£28.99
BUST A MOVE 2	£17.99	JERSEY DEVIL	£22.99	RASCAL	£34.99	UEFA	£35.99
BUST A MOVE 3	£23.99	J. JOHNSON AMER FOOTBALL	£CALL	RAYMAN	£17.99	V BALL	£30.99
CARDINAL SYN	£28.99	JONAH LOMU RUGBY	£23.99	REBOOT	£33.99	VANDAL HEARTS	£21.99
CASPER	£19.99	JUDGE DREDD	£24.99	RESIDENT EVIL	£17.99	VIPER	£32.99
CHILL	£21.99	JURASSIC PARK 2: LOST WORLD	£21.99	RESIDENT EVIL 2	£34.99	VIGILANTE 8	£33.99
CLAYFIGHTER EXTREME	£CALL	KICK OFF WORLD	£29.99	RIDGE RACER	£15.99	VMX RACING	£30.99
CLOCKTOWER	£28.99	KINGS FIELD	£21.99	RIDGE RACER REVOLUTION	£15.99	VR BASEBALL 99	£32.99
COLIN McRAE RALLY	£32.99	KLONOA	£19.99	RIOT	£17.99	VR POOL	£19.99
(Get £3 off any wheel bought at the same time)		KURUSHI	£25.99	RISK	£17.99	VR POWERBOAT RACING	£29.99
COOL BOARDERS 2	£30.99	LEGACY OF KAIN	£24.99	RIVEN	£35.99	V RALLY	£21.99
COMMAND & CONQUER	£18.99	MADDEN 98	£26.99	ROAD RAGE	£33.99	VS	£33.99
COMM & CONQ RED ALERT	£33.99	MAGIC THE GATHERING	£33.99	ROAD RASH 3D	£31.99	WARCRAFT 2	£28.99
CRASH BANDICOOT	£18.99	MASS DESTRUCTION	£19.99	ROCK & ROLL RACING 2	£18.99	WAR GAMES	£CALL
CRASH BANDICOOT 2	£34.99	MAXIMUM FORCE	£19.99	SAN FRANCISCO RUSH	£28.99	WARZONE 2100	£CALL
CRITICAL DEPTH	£19.99	MDK	£28.99	SCREAMER 2	£34.99	WAYNE GRETZKY 98	£CALL
CRIME KILLER	£32.99	MEGAMAN 8	£28.99	SENTIENT	£34.99	WCW VS NITRO	£31.99
CROC	£24.99	MEGAMAN BATTLE & CHASE	£28.99	SHADOW MASTER	£29.99	WCW VS THE WORLD	£29.99
CIRCUIT BREAKERS	£32.99	MEN IN BLACK	£31.99	SHADOW WARRIOR	£36.99	WILD ARMS	£30.99
CULT STATUS	£24.99	MICRO MACHINES 3	£17.99	SIM CITY 2000	£24.99	WIPEOUT 2097	£18.99
DARK OMEN: WARHAMMER 2	£24.99	MIDNIGHT RUN	£19.99	SKULL MONKEYS	£31.99	WORLD CUP 98	£31.99
DEAD BALL ZONE	£32.99	MIDWAY GREATEST HITS 2	£28.99	SNOW RACER 98	£25.99	WORLD LEAGUE BASKETBALL	£30.99
DEAD OR ALIVE	£30.99	MONOPOLY	£33.99	SOCCER 97	£29.99	WORLD LEAGUE SOCCER 98	£31.99
DEATHTRAP DUNGEON & FREE Deathtrap Trap T-Shirt	£29.99	MORTAL KOMBAT TRILOGY	£16.99	SOUL BLADE	£CALL	WRECKING CREW	£CALL
DESCENT 2	£16.99	MORTAL KOMBAT 4	£42.99	SOVIET STRIKE	£17.99	XENOCRACY	£28.99
DESTRUCTION DERBY	£17.99	MOTO RACER	£23.99	SPAWN	£19.99	X MEN	£32.99
DESTRUCTION DERBY 2	£18.99	MOTOR MASH	£17.99	SPEEDSTER	£32.99		
DIABLO	£24.99	MOTORHEAD	£21.99	STAR WARS: MASTERS OF TERAS KASI	£29.99		
DIE HARD TRILOGY	£17.99	N20	£31.99	STEEL REIGN	£CALL		
DIE HARD TRILOGY & PROTECTOR GUN	£25.99	NAGANO WINTER OLYMPICS	£27.99	STREET FIGHTER COLLECTION	£32.99		
		NASCAR 98	£32.99	STREET FIGHTER EX PLUS	£31.99		

PLAYSTATION WHEELS

ASK ABOUT OUR EXTENDED WARRANTIES

GAMESTER STEERING WHEEL
Features include Rumble Force, Formula 1 style gear change and foot pedals. Mounts onto a table with suckers.
£59.99 Get £2 off any driving game

MAD KATZ STEERING WHEEL WITH PEDALS
True analogue steering, accelerator and brake. Memory card slot
£51.99 (ENDORSED BY SONY)

TOP DRIVE STEERING WHEEL
With programmable stick shift and racing pedals. Works on N64, PSX & Saturn **£54.99.**

VRF1 ARCADE STEERING WHEEL
Analogue wheel with programmable buttons for the ultimate driving simulation **£37.99**
(or with pedals £47.99)

V3 RACING WHEEL
300 wheel rotation, adjustable wheel positioning, unique table-top or under-leg mounting option. Programmable fire buttons and separate analogue foot pedals.
£59.99

PLAYSTATION LIGHT GUNS

SCORPION GUN
Jolt action, auto reload and auto fire. Ultimate accuracy or ultimate firepower **£19.99**

ERAZER LIGHT GUN
Recoil feature with machine gun action special weapon button, switchable auto reload & auto-fire. Now in camouflage colours
ONLY £22.99

PREDATOR 2 GUN PACK
The new very much improved Predator. New features include rumble, footpedal and superscope. Compatible with Namco and Konami titles **£29.99**
Predator 1 £16.99

THE PROTECTOR
Ammunition reload, precision light sensor for targetting accuracy, special weapons, launch button, independent auto-fire
ONLY £12.99

NAMCO GUNCON
The most accurate gun available **£CALL**

THE REAL ARCADE LIGHT GUN
State of the art light gun. Adds another dimension to shooting games.
ONLY £34.99

PLAYSTATION CONTROL PADS

ASK ABOUT OUR EXTENDED WARRANTIES

ULTRARACER
Revolutionary mini hand-held steering wheel. Great control.
£25.99 or £22.99 if bought at the same time as any game

GLOW IN THE DARK PAD - NEW £10.99

OFFICIAL SONY JOYPAD
Available in black or white
£9.99

THE GLOVE
Arming a new generation of gamers - quicker combos, faster laps, tighter turns, higher scores. **£CALL**

ASCII RESIDENT EVIL PAD
Get the most out of Resident Evil with this specially designed pad
ONLY £22.99

PS DOMINATOR JOYSTICK
8 fire buttons, hat switch control, digital and analogue modes select, auto-fire and slow motion with LED display panel **£23.99**

SONY DUAL SHOCK ANALOGUE PAD
Two level rumble feature, improved grip pads **£23.99** or £22.99 if bought with any game
MAD KATZ OR JOYTECH DUAL SHOCK PAD £19.99

INFRA RED JOYPAD SYSTEM
Includes two 8 button joypads and a receiver. Range up to 18 metres
£27.99

BARRACUDA
This 4-Axis dual analogue controller will raise gameplay to new heights. Works with every game. Programmable buttons, slow motion and auto fire
£19.99

ALPS INTERACTIVE GAMEPAD
Ever feel like driving a Porsche? This gamepad offers you the power, performance and handling. It's sleek, ultra-smooth and has a great feel. It's a high-tech, finely-tuned and tested controller designed by professional game players. This is the ultimate controller
£28.99

ELECTRONIC HANDHELD GAMING DEVICES



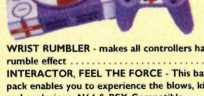
all £17.99

CASINO 5 IN 1
BLACK JACK, POKER, SLOT MACHINE ETC

REAL PINBALL
PINBALL GAME WITH RUMBLE FEATURE

SMART JOCKEY
FORCE FEEDBACK VIBRATION, PULL THE REINS TO MAKE THE HORSE RUN, JERK THE GAME TO JUMP

OTHER ACCESSORIES



STICKER KITS ONLY £9.99
Available - England Flag, Classy Carbon, Gold and Silver. Also available for N64
England Dust Covers £9.99

WRIST RUMBLER - makes all controllers have the rumble effect	£14.99
INTERACTOR, FEEL THE FORCE - This back pack enables you to experience the blows, kicks and explosions. N64 & PSX Compatible.	£24.99
OFFICIAL SONY 1MB MEMORY CARD	£13.99
MEMORY CARD – 15 SLOT (1MB)	£9.99
SPECIAL ED.FOOTBALL 1MB MEMORY CARD	£11.99
MEMORY CARD - 30 SLOT (2MB)	£12.99
MEMORY CARD – 120 SLOT (8MB)	£16.99
MEMORY CARD - 240 SLOT (8MB)	£19.99
MEMORY CARD – 360 SLOT (24MB)	£24.99
MEMORY CARD – 720 SLOT (48MB)	£29.99
GAMEBOY BOOSTER - Play Gameboy games on your PlayStation	£33.99
EXPLORER CHEAT CARTRIDGE	£25.99
DATEL ACTION REPLAY – 100s of built in cheats. Blast open the biggest and best games. Add, store and delete more cheats	£38.99
COMBAT CHAMPION – Cheats card for fighting games	£17.99
RACING CHAMPION – Cheats card for racing games	£17.99
NAMCO GUNCON ADAPTOR Enables you to use any gun with Namco games	£13.99
STEREO SCART CABLE With Namco Adaptor	£9.99
RGB SCART CABLE	£6.99
LINK CABLE	£7.99
S.VIDEO CABLE	£8.99
JOYPAD EXTENSION CABLE	£8.99
R F CABLE WITH SWITCH BOX	£12.99
SONY MOUSE AND MAT	£21.99
SONY MULTI - TAP - UP TO 8 PLAYERS	£26.99
GAME KILLER CHEATS	£21.99
MULTI - CASE	£17.99
PLAYSTATION CARRY CASES	£12.99
PLAYSTATION DISK WALLET - strong cover holds 6 games	£3.49
PLAYSTATION WIPES (14 wipes)	£2.49
T-SHIRT WITH "COME PLAY WITH ME" ON THE FRONT	£9.99
OFFICIAL GRAN TURISMO BOOK	£10.99
OFFICIAL TOMB RAIDER 2 STRATEGY BOOK	£9.99
OFFICIAL RESIDENT EVIL 2 BOOK	£10.99
OFFICIAL DEATHTRAP DUNGEON STRATEGY BOOK	£11.99
OFFICIAL ALUNDRA GUIDE BOOK	£11.99
OFFICIAL TEKKEN 3 STRATEGY BOOK	£10.99
OFFICIAL WCW vs NITRO GUIDE BOOK	£10.99
PLAYSTATION CLEANING KIT	£9.99

9am to 8pm Monday - Friday • 10am to 7pm Saturday • 11am to 4pm Sunday & Bank Holidays

NAME:.....

ADDRESS:.....

POSTCODE:.....

TEL:.....

CARDHOLDER SIGNATURE:.....

CASH ☐ CHEQUE ☐ (IMMEDIATE CHEQUE CLEARANCE) POSTAL ORDER ☐ CARD ☐

CARD NUMBER

EXPIRY DATE ☐☐ ☐☐ ISSUE NO. ☐☐ (Switch Only)

ITEM	PRICE
	.
	.
	.
3 issues of our brochure (it includes details of new releases) sent direct to your door for just £1.20 (overseas £2.50)	.
POSTAGE IS FREE FOR ALL ORDERS SHIPPED WITHIN THE UK. OVERSEAS POSTAGE £3.50 PER SOFTWARE ITEM — P&P	.
TOTAL	.

VISA SWITCH DELTA Access

PLAY

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE

CHEQUE PAYABLE TO: EXCITEMENT DIRECT, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ

INEVITABLY SOME ITEMS MAY NOT YET BE AVAILABLE. PLEASE PHONE TO CHECK AVAILABILITY. PRICES CORRECT AT TIME OF GOING TO PRESS. E & OE. EXCITEMENT DIRECT LIMITED.

BANJO KAZOOIE	£40.99
FIGHTERS DESTINY	£43.99
FORSAKEN	£40.99
GOLDENEYE	£40.99
GT CLUB 64	£CALL
MISSION IMPOSSIBLE	£CALL
MYSTICAL NINJA	£44.99
QUAKE	£41.99
WORLD CUP 98	£45.99
YOSHI'S STORY	£40.00



N64 MASTER BLASTER PACK £CALL

EXCHANGE POLICY ON GOODS - If you are unhappy with your goods for any reason, simply return them in perfect condition within 3 days of receipt by recorded delivery and subject to a fee (10%, minimum £5), we will swap it for another item. We reserve the right to refuse exchange if the item is not received back in PERFECT condition.

Prices are subject to change. Please therefore phone to confirm current price.

POCKET FIGHTER

PLAY magazine Issue 38 1998

POCKET FIGHTERS TAKES LEGENDARY CAPCOM BRAWLERS AND SQUASHES THEM INTO A PINT-SIZED ARENA FOR GEM-FILLED FISTICUFFS...

Written By Tom Sargent

Pocket Fighter

PLAY information

Publisher: Capcom
Customer support: Joypad on 01202 311611
Price: £49.99
Release date: Out Now (import)

ONE PLAYER | MEMORY CARD | MULTIPL

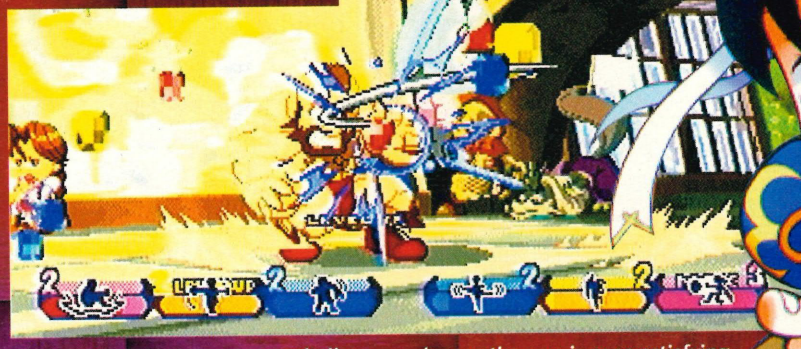
Pocket Fighter is totally irresistible! Capcom's eminently-cutesy little caricatures have been squeezed, flattened and super-deformed into a game that embodies an approach to fine-tuned gameplay rarely equalled in rival beat-'em-ups. Ryu, Ken and a few other Street Fighters are back, along with a couple from *Darkstalkers* for a battle royal – in miniature. Capcom has simply lifted the eight original characters from the outstanding *Super Puzzle Fighter II Turbo*, added the rest for variety and the result is (in the short term) a supremely playable 2-D one or two-player fighting game. Trying to encourage Capcom to radically change its unique approach to beat-'em-ups is akin to Wales winning the World Cup, ie extremely unlikely. What usually happens is certain aspects evolve over time – usually after months of testing, so as not to alienate the legions of die-hard fans. And *Pocket Fighter* is no different in this respect, as many of the classic moves such as Ryu and Ken's classic Dragonpunch, along with Zangief's earth-shattering Pile Driver and Chun Li's Spinning Bird Kick have been beautifully recreated with impeccable finesse.



[ABOVE] Chests open up to reveal giant gems. Grab them quickly to increase your punching, kicking and special powers. [INSET] All your favourites are at hand for some pocket-sized punching and cuffing. Ain't they cute?









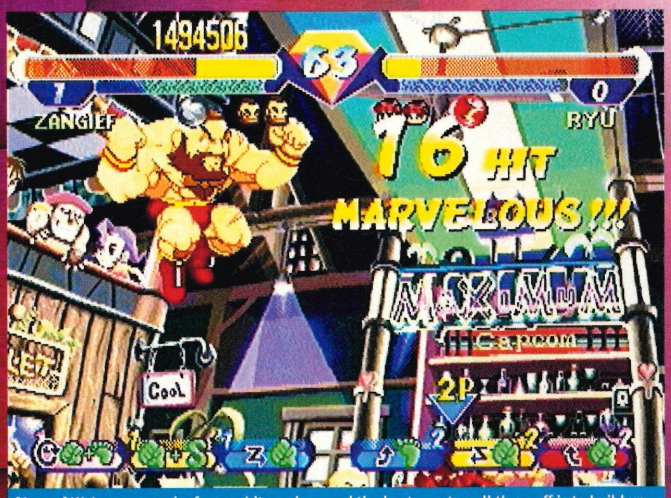
POCKET BILLIARDS

The difference lies in the inexplicably disappointing reduction of moves across the board. The six-button fighting system has been dumped for a simpler three-button setup – one for punching, another for kicking and the third for an unblockable special. The latter utilises the very same exploding coloured gems from *Puzzle Fighter* consisting of three power levels. Small globes appear as well (fire, ice, etc) and can be tossed at opponents to stun or damage them. Gems fly everywhere in a crescendo of colour and the mad dash to hoover them up is sooo satisfying. *Pocket Fighters* has another ace up its sleeve and that manifests itself with the introduction of the hilarious Flash Combos. Here, the diminutive slap-happy

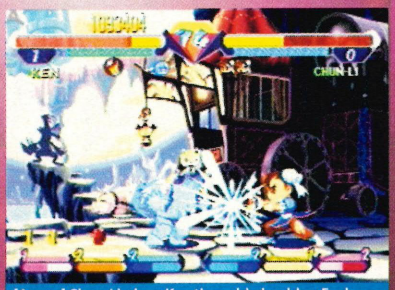
GAME OVER

You may have to wear-out your thumbs to do it, but the end sequence involves all of the characters in a comedy brawl. Nice to see all that effort wasn't for nothing then.





[Above] We've managed a few 20-hit combos, and the best way to pull them off is to build up your gem power to the max. Oh, and practice like a monkey so you get good, too.



[Above] Chun-Li gives Ken the cold shoulder. Each player has about eight special moves to discover.



[Above] The special end-combos are spectacular. Ibuki transforms into a belching frog. Weird!



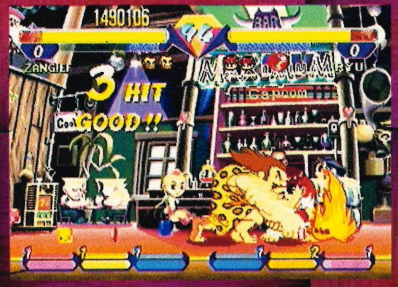




[Above] The quantity and diversity of special moves is impressive, but there just aren't enough combos...



[Above] Let's hope Zangief's wearing a jock strap, as Ken's pretty handy with the 'Super-hoof'.





[Above] "I've told you a thousand times, don't stick your finger in the socket!" Hmm. That's shocking.



CROSS DRESSERS

Flash Combos are the latest creation to appear in a Capcom beat-'em-up, so they've gotta be good, right? Well, yes they are – and who better to demonstrate this cross-dressing madness, than the shaved ape, Zangief.

First he's a giant primate...



Then he's a brawler



Next a loin-clad caveman



Followed by a spot of Russian dancing



And finally... a hairy-arsed wrestler. Still, he's a bad tempered git all the time...

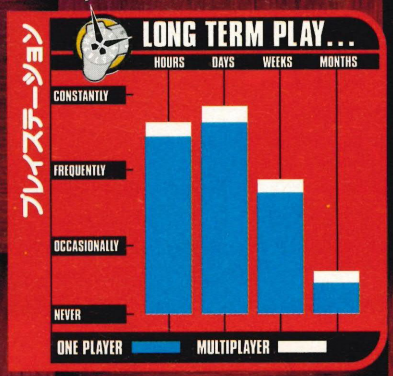


duellers change costume with each successive hit ending in a spectacular finishing combo. We can only assume that the game is geared towards a younger audience – which is tragic, considering the outstanding quality of the graphics and tight controls.

POCKET MONSTERS

Fair enough, they squeak, bare physical resemblance to and gesture Manga styles, but if Capcom had gone the full monty and chucked in the total range of moves this would have, in the words of dear old Saddam, been the mother of all battles. As it stands, the longevity has been severely impaired. Regardless of the usual flawless presentation, varied modes of battle and option to create your own fighting method by means of gaining 'cards' for a *Pocket Monsters*-style showdown, you won't be playing it half as long as *Street Fighter Alpha 2*. It's funny though, the damn thing is so addictive to play. Why? Because you can't help becoming hopelessly attached to their cartoony antics and the backgrounds are chocka with familiar faces messing around – most noticeably M Bison and the human laggy-band, Dhalsim. Technically, Capcom hasn't broken into a sweat putting *Pocket Fighter* together, but the lack of originality is superseded by yet another satisfying 2-D showpiece, marred by the lack of moves.

"Yet another satisfying 2-D showpiece..."



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	8
GEMS	9

84%

Rehashed formula, but still satisfying

Alternatively:
Super Puzzle Fighter Turbo II 90%
Street Fighter Alpha 93%

BLAST RADIUS

YOU'D THINK HEROES WOULD STOP HEADING INTO SPACE. THEY ALWAYS JUST SEEM TO GET SHOT...

You're looking around the page and probably thinking, "I recognise this; I've seen this somewhere before." The fact is that, although there's no official connection, *Blast Radius* looks an awful lot like last years' gorgeous space epic *Colony Wars*, also from Psygnosis. There are key differences in the graphics and gameplay, but if *Colony Wars* had an Arcade mode, this would be it.

Assuming the role of Kayne, an experienced pilot who once protected the galaxy from evil but now works as a mercenary, there are only two things you are interested in: cash and equipment. Luckily, a race of aliens known as the Vorn is prepared to furnish you generously with both, so long as you're ready to risk your life for them. Apparently they have are being bullied on a galactic scale by the fierce Kotan-Kai, and would like to employ your services as an attack pilot to protect them. Fair enough – how hard can it be?

CLONE WARS

The missions each begin with you being fired out into space, where you'll often find impressive set pieces like giant planets and huge carrier ships floating about. The object is simple – engage the Kilrathi-like fighters and destroy them before they blow you into tiny bits! The circumstances might change to include protecting a friendly Vorn ship that is under attack or taking out a massive Kotan-Kai Harbinger craft, but the bulk of the work is always dog-fighting with nippy little attack ships.

As you are performing a service, the Vorn pay you for each and every stinking Kotan-Kai you blast, then they give you cheap access to their lovely shield and weapons upgrades between missions. However, the large default double laser and unguided missiles suffice for the first handful of tasks before you need to enlist the help of Ripple Lasers and Cluster Bombs.

Supporting the arcade-style gameplay, exploded ships also leave behind power-ups to replenish Fuel, Ammo, Shields and the like, so you need to hit your targets in order to keep the ship in shape. Being accurate is easiest in the cockpit view, but there are no physical instruments like the detailed 3-D innards of a *Colony Wars* fighter.

PLAY information



Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £39.99
Release date: Out now


ONE PLAYER


MEMORY CARD


MULTIPLE PLAYERS


LINK CABLE

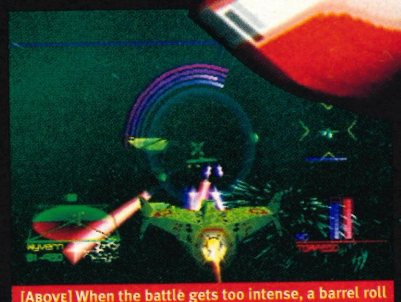

DUAL ANALOGUE



[Above] After knocking out the initial elliptical shield, a little energy gauge appears on your chosen cannon fodder so you can tell when he's about to bite the dust. Poor devil.



[Above] That internal view, even though it's missing a cockpit, gets you right in and close to the enemy.



[Above] When the battle gets too intense, a barrel roll will usually make the cursed enemy miss their mark.



[Above] While you get the hang of the forward thrust control it's rather easy to bang right into your intended target. Doing so will reduce your shield and is generally regarded as foolish.



[Above] Highly manoeuvrable Wyvern craft make your job more difficult, but they blow apart easily.



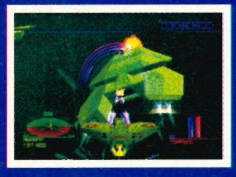
[Above] A red death ray from the ominous hovering sphere tells you not to get so close to the fleet.



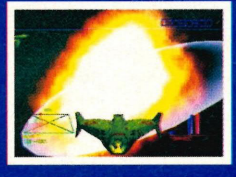


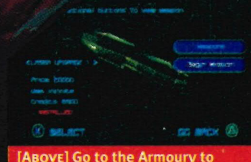
CAUTION! FRAGILE

Being sent to destroy the big Harbinger cruisers is fun, and it's a breeze if you attack their blind spot by the rear engines. Be careful not to get too close though, or you'll find out why the game is called *Blast Radius* when the thing explodes and takes you with it!



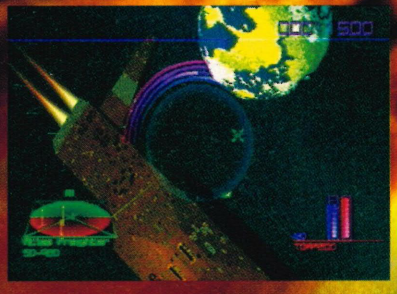






[Above] Go to the Armoury to spend credits on gear for the ship.





LAUNCH WARS

Actually, *Blast Radius* doesn't measure up to its forerunner in a number of ways. Simple blasting in such a swift moving and good looking environment is pretty good fun for the first few short levels, but quickly tiring after that. Also, the path through the game's 31 levels is totally linear, so instead of altering the plot in an interesting way should you fail a mission (like *Colony Wars* does) the game just ends, when you reload from memory card and try the exact same thing happens again. With less spectacular explosions and not nearly as good a soundtrack, *Blast Radius* seems like a step down in all respects. The one advantage it does have is link-up a capability between two PlayStations, letting you soar through space with a like-minded friend. We're all for new linkable games, but that's not going to last you forever either.

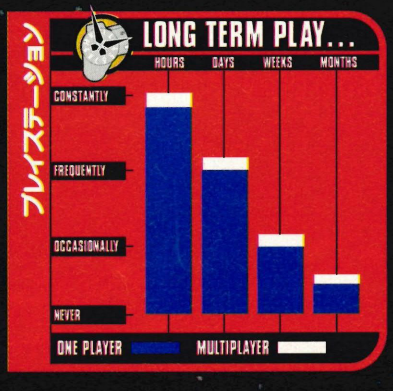
As *Colony Wars: Vengeance* is close by, *Blast Radius* really isn't a very wise title to spend your money on, unless you're suffering from link-up starvation that is.

"Fails to measure up to *Colony Wars* in a number of respects..."



[Above] All that remains of a Kotan-Kai, who got too close, is a spinning Power Ring for you. How nice!





PLAY

LOOKS	8
SOUNDS	5
GAMEPLAY	6
VALUE	6
THRUST	5

72%

Hold on for *Vengeance*!

Alternatively:
Colony Wars 92%
Wing Commander IV 62%

BUY-SELL-



WE ARE THE MOST DYNAMIC NEW AND SECOND HAND MAIL ORDER COMPANY IN EUROPE AND WILL BEAT ANY ADVERTISED PRICE!!



ESTABLISHED OVER 5 YEARS. OVER 10,000 TITLES IN STOCK!! OPEN BANK HOLIDAYS!!



WE GET ALL THE MAJOR RELEASES ON THEIR RELEASE DATES. GET YOUR COPY THE NEXT DAY GUARANTEED!! HASSLE FREE!



IF YOU CAN'T FIND WHAT YOU WANT- CALL US

RELEASE DATE SLIPPAGE MAY OCCUR. ALL PRICES CORRECT AT PRESS TIME. E&OE. ALL COPYRIGHTS RESPECTED.

PlayStation™

PLAYSTATION CONVERSIONS!! WE WILL CONVERT YOUR PSX TO RUN ALL OFFICIAL IMPORT GAMES FOR ONLY £35, COMES WITH A 3 MONTH GUARANTEE.

HARDWARE & ACCESSORIES - NEW

	SELL
PSX VALUE PACK	109.99
PLAYSTATION HYPER CONTROLLER -ALL COLOURS	8.99
SONY DUAL SHOCK PAD	19.99
SONY PLAYSTATION CONTROLLER OFFICIAL	11.99
MADCATZ STEERING WHEEL	39.99
SONY PLAYSTATION SCART LEAD	6.99
SONY OFFICIAL MEMORY CARD	11.99

HARDWARE & ACCESSORIES - 2ND HAND

	BUY	EXCHANGE	SELL
SONY PLAYSTATION	53.00	53.00	80.00
SONY PLAYSTATION UNBOXED	46.00	46.00	70.00
SONY PLAYSTATION CHIPPED	53.00	53.00	115.00
NAMCO GUNCON	14.00	19.00	28.00
NAMCO JOYSTICK	17.00	23.00	35.00
NEGCON CONTROLLER	11.00	15.00	22.00
SONY LINK CABLE	2.00	3.00	5.00
SONY DUAL SHOCK PAD	7.00	10.00	15.00
SONY OFFICIAL MEMORY CARD	4.00	5.00	8.00
SONY PLAYSTATION CONTROLLER OFFICIAL	4.00	5.00	8.00

OTHER ACCESSORIES AVAILABLE: CALL FOR DETAILS.



VALUE PACK DEALS

PLAYSTATION VALUE PACK (NEW) £109.99
INCLUDES TWO JOYPADS AND A MEMORY CARD.

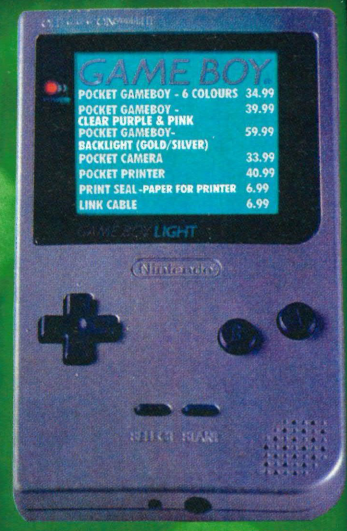
PLAYSTATION VALUE PACK (NEW) WHEN YOU BUY ANY THREE PSX GAMES IN STOCK. £99.99

PLAYSTATION VALUE PACK (NEW) WHEN YOU BUY ANY SIX PSX GAMES IN STOCK. £89.99

PLAYSTATION VALUE PACK (NEW) WHEN YOU BUY ANY TEN PSX GAMES IN STOCK. £69.99

INCLUDING GUARANTEED NEXT DAY DELIVERY.





FOR WHEN THE PLAYSTATION HAS TO STAY AT HOME!!

SOFTWARE - NEW

	JAP	UK	US
ACTUA TENNIS		CALL	
ARMOURED CORE		CALL	
BLAST RADIUS		£33.99	£42.99
BRAVE FENCER MUSASHIDEN/FFVIII DEMO	£64.99		
BREATH OF FIRE III		£33.99	£49.99
CAPCOM GEN: GHOULS & GHOSTS OR 1942			
CARMAGEDDON		£30.99	£47.99
CHOCOBO MYSTERIOUS DUNGEON			
COLIN MCRAE RALLY		£28.99	CALL
COOL BOARDERS 3			£42.99
DEAD OR ALIVE	£42.99	CALL	CALL
DECEPTION 2		CALL	CALL
DUKE NUKEM - A TIME TO KILL			£39.99
EINHANDER		£39.99	CALL
FORMULA 1 98		CALL	CALL
G DARIUS	£49.99		
GRAN TURISMO		£33.99	
GUN BARL (NAMCO)	CALL	CALL	
I.S.S. 98			CALL
LUNAR SILVER STAR STORY		CALL	
METAL GEAR SOLID	CALL	CALL	
MORTAL KOMBAT 4			CALL
NINJA			CALL
PARASITE EVE			CALL
POCKET FIGHTER	£44.99	CALL	£54.99
POINT BLANK & GUN		£29.99	
POY POY		£26.99	
PREMIER MANAGER 98		£34.99	
RESIDENT EVIL 2			CALL
RIVAL SCHOOLS	£49.99	£31.99	
ROAD RASH 3D			CALL
SILHOUETTE MIRAGE	CALL	CALL	CALL
SPECIAL OPS		CALL	
STREET FIGHTER COLLECTION		CALL	
SUPER PANG COLLECTION		CALL	
TEKKEN 3	£39.99		£39.99
TENCHU		£32.99	CALL
THUNDERFORCE V	£47.99	CALL	
VIPER		£30.99	CALL
WARGAMES			
WCW: NITRO			CALL
WILD 9'S			
WILD ARMS			£47.99
WWF WARZONE			



FIGHTING VIPERS BAHN KEYCHAIN £3.99



NIGHTS KEYCHAIN £3.99

SOFTWARE - 2ND HAND

	JAP	UK	US
2XTREME	15.00	20.00	£20.00
3 X 3 EYES		18.00	£12.00
3D LEMMINGS		5.00	
4-4-2 SOCCER		22.00	
A IV EVOLUTION	20.00		£22.00
A TRAIN	22.00	20.00	
ACE COMBAT 2		15.00	
ACTUA GOLF		18.00	
ACTUA GOLF 2		20.00	
ACTUA ICE HOCKEY		18.00	
ACTUA SOCCER 2		8.00	
ADIDAS POWER SOCCER '97		12.00	
ADIDAS POWER SOCCER 2		10.00	10.00
AIR COMBAT		10.00	10.00
ALIEN TRILOGY			10.00
ALUNDRA	32.00		35.00
ARMOURED CORE	22.00		
BIO HAZARD DIRECTORS CUT	30.00		
BIO HAZARD 2		12.00	
BLAM MACHINEHEAD		12.00	12.00
BLOOD OMEN LEGACY OF KAIN	25.00	18.00	
BLOODY ROAR		25.00	25.00
BRAMMA FORCE		18.00	22.00
BUBBLE BOBBLE & RAINBOW ISLANDS		15.00	
BUGRIDERS	22.00	20.00	22.00
BUSHIDO BLADE	38.00		
BUSHIDO BLADE 2		15.00	15.00
BUST A MOVE 2		25.00	30.00
C&C RED ALERT		10.00	10.00
CASPER		20.00	20.00
CASTLEVANIA - SYMPHONY OF THE NIGHT		18.00	
CHILL	20.00	22.00	20.00
COOL BOARDERS 2		25.00	25.00
CRASH BANDICOOT 2		20.00	20.00
CROC		20.00	20.00
DARK FORCES		8.00	
DARKLIGHT CONFLICT	32.00		
DEAD OR ALIVE		8.00	
DESCENT 2	8.00	12.00	10.00
DESTRUCTION DERBY		15.00	15.00
DESTRUCTION DERBY 2	20.00	15.00	20.00
DIE HARD TRILOGY			25.00
DISCWORLD 2			

MAIL ORDER ASSISTANT

FULL TIME VACANCIES AVAILABLE NOW. OPPORTUNITIES FOR THE RIGHT PERSON TO PROGRESS AND JOIN THE SALES TEAM IN A VERY FAST EXPANDING DEPARTMENT. WITH A STARTING SALARY OF £8.5k - £10.5k. VIDEO GAMES/PC KNOWLEDGE ADVANTAGEOUS. MINIMUM QUALIFICATIONS: 5 GCSE'S IF YOU HAVE A GOOD TELEPHONE MANNER, ARE ABLE TO COMMUNICATE WITH THE PUBLIC, WORK UNDER PRESSURE AND HAVE THE DESIRE TO SUCCEED, CALL MARINA OR DAVE ON: 0171 - 692 1203

BUY - SELL - EXCHANGE, A QUICK GUIDE.

BUY: HALF THE VALUE OF OUR LISTED SELLING PRICE. THIS IS WHAT WE WILL PAY YOU FOR YOUR COMPLETE, UNDAMAGED ITEM (ALL PACKAGING MUST BE PRESENT).

SELL: THIS IS WHAT WE SELL THE ITEM FOR.

EXCHANGE: TWO THIRDS OF THE VALUE OF OUR LISTED SELLING PRICE. THIS IS WHAT YOUR ITEM IS WORTH WHEN YOU USE IT AS PART PAYMENT TOWARDS ANYTHING ELSE WE STOCK.

PLEASE NOTE: WE DO NOT BUY 3RD PARTY PERIPHERALS, ONLY OFFICIAL ITEMS (JOYPADS CABLES, MEMORY CARDS ETC.)



VIRTUA FIGHTER AKIRA KEYCHAIN £3.99

DVD NTSC REGION I DIGITAL VERSATILE DISCS DVD

DVD PLAYERS AND TITLES AVAILABLE CALL NOW!!

IT'S NOW EVEN EASIER TO EXCHANGE YOUR GAMES!! INSTANT EXCHANGE: 1) TELL US WHAT GAME/S YOU'RE TRADING IN. 2) TELL US WHAT GAMES YOU WANT. 3) RECEIVE YOUR NEW GAME THE NEXT DAY.* YOU'D BE MAD NOT TO TAKE ADVANTAGE OF THIS STERLING OFFER! *CALL NOW FOR FULL DETAILS.

BROKEN CONSOLE? WE'LL REPAIR ANY FAULT FOR £48 AND BACK

Department

EXCHANGE

SOFTWARE - 2ND HAND CONT.

	JAP	UK	US
DISRUPTOR		12.00	12.00
DOOM		15.00	12.00
DUKE NUKEM		22.00	
DYNASTY WARRIORS		22.00	
EINHANDER	32.00		32.00
EXCALIBUR 2555AD		10.00	
EXHUMED		18.00	
EXTREME SNOW BREAK		20.00	
F1 GP NIPPON	22.00		
FADE TO BLACK		10.00	10.00
FATAL FURY REAL BOUT	20.00	15.00	
FELONY 11-79		20.00	
FIFA 98		20.00	
FIGHTING FORCE		15.00	20.00
FINAL DOOM		18.00	20.00
FINAL FANTASY IV	32.00		
FINAL FANTASY TACTICS	28.00		38.00
FINAL FANTASY VII	20.00	25.00	25.00
FORMULA 1 '97		25.00	32.00
FROGGER		25.00	
FRONT MISSION ALTERNATIVE	32.00		
G DARIUS	38.00		
G POLICE		18.00	20.00
GEX 3D - ENTER THE GECKO		25.00	
GHOST IN THE SHELL	30.00		
GRAN TURISMO	25.00	28.00	32.00
GRAND THEFT AUTO		25.00	
HEBEREKES POPPITO		18.00	
HERCULES		22.00	22.00
HORNED OWL	20.00		32.00
INTERNATIONAL SUPERSTAR SOCCER DELUXE		10.00	
INTERNATIONAL SUPERSTAR SOCCER PRO		15.00	
INTERNATIONAL TRACK AND FIELD		15.00	20.00
IZNOGOUD		15.00	
JERSEY DEVIL		20.00	
JET RIDER/MOTO		18.00	20.00
JET RIDER/MOTO 2		22.00	22.00
JONAH LOMU RUGBY		18.00	
JUDGE DREDD		20.00	
JUMPING FLASH 2	18.00	20.00	20.00
KING OF FIGHTERS '95	28.00	25.00	28.00
KING OF FIGHTERS '96	36.00		
KRAZY IVAN		12.00	
LITTLE BIG ADVENTURE	15.00	15.00	
LOADED		10.00	10.00
LOST WORLD JURASSIC PARK 2		18.00	18.00
MACROSS DIGITAL MISSION VF-X	28.00		
MADDEN 98		28.00	
MAGIC CARPET	8.00	12.00	12.00
MAGIC THE GATHERING		22.00	
MARVEL SUPER HEROES	28.00	28.00	28.00
MDK		18.00	18.00
MECHWARRIOR 2		10.00	15.00
MEGAMAN X4			32.00
MICKEY'S WILD ADVENTURE		25.00	
MICRO MACHINES V3		15.00	
MIDWAY PRESENTS - ATARI COLLECTION 1		28.00	
MIDWAY PRESENTS ARCADE GREATEST HITS 2		28.00	25.00
MONSTER TRUCKS		25.00	
MOTO RACER		20.00	22.00
MOTOR TOON GP 2	25.00	28.00	22.00
MYST	22.00	25.00	22.00
NAGANO WINTER OLYMPICS '98		20.00	
NASCAR 98		25.00	
NBA JAM EXTREME		15.00	12.00
NEED FOR SPEED III		25.00	
NEWMAN HAAS RACING		20.00	
NFL QUATERBACK CLUB '97		20.00	
NHL 98		25.00	28.00
NIGHTMARE CREATURES		20.00	20.00
ODDWORLD: ABE'S ODDYSEE		20.00	22.00
OGREBATTLE	20.00		30.00
OVERBOARD		18.00	
PARAPPA THE RAPPER	20.00		
PANDEMONIUM 2		18.00	
PANG COLLECTION	35.00		
PANZER GENERAL			28.00 25.00
PARASITE EVE	38.00		
PARODIUS	15.00	20.00	
PAX CORPUS		25.00	
PERFECT WEAPON		18.00	22.00
PGA TOUR 98		25.00	
PHILOSOMA	8.00	20.00	20.00
PITBALL		12.00	10.00
PITFALL 3D		25.00	
POP N TWIN DELUXE	22.00		
PORSCHE CHALLENGE	25.00	12.00	20.00
POWER MOVE PRO WRESTLING		12.00	12.00
PSYCHIC FORCE	10.00	10.00	
PUYOPUYO TWO EXPERT	38.00		
PUZZLE BOBBLE 2	20.00		
PUZZLE BOBBLE 3DX	30.00		
PUZZLE FIGHTER 2 TURBO		18.00	22.00
R-TYPES	32.00		
RAGE RACER	20.00	22.00	20.00
RAIDEN DX	30.00		





SOFTWARE - 2ND HAND CONT.

	JAP	UK	US
RALLY CROSS		20.00	15.00
RAMPAGE WORLD TOUR		22.00	
RAPID RACER		18.00	
RAPID RELOAD		15.00	
RASCAL		20.00	
RAY TRACERS	20.00	20.00	
RAYMAN		12.00	10.00
RAYSTORM	25.00	20.00	
REBOOT		15.00	
RECIPROHEAT 5000	18.00		
RELOADED		12.00	
RESIDENT EVIL		15.00	15.00
RESIDENT EVIL - DIRECTORS CUT		22.00	22.00
RESIDENT EVIL 2		28.00	30.00
RETURN FIRE		15.00	20.00
REVERTHION	25.00		
REVOLUTION X		12.00	10.00
RIDGE RACER REVOLUTION	10.00	12.00	10.00
RIDGE RACER	8.00	8.00	8.00
RIOT		8.00	
RIVEN: THE SEQUEL TO MYST		25.00	25.00
ROAD RAGE		15.00	
ROAD RASH	20.00	15.00	10.00
ROBO PIT	12.00	12.00	
ROBOTRON X		12.00	18.00
ROCK AND ROLL RACING 2-RED ASPHALT		15.00	
ROCKMAN 8	35.00		
ROCKMAN BATTLE & CHASE	28.00		
ROCKMAN X 3	22.00		
ROCKMAN X4	32.00		
ROMANCE OF THE THREE KINGDOMS		20.00	
ROSCO MCQUEEN		20.00	
RUNABOUT	22.00		
RUSH HOUR			22.00
SAGA FRONTIER			32.00
SALAMANDER DELUXE PACK PLUS	35.00		
SAMPRAS EXTREME TENNIS		20.00	
SAMURAI SHOWDOWN 3	25.00	25.00	
SANGOKU MUSOU	32.00		
SANKYO FEVER	15.00		
SEA BASS FISHING	12.00		
SEIBU PUZZLE GAME	18.00		
SENTIENT		20.00	
SETA BOARD GAME	12.00		
SEXY PARODIUS	38.00		
SHADOWMASTER		18.00	
SHANGHAI	20.00		
SHELLSHOCK	12.00	12.00	
SHOCKWAVE ASSAULT		10.00	
SIM CITY 2000	18.00	22.00	20.00
SKELETON WARRIORS		15.00	15.00
SLAM DRAGON	20.00		
SLAM N JAM 96		18.00	8.00
SLAMSCAPE		12.00	
SMASH COURT	18.00	20.00	
SOCCER '97		12.00	
SOUL BLADE		15.00	20.00
SOUL EDGE	20.00		
SOVIET STRIKE	18.00	15.00	18.00
SPACE GRIFFON	12.00		
SPACE HULK		12.00	
SPACE JAM		22.00	25.00
SPEED KING	10.00		
SPEED RACER	28.00		
SPEEDSTER		15.00	
SPIDER		10.00	10.00
SPOT GOES TO HOLLYWOOD		20.00	20.00
STAR FIGHTER			12.00
STAR GLADIATOR	10.00	8.00	10.00
STAR WARS MASTERS OF TERAS KASI		25.00	
STARBLADE ALPHA	5.00	12.00	
STARFIGHTER 3000		8.00	
STARWINDER		18.00	
STEEL HARBINGER		12.00	12.00
STEEL REIGN		22.00	
STREET FIGHTER 2 ANIME	32.00		
STREET FIGHTER 2 MOVIE	10.00	15.00	
STREET FIGHTER ALPHA		10.00	10.00
STREET FIGHTER ALPHA 2		20.00	20.00
STREET FIGHTER COLLECTION	32.00		32.00
STREET FIGHTER EX PLUS ALPHA	30.00	25.00	30.00
STREET FIGHTER ZERO	12.00		
STREET FIGHTER ZERO 2	20.00		
STREET RACER	10.00	10.00	10.00
STREETGAMES 97	15.00		
STRIKEPOINT		12.00	20.00
STRIKER	5.00	8.00	
STRIKERS 1945	30.00		
SUIKODEN		15.00	20.00
SUPER FOOTBALL CHAMP		10.00	
SUPER TECHNIC CHALLENGE	18.00		
SUPERSONIC RACERS		8.00	
SWAGMAN		20.00	
SYNDICATE WARS		15.00	15.00
TAIL OF SUN			35.00
TECMO WORLD GOLF			28.00
TECMOS DECEPTION			28.00
TEKKEN	5.00	12.00	12.00

Dept 1 NO. 1 FOR MAIL ORDER!! Dept 1

SOFTWARE - 2ND HAND CONT.

	JAP	UK	US
TEKKEN 2	20.00	15.00	20.00
TEKKEN 3	35.00		35.00
TEMPEST X3		15.00	
TEN PIN ALLEY		22.00	
TENCHU	38.00		
TENNIS ARENA		18.00	
TERROR FROM THE DEEP		28.00	
TEST DRIVE - OFF ROAD		20.00	20.00
TEST DRIVE 4		18.00	
TETRIS		25.00	
TETRIS PLUS			28.00
TETRIS X	20.00		
THE CROW	15.00		
THE CROW CITY OF ANGELS			20.00
THE LAST REPORT		25.00	
THE NOTE		20.00	
THEME PARK	10.00	15.00	18.00
THEME PARK THE BOARD GAME	22.00		
THREE LIONS		25.00	
THUNDERHAWK II	10.00		
THUNDERSTRIKE			8.00
TIGERSHARK		20.00	20.00
TILT		22.00	
TIME COMMANDO		12.00	
TIME CRISIS - NO GUN	25.00	25.00	
TIME CRISIS - WITH GUNCON	40.00		
TIME CRISIS WITH G-CON 45		40.00	
TIME GAL	28.00		
TIMESHOCK - PRO PINBALL		20.00	
TITAN WARS		15.00	
TOBAL NO 1	12.00	15.00	15.00
TOBAL NO. 2	35.00		
TOCA TOURING CARS		25.00	
TOH SHIN DEN	5.00		
TOH SHIN DEN 2	12.00		
TOH SHIN DEN 2 PLUS	25.00		
TOKYO DUNGEON	25.00		
TOKYO HIGHWAY BATTLE		25.00	22.00
TOKYO INSECT ZOO	15.00		
TOKYO SHADOW	20.00		
TOMB RAIDER	15.00	12.00	15.00
TOMB RAIDER II		20.00	28.00
TOP GUN - FIRE AT WILL		18.00	20.00
TOTAL DRIVIN		15.00	
TOTAL ECLIPSE TURBO		8.00	10.00
TOTAL NBA 96	8.00	8.00	
TOTAL NBA 97		15.00	
TOUKON RETSUDEN 2	30.00		
TRANSPORT TYCOON		25.00	
TRASH IT		18.00	
TREASURES OF THE DEEP			25.00
TRIPLE PLAY 97	15.00		18.00
TRUE PINBALL	8.00	10.00	
TUNNEL B1		8.00	
TWIN GODDESSES	18.00		
TWISTED METAL 2		22.00	20.00
ULTIMA UNDERWORLD - THE STYGIAN ABYSS	20.00		
V TENNIS		20.00	
V TENNIS 2	28.00		
V-RALLY		20.00	28.00
VADIMS	18.00		
VAMPIRE	15.00		
VANDAL HEARTS	15.00	20.00	22.00
VICTORY BOXING		20.00	
VICTORY SPIKE	20.00		
VICTORY ZONE	15.00		
VIEWPOINT		8.00	
VIRTUAL GOLF		20.00	
VIRTUAL PACHINKO	15.00		
VIRTUAL POOL		28.00	
VIRTUAL PRO WRESTLING	28.00		
VIRTUAL STADIUM 96	8.00		
VMX RACING		20.00	
VR BASEBALL 97		20.00	25.00
VR GOLF '97			25.00
VR SOCCER '96			5.00
WAR GODS		18.00	18.00
WARCRAFT 2		22.00	22.00
WARHAMMER		20.00	
WARHAWK		8.00	8.00
WCW VS THE WORLD		25.00	
WILD ARMS			30.00
WILLIAMS GREATEST HITS		20.00	18.00
WING COMMANDER 3	10.00	18.00	15.00
WING COMMANDER IV		18.00	25.00
WING OVER		25.00	
WIPEOUT	12.00	8.00	12.00
WIPEOUT 2097/XL	22.00	15.00	22.00
WORLD CUP GOLF		15.00	
WORMS		12.00	10.00
WRESTLEMANIA		12.00	12.00
WWF IN YOUR HOUSE		15.00	25.00
X-COM ENEMY UNKNOWN		15.00	15.00
X-MEN CHILDREN OF THE ATOM		22.00	
X-MEN VS. STREETFIGHTER EX EDITION	30.00		
X2		10.00	
XEVIOUS 3D/G+	18.00	18.00	
YAKU	15.00		
YUSHA		20.00	
ZERO DIVIDE 2	35.00		
ZOOP			22.00



NO QUIBBLE GUARANTEE!! NOT SATISFIED WITH YOUR PURCHASE? LET US KNOW WITHIN 2 WORKING DAYS AND WE WILL GIVE YOU A FULL REFUND. THE PRICE YOU SEE IS THE PRICE YOU PAY ABSOLUTELY NO HIDDEN EXTRAS!



FREE DELIVERY ON EVERYTHING OR PLACE YOUR ORDER BEFORE 6:30PM FOR GUARANTEED NEXT DAY DELIVERY FROM £3.50. FREE GIFT WITH ALL ORDERS OVER £10



RULES OF EXCHANGE: 1/2 CASH 2/3 EXCHANGE OF OUR SELLING PRICES FOR COMPLETE UNDAMAGED GAMES.



CHEQUES/POSTAL ORDERS PAYABLE TO DEPT.1 WE DON'T CHARGE YOUR CARD UNTIL DESPATCH.

IT UP WITH 3 MONTH GUARANTEE OR YOUR MONEY BACK!

3RD FLOOR SUFFOLK HOUSE
1-8 WHITFIELD PLACE
LONDON W1P 5SF

0171 - 916 8440
MON-FRI: 10-7PM SAT: 10-6PM
FAX YOUR ORDER: 0171 - 692 1206
FAX BACK SERVICE AVAILABLE ORDER CONFIRMATION & PRICE LISTS
TRADE ENQUIRIES WELCOME, CALL: 0171 - 916 8429

VISA DELTA SWITCH MasterCard AMERICAN EXPRESS Cards Welcome

VIPER

ANOTHER GAME THAT HAS TAKEN YEARS TO MAKE, BUT UNLIKE HEART OF DARKNESS, THIS IS A STINKER!



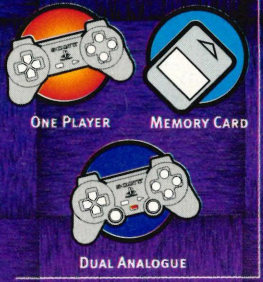
[Above] Mindless tapping of the fire button should see you safely through most of the game, the tactical use of sub-weapons and nimble manoeuvres isn't really called for. [Inset] Twist and turn through tight canyons.

To be perfectly honest, we had completely forgotten about this game until up it popped on the shelves of the local EB... and then the penny dropped. This was the same *Viper* that we featured in the hallowed pages of Play at Easter – two years ago!

Back then though we were all like "yeah top one, new helicopter shoot-'em-up... great!" But times have changed and this looks absolutely terrible by today's standards, even though the development team has had an age to perfect it.

PLAY information

Publisher: Ocean
Supplied by: Video Game Centre on 01202 527314
Price: £39.99
Release date: Out Now



IMPERFECT DARK

The game is based on the exploits of gung-ho pilot Eddie Crane, a special forces drop-out who has become obsessed with the prospect of an alien invasion. So much so in fact that he steals a Viper attack helicopter in preparation for impending doom. The aliens do strike... ten years later, so we guess he was right all along then. Now this wacko turns hero as he flies a series of daring missions to wipe out the onslaught of little green men. Cue an excuse for nine levels of 3-D shoot-'em-up action that are so dark and hard to navigate through, you'd be forgiven for thinking that you are actually playing *Stevie Wonder's Rollercoaster Ride To Oblivion* instead of a thrill-a-minute PlayStation shooter!

After upping the contrast on the telly, we were able to plough straight on into the game... and then straight out of the other side again. To say this game is too easy would be a gross understatement, it's painfully so. Admittedly at first, the relentless alien attack can be quite exhilarating to fend off, but once you suss that mindless firing into the distance should pick off most targets before they get close enough to pose a real threat, the challenge evaporates and you adopt cruise control tactics whereby you just move and shoot a lot without really caring or concentrating where your hail of bullets is sailing.

Boss aliens appear midway through and at the ends of the levels, and some of these are quite good, but again they pop their clogs just a bit too prematurely to keep you enthralled for long.

Another problem is the way in which this game is rigidly stuck on rails that give you hardly, if indeed any freedom at all. The whole would have been better suited to a *G-Police* style engine, and the inclusion of a cock-pit may also have spiced things up enough for us to at least recommend this to a certain type of gamesplayer. But no, this is just throw-away, instantly forgettable, trashy mundane nonsense that shoots its bolt far too quickly and leaves you feeling frustrated at the end.



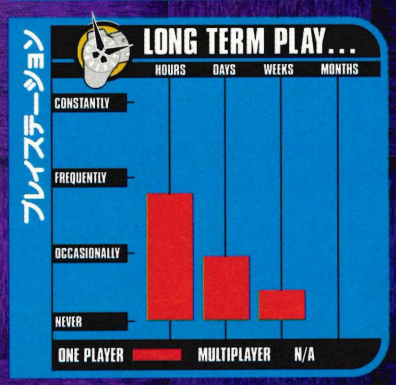
"This nonsense shoots its bolt far too quickly!"



[Above] Large boss structures come into the equation midway through the level and at the end. Like the rest of the enemies though, they are painfully easy to defeat.



[Above] Despite being far too dark in places, there is some fine detail if you look hard enough.



PLAY

LOOKS	6
SOUNDS	5
GAMEPLAY	4
VALUE	3
CONTRAST	3

46%

Restricted shooter that just isn't worth it

Alternatively:
G-Police 84%
Air Combat 2 84%

Written By Ryan Butt

Visions Online

728 King Lane,
Alwoodley, Leeds,
LS17 7BA, UK.
Tel: +44 (0)113
2613424/2612500
Fax: 0113 2613424

Game Exchange From £5

http://www.visionsonline.co.uk

MasterCard DELTA VISA SWITCH

Club Games

The only Option in game rental

Club Games: PO Box 97, Grays, RM17 5GD

You pay a yearly membership of: £29

And that's all you pay

For this you receive the following:

- Choose up to six games (1 at a time) free.
- Keep each game for up to two months.
- Receive a monthly Club Magazine.
- Order now & receive a free PSX memory card!

PlayStation order list(If you don't see it ask!)

1, Buggy	8, G-Police	15, Rascal
2, Cardinal Syn	9, Gex 3D-Enter the gecko	16, Resident Evil 2
3, Circuit Breakers	10, Grand Theft Auto	17, Star Wars-Teras Kasi
4, Crime Killer	11, Gran Turismo	18, Street Fighter Alpha
5, Dark Omen	12, Heart of Darkness	19, Three Lions
6, Deathtrap Dungeon	13, Men in Black	20, Tomb Raider 2
7, Dead or Alive	14, Premier Manager '98	21 ,Tommi Makinen Rally

Help line: 01375 390608

Order Form

1st choice ☐ 2nd choice ☐ Name _____

Please Make Cheques/PO orders/Payable to: Club Games
Enter your 1st choice & 2nd choice, fill in your name & address & send together with Payment to:
Club Games: PO Box 97, Grays, RM17 5GD

Address _____

You will receive notification 7 days before each game is to be returned

EUROPEAN TECHNOLOGIES

PLAYSTATION AND N64 PRODUCTS AT TRADE PRICES



Sony complete replacement laser units. If you have jumping FMV or other problems this is the cure **£37.50**



240 Save Memory Card for PS incredible price **£13.50**



PS VCD Adaptor, allows you to watch VCDs on your PS **£82.50**



2.5 Meter Scart RGB Cable with gold plated connectors - better quality than Sony's own lead **£3.50**

Sony Dual Shock Pad	£19.00
New! Vibrate Steering Wheel & Pedals	£85.00
PlayStation Action Replay Cartridge	£15.00
Action Replay PC Card with Comms Lead	£32.50
NTSC PAL Adaptor for PS, allows import games to work in colour with any aerial PAL TV. Also has stereo + video output	£15.00
RF Lead for NTSC to PAL Converter	£1.00
PlayStation Decode Chip & Instructions (Bulk orders welcome. Call for discounts)	£5.00
Saturn Decode Chip & Instructions	£15.00
Sega Saturn 4 in 1 Action Replay Cartridge - 4mb RAM	£19.50
Wild Card V64	£240.00
Game Doctor Replacements PSUs (UK manufactured)	£32.50
Professional NTSC-PAL Converters ideal for DVD players, video, CD equipment etc.	£42.50
PlayStation Time Crisis gun adaptor for standard scart lead. Allows connection onto a standard scart lead	£3.50
Sony 1mb Official Memory Cards	£7.50
Real Arcade Light Gun with Pedal, Time Crisis compatible	£28.00

LOTS OF OTHER PRODUCTS AVAILABLE - PLEASE CALL TRADE DISCOUNTS AVAILABLE

We can beat any UK or European Distributors Prices. Please Call or Fax for a Quote

European enquiries welcome

Call: 0958 901 581 Fax: 01628 667 053

EUROPEAN TECHNOLOGIES PO Box 1103, Slough PDO, SL2 2YS.

Prices Exclude Postage + Packing. E-mail: eurotech@globalnet.co.uk

PLAY magazine Issue 38 1998

BLASTO



HOLD ONTO YOUR PUNS, THERE'S A NEW HERO IN TOWN AND HE'S GONNA SAVE URANUS!

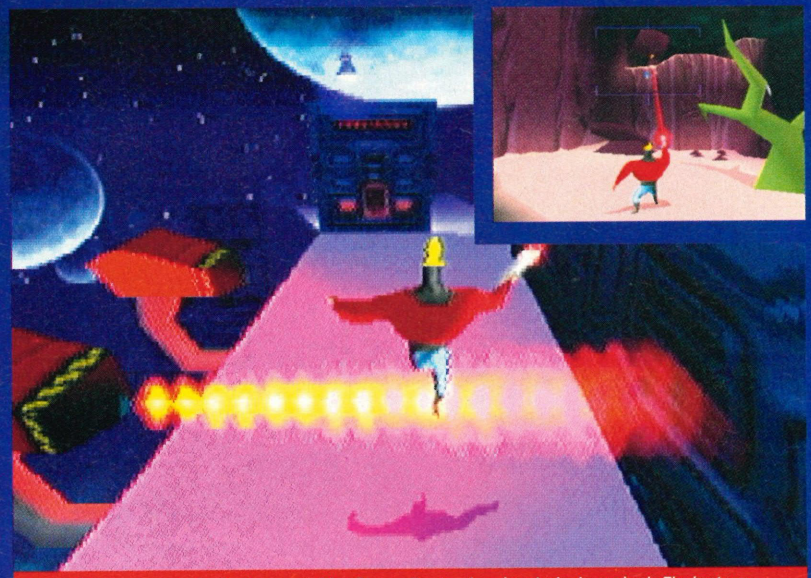
Written By Tom Sargent

Grab a mop, there's gonna be guts on the ceiling! He's on a mission to save Uranus (groan), and waddles around on impossibly-small legs supporting a massive swollen torso. Not Duke Nukem, but Captain Blasto – the self-opinionated super hero who sports a trademark quiff and pilots of a big, polished rocket. Welcome to Sony's pun-ridden platformer from the 5th dimension, where the ant-like legions of King Bosc are preparing to invade Earth by punching a hole through the space-time continuum. Looking just a tad like *Earthworm Jim*, *Blasto* is a 3-D first person action platformer with a difference – it's in high-res for starters and spans eight gigantic levels, where data streams constantly off the CD to ensure a 'no interruptions' experience. This may be so, but the loading between levels is slower than a one-legged tortoise, and the cartoon-inspired landscapes look disappointingly barren. This isn't helped by scenic pop-up and disturbing lack of alien activity, but the lighting effects are excellent.

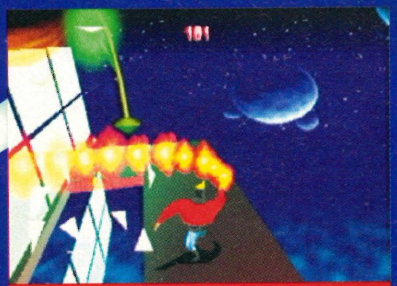
PLAY information

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

ONE PLAYER | MEMORY CARD | DUAL ANALOGUE



[ABOVE] Don't get caught by the these scorching flames. One touch and you're barbecued ash. The best way through is by leaping each one in turn. [INSET] Targeting a meanie. Doesn't it seem lonely around here?



[ABOVE] One of the best weapons (visually) is the flame-thrower. It certainly livens up the dull play.

LOONY DUNES

There's 30 different types of enemy strewn across each vast expanse, but they're a pretty shy bunch, appearing only two or three at a time on screen. Controlling the hapless hero is a chore at the best of times too, as he feels sluggish and clumsy. A ballerina he ain't – quite often you're dusting the scorch marks off your arse, because he turns around to face his target with all the speed and grace of an elephant. This isn't to say that taking pot-shots at the Pear Troopers isn't fun. *Blasto* excels with its range of cool weapons and power-ups, which include default blaster upgrades, flame-thrower, homing missile, 'instant alien' creator and invisibility. You can even strap-on a jetpack, or ride a strange blue chicken called Kay Effcee. Is there no end to these cheap gags? The world of *Blasto* is initially appealing – the eight Fifties cartoon-style levels being different enough to urge you on for a while...

SAVE URANUS

But like a tart's knickers, the gameplay falls down in too many places, and none more so than tough difficulty level. Too much time is spent leaping from precarious platforms – many of which are leaps of faith (often resulting in a jubilant cry of "Geronimo!" as he plunges down a dark abyss (still grinning, no doubt). Save points help, but not that much, and time after time you find yourself dying too easily. Incoming fire is accurate (unless you've got eyes in the back of your head like some of the baddies) and falling off ledges suspended in space happens uncomfortably often. The humour level is spot on, particularly the delivery of the Captain's snappy one liners, and there's usually a bevy of busty beauties waiting to be saved in some of the more hidden areas of the game. Little puzzles and hidden areas abound and if you can forgive (and it's tough) the game's obvious failings, this type of challenge may appeal. This is a plausible attempt to re-invent the wheel, but for all it's artistry and amusing cartoon anomalies, there are too many stalling points preventing *Blasto* from reaching the stars.

SHAKE IT!

PUSH BLOCKS TO REACH HIGHER AREAS...



IF YOUR JUMP IS TOO SHORT, MAKE A GRAB FOR THE LEDGE...



THE BACKFLIP IS GREAT FOR LEAPING OUT OF TROUBLE...



TEMPORARY INVISIBILITY CAN GET YOU OUT OF A SCRAPE...



ON OCCASIONS, BLASTO FEELS THE URGE TO TAKE A DIP...



SIDE-STEPS ARE HANDY TO DODGE INCOMING ATTACKS.





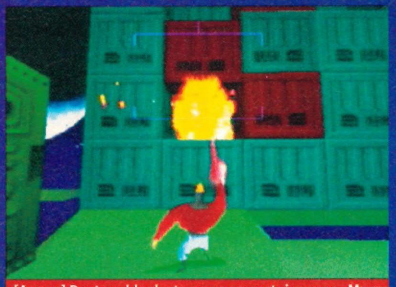
[Above] There's a lot of hanging on for grim life from Blasto...



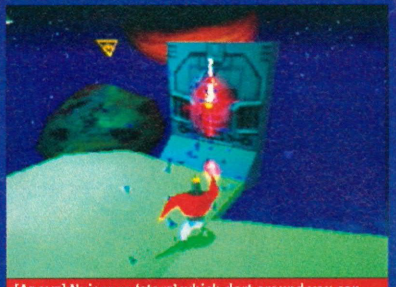
[Above] Catching waves, *Mario64* fashion.



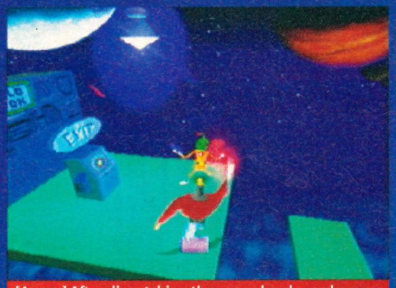
[Above] Sometimes the only way to get to a new part of the level is to edge around a cliff.



[Above] Destroy blocks to open up certain areas. Many of the puzzles are trial and error *and* irritating.

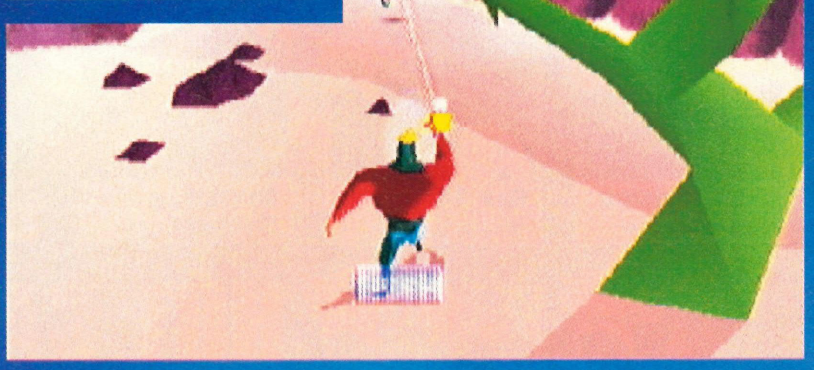


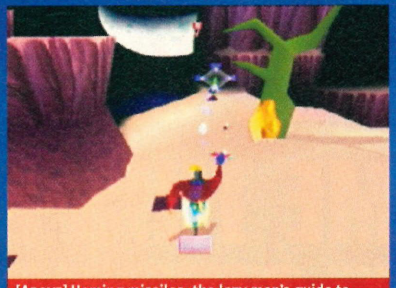
[Above] Nuisance 'stars' which dart around you can usually be traced from a destructible generator.



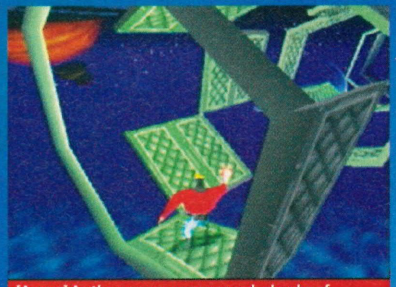
[Above] After dispatching the angry locals, make your way swiftly to the exits.







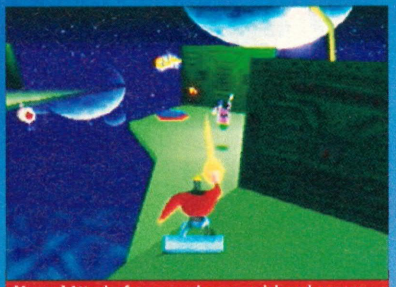
[Above] Homing missiles: the lazy man's guide to dispatching the drooling alien hordes.



[Above] As the camera pans around, chunks of scenery float by, and there's a fair bit of glitching.

"Like a tart's knickers, the gameplay falls down in too many places..."





[Above] Attacks from enemies are quick and appear from nowhere. Keep looking around at all times...

HELLO. AGAIN?



WE KNEW THAT WE'D SEEN HIM BEFORE! AND WOULDN'T YOU JUST KNOW IT, A CURSORY GLANCE THROUGH AN OLD 3DO MAG REVEALED THAT THE CAPTAIN HAS A FORGOTTEN COUSIN – CAPTAIN QUASAR!



PLAY

LOOKS	6
SOUNDS	8
GAMEPLAY	6
VALUE	7
BANGERS	5

60%

Not many bangs to the buck

Alternatively:
Gex 3D: Enter The Gecko 92%
Rascal 77%

SUBSCRI



TO THE UK'S BEST PLAYSTATION MAGAZINE



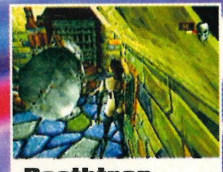
AND CHOOSE ONE OF THESE GREAT GAMES...



Gran Turismo
rated 97% in PLAY!



Gex 3D
rated 92% in PLAY!



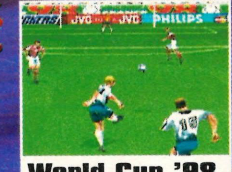
Deathtrap Dungeon 86%



Tomb Raider II
rated 95% in PLAY!



Final Fantasy VII
rated 93% in PLAY!



World Cup '98
rated 86% in PLAY!



Formula 1 '97
rated 90% in PLAY!



Vigilante 8
rated 94% in PLAY!

HOT GAME THIS MONTH!

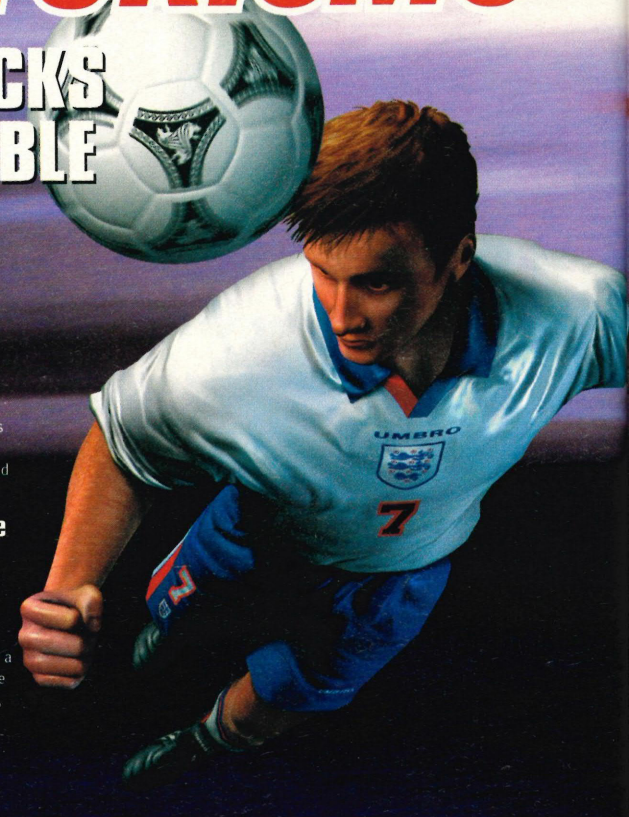
GRAN TURISMO



WLS
rated 90% in PLAY!

PLAY IS NOW 14 ISSUES A YEAR!

LIMITED STOCKS STILL AVAILABLE ORDER NOW!



Subscribe to Britain's best-selling unofficial PlayStation magazine and you'll...

- Get PLAY delivered to your door before everyone else, so you're always in touch with the hottest news, interviews, previews, reviews and cheats on the PlayStation scene!
- Take advantage of our special offer and SAVE between £10-15 on one of FOUR top games.
- Rest assured that even if the newsstand price of PLAY is increased, the price you pay is fixed. It will not go up.
- Receive a special subscribers-only letter packed full of behind-the-scenes gossip from the PLAY team.

Annual subscription to PLAY – 14 issues
Save almost 25% on UK newsstand price.

UK	Europe	World
£28.00	£35.00	£46.00

Annual subscription to PLAY plus choose any one of these nine top games saving £10 – £15 off the RRP: *Final Fantasy VII, WLS, Vigilante 8, Gex 3D, Gran Turismo, World Cup '98, Deathtrap Dungeon, F1 '97* and *Tomb Raider II!*

Annual subscription – 14 issues + one game

UK	Europe	World
£60	£67	£78

Including postage & packaging.

Please return the coupon opposite, or a photocopy of it (together with a cheque/PO made payable to Paragon Publishing Ltd) in an envelope to the following address: Play Subscriptions/Back Issues, Paragon Publishing Ltd, Freepost BH 1255, Bournemouth, BH1 2TA.
IT WON'T COST YOU A PENNY if posted in the UK.
Alternatively, call our Credit Card line on (01202) 200200,
Fax on (01202) 299955, or e-mail subscriptions@paragon.co.uk.



SAVE 25%

Credit Card line
(01202) 200200
Fax (01202) 299955

e-mail subscriptions@paragon.co.uk.

PLAY

BACK ISSUES ONLY €3.50! EACH



Issue 37
Previews of *Metal Gear Solid*, *X-Files*, *Spyro* plus *Batman & Robin*, *Parasite Eve*, *Colin McRay Rally*...



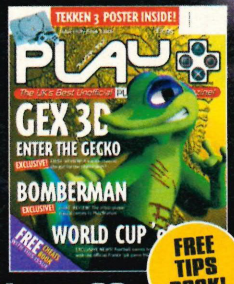
Issue 36
Exclusive preview of *ODT*, plus *World Cup '98*, *Vigilante 8*, *Road Rash 3D*, *Point Blank* and more!



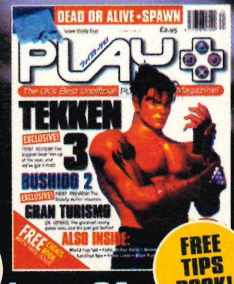
Issue 35
First exclusive preview of *Time Crisis 2*, plus *Three Lions*, *Nunja*, *Tenchu*, *Dead Ball Zone* and more.



Issue 32
First full review of *Resident Evil 2*, plus *Tekken 3*, *MIB*, *World League Soccer*, and more!



Issue 33
First review of *Gex 3-D: Enter The Gecko*, plus *Deathtrap Dungeon*, *NFS3 Vigilante 8*, and more!



Issue 34
First explosive review of *Tekken 3*, plus *Bushido Blade 2*, *World Cup '98*, *Dead Or Alive*, and more!

PLAY

SUBSCRIPTION & BACK ISSUES

YOUR DETAILS

I would like my subscription to start from Issue No ☐

Name .....

Signature .....

Address .....

.....

Postcode ..... Phone Number .....

METHOD OF PAYMENT

☐ Cheque/Postal Order (please make payable to: Paragon Publishing Ltd)

☐ Credit Card
Expiry Date .....
Card Number .....

CHOICE OF OFFER

☐ Just send me 14 copies of PLAY, I don't want to take advantage of your fantastic deal on any one of the four brilliant games available.

☐ Save over a tenner on one of the following top games AND get 14 issues of PLAY. What a deal! Here, take my cash quickly before the offer ends!

The game I would like is:

World Cup '98	☐	**Vigilante 8**	☐
F1 '97	☐	**Tomb Raider II**	☐
Gex 3D	☐	**Final Fantasy VII**	☐
Gran Turismo	☐	**WLS**	☐
Deathtrap Dungeon	☐		

☐ I would like PLAY back issue number(s): .....
.....

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

Name .....

Address .....

.....

.....

Postcode .....

Phone Number .....

PLEASE LABEL YOUR ENVELOPE 'PLAY SUBSCRIPTIONS' OR 'PLAY BACK ISSUES'

IF YOU DO NOT WISH TO RECEIVE RELATED MATERIAL, TICK THIS BOX ☐

GAMEplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

FREE POSTER WITH EVERY ORDER! Please ask when ordering!

PRICE! CHOICE!

THESE HAVE MADE US WHA
LARGEST MAIL ORDER SUPP

BUYING FROM GAMEPLAY IS BUYING WITH CONFIDENCE!

As you look through this magazine you will undoubtedly notice adverts for other mail order companies. So what makes us different to any of them? Well, how about this.....

PRICE !!

You should find Gameplay to be the cheapest supplier of Playstation games in the country. However, we can't look everywhere at once, so if you do find a better price, please ring us and we will do our best to beat or at least match it. On top of this, we offer a **FREE** 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges". The price you see is the price you pay!

CHOICE !!

Just take a look at this advert! 4 pages crammed with games and equipment! We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

QUALITY !!

We only sell official UK products and all items are fully guaranteed whether new or 2nd hand. Any product that becomes faulty within its warranty period will be replaced hassle free, quickly and efficiently.

SERVICE !!

Delivery time is normally within 2 working days and our packaging has been specially designed to ensure that your products arrive in perfect condition (we do not use Jiffy Bags!). Also, whatever your needs we can help you make the right choice.

Our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice.

Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth!



THE GAMEPLAY CLUB SUPERSTORE

WHY NOT VISIT OUR CLUB SUPERSTORE IN LEEDS AT THE ADDRESS ON THE ORDER FORM! ALL ITEMS IN THE STORE ARE AT THE SAME DISCOUNTED PRICES AS OUR MAIL ORDER DIVISION.

These are the qualities that have made us Britain's largest and fastest growing mail order supplier of computer games. CAN YOU AFFORD NOT TO BUY YOUR GAMES FROM US?

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK



FAX ORDERS ON 0113 234 0770
(24 HOURS A DAY)



PLEASE NOTE THAT THERE IS NO CHARGE TO BUY FROM US BY MAIL ORDER BUT A ONE OFF MEMBERSHIP FEE OF £5 IS PAYABLE IF BUYING FROM OUR SUPERSTORE. NUS CARD HOLDERS AND OAPs £2.50.

THE HOTTEST GAMES AT THE COOLEST PRICES!!

- ***SALES LINES OPEN:*** MON-FRI 9am - 8pm, SATURDAY 10am - 7pm, SUNDAY 10am - 4pm
- ***NO QUIBBLE EXCHANGE POLICY*** IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4), WE WILL SWAP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION).
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.
- ***ORDER WITH CONFIDENCE*** FROM ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY! OVER 750,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ***1ST CLASS DELIVERY FREE OF CHARGE*** TO U.K. MAINLAND. WE PROVIDE THE ***FASTEST*** DELIVERY SERVICE AROUND: 1-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE).* NEXT DAY DELIVERY FROM £4. ORDERS PLACED BEFORE 3PM ARE SENT THE SAME DAY (SUBJECT TO STOCK).
- ***1000'S OF TITLES AVAILABLE.*** WE ALSO STOCK GAMES & ACCESSORIES FOR N64, SATURN & OTHER CONSOLES AND CD ROM
- OTHER COMPANIES MAY TAKE YOUR ***MONEY*** IMMEDIATELY BUT WITH GAMEPLAY YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL YOUR ORDER IS DESPATCHED!***



THE WORLD'S MOST POWERFUL CONSOLES AT BRITAIN'S LOWEST PRICES!

£109.99

ALL PLAYSTATIONS COME WITH ONE SONY PAD, A PLAYABLE DEMO CD FEATURING 6 GAMES

PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK
*SUBJECT TO STOCK

UNBEATABLE SERVICE GUARANTEE All machines bought from Gameplay are fully guaranteed by Sony and we offer full after sales support. Unlike some of our competitors, we only sell official UK consoles backed up by genuine **British warranties.** If your machine develops a fault within the guarantee period, we will either **collect it from your door and replace it free of charge** or **send an engineer to repair it in your home!!**

PLAYSTATION & SONY MEMORY CARD & EXTRA PAD	£119.99
PLAYSTATION & ANY GAME AT £29.99 OR LESS	£136.99
PLAYSTATION & ANY GAME AT £37.99 OR LESS	£142.99
PLAYSTATION & ANY OTHER GAME	£145.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £29.99 OR LESS	£146.99
PLAYSTATION & MEMORY CARD, PAD & ANY GAME £37.99 OR LESS	£153.99
PLAYSTATION & MEMORY CARD, PAD & ANY OTHER GAME	£157.99

PLUS GET £1.00 OFF EVERY GAME PURCHASED AT THE SAME TIME!!

SAVE EVEN MORE WHEN YOU BUY THE FOLLOWING AT THE SAME TIME AS A NEW SONY PLAYSTATION!

SONY OFFICIAL MEMORY CARD	JUST £11.99
FIRE 1MB MEMORY CARD (ANY COLOUR)	JUST £ 8.99
8MB 120 SLOT MEMORY CARD	JUST £15.99
SONY OFFICIAL JOYPAD	JUST £ 6.99
SONY DUAL SHOCK ANALOGUE JOYPAD	JUST £21.99
SAITEK MEGAPAD	JUST £ 8.99
DUST COVER	JUST £ 5.99
LOGIC 3 CARRY CASE	JUST £14.99
RGB SCART CABLE	JUST £ 7.99

QUALITY! SERVICE!

WE ARE TODAY: BRITAIN'S IER OF COMPUTER GAMES!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat, 9-6)
0113 234 0666
CUSTOMER SERVICE (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com



John Clelland, Vauxhall's star touring car driver playing with a Top Gear wheel at our recent store opening in Leeds
"This wheel is fantastic -I want one!' – John Clelland.

STEERING WHEELS

So you've got a Playstation. You've got a driving game. But are you getting that wheel-spinning, powersliding, rubber-burning driving sensation??? NO? A joypad may be a masterpiece of ergonomic design, but when it comes to fishtailing through a hairpin at 160mph it just doesn't cut it. There's only one thing guaranteed to give you ultimate control of your vehicle and make the hair on the back of your neck stand up and that's a decent steering wheel. You'll master those tracks. You'll tame those cars. You'll leave the competition standing. You'll shatter those records! You will have ULTIMATE CONTROL!

TOP GEAR TOP DRIVE STEERING WHEEL



Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons. Leather wheel cover. Works on N64, PSX & Saturn... **£54.99**



SPECIAL OFFERS...

TOP GEAR WHEEL & COLIN McCRAE RALLY
RRP £114.98 OUR PRICE
ONLY £86.99

TOP GEAR WHEEL & TOCA TOURING CARS
RRP £114.98 OUR PRICE
ONLY £84.99

TOP GEAR WHEEL & TOTAL DRIVIN & V RALLY
RRP £159.97 OUR PRICE
ONLY £95.99



VRF1 STEERING WHEEL
True analogue wheel with programmable buttons and pedals. Can be used between your legs for comfort. Works on PSX, Saturn & N64
£39.99



INTERACT V3 WHEEL
300° rotation, adjustable wheel position, fully programmable.
£54.99

GAMESTER RUMBLE FORCE PSX STEERING WHEEL

New built-in Rumble feature adds even more realism to your driving games! Adjustable sensitivity and Rumble strength allow you to really get the most from all your driving games. No Batteries required! Complete with formula 1 style gear change and foot pedals and suckers to mount onto a table or floor.

£59.99



SPECIAL OFFER !! BUY A GAMESTER STEERING WHEEL AND GET £2 OFF ANY DRIVING GAME!!

GUNS



REAL ARCADE GUN
Time Crisis compatible, pump-action recoil, auto-fire, auto-reload, foot pedal **£32.99**



NAMCO GUNCON
The most accurate light gun available
£LOWEST - CALL



ERAZER GUN
Unique Recoil feature, Auto-Fire, Auto-Reload, Special Weapons button, PSX and Saturn compatible **£22.99**



PREDATOR LIGHT GUN
Auto-Fire, Auto-Reload, Auto-speed selection. Also works with Sega Saturn
£14.99 or **£13.99** if bought with a game.



PROTECTOR GUN
Start, Pause and special weapons buttons, light-weight design for long usage.
£11.99

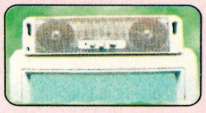
NEW FIRE SCORPION "WALTHER PPK" HANDGUN. Battery operated recoil feature. Very lightweight....**£19.99**

SPEAKER SYSTEMS

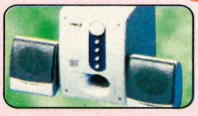
The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
£37.99



Screenbeat Top 25
Sits on any portable TV, 25W Peak Power, Bass Booster.
£14.99



Maxim Woofer System
300W PMPO, Active Sound, Dynamic Bass Super Woofer, 3D Surround, Satellite Speakers, Power Supply.
£64.99

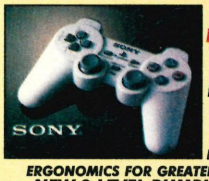
Screenbeat SB300 Super Woofer System
Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
£89.99



JOYPADS



SONY JOYPAD
Still the highest quality spare joypad on the market
£7.99



SONY DUAL SHOCK ANALOGUE JOYPAD
Featuring dual analogue sticks with improved grip pads, enhanced ergonomics for greater comfort and a **NEW 2 LEVEL RUMBLE FEATURE** to bring every bump and crash to life!
£22.99 or **£21.99** with any game



ASCII GRIP
Single-handed ergonomic joypad with programmable buttons. Most effective with cursor-controlled games
£12.99 or **£10.99** with a game



SAITEK MEGAPAD
8 adjustable buttons with Turbo-fire, Auto-fire & Slow Motion. Microswitched D-Pad. Our favourite pad!
£9.99



ASCII ARCADE STICK
Arcade style stick with 360 degree movement and microswitch technology. Most effective with fighting games.
£26.99



FIRE HYPER PAD
Replica Sony pad with turbo-fire, auto-fire and slow motion. Many colours including NEW Glow In Dark!
£9.99



ASCII JOYPAD
Standard joypad but more ergonomically designed. Easy to hold for long periods
£11.99



ASCII ARCADE JOYSTICK
Arcade style fighter stick with independent adjustable button speed control and auto-turbo which fires up to 36 punches per second!
£42.99



WILD THINGS ARCADIA ARCADE JOYSTICK
8 buttons individually programmable. Turbo/auto-fire & slow motion. Chunky design
£19.99



ASCII RESIDENT EVIL JOYPAD
Perfectly configured for use with Resident Evil and Resident Evil 2
£19.99



INNOVATION PAD
Replica pad with Auto-Fire and Slow Motion features.
£6.99



HYPER-DRIVE PAD
Joypad with Turbo-fire, auto-fire & slow motion and innovative built-in steering wheel mechanism.
£11.99



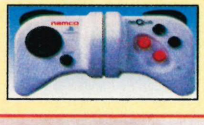
NAMCO ARCADE JOYSTICK
£39.99



FIRE INFRA-RED JOYPAD SYSTEM
Complete with two 8 button joypads and a receiver. Range up to 18 metres. Requires batteries.
£27.99



DOMINATOR JOYSTICK
Digital and analogue modes, Hat Switch, Auto-Fire and Slow Motion, 8 Fire buttons, LCD Display
£19.99



NEGCON JOYPAD
Pad twists in the middle to give the sensation of a steering wheel
£35.99

Joypad extender cable.....**£7.99**

OTHER ACCESSORIES



OFFICIAL SONY 1MB MEMORY CARD
Save up to 15 high scores, lap times and game positions. Available in grey, red and clear.
£12.99



SONY MULTI-TAP
Allows up to 8 people to play at once (pads not included) **£28.99**
Get £1 off every pad & multi-player game bought at the same time as a MULTI-TAP

1MB 15 SLOT or 2MB 30 SLOT MEMORY CARD
Replica of the official Sony Memory Card. Available in Red, Green, Blue, Black, Clear, Green or Yellow
1MB £9.99
2MB £12.99





SONY MOUSE
Ideal for games which use cursor control. Comes with mouse mat
£21.99
Replica Mouse **£14.99**



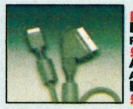
120 SLOT MEMORY CARD (8MB)
Eight times bigger than the official Sony memory card for only an extra £5!! Excellent Value!
£16.99

LOGIC 3 4MB MEMORY CARD
Does not use data compression so it will work with games that other high capacity cards do not, e.g. Sim City 2000
£21.99





DATEL ACTION REPLAY PRO
contains 100s of built-in cheats for all PSX games. You can add more cheats (for free!) as new games are released
£38.99
Fire Xplorer Cheat Cart **£25.99**



RGB SCART CABLE
Improves sound and picture quality.
£8.99
Also comes with an adaptor to connect your PSX to a Hi-Fi
£10.99



GAMEPLAY "ADRENALIN RUSH" MOUSE MAT
£2.99



POWER PACK
Contains Official Sony Memory card, Official Sony Joypad and a cool Playstation record bag
£27.99



LOGIC 3 UNIVERSAL CONSOLE CARRY CASE
Cushioned interior, partitions and pockets, durable lightweight and waterproof.
£15.99



HARD CASE
Protects up to 6 Playstation Games when carrying around or just for safe storage
£9.99

Datel 120 Slot (8MB) Memory Card..£16.99
Datel 360 Slot (24MB) Memory Card£24.99
Datel 720 Slot (48MB) Memory Card£29.99
Logic 3 4MB Memory Card - does not use data compression therefore it works with all games that other high capacity memory cards do not, e.g. Sim City 2000.....£21.99
Dust Cover £7.99
Konami Hyperblaster Gun £23.99
Link-up Cable.....£7.99
Replacement RF Lead- comes with an adaptor to connect your PSX to a Hi-Fi.....£12.99
AV Multi-out Cable.....£12.99

TURN THE PAGE FOR THE LOWEST PLAYSTATION GAME PRICES IN THE COUNTRY ....

GAMEplay

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

FREE POSTER WITH EVERY ORDER! Please ask when ordering!

PRICE! CHOICE!

THESE HAVE MADE US WHAT
LARGEST MAIL ORDER SUPP

UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES

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



Gameplay PlayStation News Line

08900 395 395

Up to the minute PlayStation developments from release dates to cheats to industry gossip!

Updated every Wednesday. 50p per minute. Please ask permission from the bill payer before calling.

ADVENTURE / ROLE PLAYING



ALUNDRA

"It's Legend of Zelda for the Playstation - compulsively addictive, deceptively simple and incredibly playable! 9/10" - Official Playstation Magazine no.31 .....£33.99

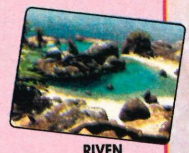
ALUNDRA	**91% PY**	**£33.99**
ARK OF TIME	65% PP	£29.99
BREATH OF FIRE 3	84% PP	£33.99
BROKEN SWORD 2	90% PY, 91% PP	£29.99
CHRONICLES OF THE SWORD	43% PY	£33.99
CITY OF THE LOST CHILDREN	78% PY, 68% PP	£34.99
DIABLO	91% PP	£32.99
DISCWORLD 2	80% PY	£34.99



FINAL FANTASY 7



SUIKODEN



RIVEN

FINAL FANTASY 7	93% PY, 97% PP	**£36.99**
HEART OF DARKNESS	**DUE 10TH JULY**	**£32.99**
KINGSFIELD	61% PY	£29.99
LEGACY OF KAIN	81% PY, 92% PP	£24.99
LITTLE BIG ADVENTURE	83% PY, 91% PP	£19.99
MAGIC THE GATHERING	N/A	£28.99
RIVEN	84% PP	£39.99
SENTIENT	84% PY, 71% PP	£26.99
SUIKODEN	80% PY, 81% PP	£18.99
VANDAL HEARTS	81% PY, 86% PP	£19.99
VERSAILLES	DUE END JUNE	£33.99

BEAT 'EM UP

BLOODY ROAR	92% PP	£29.99
BUSHIDO BLADE	**94% PY, 83% PP**	**£27.99**
DARK STALKERS REVENGE: NIGHT WARRIORS	88% PY, 78% PP	£14.99
DEAD OR ALIVE	DUE 26TH JUNE	£29.99
DYNASTY WARRIORS	71% PY, 68% PP	£19.99
FANTASTIC 4	69% PY, 59% PP	£18.99
FATAL FURY	N/A	£29.99



SOUL BLADE



MARVEL SUPER HEROES



TEKKEN 3

FIGHTING FORCE	89% PY, 66% PP	£20.99
KING OF THE FIGHTERS	62% PY	£29.99
MACE: THE DARK AGE	DUE END JULY	£32.99
MARVEL SUPER HEROES	**87% PY, 90% PP**	**£29.99**
MORTAL KOMBAT 4	DUE AUGUST	£34.99
MORTAL KOMBAT TRILOGY	92% PY, 91% PP	£18.99
MORTAL KOMBAT MYTHOLOGY	71% PY, 50% PP	£27.99
PITBALL	66% PY, 73% PP	£16.99
PERFECT WEAPON	65% PY, 51% PP	£33.99
PSYCHIC FORCE	73% PY, 76% PP	£22.99
RISE OF THE ROBOTS 2: THE RESURRECTION	88% PY, 78% PP	£16.99
SAMURAI SHODOWN '97	62% PY	£34.99
SOUL BLADE	96% PY, 94% PP	£34.99
STAR WARS: MASTERS OF TERAS KASI	74% PY	£32.99
STREETFIGHTER COLLECTION	DUE 26TH JUNE	£33.99
STREETFIGHTER EX PLUS	91% PY, 93% PP	£29.99
TEKKEN	95% PY, 90% PP	£18.99
TEKKEN 2	95% PY	£18.99
TEKKEN 3	DUE 11TH SEPTEMBER	£39.99
TOBAL NO.1	94% PY, 91% PP	£19.99
TOSHINDEN	76% PY	£18.99
TOSHINDEN 2	74% PY	**£19.99**
TOSHINDEN 3	78% PY, 76% PP	**£29.99**
X MEN CHILDREN OF THE ATOM	78% PY	£30.99

DRIVING / RACING





GRAN TURISMO & TOP DRIVE WHEEL RRP £109.98

£89.99



FELONY 11-79



VIGILANTE 8



MICRO MACHINES 3

AUTO DESTRUCT	84% PY, 77% PP	£25.99
AYRTON SENNA KART DUEL 2	N/A	£24.99
BUGRIDERS	N/A	£19.99
CIRCUIT BREAKERS	DUE 10TH JULY	£29.99
BUGGY	DUE 31ST JULY	£32.99
BURNING ROAD	90% PY	£16.99
CIRCUIT BREAKERS	N/A	£29.99
COLIN MCRAE RALLY	**DUE JULY**	**£33.99**
DESTRUCTION DERBY	86% PY, 72% PP	£18.99
DESTRUCTION DERBY 2	82% PY, 89% PP	£18.99
EXPLOSIVE RACING	82% PP	£19.99
FELONY 11-79	81% PP	£19.99
FORMULA 1	84% PY, 88% PP	£18.99
FORMULA 1 '97	90% PY, 93% PP	£38.99
FORMULA KARTS SPECIAL EDITION	75% PY, 81% PP	£16.99
GRAN TURISMO	**97% PY!!!**	**£37.99**



N2O

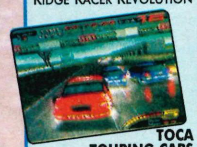


COLIN MCRAE RALLY

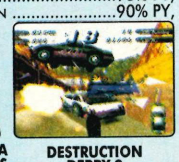


FORMULA 1 '97

GRAND THEFT AUTO (18+)	**88% PY, 90% PP**	**£28.99**
IMPACT RACING	87% PY, 82% PP	£14.99
JEREMY MCGRATH'S SUPERCROSS 98	DUE 3RD JULY	£32.99
JETRIDER 2	78% PY	£29.99
MICRO MACHINES 3	**92% PY, 95% PP**	**£17.99**
MOTORHEAD	79% PY, 92% PP	£31.99
MOTOR MASH	68% PP	£19.99
MOTO RACER	86% PY, 85% PP	£24.99
MOTOCROSS INTERNATIONAL	77% PY	£24.99
N2O	DUE 17TH JULY	£32.99
NASCAR RACING '98	82% PY, 64% PP	£32.99
NEED FOR SPEED 3	87% PY, 89% PP	£32.99
NEWMAN HAAS RACING	74% PY, 75% PP	£32.99
PORSCHE CHALLENGE	82% PY, 80% PP	£18.99
RAGE RACER	94% PY, 93% PP	£29.99
RAPID RACER	87% PY, 82% PP	£19.99
RAY TRACERS	74% PY, 73% PP	£24.99
RED ASPHALT: ROCK N ROLL RACING 2	55% PY, 68% PP	£19.99
RIDGE RACER	93% PY, 76% PP	£18.99
RIDGE RACER REVOLUTION	90% PY, 84% PP	£18.99



TOCA TOURING CARS



DESTRUCTION DERBY 2

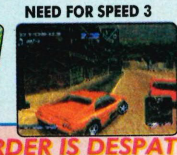


GRAND THEFT AUTO

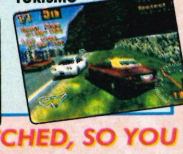
ROAD RASH	75% PY, 64% PP	£18.99
ROAD RASH 3D	76% PY	£32.99
STREET RACER	84% PY, 79% PP	£19.99
SUPERSONIC RACER	91% PY, 74% PP	£17.99
TEST DRIVE 4	86% PY, 70% PP	£19.99
TOCA TOURING CARS	92% PY, 91% PP	**£28.99**
TOKYO HIGHWAY BATTLE	73% PY, 77% PP	£18.99
TOMMI MAKINEN RALLY	**N/A**	**£29.99**
TOTAL DRIVIN'	84% PY, 86% PP	£17.99
VIGILANTE 8	**94% PY, 91% PP**	**£29.99**
VMX RACING	45% PY	£31.99
VR POWERBOAT RACING	N/A	£17.99
V RALLY	87% PY, 94% PP	**£22.99**
V RALLY & TOTAL DRIVIN' BUNDLE	**N/A**	**£41.99**
WIPEOUT	94% PY, 78% PP	£18.99
WIPEOUT 2097	93% PY, 94% PP	**£18.99**



RAPID RACER



NEED FOR SPEED 3



GRAN TURISMO

ARCADE ADVENTURE



£39.99

RESIDENT EVIL 2

96% Play Magazine! Terrifying graphics and sound make this every bit as atmospheric as its predecessor. Worth the wait!

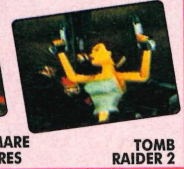
CLOCK TOWER	83% PY	£29.99
DEATHTRAP DUNGEON	86% PY	£33.99
FADE TO BLACK	90% PY, 87% PP	£17.99
FRENZY	DUE 26TH JUNE	£29.99
MDK	90% PY, 80% PP	£19.99
MEN IN BLACK	N/A	£31.99
NIGHTMARE CREATURES	90% PY, 86% PP	£29.99
OVERBLOOD	86% PY, 76% PP	£14.99
PERFECT ASSASSIN	N/A	£24.99
RESIDENT EVIL 2	**96% PY**	**£38.99**
ROSCO MCQUEEN	88% PY, 78% PP	£29.99
SPAWN	49% PY	£26.99
TOMB RAIDER	94% PY, 92% PP	**£17.99**
TOMB RAIDER 2	95% PY, 95% PP	**£32.99**



DEATHTRAP DUNGEON



NIGHTMARE CREATURES



TOMB RAIDER 2

ARCADE SHOOTERS

BLAST CHAMBER	82% PY	£24.99
CONTRA	62% PY, 83% PP	£19.99
CRIME KILLER	N/A	£29.99
CRUSADER NO REMORSE	80% PY, 85% PP	£22.99
GRID RUN	53% PY, 64% PP	£16.99
HARD BOILED	29% PY, 40% PP	£29.99
LOADED	85% PY, 75% PP	£18.99
MASS DESTRUCTION	80% PY	£22.99
ONE	**86% PY, 83% PP**	**£28.99**
OVERBOARD	75% PY	£24.99
PO'ED	87% PY, 76% PP	£18.99
RAY STORM	75% PY, 83% PP	£34.99
RELOADED	61% PY, 73% PP	£18.99
ROBOTRON X	85% PY, 66% PP	£16.99
SYNDICATE WARS	85% PY, 92% PP	**£21.99**
TEMPEST X3	86% PY, 80% PP	£16.99
TIGER SHARK	62% PY, 72% PP	£22.99
XEVIOUS 3D	72% PY, 60% PP	£29.99

STRATEGY / SIMULATION



THEME HOSPITAL



WARHAMMER 2: DARK OMEN



C&C RED ALERT

ALLIED GENERAL	51% PY	£35.99
CARNAGE HEART	57% PY, 74% PP	£22.99
COMMAND & CONQUER	79% PY, 91% PP	£18.99
COMMAND & CONQUER RED ALERT	90% PY, 93% PP	£34.99
CONSTRUCTOR	DUE SEPTEMBER	£31.99
MONOPOLY	75% PY, 78% PP	£33.99
RISK	81% PP	£34.99
SIM CITY 2000	75% PY, 91% PP	£24.99
THEME HOSPITAL	88% PY	£32.99
THEME PARK	**86% PY, 85% PP**	**£18.99**
TRANSPORT TYCOON	78% PY, 86% PP	**£19.99**
WARCRAFT 2	86% PY, 88% PP	**£28.99**
WAR GAMES	DUE 24TH JULY	£31.99
WARHAMMER: SHADOW OF HORNED RAT	82% PY, 86% PP)	£34.99
WARHAMMER 2: DARK OMEN	**85% PY**	**£32.99**
WORMS	92% PY, 82% PP	£17.99
Z	85% PY, 80% PP	£29.99

PUZZLE

BUBBLE BOBBLE & RAINBOW ISLAND	85% PY, 84% PP	£25.99
BUST A MOVE 2	88% PY, 89% PP	£17.99
BUST A MOVE 3	88% PY, 85% PP	£23.99
CAESARS WORLD OF GAMBLING	N/A	£24.99
CHESSMASTER 3D	68% PY, 87% PP	£19.99
KULA WORLD	DUE 26TH JUNE	£34.99
KURUSHI	88% PY, 68% PP	£25.99
POY POY	84% PY	£27.99
SUPER PANG COLLECTION	53% PP	£26.99
SUPER PUZZLE FIGHTER 2	90% PY, 92% PP	£24.99
TETRIS PLUS	81% PY, 82% PP	£29.99

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

QUALITY! SERVICE!

WE ARE TODAY: BRITAIN'S IER OF COMPUTER GAMES!

0113 234 04[illegible]
SALES HOTLINES (7 da[illegible]
0113 234 09[illegible]
TECHNICAL SUPPORT (Mon -[illegible]
0113 234 0666
CUSTOMER SERVICE (Mon-Fri 9am-6pm)
email: GameplayUK@aol.com

UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES • UK PLAYSTATION GAMES

SPORT



PREMIER MANAGER '98
Take your team from the bottom of the league to premiership glory! Easily the most realistic management sim for the Playstation. Highlights are created using the Actua Soccer 2 game engine and commentary. Premier Manager allows you to take control of any team in the league or to embark on a simulated management career.

Actua Golf 2	**80% PY, 83% PP**	**£23.99**
Actua Ice Hockey	91% PY	£22.99
Actua Soccer	94% PY, 68% PP	£18.99
Actua Soccer 2	**92% PY, 93% PP**	**£24.99**
Breakpoint Tennis	73% PP	£19.99
Chill	56% PY	£19.99
Cool Boarders 2	81% PY	£29.99
Courier Crisis	79% PP	£19.99
Dead Ball Zone	88% PP	£25.99
Everybody's Golf	85% PY	£29.99
FIFA Soccer '96	81% PY	£17.99
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	**£22.99**
Nagano Winter Olympics '98	83% PY	£25.99

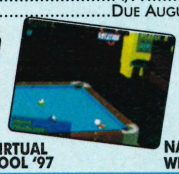

EVERYBODY'S GOLF


COOL BOARDERS 2


WORLD CUP '98

Namco Smash Court Tennis	86% PY	£29.99
NBA Hangtime	60% PY	£29.99
NBA Live '98	87% PP	£32.99
NFL Madden '98	92% PY, 89% PP	£27.99
NHL Breakaway '98	89% PP	£28.99
NHL Face Off '98	80% PY	£29.99
NHL Hockey '98	**71% PY, 91% PP**	**£26.99**
On-Side Soccer	76% PY, 65% PP	£14.99
PGA Golf '98	63% PY, 68% PP	£32.99
Phat Air Extreme Snowboarding	22% PY, 75% PP	£29.99
Player Manager	74% PY	£24.99
Powermove Pro Wrestling	51% PY	£24.99
Premier Manager '98	**Out Now!!**	**£31.99**
Pro Pinball Timeshock	89% PP	£22.99
Snow Racer	85% PP	£31.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
Victory Boxing	90%	£32.99
Virtual Pool '97	68% PY, 85% PP	£24.99
VR Baseball '97	80% PY, 72% PP	£22.99
WCW Nitro	80% PY	£29.99
WCW vs The World	79% PY, 88% PP	£29.99
World Cup '98	**86% PY, 90% PP**	**£30.99**
World League Soccer '98	**90% PY, 93% PP**	**£30.99**
WWF In Your House	N/A	£22.99
WWF Warzone	Due August	£33.99


PGA GOLF '98


VIRTUAL POOL '97


NAGANO WINTER OLYPICS

GUN GAMES



DIE HARD TRILOGY & PREDATOR GUN
£29.99



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 31st July**	**£29.99**
Point Blank & Guncon	**Due 31st July**	**£49.99**
Time Crisis & Guncon	90% PY, 93% PP	**£50.99**

3D SHOOTERS

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Colony Wars	92% PY, 93% PP	£24.99
Critical Depth	65% PP	£19.99
Dark Forces	75% PY, 84% PP	£29.99
Darklight Conflict	79% PY, 87% PP	£17.99
Descent	85% PY, 91% PP	£14.99
Descent 2	63% PY, 82% PP	£14.99
Doom	93% PY, 92% PP	£20.99
Duke Nukem 3D	**90% PY, 91% PP**	**£22.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
Forsaken	**92% PY**	**£33.99**
G Police	84% PY, 93% PP	£27.99
Hexen	84% PP	£19.99
Life Force Tenka	86% PY, 82% PP	£24.99
Mech Warrior 2	91% PY, 83% PP	£19.99
Wing Commander 4	67% PY, 50% PP	£19.99

PLATFORM

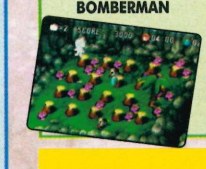
Agent Armstrong	75% PP	£24.99
Bomberman World	Due 28th August	£29.99
Casper	65% PY, 62% PP	£25.99
Castlevania Symphony of the Night	**89% PP**	**£18.99**
Crash Bandicoot	84% PY, 86% PP	£18.99
Crash Bandicoot 2	86% PY, 87% PP	£34.99

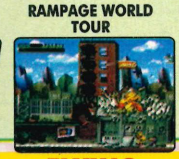

FROGGER

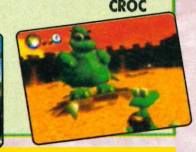

CRASH BANDICOOT 2


HERCULES

Croc	78% PY, 84% PP	£23.99
Frogger	69% PY, 88% PP	£34.99
Gex 3D	**92% PY**	**£27.99**
Hercules	63% PY, 81% PP	£34.99
Jersey Devil	90% PP	£24.99
Klonoa	83% PY	£29.99
Lost World: Jurassic Park 2	79% PY, 81% PP	**£23.99**
Lucky Luke	79% PP	£29.99
Megaman 8	82% PY	£28.99
Megaman X3	82% PY, 81% PP	£24.99
Oddworld: Abe's Oddysey	90% PY, 91% PP	**£19.99**
Pandemonium	90%	£18.99
Pandemonium 2	72% PY, 91% PP	**£24.99**
Pitfall 3D	70% PY	£29.99
Rayman	87% PY	£17.99
Rampage World Tour	N/A	£24.99
Rascal	77% PY	£34.99
Skull Monkeys	83% PY	£32.99
Trash It	55% PY, 57% PP	£29.99
Whizz	N/A	£19.99


BOMBERMAN


RAMPAGE WORLD TOUR


CROC

FLYING


ACE COMBAT 2


NUCLEAR STRIKE


TOP GUN

Ace Combat 2	84% PY, 85% PP	£29.99
Air Combat	81% PY, 65% PP	£17.99
Air Race	68% PY, 76%PP	£24.99
Nuclear Strike	88% PY, 91% PP	**£22.99**
Soviet Strike	83% PY, 92% PP	**£18.99**
Thunderhawk 2	85% PY, 82% PP	£18.99
Viper	N/A	£29.99
Wing Over	50% PY, 40% PP	£35.99

RETRO / COMPILATION / MISCELLANEOUS

Atari Greatest Hits	81% PY, 75% PP	
Inc Asteroids, Super Breakout, Tempest, Battlezone, etc		**£19.99**
Atari Greatest Hits 2	**Due 2nd July**	**£27.99**
Midway Greatest Hits 2	N/A	
Includes Moon Patrol, Root Beer Tapper, Burgertime, Splat, Spy Hunter, Blaster, and Joust 2		**£27.99**
Namco Museum Volume 2	70% PY, 63% PP	£22.99
Namco Museum Volume 4	79% PY, 67% PP	£24.99
Namco Museum Vol 5	75% PP	£29.99
Parappa the Rapper	82% PY, 89% PP	£24.99
R-Type	N/A	£29.99
Spice World (Spice Girls)	**N/A**	**£18.99**

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
Resident Evil 2 Unauthorised Guide	£11.99
Riven Unofficial Game Secrets	£6.99
Suikoden Unofficial Game Secrets	£5.99
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

2nd Games

In addition to our huge range of new games, Gameplay also stocks pre-owned 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.**

If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

ALL PRICES LISTED IN THIS ADVERT ARE FOR NEW GAMES ONLY - PLEASE RING IF YOU WOULD LIKE 2ND HAND PRICES.



We are also Britain's largest mail order supplier of N64 products! Please call for prices!
£90.99!!

PLEASE RING TO CONFIRM AVAILABILITY BEFORE ORDERING AS SOME SPECIAL OFFERS ARE LIMITED STOCK & SOME GAMES MAY NOT HAVE BEEN RELEASED AT TIME OF PUBLICATION

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

Name: ..... Have you ordered before? **Yes / No**

Address: .....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

Item description	Price
	£
	£
	£
	£
	£
Optional express cheque clearance. If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here for express clearance	£
Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

PL2(9)

Sent to press 3/7/98

STATION MASTER

BURNING HOT TIPS, SIZZLIN' WEATHER, WE'VE GOT THE LOT THIS MONTH. KEEP SENDING YOUR STUFF TO THE USUAL ADDRESS: STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS OR EMAIL: PLAY@PARAGON.CO.UK

Q&A

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

Dear Station Master,
I have a questions to test your wisdom. Are there any cheats for *Destruction Derby 2* and *Tunnel B1*? Thanks.
John Worrall, Liverpool
To access all tracks, enter MACSrPOO as your name. Start a new practice race to access the new tracks. For all weapons and full life in *Tunnel B1*, press L1 + R1 + L2 + R2 + ■ + ● + × + ▲. For a level skip, press Start to pause. Highlight 'Continue' and press Select.

Dear Play,
Do you know how to get all of the tracks in *TOCA Touring Car Championship*?
David Dark, Southampton
There isn't a cheat to do this, but to play on the Volcanic Track, try entering CMDISCO as a player name.

Dear Play,
I have got *Fifa: Road To The World Cup '98* and I was wondering if you had any cheats for it.
Danny & Ross, Great Yarmouth
For unlimited player attributes, on the Player Edit screen , press L1, L2, ×, ■, × for infinite points to allocate skills.

Dear Play,
Why are the bosses on *X2* so hard? I have tried and tried to get past Level 3, but to no avail. can you help?
Tom Mills, Surrey
This should help you out Tom. To gain access to Level 4, go to Options and select Password and enter: 213490; for Level 5, enter: 866141.

Dear Play,
I purchased *Final Fantasy VII* on its release date and I have been stuck in Wutai since the beginning of December. How do I obtain Yuffie, and how do I put out the fire at the top of the Da-Chao statue?
Simeon Lee, Suffolk
You will find Yuffie in the smaller forest near to Mt Condor. The fire can be put out with the Leviathon Scales, which can be found on the dock of the underwater reactor.

Dear Play,
***Mass Destruction* is driving me mad. Are there any cheats?**

DEAD OR ALIVE

PLAY CLASSIC

Fight as Raidou

Beat the game on default Game Config settings with all ten normal characters. Raidou will then appear in the middle of the characters on the selection screen.

Extra Costumes

Apart from the three which they start with, all the fighters have extra costumes: the blokes two, the girls 11, Raidou one. To get them, complete the game repeatedly with the relevant character, using the following settings to make it easier: Normal CPU level, Largest P1 life gauge, Smallest P2 life gauge, ten round time, one match point.

Extra Config Options

The Extra Config menu can be unlocked by various methods:

Fighting Order (Default/Random/Manual)
A. Beat the game once with any character.
B. Game timer reaches 3:00'00.

Safety Zone Size (Normal/Nothing/All)
A. Beat Time Attack on Normal level in under 5'00.
B. Game timer reaches 6:00'00.

Danger Damage (No Damage/Small/Normal/Large/Critical)
A. Beat Game with all ten characters on Default settings.
B. Beat ten Characters in Survival mode.
C. Game timer reaches 9:00'00.

Danger Bounce (No Bounce/Normal/High)
A. Complete Kumite mode with an 80% win rate.
B. Game timer reaches 12:00'00.

System Voice (Normal/Wakana/Sakura)
Wakana: Beat game once with any character.
Sakura: Play Kasumi 100 times, or wait till game timer reaches 15:00'00.

Extra Voices

Enter Training mode and turn on the 'Command mode' option, then perform all the moves for each character to unlock his/her Extra Voice option (in Extra Config menu).

CG Gallery

Get all of the costumes for Ayane. You can then view all the menu backdrops in full colour.

Wallpaper

If you've got access to a PC or Mac, you can put the *Dead Or Alive* disc in the CD-ROM drive and open the Omake folder to find bitmap pictures that can be used as on-screen wallpaper.





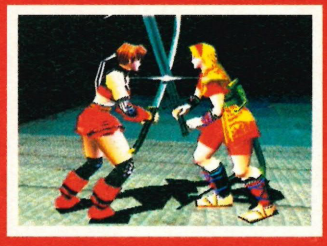
JEREMY McGRATH SUPER CROSS

Reversed tracks
Complete the season in first place.
Mirrored tracks
Complete the season in first place using the reversed tracks.
Yamaha YZ80 bike
Win the first race under Advanced mode. To race Jeremy one on one, win the very first race on Advanced mode. **Note:** This will also allow a solo race against Jeremy McGrath.



BUSHIDO BLADE 2

Play a link-up game with one disc
Load the game up on one machine, then select Link-Up mode. Take the disc out of the machine, then load it up on another PlayStation. Select Link-Up mode on the second PlayStation, then select weapons and characters to begin the link-up. The game should freeze at this point. Put the disc back into the first PlayStation and the link-up game will load up!



NUCLEAR STRIKE

Unlimited ammunition, armour, fuel
Enter **PACKISBACK** as a password. Ammunition, armour, and fuel will be restored to full when they reach zero.

JONAH LOMU RUGBY

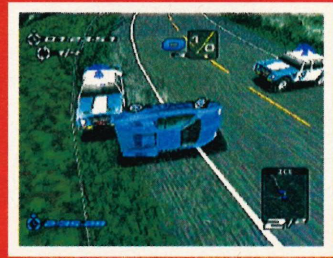
Bonus teams
Win the Territories Cup during normal play. Use the 'Play' option to access another league with bonus teams such as the Barbarians, British Lions, and World XV. Use the 'Play' option again after winning the cup from that league to access yet another group of bonus teams, including the Codemasters, Rage All-Stars, and Team Lomu.

X-MEN: COTA

Boss Select
On the main menu, highlight Options and hold L1 + R1 + ✕ until the options menu comes up. Go to Configuration and select System to see a new option: Boss Select – turn it on. Go to Vs mode, choose your fighter, and hold either L2 or R2 until it says 'Now Loading' to play as Juggernaut or Magneto.
Free Play
Once you've activated the Boss Select cheat, scroll through the number of Credits (on the System screen) to find 'Free Play', giving you infinite continues.

NEED FOR SPEED 3: HOT PURSUIT

Gum ball police
Select the Redrock Ridge track. Press Start to load the race, then immediately hold ⇩ + R1 + L2 before the loading screen appears. Keep the buttons held until the loading screen disappears. The green Landrovers will be replaced by Gum ball police during the race.
No police jeeps
Select the Rocky Pass track. Press Start to load the race, then immediately hold ⇨ + R1 + L2 before the loading screen appears. Keep the buttons held until the loading screen disappears. The white and blue Jeeps will be replaced by Crown Victorias during the race. To enable this code on The Summit track, hold ⇩ + R1 + L2 while the track loads.



EINHANDER

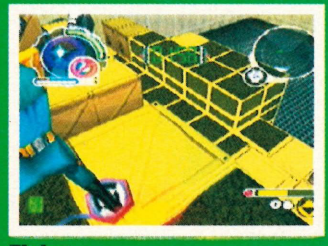
Bonus fighters
Unlock 15 or more secrets and complete the game on any difficulty level to fly in one of the small Earth fighters. Complete the game on the hard difficulty level without continuing more than two times to fly in one of the Moon fighters from the final level.
Defeat Level 3 Boss
When the boss starts firing its homing bombs, try to fly behind it. If done correctly, the bombs will fly downward to follow you, and hit the Boss' head. This causes heaps of damage to him, allowing it to be defeated after two or three hits.

FELONY 11-79

Alternate Camera View
For a long-distance view, hold Select and press ▲ during play.
All Vehicles
First, make sure you have two controllers plugged in and delete any *Felony 11-79* files from your memory card. On the main menu, on controller 2, hold ▲ and quickly press R1 + R2 + L2 together (then release, while still holding ▲) R2, L2, R1. If it's worked you'll hear a rumbling sound. You can now select all the extra vehicles.

REBOOT

Play As Dot
On the main menu press: ⇦, R1, ⇨, ⇧, ⇩, R2, L1, ⇨, ⇧, ⇩.
Best Weapon
On the main menu press: ⇧, L1, ⇩, ⇧, ⇦, R1, L2, ⇩, ⇦, ⇨.



Flying
On the main menu press: ⇦, ⇩, ⇨, ⇦, ⇧, R2, L1, ⇧, ⇦, ⇨.
Now hold the jump button (■) to fly up into the air.
Pause the game. Then go to Race Statistics and, while in the stats press R1+R2+L1+L2 together and you will be able to shoot paintballs at your opponents. We reckon this is pretty good fun, but we're easily pleased guys.

Garath Cheese, Norwich
To gain access to the level skip, simply enter this password: TTTTTTTTTTGT

Dear Q&A,
I have just got *Tomb Raider II* and I would like to ask 'how do you spin?' because I keep thinking that pressing ● is the way to do it.
Johnothan May, West Sussex
We think you mean a forward jumping roll, and to do this press ⇧ + ■, then press ● just after.

Dear Station Master,
I have the game *Beast Wars: Transformers* and I'm so stuck. If you have any tips, or passwords, please help.
Anthony Miranda, Bradford
These level skip and extra character cheats should help you on your way. Pause the game, then hold L2 and press ⇧, ⇩, ⇦, ⇨, ▲, ✕, ✕, ▲, ⇨, ⇦, ⇩, ⇧. Resume the game while L2 is still held. For hidden characters, hold R1 + R2 + L1 + L2 and press ●, ✕, ▲, ●, ●, ✕, ■ on the Options screen.

HOTTEST CHEATS

KING OF FIGHTERS '97

Activate Orochi characters
Repeatedly press L1 + R1 at the character selection screen in any game mode. Orochi Iori, Orochi Leonna, Orochi Chris, Orochi Yashiro, and Orochi Shermie will be selectable next to Shingo.

NASCAR '98

In the Race Setup menu, highlight 'Select Car', then go to either Kenny Wallace or Bobby Labonte and press and hold ✕, then tap ⇧, then ⇩ for their new cars; Kenny Wallace: EA Sports #98 Bobby Labonte: Pinnacle Trading Cards car #81.
Driver Wave
While racing hold ▲ for two seconds, while in the in car camera and your driver will wave at you.
Turbo Mode
On the main menu, go to Game Options, hold the ● button then press ⇧, ⇦, ⇩, ⇨. You will get turbo. Your crew chief will say "Go Buddy, Go!"

STREET FIGHTER VS X-MEN

Chun-Li's Street Fighter Alpha clothes
When you are selecting your fighter, go to Chun-Li and hold down select for a while. Select her and when you fight she will be wearing her clothes from *SF Alpha*. Bonus!

THERE'S MORE MAYHEM IN THIS CLASSIC ROAD RAGER THAN MOST GAMES, AS POWERSTATION'S PAUL MORGAN FINDS...

VIGILANTE 8

TOP TIP In order to climb steep hills, double tap the accelerator for short bursts of speed – this is particularly handy for the heavier vehicles.



RECON REPORTS!

OIL FIELDS *NEW MEXICO*

HEXAGON PETROLEUM REFINERY, ANTELOPE RIDGE, NEW MEXICO. 7:30 PM



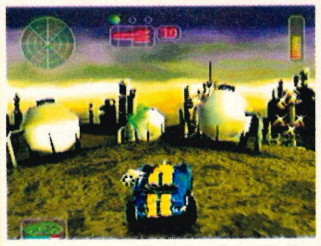
Bursting Fire: Shoot the valves to stop the flames... Touch 'em and your car will be set afire!



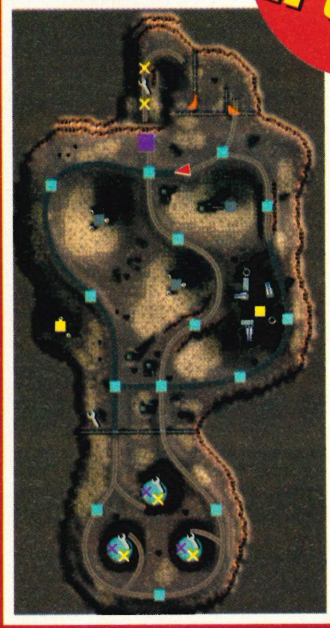
Silo Catwalk: Drive up the sides of the Oil Drums.



Oil Pump Flames: Will set your car afire!



Rolling Tanks: Dislodge from their platform by using machine guns.



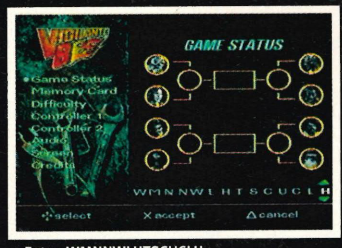
UNLOCK ALL ARENAS & CHARACTERS

If you don't fancy the freaky task of completing the game with every dude and dudette, then this cool passcode is just what you're looking for.

1. Go to 'Game Status' in the Options screen.



2. Press ✕ and then ● to enter passcode.

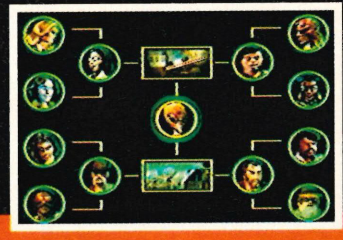


3. Enter: WMNNWLHTSCUCLH

You have now opened up all the tracks.



Quest: All arenas are now open, all characters/vehicles are selectable (except 'Y' The Alien).
Arcade: All arenas are now open, all characters/vehicles (including 'Y' The Alien) are selectable.





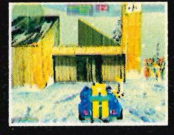
CHASSEY BLUE '67 RATTLER

Speed: 16/20
Armour: 8/20
Tracking Avoidance: 13/20
Overall: 12/20

Special Weapon *Gridlock*: Combusting upon impact, this expanding grid of flares stalls and damages any vehicles within range.

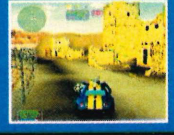


MISSION 01



Location: Ski Resort, Colorado
Story So Far: FBI agent Chassey Blue is sent to Colorado to resolve a hostage situation: The Coyotes have taken over a ski resort! When the foxy agent arrives there, she is greeted with a barrage of bullets...
Protect: Ski Lodge

MISSION 02



Location: Canyonlands, Utah
Story So Far: Following the grisly battle, Chassey decides to quit the FBI and head to California for a vacation. Just when she thinks her troubles are over, she runs into some Coyotes in Utah...
Protect: Anasazi Ruins

MISSION 03



Location: Casino City, Nevada
Story So Far: Westward bound, Chassey decides to flaunt her style in Casino City. Little does she know that dance freak Boogie is in town with his posse, attending the Disco Mania Awards...
Protect: Wedding Chapel

MISSION 04



Location: Valley Farms, California
Story So Far: Finally, sunny California! Chassey is mesmerised by the beauty of the San Joaquin Valley and its blooming orchards. Suddenly, strange glowing bees attack her car...
Protect: Silos



SLICK CLYDE '70 CLYDESDALE

Speed: 15
Armour: 13
Tracking Avoidance: 9
Overall: 12

Special Weapon *White Lightning*: Upon command, Clyde can call forth forks of lightning which shoot down from the skies and fry any target.



KEY

Pink – Special only, Cyan – Any weapon, Yellow – Any power-up, Grey – Any weapon or power-up, Blue – Special or any weapon. One-time predetermined weapons or power-ups are marked with 'X', colour-coded as above. The arrow is pointing up in this case. Red Triangle – Start point of player one in Arcade mode.

MISSION 01



Location: Oil Fields, New Mexico
Story So Far: Macho Slick was on his way to an Auto Show when the Vigilantes stopped him – his monster truck caught Convoy's eye! When Torque insisted, Slick had no choice but to join...
Protect: Oil Rigs

MISSION 02



Location: Ski Resort, Colorado
Story So Far: Slick is furious – the Coyotes put some bullet holes in his truck! To top it off, Convoy is sending him all the way to the Rocky Mountains!? That's too many miles, hick!
Protect: Lift Stations

MISSION 03



Location: Ghost Town, New Mexico
Story So Far: After his exploits in Colorado, Slick becomes known in the media. He doesn't care about the 'cause', but he is beginning to crave the attention. Back to New Mexico!
Protect: Bank

MISSION 04



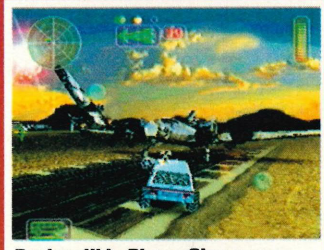
Location: Aircraft Graveyard, Arizona
Story So Far: Hotshot Slick has a serious problem with Convoy's authority. If it wasn't for that bully Torque, he would overthrow Convoy and become the leader himself! Maybe later...
Protect: Hangars

USAF REPOSITORY, YUMA DESERT, ARIZONA. 5:40 PM

AIRCRAFT GRAVEYARD *ARIZONA*



Bomber Plane: Turn both control tower switches ON while the radars are turning to unleash a bomber attack on your currently selected enemy!



Destructible Plane: Stay away from its propellers! Common sense really...



Crane: The more it gets damaged, the slower it becomes.



Secret Areas: If you enter any of the secret areas, get out as soon as you can. Otherwise, you will become the target of a numerous bombing raids!

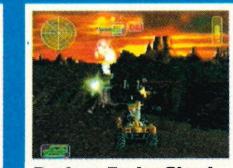


GHOST TOWN *ARIZONA*

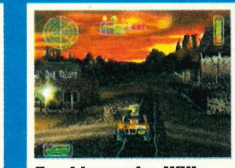
GHOST TOWN OF MESA DIABLO, HUNTERS WASH, NEW MEXICO. 7:18 PM



Destroy Bridge: Shoot the bridge a couple of times to demolish it.



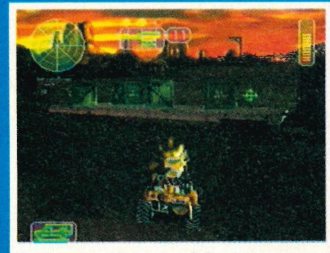
Destroy Train: Shoot the train to eliminate it. Easy.



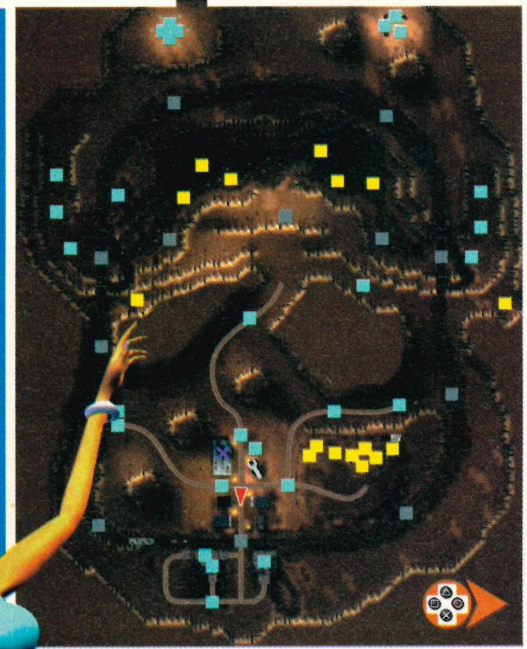
Tumbleweeds: Will slow you down so steer clear...



Dust Devil: Get too close to this mini-tornado and you'll be spun around before being thrown out.



Train carrying special weapons: Fire at the flatbed or jump onto it to collect your prize!





SHIELA '74 STRIDER

Speed: 8
Armour: 5
Tracking Avoidance: 20
Overall: 11

Special Weapon *Tantrum Gun*: The size of this 24mm Gatling gun is as large as this racy young teenager can take. It packs a punch.



MISSION 01



Location: Oil Fields, New Mexico
Story So Far: With a driver's licence hot off the press, Sheila sets out to hook up with her uncle – the famous Convoy. When she stops at a refinery to siphon some gas, Coyotes attack...
Protect: Oil Pumps

MISSION 02



Location: Hoover Dam, Arizona/Nevada
Story So Far: Sheila finally catches up with her uncle, but Convoy orders her to return home! Sheila refuses, so Convoy sends her to the Hoover Dam, believing it's safe. He is wrong...
Protect: Power Station

MISSION 03



Location: Casino City, Nevada
Story So Far: Convoy tells Sheila to stay away from Casino City. Right on! Sounds like the perfect reason to go there! Having just kicked some tight Coyote butt, Sheila feels lucky tonight...
Protect: Galaxy Hub Hotel and the Casino

MISSION 04



Location: Canyonlands, Utah
Story So Far: Sheila is sick of being treated like a child! So to prove herself once and for all, she decides to hunt down the largest Coyote there is. Alone, she pursues Molo deep into Utah's canyons...
Protect: Zuni-Vista Motel



JOHN TORQUE '49 JEFFERSON

Speed: 13
Armour: 6
Tracking Avoidance: 10
Overall: 9

Special Weapon *Bass Quake*: He can ripple the earth with this bad boy, kicking some Coyote butt in the process.



SLY

Don't be too concerned if your target is not in visual range, most weapons in your arsenal have long range capabilities. Simply lock and load, then blast those bad dudes into space!

MISSION 01



Location: Casino City, Nevada
Story So Far: Having just lost all of his 'bread' at poker, John Torque is about to blow outta town. Surprisingly, the streets are full of wanna-be tough guys asking for trouble.
Protect: Gas Stations

MISSION 02



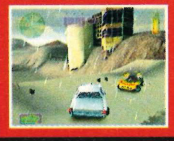
Location: Valley Farms, California
Story So Far: Torque is broke. Suddenly, here comes this old timer Convoy, talking 'bout some 'Vigilantes'. Torque buys into his ideals and heads west on his first official mission...
Protect: Barns

MISSION 03



Location: Aircraft Graveyard, Arizona
Story So Far: Torque is no stranger to some serious bruisin', but these Coyotes are real bad, man! Supposedly, they are now after the old military aircraft in Yuma Desert. Yeah, right...
Protect: Chinook Helicopters

MISSION 04



Location: Hoover Dam, Arizona/Nevada
Story So Far: Torque skips town for a night of gamblin' in the City. He is stopped midway when Boogie sets up a roadblock. Too bad for Boogie, JT don't dance...
Protect: Visitors 'Centre

HOOVER DAM, *ARIZONA*

HOOVER DAM, ARIZONA-NEVADA BORDER. 2:12 PM



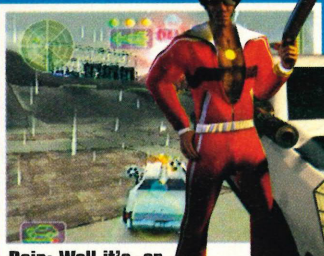
Electrocution Switch: Electrifies the outflow canal...



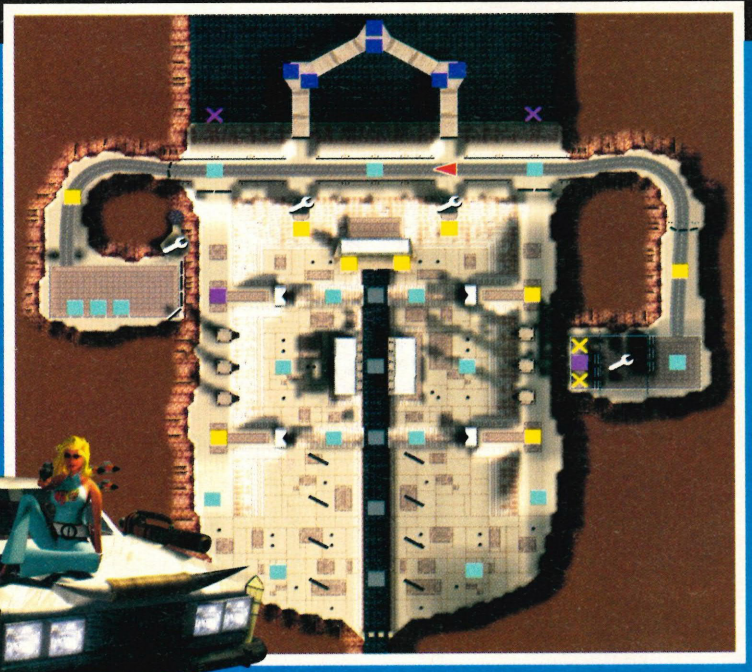
Teleporting Pipes: Don't fall into the deep water too often – your car doesn't take it very well.



Power Generator Area: Timing is everything. Stops when the generators are destroyed.



Rain: Well it's, er, raining!





VALLEY FARMS, *CALIFORNIA*

PREMIUM FRUIT CO, SAN JOAQUIN VALLEY. 3:08 PM



Windmill Blades: Destroy so the blades attack nearest enemy.



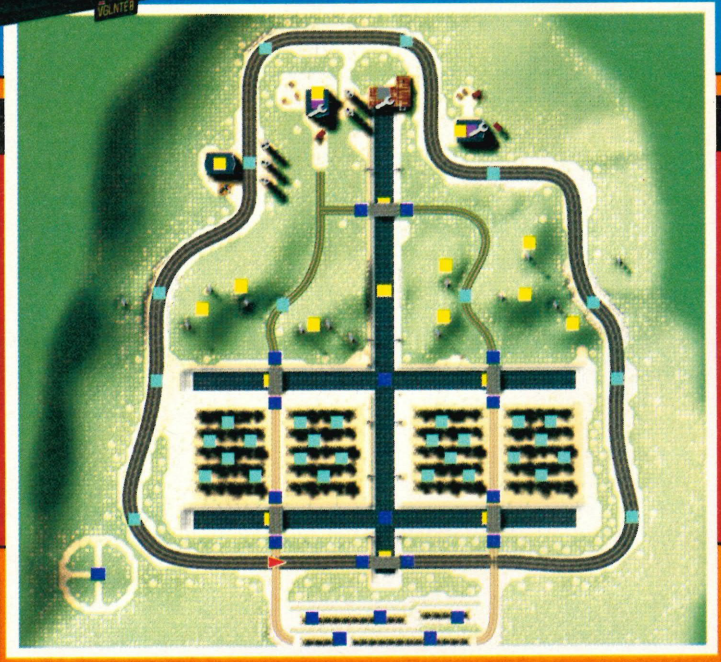
Pressured Silo: Explodes any vehicle that comes too close.



Oranges: Shoot trees to knock the oranges off the branches.

Carts Becoming Ramps: Shoot the 'Horse Trailer Carts' to access the second level of the barn.

Canal Water Wave: Destroy the water spigot to start the water wave. And get out fast!





CONVOY '72 MOTH TRUCK

Speed: 12
Armour: 17
Tracking Avoidance: 5
Overall: 11

Special Weapon *Explosive Tyres*: Convoy's explosive spare tyres bounce around until contact is made with the enemy.



MISSION 01



Location: Ghost Town, New Mexico
Story So Far: Convoy is determined to send the Coyotes packing. When he finds out about their hideout in New Mexico, he decides to pay Sid a visit. Let's hope the scumbag is in town...
Protect: Train Station

MISSION 02



Location: Canyonlands, Utah
Story So Far: Darn, Sid was nowhere to be found and them Coyotes are packing some serious iron! Convoy sets out for Utah to meet up with Torque. Not far into the canyons, an ambush!
Protect: Gas Station

MISSION 03



Location: Ski Resort, Colorado
Story So Far: Torque warns Convoy of Houston-3, a Coyote android programmed to exterminate the Vigilante leader. He urges the old man to go to Colorado, clear out for a while...
Protect: Condominiums

MISSION 04



Location: Oil Fields, New Mexico
Story So Far: This vacation is over! When Convoy learns of Sid's plans to destroy the Hexagon Refinery, he sets out immediately. Hopefully, he can put a stop to this madness...
Protect: Crude Oil
Protect: Silos



DAVE '70 VAN

Speed: 9
Armour: 14
Tracking Avoidance: 10
Overall: 11

Special Weapon *Invade*: Dave calls on three mini UFOs to come down from the skies to attack your nearest foe. Radical.



SLY Although there maybe two perspectives – the water in Majorca don't taste quite like it 'oughtta! – you'll probably find that the inside view isn't really that useful.

MISSION 01



Location: Valley Farms, California
Story So Far: Dave sets out for New Mexico following reports of UFO sightings in that region. Not far into his trip, he gets ambushed by some weapon-wielding dudes! Dave fights back...
Protect: Windmills

MISSION 02



Location: Aircraft Graveyard, Arizona
Story So Far: Lucky for Dave, a tough guy named John Torque shows up and chases the thugs away. Torque invites Dave to join the Vigilantes. Together, they pursue the thugs to Arizona...
Protect: Radio Towers

MISSION 03



Location: Hoover Dam, Arizona/Nevada
Story So Far: Dave questions the logic of it all, but he feels that the force is with him. Besides, he was just asked to investigate Coyote activity at the Hoover Dam. Far out!
Protect: Transformers

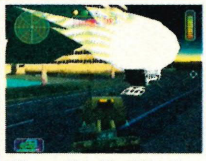
MISSION 04



Location: Ghost Town, New Mexico
Story So Far: When Dave learns that Coyote Loki used to work at Site-4, he decides to track him down! Loki is easy to find, but he sure isn't interested in talking about aliens. Bummer!
Protect: Indian Village



CASINO CITY, NEVADA NUGGET CITY, NEVADA, 4:46 AM



Blimp: Use the D-pad to steer, Gas to jump out. Search rooftops!

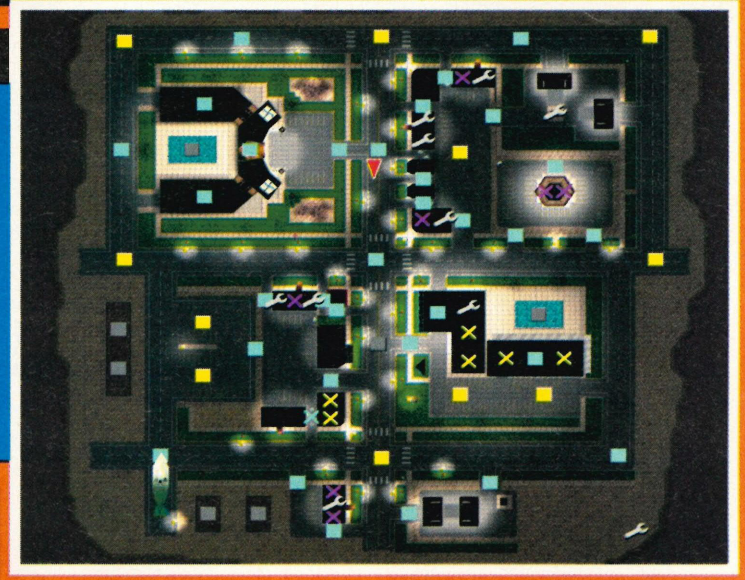


Collapsing Casinos: Teach those gamblers a lesson!



Exploding Manhole Covers/Steam: Be fast when driving over...

Underground Garage & Foundations: Drive down the ramp and speed around an underground car park.





LOKI '73 GLENN 4X4

Speed: 8
Armour: 10
Tracking Avoidance: 17
Overall: 12

Special Weapon *Scatter Missiles*: As the cruise missile (one of three) is launched into the air, it heads towards the nearest enemy target.



MISSION 01



Location: Hoover Dam, Arizona/Nevada
Story So Far: Pilot Loki loved working at Site-4. Then he went a little crazy and they wouldn't let him fly again! Desperate, he decided to talk to Sid. They are due to meet at the Dam...
Destroy: Transformers

MISSION 02



Location: Ski Resort, Colorado
Story So Far: Sid showed up a little late, but Loki did just fine. Sid is impressed. After Loki tells him of the secret arsenal at Site-4, Sid is impressed even more. Loki is in!
Destroy: Ski Lodge

MISSION 03



Location: Aircraft Graveyard, Arizona
Story So Far: Loki loves to fly. It gives him a rush, but it's been weeks since he last sat in the cockpit! So, when he learns of an Air force junkyard in Arizona, he just can't resist...
Destroy: Chinook Helicopters

MISSION 04



Location: Ghost Town
Story So Far: Crap, these junkers were all kaput! But hear this – supposedly, the very same saucers Loki used to fly at Site-4 were spotted trailing Vigilante hippiy Dave! Let's get him!
Destroy: Indian Village

WIRED UP

INCOMING GAMES ■ LATEST REPORTS ■

SILENT BUT DEADLY, HE'S COMING TO YOUR PLAYSTATION

NINJA SHADOW OF DARKNESS



[Above] Collect Coins and Pick-ups, but beware of exploding traps whilst exploring and snatching loot.



[Above] Discover hidden areas like this waterfall, where you'll find a weapon/magic power-up.



[Above] The bosses and sub-bosses are absolutely massive and get progressively harder. Special attention has been given to ensure that their AI will match any would-be Ninja.

Like a thief in the night he stalks the land hunting his prey. Not Ryan after a night of drunken debauchery, but *Ninja* – Core's silent assassin with an appetite for medieval swordplay and sorcery. Following the in-depth WorkStation a couple of months ago, we've managed to prise a full preview from the clutches of Core and it's looking hotter than a Sumo Wrestler's pants! Set within a beautifully scrolling environment replete with possessed villagers, goblins, trolls and demons you play the heroic Ninja as he cuts a swathe through the hordes to save the land. Players are thrust into a forced perspective 3-D landscape where multi-weapon artistry, Karate and (you're gonna like this...) magic! The way of the Ninja is a tough grasshopper – with 13 levels in total and a monstrous demon Boss to face after each one, you'll have to really work for your bowl of Sushi.

Using a familiar cinematic camera system, the viewing angle changes through a set number of positions depending on your surroundings and combat scenario. Not only can you biff and boot the local noodle-heads (up to five simultaneously attacking), but also unleash multi-level magic and a clutch of cutting weapons. All attacks can be powered up to four different levels, and there's even a default knife throwing button to get you out of sticky situations. As it stands, the AI still requires a little attention and there's only limited interaction with the scenery. But even though you have to follow a set route through each enormous level, there should be an abundance of traps, chests, hidden areas and environmental hazards to keep you entertained.

PUBLISHER:	Core Design
GENRE:	Action Adventure
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	25 September '98

"You can biff and boot the locals and unleash multi-level magic and weapons!"



[Above] Giant sub-boss adversaries like this crab look very impressive, but aren't that hard to knock out.



[Above] Interrupt the chicken-cooking locals. They can attack up to five at time.

TWO-PLAYER, ARMOUR-PLATED ANARCHY! GAME ON!

ASSAULT



The release of *Starship Troopers* on video is enough to give anybody an itchy trigger finger, but it looks as though all our worries are over as Telstar puts the finishing touches to it's explosive *Contra*-style shoot-'em-up. Hideous mutant aliens are running amok (no doubt stealing our chicks too) so it's time for you or a chum to strap on some ET-resistant armour and start knocking those suckers out with an arsenal of planet-busting firepower. The action is fast and furious (apart from a tad of slow-down when the screen fills with scum-sucking enemies) and you never quite know what's going to happen next as the camera pans-out in some areas and scrolls in a multitude of directions – in and out of the screen. If rapid-fire pulse guns and heavy energy beams don't make your loins swell with enthusiasm, maybe the unbelievably destructive alien artillery will. Six gigantic levels await, crammed full of secret sections and sizzlin' special effects. Basically, if you can see it you can blast it, and with the option to use an Analogue/Dual Shock controller, this could be more vibrating violence than your wrists can handle! PLAY will be keeping a close eye on this potential arcade smash in the coming months when we will bring you the full review.

PUBLISHER:	Telstar
GENRE:	Arcade Shoot-'em-up
PLAYERS:	1-2 simultaneous
% COMPLETE:	80%
RELEASE DATE:	September '98



[ABOVE] The *Contra*-style action may be old-fashioned, but the tricky special effects are superb.

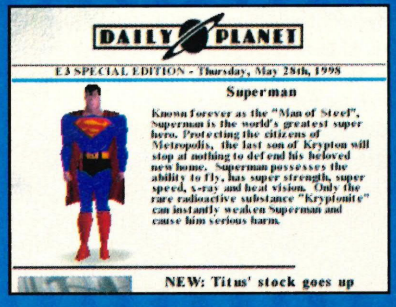


[ABOVE] Does that big-brained insectoid look familiar to anyone? Squish it's damned head, now!

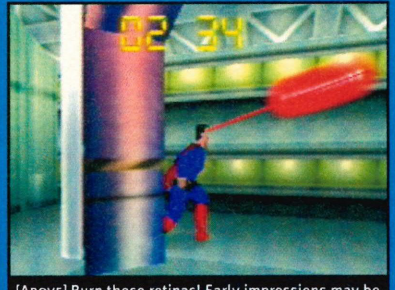
SMASHIN SUPERMAN. UP, UP AND AWAY!

SUPERMAN

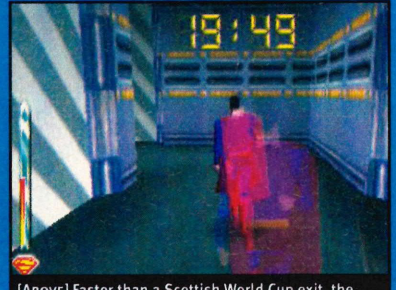
This one Krypt-on to our desks, but we won't be seeing the man of steel until late Autumn at the very earliest, but the word on the streets of Metropolis is that *Superman* the game, from French software house Titus, will be based on the latest cartoon series released on ITV earlier last year. Details are sketchy a present, but what we can tell you is that the lycra-clad stalwart will fight for truth, justice and the American way in a colourful third-person action adventure set over 16 levels. Superman's arch nemesis Lex Luther together with a gang of unscrupulous super-villains including Brainiac, Parasite and Metallo are trying to take control of Metropolis and only by using the trademark X-Ray and Heat Vision, Super Speed and Strength can you hope to stop this band of power-hungry psychos. Each environment should be totally interactive too, encouraging players to hurl cars, trains and street lamps at your aggressors. There'll be a one-player Quest mode allowing you to roam wherever you like and also a two-player, *Tekken*-style combat scenario to pep-up the gameplay. We'll be pulling on our capes for a more detailed report soon, so until then watch the skies for more details.



PUBLISHER:	Titus
GENRE:	3-D Action
PLAYERS:	1-2
% COMPLETE:	40%
RELEASE DATE:	Autumn '98

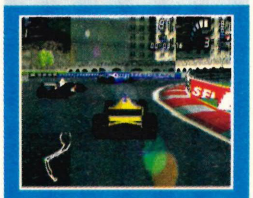


[ABOVE] Burn those retinas! Early impressions may be poor, but a two-player mode sounds great fun.



[ABOVE] Faster than a Scottish World Cup exit, the world's most famous superhero does a runner.

FORMULA 1 '98





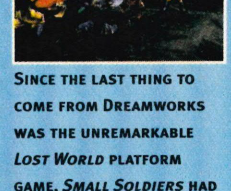
THE THIRD OFFICIAL FORMULA ONE GAME FROM PSYGNOSIS SHOULD BE VERY DIFFERENT. A NEW PROGRAMMING TEAM, A NEW LOOK AND COOL FEATURES FROM MOTION-CAPTURED DRIVERS TO LINK-UP PLAY MAKE THIS AN EXCITING PROSPECT THAT IS ALMOST UNRECOGNISABLE AS A DIRECT DESCENDANT OF FORMULA 1 '97.

X-MEN



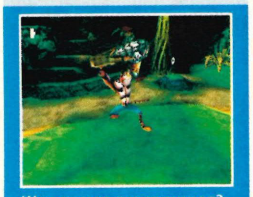
FOR SOME REASON, PEOPLE STILL LOVE THE *X-MEN*. ON AVERAGE, 30 MILLION *X-MEN* COMICS SELL EACH YEAR, SO THE FIRST EVER GAME TO FEATURE THE CREW WITH A 3-D ENGINE SHOULD FIND AN AUDIENCE EASILY! IT LOOKS MARVEL-LOUS, BUT ACTIVISION SAYS WE CAN'T HAVE IT UNTIL NEXT SPRING.

SMALL SOLDIERS



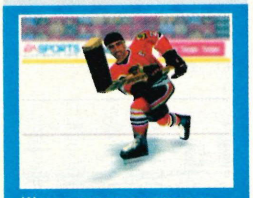
SINCE THE LAST THING TO COME FROM DREAMWORKS WAS THE UNREMARKABLE *LOST WORLD* PLATFORM GAME, *SMALL SOLDIERS* HAD BETTER BE GOOD! OFFICIAL GAME OF THE ENORMOUS FILM, YOU TAKE PART IN A BITTER WAR BETWEEN TWO RIVAL BRANDS OF HYPER INTELLIGENT ACTION FIGURES, AS LEADER OF THE GORGONITES.

TAI FU



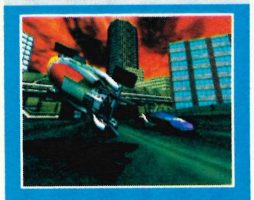
WHO NAMES THESE THINGS? NOWT TO DO WITH TEA BAGS, MORE TO DO WITH A FREE STROLLING BEAT-'EM-UP IN THE STYLE OF DOUBLE DRAGON OR, MORE RECENTLY, FIGHTING FORCE. THE BRUTISH CENTRAL CHARACTER IS LIKE AN UPRIGHT TIGER AND COMES WITH BIGGER PECS THAT PETER ANDRE. WAIT FOR AN AUTUMN RELEASE.

NHL '99



WITH A BOOST OF SPEED IN THE GAMEPLAY, THE FORTHCOMING *NHL '99* (WHAT'S NEXT, *NHL '00*?) SHOULD BECOME THE PERFECT HOCKEY GAME. DETAILED REPLICAS OF ALL 27 NATIONAL RINKS WILL BE INCLUDED AND IN ADDITION TO ALL NHL TEAMS THERE ARE 18 INTERNATIONAL SIDES AS WELL, WHICH WILL PLEASE NON-US PUCK HEADS. OUT THIS AUTUMN.

THRUST TWIST & TURN



AS CLOSE TO THE CLASSIC *STUNT CAR RACER* AS WE'RE GOING TO GET ON THE PLAYSTATION, *THRUST TWIST & TURN* FEATURES BONKERS ROLLER COASTER STYLE TRACKS WITH HALF-PIPE SECTIONS, COMPLETE LOOPS AND KILLER DROPS. EVEN IN ITS INFANCY, THE GRAPHICS ARE AWE-INSPIRING. WITH WEAPONS AND MULTI-PLAYER SPLIT SCREEN TOO, WE WANT TO PLAY IT NOW! EXPECT A RUSH IN OCTOBER!

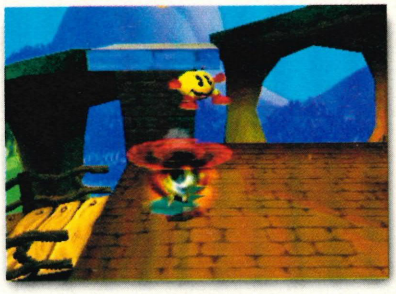
PAC THE LEGEND MAKES A COMEBACK

PAC-MAN 3-D

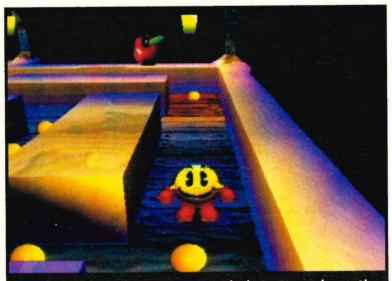
Everything's going three dimensional these days, and now classic gaming icon Pacman himself is set to join the graphical revolution. About time too.

There are 30 levels of, allegedly, complete freedom of movement which will form the basis of the tennis ball-bodied hero's new adventure, so it should be nothing like the fixed-perspective corridor roaming you normally associate with the little yellow guy. However, to keep fans happy, there's a dot-munching, ghost chasing section, only in (you guessed it) 3-D! Some of the same mazes have even been resurrected in the new format.

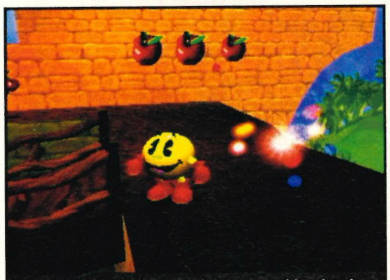
The project has been the ambitious task of Namco's Hometek department in the US and is their first ever game on the PlayStation, but they seem to have the right idea. "We wanted to create unique levels of gameplay, yet retain the history associated with *Pac-Man*," said Lead Designer Jason Weesner. "These include Pac's house, a ghost town, a dot factory, and even an archaeology dig site where you can unearth Pac-Man items and see his evolution over the past 18 years."



PUBLISHER:	Sony
GENRE:	3-D Platformer
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	October '98



[Above] The new game puts a whole new angle on the old gameplay of compulsive dot eating.

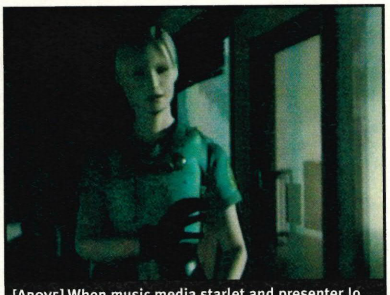


[Above] The little man remains obsessed by cherries, but now they really do look good enough to eat!

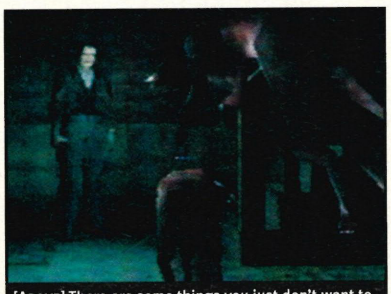
IT'S ANOTHER HAUNTED HOUSE...

SILENT HILL

Not content with having the game that's top of the most-wanted list for millions of PlayStation owners, *Metal Gear Solid*, Konami have decided to go try their hand at beating *Resident Evil 2* with this spooky adventure!



[Above] When music media starlet and presenter Jo Whiley shows up, you start to question your sanity!



[Above] There are some things you just don't want to discover in the spooky streets of *Silent Hill*.

Gothic action adventure *Silent Hill* is about a man who gets involved in a bad car crash on his way into the town of the same name. After he regains consciousness, he realises that his daughter is missing and so begins a terrifying search through the eerie neighbourhood. You take the role of the confused and anxious father.

Before long, you discover Silent Hill's existence in a dark, alternative dimension at the same time as its less chilling earthly existence. Much like the HR Geiger-designed *Darkseed*, a quality point-and-click adventure that appeared long ago on both the Amiga and PC platforms, certain actions which take place in the alternative universe affect the objects and situations found in the 'normal' Silent Hill.



Help is thin on the ground as the town in suspiciously deserted upon your arrival, but snooping around should be fun in itself, especially with a clever new light sourcing technique that requires you have a torch to check out the dingy corners where nasty things lie. The screenshots alone succeeded in freaking us out.

PUBLISHER:	Konami
GENRE:	Adventure
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	October '98

MOVIE, PEPSI, ICE CREAM – WHAT'S MISSING?

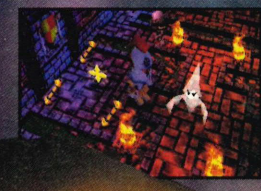
POPCORN



[Above] We can't quite imagine what this little pirate character can do that the others can't. He's no good at shaving, that's for sure.







Who would have thought that ominous globe-spanning mega-corporation Sony would be championing the cause of Mother Earth? Yet one of the Sony development teams, the new-born Eighth Wonder, is producing *Popcorn*. In the game, you get to control a bunch of eco-warriors who are out to save the planet from the intense, choking pollution of the future.

It's a kind of *Super Bomberman* meets *Swampy* idea, as most puzzles hinge around your ability to lay explosives in the right places. You must blast your way through time, collecting the eight Earth Globes that are vital for counteracting the pollution and saving the planet.

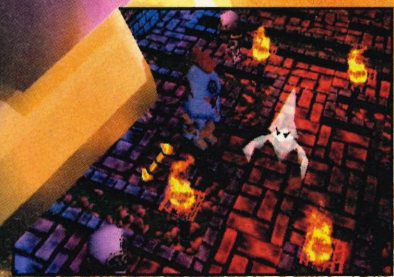
Working out which characters are suited to certain tasks is part of *Popcorn's* challenge too, as you start out with two budding adventurers to control and collect a new member every time you defeat a stage boss. All the while, the labyrinth-like paths to the end of the levels get more complicated, and time is running out for the dying Earth, in this promising looking game...





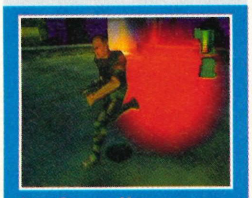


[Above] The technological revolution has shaped the world of the future, but you can't afford to hang around sight-seeing. Get running and get bombing, you psychopath!



PUBLISHER:	Sony
GENRE:	3D Platformer
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	September '98

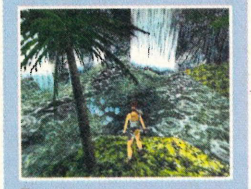
APOCALYPSE



LIKE GEORGE MICHAEL BEFORE IT, *APOCALYPSE* IS TAKING A DECADE TO FINALLY 'COME OUT'. THE LATEST VERSION HAS RE-TOUCHED GRAPHICS AND THE BRUCE WILLIS CHARACTER IS UNDER YOUR CONTROL INSTEAD OF JUST RUNNING ABOUT NEAR BY. QUITE AN IMPROVEMENT – MAYBE IT WILL EVEN APPEAR THIS YEAR.

TOMB RAIDER 3





THE FAMOUS LEADING LADY HAS BEEN GIVEN THE GIFT OF HIGHER RESOLUTION FOR THE THIRD ACTION ADVENTURE IN THE SERIES. DUAL ANALOGUE CONTROL WILL BE IMPLEMENTED TOO. LIKE WHAT SHOULD HAVE BEEN IN *TOMB RAIDER 2*. IF IT'S NOT OTHERWISE IDENTICAL TO THE FIRST GAMES, IT HAS TO BE GOOD. END OF NOVEMBER.

JACKIE CHAN'S STUNT MASTER



YES, WE KNOW THIS GRACED THIS MOST PRESTIGIOUS OF COLUMNS LAST MONTH, BUT WE STILL CAN'T BELIEVE THAT THIS GAME IS ACTUALLY BEING MADE. UNDOUBTEDLY ONE OF THE LOW POINTS OF THE RECENT E3 SHOW, THIS GAME IS CERTAINLY UNWORTHY OF THE GREAT MAN'S NAME AND SHOULD NEVER BE RELEASED!

IT'S TIME TO GET YOUR MOTO RUNNING AGAIN

MOTO RACING 2

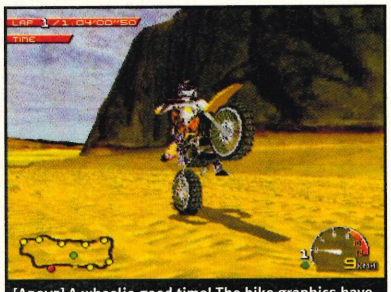
Stub out that fag and pull on your sweatiest leathers for more fumes and skid marks than the contents of a baby's nappy, as EA prepares to thrill an expectant audience with the sequel to one of last years most stomach-churning speed-fests. *Moto Racer* will place the power firmly between your legs as you sit astride racing bikes and Moto-cross once more with a re-vamped higher resolution engine, a bonus track editor and increased multi-player support. This time round, there'll be 40 new tracks and locales – that's eight locations, each comprising five courses. Up to three players will now be able to race simultaneously thanks to a three-way split screen set-up – obvious advantages to those of you with a wide-screen TV, a bit of a squeeze for everyone else, however. Variable weather conditions, from fog to tornadoes should ensure a suitably uncomfortable ride and there are even night courses planned. Although an improved graphics engine is promised, we're yet to be convinced, as it looks a tad rough around the edges yet, but we'll see in September.







[ABOVE] Jungle fever on the Moto-cross bikes! The course certainly looks more varied this time around.



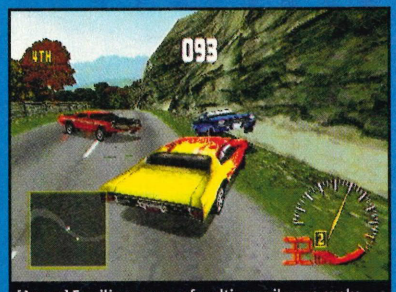
[ABOVE] A wheelie good time! The bike graphics have also been radically improved.

PUBLISHER:	Electronic Arts
GENRE:	Racing
PLAYERS:	1-3
% COMPLETE:	65%
RELEASE DATE:	September '98

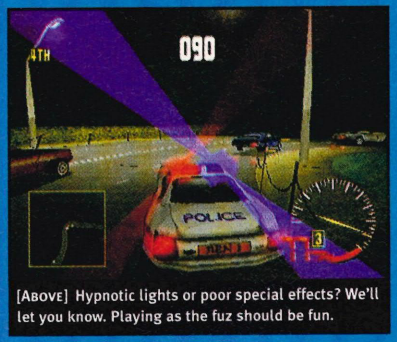
RAMPANT SUPERCARS DUAL WITH GAS-GUZZLING MUSCLE CARS!

TEST DRIVE 5

By number five in the series, you'd have thought that perhaps the enduring *Test Drive* name had finally run out of gas. Far from it. Following a chassis-splitting score of 86% with number four in the Christmas '97 issue, developer Accolade has opted for a total re-design, ensuring that the 30 frames-per-second, hi-resolution game engine keeps fans of the series and new converts eating up the turf in some of the world's finest classic cars from throughout the ages. There won't be a link-up option this time (due to a public lack of interest in one of the PlayStation's finest add-ons. Doh!) but a two-player split-screen mode should cater for some equally entertaining sweaty-palmed one-on-one encounters. There are 28 licensed beasts, including the 1998 Aston Martin Vantage and Jaguar XKR putting in a special appearance over the 17 varied courses, from the sun-baked streets of Honolulu to the snow-ridden highways of Moscow. To keep up the tension, roads will now branch off to create alternative pathways on every track, short cuts pop-up every so often – and what would a *Test Drive* game be without police chases? The best of the new features is the ability to play as the fuzz yourself, pursuing those who would break the speed limit in your custom cruiser such as a TVR Cerbera! EA hasn't decided if you can chase your mate in two-player though.



[ABOVE] Familiar scenes of multi-car pile ups evoke the same sense of joy. It's about crashing with style...



[ABOVE] Hypnotic lights or poor special effects? We'll let you know. Playing as the fuz should be fun.

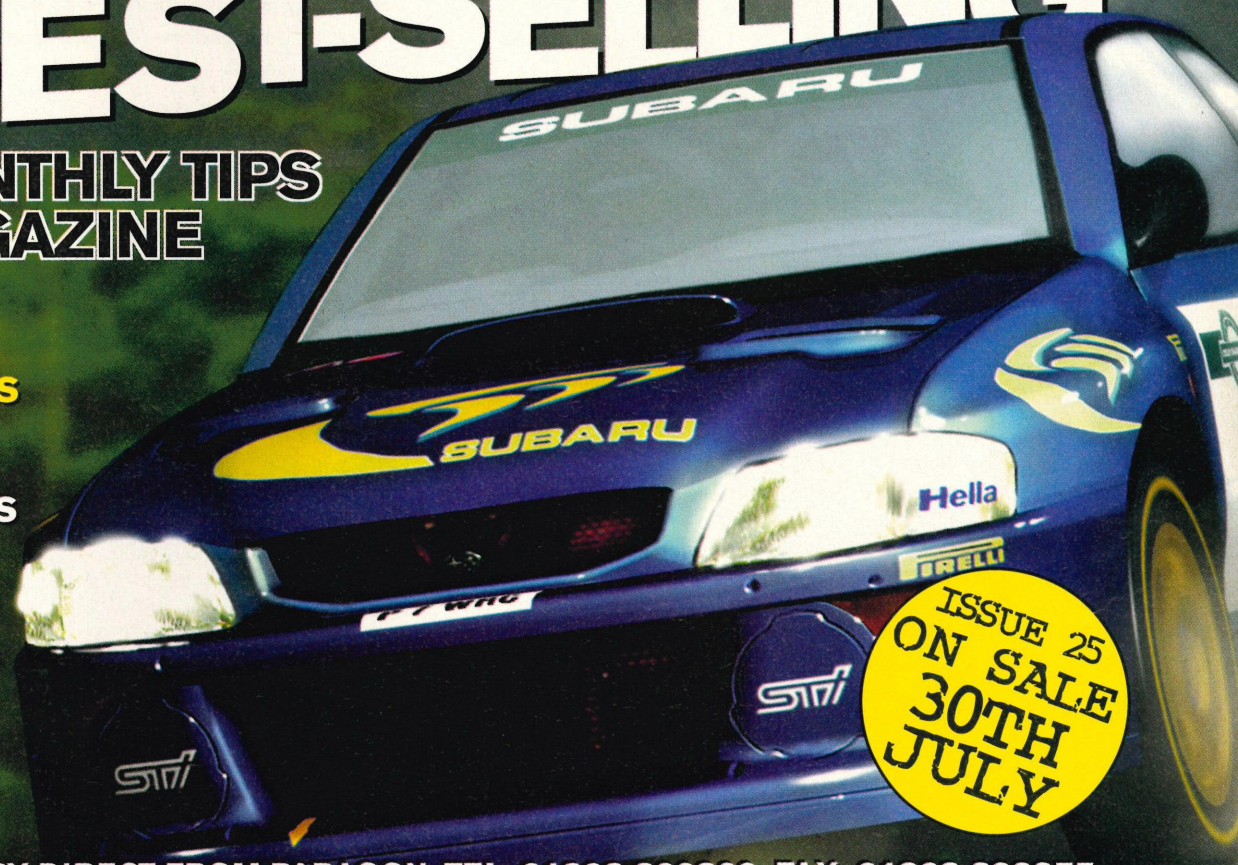
PUBLISHER:	Electronic Arts
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	55%
RELEASE DATE:	October '98

100% PlayStation 0% Fair

PowerStation

the complete A-Z of PlayStation tips

BRITAIN'S BEST-SELLING MONTHLY TIPS MAGAZINE



AMAZING SOLUTIONS AND GUIDES TO:

COLIN McRAE RALLY
HEART OF DARKNESS
WARGAMES
CIRCUIT BREAKERS
KULA WORLD
ALUNDRA
TREASURES OF THE DEEP
VS

ISSUE 25 ON SALE 30TH JULY

TO ORDER YOUR COPY DIRECT FROM PARAGON, TEL: 01202 200200; FAX: 01202 299955; OR EMAIL: SUBS@PARAGON.CO.UK

HAND THIS FORM TO YOUR NEWSAGENT TO MAKE SURE YOU DON'T MISS OUT ON THE UK'S NUMBER ONE PLAYSTATION TIPS MAGAZINE

Please reserve me a copy of

100% PlayStation 0% Fair
PowerStation
the complete A-Z of PlayStation tips

Distributed to your wholesaler by Seymour (ISSN 1362-5047)

Name: .....

Address: .....

.....

.....

Postcode: ..... Tel: .....

arena

GAMEPLAY, THE OFFICIAL SPONSOR OF ARENA, HAS UPPED THE STAKES AND IS AWARDING A VOUCHER FOR £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS, OR EMAIL US AT: PLAY@PARAGON.CO.UK.

TEKKEN' AWAY WITH IT

Dear PLAY,

After reading your superb *Tekken 3* review I ordered an import copy for myself, and I don't need to tell you that it's the best beat-'em-up on PlayStation. In fact, it's probably the best I've played on any machine, including the big arcade set-ups!

As far as I'm concerned, this game has already qualified the costs and dangers of chipping my PSX, which was actually quite a nerve-wracking experience. Now that hardware competition is rearing its head in the form of the Dreamcast and whatever those sneaky Microsoft blokes are up to, I can see no harm in Sony endorsing the all-territory universal PlayStation to offer another advantage over these mean competitors. Other platforms cannot easily play the latest titles from Japan and America, but if a brand new PSX could play imports out of the box, then a whole new world of software would be available. Is there a chance Sony will do this to put new life into their four-year-old console?

John Wahlberg, email

"*TEKKEN 3* HAS ALREADY QUALIFIED THE COSTS AND DANGERS OF CHIPPING MY PSX, A NERVE-WRACKING EXPERIENCE..." JOHN WAHLEBERG

Well... no. It would be utterly fantastic but sorry, no. Sony has incredibly strict plans about what software should be available in each zone at any time.





[ABOVE] Had Sony followed John Wahlberg's advice, you could have been playing this ages ago!

WORLD PREMIER

Dear PLAY,
Why, oh why, oh why can't computer game companies get their act together? Time after time I save my money up and to my horror the old fart behind the counter says, "Oh, I'm sorry, the game has been put back a few months." A prime example of this is *Premier Manager '98* which was set for release yonks ago. On this occasion I just bought *RE2* (which is wicked).

My advice to all of the computer game companies is to either release their product on time or just don't bother, because you'll lose your profit!
Mark Green, Hants

Yes, well, it is frustrating when the softcos don't get their stuff out when they say they will. But think about the great games we would have missed out on altogether if they had been canned after missing a release date! The "wicked" *Resident Evil 2* was originally scheduled for March 1997 and the sad fact is that most games miss their deadline at least once. How long is too long to wait?

RING PLAY

Dear PLAY,
Firstly I would like to congratulate you on a superb magazine. I have only started reading PLAY recently but now I'm hooked!

The main reason I have written to you is because of the attitude most magazines have towards wrestling games. Now, I realise that they are not everybody's cup of tea, but most have some real depth to them. Take your review of *WCW Nitro* (issue 35) for example.



[ABOVE] Your typical, gibbering wrestler or just your typical, gibbering wrestling fan? Discuss.

Clearly, I could see that you do not enjoy wrestling but it did not stop you giving a brilliantly unbiased review. I feel that most games reviewers look at the game's title and see it has the initials 'WCW' or 'WWF' in it, give it 35% and babble on about how crap wrestling is. But in your review you actually looked past the fact it was a wrestling game and commented on all its good points such as its hi-res graphics and its 64 characters which give it a life span to match Paul Daniels' (you what? – Ed)!

I am not saying the game is perfect (annoying run-in opponents and slow controls), but basically, this game is brilliant.

Please keep up the good work on your reviews.
Chris Webb, Hants

If there's one thing we can say for you wrestling fans, it's that you are a passionate bunch! We've had letters and emails (an *NWO* supporter working out how to send email? Whatever next?) from folk either threatening to compromise our physical safety for making fun of this strictly serious ass-grabbing pantomime, or thanking us for taking a mature approach. Make your mind up, you lot!

Meanwhile, it's true that as stable adults nobody here actively enjoys watching wrestling. In fact, we'd consider Sky One as heroes if they'd cancel their coverage, but we will always score a game on its quality regardless of subject matter. Even if it's full of thigh-groping morons.

GAMEPLAY GAME WINNER! AMIGA POWER

WINS £150 VOUCHER FOR GAMEPLAY!

Dear PLAY,
I am a 16-year-old PlayStation owner who has always loved computer games. The first machine I ever owned was an Amiga, which has a huge back catalogue of classic games. But why do we get no retro releases of these masterpieces? Atari and Namco continuously churn out compilations of mostly crap old C64 games, so why no *Speedball 2* and *Cannon Fodder* re-releases? These games were the pinnacle of playability, and deserve a resurrection.

Even better still, why not some new 3-D sequels for the PlayStation. I read in issue 36 that David Braben was working on a PlayStation title, but why was it not a sequel to the incredible *Elite* series? Surely a game with *Colony Wars* graphics mixed with the depth seen in *Frontier: Elite 2* would be an instant classic. The Bitmap Brothers also re-appeared to program *Z*, so surely they could do a *Speedball 3*.

Come on publishers, please resurrect some of the great games from some of the more recent platforms, as I'm sure they would sell very fast indeed.
J Nall, Suffolk



The Amiga classics idea is a winner! Whoever decides to put it together would have to develop a smooth Amiga emulator for the PSX, then just dump that on a disc with an giant stack of classic games. There's enough room on a CD for more than 800 Amiga floppies, so the choice could be immense. Speedball 2, Jetstrike, Arcade Pool, Zeewolf, Stunt Car Racer – and hundreds of other greats that are no longer making money for their creators could all be reborn. Considering the number of people who migrated from Amiga to PlayStation, this could be massive.

DAY DREAMING

Dear PLAY,
Oh dear. It seems that Sega these days can't find the right formula for an outstanding games console. So they just copied Sony's PlayStation instead. Also, that joypad looks a tad N64 too!

What's happened to Sega these days? Imitation may be the most sincere form of flattery, but this, it's just too similar. It seems as though Sega is incapable of doing anything right these days. I wonder who's running the R&D department? Monkeys? Isn't it amazing that even though they've copied the design of the PlayStation, they've also managed to make it look ten times worse? I think it's a mildly amusing alternative to a pizza box. Or a portable toilet.

'Dreamcast' is not the snappiest name I've ever heard and not all that related to videogaming either. PlayStation? Obvious. Dreamcast? Could be anything. Surely, if Sega wants the world to look up to the Dreamcast, it should have a design that is completely different to the PlayStation to mark it out as a class-leader, not just

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'm writing to ask you to make some more shoot-'em-up and driving games, because I love those sort of games. There is so much action and excitement when you win a race or blow off someone's head.
Gareth Mills, Gwent

Uh-huh. OK. Here at PLAY, we don't actually make the games you see in these pages. The highest level of programming most of us have reached has been achieved with either a video recorder or a microwave oven. Sorry.

Please, please, please one million times answer this question? Me and my friend have recently become addicted to *The Lost World* shoot-'em-up. Today I spent over £10 on it. We were wondering, thinking, hoping that *The Lost World* shoot-'em-up will come out on the PSX.
Trevor Miranda and Neal Gotecha, Middlesex

If that's the same *Lost World* shoot-'em-up arcade machine we've seen – the one with the big blue Sega logo – you're out of luck guys. Sega isn't too keen to sell vital licences to its main competitor. Sony, that is.

Please let me know the name of the babe playing Jill Valentine in the *Resident Evil* movie. Where can I locate a signed photo of her? I really need one.
Paul Akam, Essex

Why do you need a signed photo of her so badly? What are you going to do with it? The only known fact about the *RE* movie is that *Spawn* screenwriter Alan McElroy has written the script. However, Samantha Mathis (*Broken Arrow*) is rumoured to have taken Jill's role...



another also-ran. But then again, should we be worrying? Probably not, judging from the dismal performance of the Saturn.



[Above] *Sengoku Turb* for the Dreamcast – should we be worried about the machine's capabilities?

Consider this. In my class there are eight PlayStation owners compared to one N64. Hardly anyone wants or has a Saturn. So it's fairly predictable that the Dreamcast won't find many buyers. Dreamcast? More like Nightmarecast.
Niki Yau, Kent

Okay, so it's grey with a round lid. Big deal. What you are failing to identify is the beastly technical specification that's humming away under the bland casing. That is where the real research and development has gone, not the box, and this is precisely where Sega may have found "the right formula for an outstanding games console." With more than six times the memory, a Power VR2 card and a 33.6k internal modem, Sega certainly hasn't copied the PlayStation either.

Surely this is a fight for PSX2, not the current machine?

GAMEPLAY GAME WINNER! CAK ATTACK!

WINS £50 VOUCHER FOR GAMEPLAY!

Dear PLAY,
I am writing to you about the amount of absolutely s*** games that are being released at the moment. Software companies that are already established in the games industry like FunSoft and GT Interactive are releasing games like *V-Ball Beach Volley Heroes* (30%), *Phat Air Extreme Snowboarding* (22%), *VMX Racing* (45%), *Maximum Force* (33%) and *NHL Open Ice* (40%), doing themselves no favours at all. Meanwhile, new companies hoping to make an impact on the gaming scene like Microids (who? should be haemorrhoids if you ask me!) are releasing games like *Iznogoud* (34%), *The Last Report* (27%) and *Extreme Snow Break* (9%!) which must be destroying their chances of success.

What idiots play-test these? Blind vegetables? They must be to approve this load of trash. I can't work out how they even cut their losses, never mind make a profit. Anyway, what is the point of releasing games of the above standard when such high class games as *Resident Evil 2*, *Gran Turismo* and *Tekken 3* are selling like hot cakes in the shops? In my opinion Sony should have some sort of quality checking service so that the public are not conned into buying such complete rubbish.
Andrew Trotter, Hampshire

Play testers only really look for bugs in the code and are notoriously under paid. The guys you want are the Quality Assurance people. Named and thanked in the last pages of many an awful game's manual, you really have to wonder how in the more extreme cases none of them got up from their seat, cleared their throat and said, "Everyone, everyone! Could I have your attention for a moment please? The thing is, I once walked in on my grandmother climbing out of the bath, and that experience was more pleasant for me than playing this wretched game. Let's start over, and make something good. That is all."

Anyway, you made your point well and backed it up. Have £50 to spend on one of the PlayStation's better games.

THE PLAY DEBATE

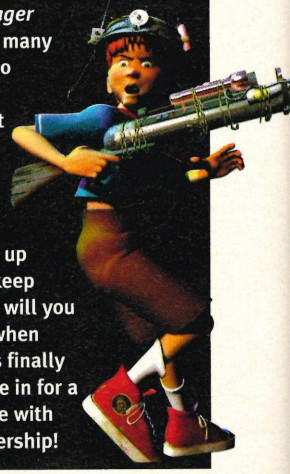
WHERE THE READERS DECIDE

RE2 FAR TOO EASY...

A verdict has been reached. *Resident Evil 2* was in fact too short, but most of you who wrote to say this mentioned that the superior quality of the game made up for the lack of longevity. Besides, you may have played all possible scenarios, but getting hold of the extremely desirable bonus items seems to be keeping you busy!

WHAT'S THE HOLD UP?

The current theme issue to be one of frustration regarding late releases of eagerly awaited games. Especially with *Premier Manager '98*, which so many of you crave so badly. Is this the worst part of the videogaming world? Do the softies need to clean up their acts to keep you happy, or will you buy anyway when delayed titles finally emerge? Write in for a heated debate with the PLAY readership!



TACKLING TURISMO

Dear PLAY,
First of all, let me do the praise part. I am an avid reader of your magazine. I read no other PlayStation mag after trying them all. Therefore, I consider your verdicts on every game before I buy. Unfortunately, I have to disagree with a recent rating.

Undoubtedly, *Gran Turismo* is unparalleled in its design. It's the best racing game that I've seen, buy far. The graphics are outstanding, smooth and fast. The options are vast, and the mix between racing and car management keeps you interested until you have finished it. The only problem is that contrary to popular belief, the game is too easy. I have heard that after playing for 40 hours I would have barely scratched the surface. I completed *Gran Turismo* in less than 25 hours. I am not a boaster, just your average game player, but *GT* was too easy. *Final Fantasy VII* was easy, but at least it kept me amused for over 40 hours. Having paid £45 for *GT*, I was disappointed to be looking for a new game a week later. Let us hope the sequel is longer.
Jason Hirst, Pembs.

"HAVING PAID £45 FOR *GRAN TURISMO*, I WAS DISAPPOINTED TO BE LOOKING FOR A NEW GAME A WEEK LATER..." JASON HIRST

What's interesting here Jason is that you've managed to totally miss what *Gran Turismo* is about.

Congratulations for slipping through the game in 25 hours, but although it's a racing game, actually finishing the thing is not itself a race. And just because you've made it to the end, that doesn't mean you've seen everything. Have you gone back to the Arcade mode and won all those secrets? Got straight golds for each licence? Driven every cool car? Filled your garage with 100 favourites? Bought an old junker and spent millions improving it? Traded cars with friends? Played Memory Card Battle? No? That explains it then.



ROGUE SQUADRON

Dear PLAY,
I am writing in about the steady increase in 'rogue games' – the ones that sneak onto shop shelves without the benefit of a reviewer's check-up – or ever basic vaccinations!

The 'Games That Time Forgot' marker in your reviews section is a great idea, but urban areas are being overrun by these undomesticated beasties. I have recently spotted such games as *Pax Corpus*, *Perfect Assassin* and *The Raven Project* loose on high street shelves and believe they pose a danger to the public.

Some mail order companies have taken it upon themselves to offer an unbiased opinion service to customers who ring and enquire about a game prior to purchase – all credit to them! This does make it easier to pin down these unreviewed games.

Obviously, space in PLAY is at a premium, but is it possible to give Games That Time Forgot its own, brief column to catch these furtive games as they appear? I'm sure PLAY readers would be prepared to alert you to any rogue releases that might escape your own attentions, as it would be in everybody's interest to do this.
Taliesyn Walker, Buckinghamshire

Hmmm, like a national Rogue Watch network of eagle-eyed punters. Is that what the PLAY readers want? Although if we were to get any more phone calls than we do already, the mag might stop altogether! By the way, *The Raiden Project* was reviewed in PLAY's first issue (November '95) and got 68%.

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

PSX Power Cheats

PLATFORM GAMES
08900 308015

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

RACING GAMES
08900 308014

Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4, Motorhead, VR Powerboat Racing, Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers, Need for Speed 3, Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo.

SPORTS GAMES
08900 308016

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

SHOOT EM UPs
08900 308013

Red Alert, Nuclear Strike, Auto Destruct, Colony Wars, MDK, One, Resident Evil 2, G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warrior 2, Z, X-Com, Shadow Master, Xevious 3D/G+, Ray Storm, Critical Depth, Steel Reign, Dark Omen, Diablo, Reboot.

BEAT EM UPs
08900 308012

Bushido Blade, Mortal Kombat, Fighting Force, Soul Blade, Bloody Roar, Cardinal Syn, Tobal No 1, Nightmare Creatures, Tekken 2 and 3, Street Fighter Alpha 2.

NEW IMPROVED SERVICE!!

REGULAR UPDATES OF THE LATEST CHEATS
Calls cost 50p per minute at all times. Please seek permission from the bill payer before making the call. This may be a long call.

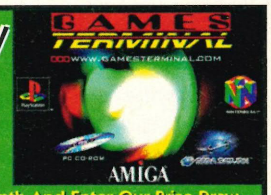
PLAYZONE
HOTLINE: 01266 631441
9am - 10pm

Resident Evil 2	97% PP	£39.99	
Tekken 2	94% PP	£18.50	
Tekken 3	N/A	Cheapest - £Call	
Tommi Mäkinen Rally	6/10 PSM	£39.99	
Alundra	90% PP	£33.50	
Colin McRae Rally	9/10 PSM	£33.50	
Die Hard Trilogy	93% PP	£18.99	
Gran Turismo	98% PP	£36.99	
Point Blank	N/A	Cheapest - £Call	
Batman & Robin	6/10 PSM	£35.99	
Breath Of Fire 3	8/10 PSM	£39.99	
Treasures Of The Deep	7/10 PSM	£31.99	
Armoured Core	8/10 PSM	£31.99	
N20	7/10 PSM	£39.99	
War Games: Defcon 1	8/10 PSM	£36.99	
Blast Radius	8/10 PSM	£31.99	
Formula 1	N/A	£18.99	
Actua Soccer 2	90% PP	£24.50	
Bust A Move 2	92% PP	£17.99	
Cool Boarders 2	90% PP	£29.50	
Bust A Move 3	86% PP	£23.99	
Doom	93% PP	£23.50	
Final Fantasy VII	97% PP	£36.99	
Gex 3D	90% PP	£35.99	
Rage Racer	94% PP	£29.50	
Street Fighter Ex	90% PP	£33.50	
Wipeout 2097	93% PP	£18.99	
Tomb Raider	92% PP	£18.99	
Tomb Raider 2	94% PP	£35.50	

ALL OTHER TITLES AVAILABLE

All UK Items - Immediate Delivery
We Will Beat Any Price

Make Money And Save Money With Games Terminal.



Second Hand Games:
Sell Them, Buy Them Or Simply Swap Them.
All New Games At Discounted Prices For Members.

Internet Membership £5
Non Internet Membership £12

We accept: Visa, Delta, MasterCard & JCB

Join This Month And Enter Our Prize Draw.
See This Issue Of Play.
1st Prize: Games Console.
For Further Details:
Dial up to www.gamesterminal.com or phone
0870 606 0054
(calls charged at less than 10p per minute)

netgaming playstation nintendo 64 internet

netgaming playstation n64 internet
ONLINE
PARAGON
paranormal
v2.0
when
http://www.paragon.co.uk
universe jump-point
AOL keyword: paragon

editor: stuart s wynne 01202 299900 • ssw@paragon.co.uk
over 2,500,000 hits per month • 145,000 visitors per month
to advertise: daniel russell 01202 200223 • danruss@paragon.co.uk

P.U.K.
(CONSOLES)
227B ABBEYDALE ROAD, SHEFFIELD S7 1FJ
TEL/FAX 0114 2217115

PLAYSTATION UPGRADE CHIP
FITTED £15.00
DIY KIT £10.00
CHIPS AVAILABLE SEPARATELY (programmed or blank)

! NEW COLOURMOD UPGRADE !
(play imports in colour without scart or pal converter)
FITTED £30.00 **DIY KIT £25.00**

COLOURMODS AVAILABLE SEPARATELY
please call for details

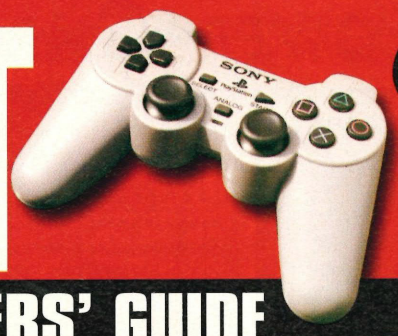
WE REPAIR CONSOLES (please call for a quote)

WE ALSO STOCK
scart leads
memory cards
vcd players
doctor v64s
pal converters
psx replacement lasers
blank cdrs (all brands)

TRADE ENQUIRIES WELCOME

To Advertise In PLAY!
Call Daniel Russell
On 01202 200223
Email: danruss@paragon.co.uk

PLAYLIST



UPDATED EVERY MONTH

PlayStation

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 at the moment and ones you'd all be well advised to take a look at.

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%

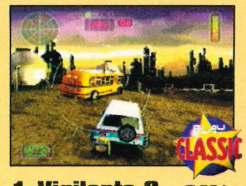
* Indicates an import review

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.
Adidas Power Soccer '98	1-4	●	●						●	36	75%	Fantastic-looking, but not free-flowing enough.
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%	Intriguing 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 & Robin	1	●							●	37	78%	Half decent movie spin off with a lasting challenge.
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!
Bust A Move*	1-2	●								36	88%	Brilliant rhythmic dancing action!
Buster Bros Collection*	1-2	●								22	86%	*Pang* gets the 32-bit treatment.

GAME											ISSUE REVIEWED	SCORE	WE SAY...
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!
Colin McRae Rally	1-2	●				●		●		●	37	**93%**	Rally gaming at its best!
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!
Crime Killer	1	●								●	37	78%	A bit samey, but delivers action thick and fast.
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 dodgy.
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!
Everybody's Golf	1-4	●									36	85%	Highly enjoyable, fast-paced party golf game.
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!

PLAYBACK

Arcade style shoot-'em ups



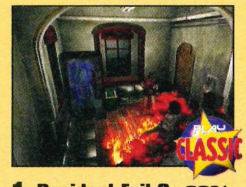
1. Vigilante 8	94%
2. Time Crisis	90%
3. Point Blank	90%
4. Colony Wars	92%
5. MDK	90%
6. Die Hard	93%
7. Twisted Metal 2	88%
8. Syndicate Wars	85%
9. G-Police	84%
10. Einhander	90%

Sports sims



1. WLS	90%
2. World Cup '98	86%
3. Smash Tennis	86%
4. Prem Manager '98	89%
5. Everybody's Golf	85%
6. Total NBA '98	93%
7. FIFA: RTWC'98	91%
8. Dead Ball Zone	84%
9. Actua Soccer 2	90%
10. Actua Golf	88%

Strategy & Adventure



1. Resident Evil 2	96%
2. Parasite Eve	87%
3. Final Fantasy VII	93%
4. Tomb Raider II	95%
5. Resident Evil	95%
6. Death. Dungeon	86%
7. FFTactics	90%
8. Alundra	86%
9. Broken Sword II	90%
10. Night. Creatures	90%

LATEST PERIPHERALS ON PAGE 94

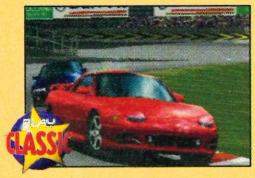
PLAYBACK

Puzzle & Party games



1. Puzzle Fighter 90%
2. Puyo Puyo Sun 87%
3. Bomberman World 85%
4. Micro Machines V3 92%
5. Poy Poy 84%
6. Bust-A-Move 3DX 88%
7. PaRappa the Rapper 82%
8. Bust-A-Move 2 88%
9. Kurushi 88%
10. Worms 92%

Racing games



1. Gran Turismo 97%
2. Colin McRae Rally 93%
3. TOCA Touring Car 94%
4. Need For Speed 3 87%
5. Rally Cross 89%
6. Moto Racer 86%
7. Total Drivin' 84%
8. Formula 1 '97 90%
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...
Fighter's Impact*	1-2	23	76%	Dated and blocky 3-D beat-'em-up. Buy *Tekken2*.
Fighting Force	1-4	27	89%	Brutally destructive two-player action.
Final Doom	1-2	13	82%	New levels, but otherwise the same.
Final Fantasy 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%	Exhilarating 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.
Frenzy	1	36	73%	Fun, but short-lived arcade hokum.
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 disastrously 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 nonsense!
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.
Jeremy McGrath Super Cross '98	1-2	37	70%	Plenty of options, but not as good as *Moto Racer*.
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!
Kick Off World	1-4	36	77%	An average game replete with great options.
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!

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Lifeforce Tenka	1	●								20	86%	Grisly polygonal *Doom* clone – flashy.
Little Big Adventure	1	●								19	83%	Outstanding graphical adventure!
Loaded	1-2	●								01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1									14	70%	Dull as dishwater platform game.
Lone Soldier	1	●								02	43%	Overrated *Rambo* rubbish!
Lost Vikings 2, The	1-2									23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●								25	79%	Stunning-looking platformer, but shallow.
MDK	1	●								27	**90%**	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2				●					22	72%	Decent *Paradroid*-inspired shooter.
Madden '97	1-4	●	●							12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Marvel Super Heroes*	1-2	●								30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●								06	**80%**	Magnificent magic carpet ride!
Mass Destruction*	1	●								30	80%	Enjoyable, destructive tank romp...
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.
Men In Black	1	●								37	35%	Painfully unplayable movie tie-in.
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 Rancher*	1-2	●								37	68%	Short-lived virtual pet novelty.
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.
Mr Domino	1	●								37	72%	Original, but lacks a lasting challenge.
Myst	1	●								07	68%	Humdrum static screen adventure. Sad.
N2O	1-2	●			●				●	37	70%	Frantic shooter, but gets very repetitive.
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 obsolete 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.

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%

LONG TERM



Fighting Force

Length of test: 10 Months

Replay value: ★★★★★

Uuuuuurgh! Sorry, if you'd just pardon this replayer a slight yawn I'll tell you exactly what we think of this fighting game in the long term... dross, that's what! Yeah, okay, when *Fighting Force* first came out it looked pretty impressive and there were loads of moves and stuff to pick up and chuck. But then after a while the harsh reality dawned that it was just so, so boring. We played loads of scrolling beat-'em-ups on the SNES and Mega Drive, and back then they were quite fun and interesting for a while, even if they didn't have the flashy 3-D environment that comes with this update. This game has none of that old long term appeal and even with two players this gets very monotonous very quickly. Fair play to Core Design for trying the old genre with a new twist, but we found *Nightmare Creatures* better.

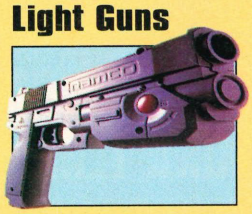
HARDWARE

Joypads



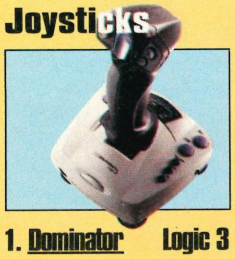
1. Dual Shock — Sony
2. Dual Analogue — Sony
3. Analogue + — Joytech
4. PSX 1 — LMP
5. Station Master — Logic 3

Light Guns



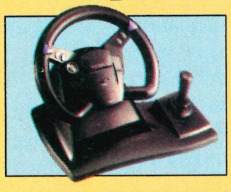
1. G-Con 45 — Sony
2. Scorpion — Fire
3. Erazer — Fire
4. Predator — Logic 3
5. PSX Light Gun — LMP

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...
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	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	37	87%	Terrifying cinematic horror adventure.
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.
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.
Point Blank	1-2	36	**90%**	Addictive gun fun... and it's legal.
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!
Premier Manager '98	1-4	36	89%	The best football management game to date.
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.
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 repetitive.
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.

GROOVY GADGET

SCORPION

Supplied by: Fire International
Price: £24.99

We've reviewed this classy shooter before, but certain enhancements have happened to it since then. All the features that made it so good in the first place are still here: the jolt action, auto reload and auto fire, manual reload and G-Con 45 compatibility, but also two other vital changes have been made. For starters, the original pistol was green so as to fit into the 'political correctness' bracket and discourage kids from pointing it at coppers, but now in a dramatic turn-around, the gun is back to its original silver colour with a beautifully crafted wooden handle – and it looks brilliant.



The best improvement is the gun's accuracy. Fire has removed the old light barrel component and replaced it with a more expensive (yet still at the same RRP) enhanced accurate light barrel, and the results are startling. It is now equally as accurate as the official Sony G-Con 45 and works with all games and not just Sony/Namco software. If you're serious about your guns, then the Scorpion is the most stylish and drop-dead gorgeous model on the market... just don't wave it about in public.

OVERALL: ★★★★★

GAME	1	2	3	4	5	6	7	8	ISSUE REVIEWED	SCORE	WE SAY...
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: Resurrection	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.
Road Rash 3-D	1	●							36	76%	Disappointing sequel with no guts.
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.
Spice World (with Geri)	1	●							37	25%	Total waste of Spice... cheap though!
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 excitement.
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.
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 faults.
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.

COIN-OPS

Here are the Top Five arcade games we've been churning our hard-eared wages into this month...

TIME CRISIS 2

We have seen nothing recently that betters this baddie-bagging gun-fest.



LA RIDER

We were gutted when this disappeared from the local Sega World. So maybe this will be the last entry.



SEGA RALLY 2

The driving magicians conjure up another top-class rally game. Very sexy!



EHRGEIZ

Have you played it yet? If not then you don't know what you're missing out on! Pure fighting fantasy!

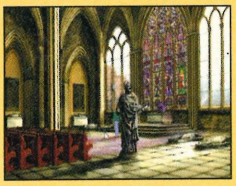


TOP SKATER

Appeal is starting to weaken now, but we still like grinding those benches!



LONG TERM



Broken Sword

Length of test: 24 Months
Replay value: ★★★★★

One of the first point and click adventures on the PlayStation and still one of the best. This was originally a PC game, but the PlayStation adopted it as its own. The graphics are still attractive to this day and some of the puzzles continue to baffle a significant amount of our readers. The only problem is that once you've completed it, there isn't much to keep you coming back. But still, the story is engrossing and the whole thing flows along nicely. The sequel is still better in all departments, but if you haven't played this, play it!



Transport Tycoon

Length of test: 24 Months
Replay value: ★★★★★

It was one of the first sim-games to make it to the PlayStation, imagine our joy at being able to play geek games on a console! *Transport Tycoon* has stood the test of time – largely because so few games of this type were ever made available to the hardcore games players. There is something satisfying about creating your own little transport network, complete with little buses, trains and boats. The graphics aren't much cop, and it runs slowly as the game progresses and your empire grows. If you can't stomach spending 50 hours of your life on a single game, you'd better look elsewhere!

GAME											ISSUE REVIEWED	SCORE	WE SAY...
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.
Tommi Mäkinen Rally	1-2	●				●		●		●	37	39%	The turkey of rallying games!
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!
Total NBA '98	1-8	●	●							●	36	**93%**	So good it walks on water, the best bar none!
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.
Vigilante 8	1-2	●				●				●	36	**94%**	Big guns, huge explosions, gigantic appeal!
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.
Vs	1-2	●									36	72%	Slick, but simplistic street fighting.
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!
Wargames	1-2	●				●				●	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	●									14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●									03	68%	Distinctly average 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 '98	1-8	●	●							●	36	86%	A superbly atmospheric football 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.
Wreckin' Crew	1-2	●				●				●	36	83%	Addictive tongue-in-cheek racing game.
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.
Xenocracy	1	●								●	37	70%	Not an epic, but fun and engrossing.
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.

WITHDRAWN

X

If an ad misleads, we're here to stamp it out.

Advertising Standards Authority

2 Torrington Place London WC1E 7HW 0171 580 5555 http://www.asa.org.uk

ASA

PlayStation

W.K. ENTERTAINMENT DIRECT

THE NUMBER ONE MAIL ORDER GAMES SPECIALISTS

ORDER HOTLINE : 01246 813131

ONE OF THE LARGEST PLAYSTATION CENTRES IN THE U.K.

WEB PAGE COMING SOON AT : WWW.WKEDIRECT.CO.UK

NINTENDO 64

MasterCard VISA

MASSIVE!

RANGE OF NEW AND USED PLAYSTATION AND N64 TITLES

NEW PLAYSTATION

COLIN McRAE RALLY	34.99
PREMIER MANAGER 98	32.99
ROAD RASH 3D	32.99
GRAN TURISMO	35.99
RESIDENT EVIL 2	35.99
WORLD CUP 98	32.99
ALUNDRA	34.99
KLONOA	30.99
NAMCO SMASH COURT	22.99
TOMB RAIDER	17.99
DIE HARD TRILOGY	17.99
TEKKEN 2	17.99
POINT BLANK	30.99
POINT BLANK WITH GUN	49.99
STREET FIGHTER COLL.	34.99
BUGGY	30.99
SENTINEL RETURNS	34.99

USED PLAYSTATION

GRAN TURISMO	29.99
RESIDENT EVIL 2	29.99
WORLD CUP 98	29.99
FIFA RTWC 98	24.99
TOMB RAIDER 2	24.99
FINAL FANTASY VII	24.99
RAGE RACER	19.99
TOCA TOURING CAR	24.99
FORMULA 1 97	24.99
CROC	19.99
CRASH BANDICOOT 2	24.99
G-POLICE	9.99

EXCLUSIVE CONSOLE PACKS

PLAYSTATION VALUE PACK £119.99

PLAYSTATION VALUE PACK + GRAN TURISMO £144.99

NINTENDO 64 INC. GOLDENEYE £124.99

CREDIT FACILITIES AVAILABLE SUBJECT TO STATUS

SPECIALS

SUIKODEN

VANDAL HEARTS

MARVEL SUPER HEROES

GEX 3D

SIM CITY 2000

£19.99 EACH OR

2 FOR £34.99

3 FOR £49.99

4 FOR £64.99

POSSIBLY THE UK'S BIGGEST CHOICE OF USED GAMES, ALL AT LOW, LOW PRICES. SPECIAL OFFERS EVERY WEEK, PHONE HOTLINE FOR DETAILS. NO MEMBERSHIP FEE, NO GIMMICKS JUST TOP QUALITY GAMES AT ROCK BOTTOM PRICES. ALSO IN STOCK A WIDE RANGE OF USED SATURN, MEGADRIVE, SNES AND NEW AND USED GAMEBOY CONSOLES AND GAMES. CALL THE SPECIALISTS!

NEW NINTENDO 64

WORLD CUP '98	44.99
MYSTICAL NINJA	49.99
GOLDENEYE	39.99
FORSAKEN	44.99
BANJO & KAZOOIE	42.99
GT CLUB 64	44.99
YOSHI'S STORY	39.99
TETRISPHERE	32.99
BUST A MOVE 2	34.99
WETRIX	34.99
WWF WARZONE	43.99
TUROK 2	49.99
MISSION IMPOSSIBLE	PRE-ORDER
MORTAT KOMBAT 4	PRE-ORDER

USED NINTENDO 64

GOLDENEYE	34.99
MARIO 64	29.99
MARIO KART 64	29.99
DIDDY KONG RACING	32.99
DUKE NUKEM 64	34.99
FIFA RTWC 98	36.99
CRUISIN' USA	24.99
TOP GEAR RALLY	34.99
DOOM	29.99
KILLER INSTINCT GOLD	32.99
BOMBERMAN 64	32.99
EXTREME G	29.99
M.R.C.	29.99



NINTENDO 64

DELTA

MADEIRA GAMES

ALL THE LATEST US + JAP GAMES IN STOCK NOW Spyro, Road Rash 3D, Breath of Fire (US), Everybody's Golf, Tekken 3, Parasite Eve US (September), Metal Gear Solid, Vigilante 8, Tail Concerto, Enigma, Colin McRae Rally, ISS '98 (JAP), Street Fighter 3, Heart Of Darkness, Tombi

The Import Specialist PSX, N64, Saturn, DVD

'The More You Buy The Cheaper They Get'

Games From £39.99

...GUARANTEED NEXT DAY DELIVERY

Universal Jap "White" Saturn £159 All Saturn games available. Doctor 64 £229 - Official UK Distributor. DISCOUNT ON QUANTITIES -

PSX Decode Chips £14.99 - play all games.

LOWEST PRICES Controllers , Memory Cards, RGB Leads, Transformers , WE SELL THEM.

Other PSX games available IMPORT SPECIALISTS

We will not be beaten on DVD prices

Portable Panasonic Code Free DVD Players £999

PlayStation VCD Adaptor £89.99

MasterCard VISA

PlayStation Universal Chip Fitting Service (lets you play all games) £29.99 (plus postage)

Universal PlayStation £1XX (Plays all games)

Pioneer 505 Code Free £449.99

Check out our website: www.madeiragames.com

MADEIRA GAMES, Lynn Road, Heacham, Norfolk, PE31 7JF

Tel 01485 570256 - 0831 444041 Anytime

Fax 01485 570501 Email sales@madeiragames.com

PLAY magazine Issue 38 1998

PLAYED OUT...

NEXT MONTH IN PLAY ISSUE 39 ON SALE 3 SEPTEMBER



INDIANA JONES

We brave tropical diseases and Pygmy poison darts to bring you an intrepid report on LucasArt's brand new Lara beater – Indiana Jones and the Infernal Machine.

F1 '98

Extensive early look at the 1998 update of the PlayStation's most well established racing series. It's a mint, Murray!

FINAL FANTASY VIII

More news from Japan on what is shaping up to be one of the most eagerly awaited PlayStation games of the year. We get the full scoop from Square!

TOMB RAIDER III

Ms Croft shows us around her new explosive adventure and demonstrates a few of her exhilarating new moves. Hear that saliva drip!

PLUS

Tekken 3 Abe's Exoddus Driver Legacy of Kain: Soul Reaver Messiah The Fifth Element Rival Schools TOCA 2 Duke Nukem: Time To Kill!

PLAY

The UK's Best Unofficial PLAYSTATION *Magazine!*

Make sure you don't miss a single copy of PLAY MAGAZINE by reserving your copy every month at your local newsagent

NAME

ADDRESS

POSTCODE **TEL**

PLEASE RESERVE ME A COPY OF PLAY MAGAZINE (ISSN: 1358-9474) PRICED £2.95 ON A REGULAR BASIS PLAY IS PUBLISHED 14 TIMES A YEAR.

The next issue of PLAY MAGAZINE is on sale from 3 September

Newsagent information PLAY MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900 fax: (01202) 299955 http://paragon.co.uk and is available from your local wholesaler. PLAY MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

PLAY

Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS
England
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
play@paragon.co.uk
http://www.paragon.co.uk/play

Managing Editor Damian Butt
gecko@paragon.co.uk
Editor Ryan Butt
ryan@paragon.co.uk
Senior Staff Writer
Graeme Nicholson
silencio@paragon.co.uk
Staff Writer Tom Sargent
tomsargent@paragon.co.uk
Production Editor Louise Wells
Art Editor Mark Wynne
Online Editor Stuart Wynne
ssw@paragon.co.uk
Advertising Manager
Michael Halton
Direct line (01202 200224)
mhalton@paragon.co.uk
Ad Sales Executive Daniel Russell
Direct line (01202 200223)
danruss@paragon.co.uk
Ad Production Dave Osborne,
Jo James, Danni Schofield,
Angela Derbyshire
Senior Production Manager
Jane Hawkins
Systems Manager Alan Russell
Bureau Manager Chris Rees
Scanning/Prepress Ross Thornley
International Licencing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk
Art Director Mark Kendrick
mkendrick@paragon.co.uk
Sales Director Trevor Bedford
trevorb@paragon.co.uk
Jt Managing Directors
Di Bedford
dibedford@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk
Subscriptions Mike Daly
miked@paragon.co.uk
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 299955
subs@paragon.co.uk
http://play.subs.net
Subscription Rates (14 issues)
UK: £28.00 • Europe: £35.00
Rest of World: £46.00

The makers of PLAY also produce: 64 Magazine, PowerStation, Practical Internet, What's Online and 64 Solutions to name but a few!

Printed by Duncan Web Offset,
Passmore Plant, Tovil, Maidstone,
Kent ME15 6XA.

Distributed by Seymour Ltd
1st Floor, 86 Newman Street,
London W1P 3LD Tel:
(0171) 396 8000

PLAY is fully independent and is in no way an official Sony-licensed publication. The views expressed within are not necessarily the opinions of Sony Computer Entertainment Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 1998 Paragon Publishing Ltd.

PLAY MAGAZINE: ISSN 1358-9474

ABC 47,432
Member of the Audit Bureau of Circulation

Special Reserve Discount Mail Order - 01279 600204

Special Reserve
Live @ http://special.reserve.co.uk

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops.

10% extra off games at http://special.reserve.co.uk.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).

ALL FOR £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, & it's only £6.

1. Members receive **10 issues of our colour Club Magazine** per year with over 2,000 products, many at below trade price or under half price. There are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
2. The incredible ***FREE* Special Reserve Book of 3000+ Cheats** (all formats) will be sent to you with your **Family Membership Card** and **F1 Fantasy Game *FREE*** entry form (members only - £4000 worth of prizes).
3. Choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. These gifts are worth up to **£40**. You can extend your membership (£5.50) at any time to receive more of them.

That's why over 400,000 people have joined Special Reserve - The Biggest Games Club in the World

PlayStation Value Pack ...£129.99 less £10†

Official UK PlayStation complete with TWO Sony controllers, a memory card and RF lead.

†Deduct £10 off the price of any one item bought at the same time as a PlayStation. 0% PAY LATER available if your total purchase is between £250 & £750, subject to status. Other special discounts do not apply

STICKER KITS FOR PLAYSTATION ...9.99
Change the colour of your console with these great sticker kits. Available in Carbon look, Gold, Silver and Saint George

DUST COVER FOR PLAYSTATION ...9.99
DUST COVER - BRITISH BULLDOG ...9.99

PAIR OF EXTENDER CABLES ...9.99
SCART LEAD PlayStation RGB to scart TV ...7.99
SCART LEAD PlayStation RGB/super AV cable ...9.99

16 MB MEMORY CARD (240 slots) ...19.99
48 MB MEMORY CARD (720 slots) ...29.99

PlayStation Controllers

TOP DRIVE STEERING WHEEL & PADS ...54.99



MAD KATZ STEERING WHEEL AND PEDALS 42.99
True analogue progressional steering, accelerator and brake



PREDATOR LIGHT GUN FOR PLAYSTATION OR SATURN ...17.99
Dual format gun with auto re-load feature

OFFICIAL ANALOGUE CONTROLLER 19.99
Dual analogue control sticks, digital direction pad. Look for games marked (ANL)



OFFICIAL DUAL SHOCK ANALOGUE CONTROLLER ...23.99
Dual analogue control sticks with built-in dual force feedback rumble facility. Look for games marked (RUM) and (ANL)



JOYTECH DUAL SHOCK ANALOGUE JOYPAD ...19.99
Dual analogue control sticks with built-in dual force feedback rumble facility. Look for games marked (RUM) and (ANL)

WE STOCK OVER 30 CONTROLLERS FOR PLAYSTATION - PHONE 01279 600204 FOR MORE DETAILS

PlayStation Games

From our range of over 200 PlayStation Games

ACTUA GOLF 2	25.99 -10%*
ACTUA SOCCER	14.99 -10%*
ACTUA SOCCER 2 (ANL)	24.99 -10%*
ACTUA TENNIS	32.99 -10%*
ALIEN TRILOGY	19.99 -10%*
ALUNDRA	36.99 -10%*
ARMORED CORE	31.99 -10%*
AYRTON SENNA KART RACING	24.66 -10%*
BATMAN & ROBIN	33.99 -10%*
BLASTO	31.99 -10%*
BLOODY ROAR (BEAST)	36.99 -10%*
BOMBERMAN	31.99 -10%*
BREATH OF FIRE 3	37.99 -10%*
BRIAN LARA CRICKET	37.99 -10%*
BROKEN SWORD 2	31.99 -10%*
BUBSY 3D	19.99 -10%*
BUSHIDO BLADE (RATED 18)	31.99 -10%*
BUST A MOVE 2	19.99 -10%*
BUST A MOVE 3	26.99 -10%*
CARMAGEDDON 2	37.99 -10%*
CASTLEVANIA	23.99 -10%*
CHILL	32.99 -10%*
COLIN MCRAE RALLY	37.49 -10%*
COLONY WARS (ANL)	39.99 -10%*
C & C - RED ALERT	36.99 -10%*
COOL BOARDERS	24.99 -10%*
COOL BOARDERS 2	31.99 -10%*
CRASH BANDICOOT	19.99 -10%*
CRASH BANDICOOT 2 (ANL)	37.99 -10%*
CROC (ANL)	26.99 -10%*
DARK OMEN	34.99 -10%*
DEAD BALL ZONE	29.99 -10%*
DEAD OR ALIVE	31.99 -10%*
DEATHTRAP DUNGEON	30.99 -10%*
DESTRUCTION DERBY 2	19.99 -10%*
DIABLO	34.99 -10%*
DIE HARD TRILOGY	19.99 -10%*
DIE HARD + PREDATOR GUN	32.99 -10%*
DISNEY'S HERCULES	37.99 -10%*
DUKE NUKEM (ANL)	26.99 -10%*
DUKE NUKEM - A TIME TO KILL	34.99 -10%*
EVERYBODY'S GOLF	31.99 -10%*
EXCALIBUR	19.99 -10%*
FIGHTING FORCE	23.99 -10%*
FINAL FANTASY 7	37.99 -10%*
FORMULA 1	19.99 -10%*
FORMULA 1 97 (ANL)	41.99 -10%*
FORMULA KARTS	19.99 -10%*
FORSAKEN	33.99 -10%*
FRENZY	30.99 -10%*
GEX 3D - ENTER THE GECKO	29.99 -10%*
GHOST IN THE SHELL	36.99 -10%*
GRAN TURISMO (ANL)	39.99 -10%*
GRAN TURISMO WITH ANALOGUE DUAL SHOCK CONTROLLER	59.99 -10%*
GRAND THEFT AUTO (18)	29.99 -10%*
HEART OF DARKNESS	32.99 -10%*
INT'L SUPERSTAR SOCCER PRO	19.99 -10%*
INTL TRACK AND FIELD	19.99 -10%*
JERSEY DEVIL (ANL)	25.99 -10%*
JOHN MADDEN NFL 98	35.99 -10%*
JONAH LOMU RUGBY	22.99 -10%*
JURASSIC PARK - LOST WORLD	26.99 -10%*
KLONOA	31.99 -10%*
KULA WORLD	36.99 -10%*
KURUSHI	25.99 -10%*
MARVEL SUPER HEROES	33.99 -10%*
MECHWARRIOR 2	18.99 -10%*
MEN IN BLACK	32.99 -10%*
MICRO MACHINES 3	19.99 -10%*
MORTAL KOMBAT 4	34.99 -10%*
MORTAL KOMBAT MYTH	29.99 -10%*
MORTAL KOMBAT TRILOGY	19.99 -10%*
MOTO RACER (ANL)	26.99 -10%*
MOTORHEAD	31.99 -10%*
NAGANO WINTER OLYMPICS 98	37.99 -10%*
NAMCO MUSEUM VOLUME 3	32.99 -10%*
NEED FOR SPEED 3	34.99 -10%*
NEWMAN HAAS RACING	36.99 -10%*
NHL 98	34.99 -10%*
NIGHTMARE CREATURES	31.99 -10%*
NUCLEAR STRIKE	25.99 -10%*
ODDWORLDS: ABE'S ODDYSEE	24.99 -10%*
ODDWORLD 2: ABE'S EXODUS	34.99 -10%*
ONSIDE SOCCER	19.99 -10%*
PANDEMONIUM	19.99 -10%*
PANDEMONIUM 2	24.99 -10%*
PARAPPA THE RAPPER	26.99 -10%*
PGA TOUR GOLF 98	35.99 -10%*
PITFALL 3D	29.99 -10%*
POINT BLANK + LIGHT GUN	45.99 -10%*
POPULOUS - THIRD COMING	35.99 -10%*
PORSCHE CHALLENGE	19.99 -10%*
PREMIER MANAGER 98	32.99 -10%*
PREMIER MANAGER 98 WITH JOYTECH MOUSE AND MAT	39.99 -10%*
RAGE RACER	**15.99 -10%***
RAPID RACER (ANL)	31.99 -10%*
RASCAL	36.99 -10%*
RAYMAN	19.99 -10%*
REBOOT	35.99 -10%*
RESIDENT EVIL - DIRECT CUT	29.99 -10%*
RESIDENT EVIL 2 (RATED 18)	40.99 -10%*
RIDGE RACER	16.99 -10%*
RIDGE RACER REVOLUTION	19.99 -10%*
ROAD RASH 3D	35.99 -10%*
ROAD RASH	19.99 -10%*
SIM CITY 2000	29.99 -10%*
SNOW RACER	29.99 -10%*
SOUL BLADE (SOUL EDGE)	37.99 -10%*
SOVIET STRIKE	19.99 -10%*
SPAWN	31.99 -10%*
SPICE WORLD (SPICE GIRLS)	19.99 -10%*
STAR WARS - TERAS KASI	33.99 -10%*
STEEL REIGN	31.99 -10%*
SUPER MATCH SOCCER	26.99 -10%*
SUPER PUZZLE FIGHTER 2	25.99 -10%*
SYNDICATE WARS	19.99 -10%*
TEKKEN 2	19.99 -10%*
TEKKEN 3	38.99 -10%*
THEME HOSPITAL	34.99 -10%*
THEME PARK	19.99 -10%*
THREE LIONS	35.99 -10%*
TIME CRISIS	31.99 -10%*
TIME CRISIS + LIGHT GUN	45.99 -10%*
TOCA TOURING CARS (ANL)	36.99 -10%*
TOMB RAIDER	19.99 -10%*
TOMB RAIDER 2	30.99 -10%*
TOTAL DRIVIN	19.99 -10%*
V - RALLY	26.99 -10%*
VIGILANTE 8	29.99 -10%*
WCW VS THE WORLD	36.99 -10%*
WIPEOUT 2097	19.99 -10%*
WORLD CUP 98	34.99 -10%*
WORLD LEAGUE SOCCER '98	33.99 -10%*
WORMS	19.99 -10%*
WWF WARZONE	33.99 -10%*
X - MEN	33.99 -10%*

N64 Top Games

DOOM 64	**29.99 -10%***
DUKE NUKEM 64	**29.99 -10%***
FORSAKEN	43.99 -10%*
GOLDENEYE	42.99 -10%*
WORLD CUP 98	46.99 -10%*

10%* OFF MAIL ORDER MADNESS

Deduct an extra 10% off the price of games only if you place your order by post to the address below or by FAX on 01279 726842 or via internet at http://special.reserve.co.uk . e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 20/09/98

Special Reserve 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode

Phone No Machine

ENTER MEMBERSHIP NUMBER IF ANY

PLAY

We only supply members but you can order as you join (from 50p). There is no obligation to buy anything and you can be any age.

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 3000+ Cheats. AND choose a FREE GIFT from below if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD)
OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER, NO GIFT)

Item
Item
Item
Item

Deduct any 10% Mail Order Madness Discount as described above*

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND POSTAGE & VAT

Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD
EXPIRY DATE CARD ISSUER SWITCH (ISSUE NO)
SIGNATURE

Overseas orders must be paid by credit card.
Overseas surcharge £2.00 per item

Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance

Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- FREE MOUSE FOR PC — 2 buttoned mouse
- OR FREE COMPETITION PRO JOYPAD FOR PC — 4 fire buttons & turbofire
- OR FREE YEAR 2000 TEST CD FOR PC
- OR FREE 1 MB MEMORY CARD FOR NINTENDO 64
- OR FREE RUMBLE PACK FOR N64. Sends vibrations through the controller
- OR FREE PREMIERE FOOTBALL. Full size, PVC coated football. Includes adaptor. Design may vary
- OR FREE 1 MB MEMORY CARD FOR PLAYSTATION
- OR FREE 24 CAPACITY CD WALLET. Stores CD's in individual compartments
- OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION With turbofire function.
- OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES
- OR FREE ACE VENTURA 2 VHS VIDEO (PG)
- OR EIGHT GAMES FREE ON PC CD ROM. Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE.

Seven games free for PC CD ROM also available.

Offers subject to stock availability. Overseas members add £2 postage





PREMIER MANAGER 98 + JOYTECH MOUSE

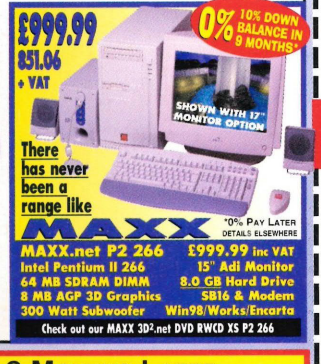
8 MB MEMORY CARD ...13.99
120 slot. Colour and design may vary
SAVE £16



Key Dates

Aug 07	Brian Lara Cricket	PSX
Aug 21	Breath Of Fire 3	PSX
Aug 21	WWF Warzone	PSX
July 31	Banjo-Kazooie	N64
Aug 21	WWF Warzone	N64
Aug 28	Mission Impossible	N64

Release dates may be subject to slippage





NINTENDO 64 + GOLDENEYE
129.99 less £10†
†Deduct £10 off the price of any one item bought at the same time as a Nintendo 64.

0% PAY 9 MONTHS LATER
with 10% deposit and no interest, subject to status. You can buy anything from our catalogue or shops this way, providing your total purchase is over £200. 0% APR if the balance is paid in full after 9 months or 29.8% APR extended loan. Special discounts do not apply.
DEPOSIT ONLY 10%

SPECIAL RESERVE BIG CLUB SHOPS

The Maltings, Station Road,
SAWBRIDGEWORTH, HERTS.
Not far from the M11, just around the corner from the train station. **Tel: 01279 600399**

43 Broomfield Road,
CHELMSFORD, ESSEX.
Just around the corner from the bus station. **Tel: 01245 348777**

164 Derby Road,
STAPLEFORD, NOTTINGHAM.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut. **Tel: 0115 949 1000**

All our shops have PC Upgrade and Repair Facilities. £10 for Fitting. £24 Fix or Configure
IT'S EASY TO PARK
SOME ITEMS CARRY A £1 SURCHARGE IN THE SHOPS



209/213 St Mary's Lane,
UPMINSTER, ESSEX.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket. **Tel: 01708 225544**

168 High Street,
EGHAM, SURREY.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25. **Tel: 01784 473444**

351 Gloucester Road (A38),
BRISTOL.
1 ½ miles from the City Centre and just up from Kwik Save. **Tel: 0117 924 5000**

GREAT WEB SITE — **10% extra off games at http://special.reserve.co.uk** — MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 14/07/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Face it

08:57

Now break it



- Full crash damage, batters car body and performance
- 48 unique point-to-point stages
- Super-special stages for head-to-head races
- Learn to drive rally-style, with full tuition from Colin McRae

COLIN McRAE™ RALLY

www.colinmcrae.com

PlayStation Magazine STARPLAYER

OFFICIAL PLAYSTATION MAGAZINE 9/10
"...takes the off-roader to... dizzying heights of realism and fun!"

PLAYSTATION PLUS 95%
"Easily the best rally game in the world...ever!" winner

TOTAL PLAYSTATION 93%
"It's just brilliant...Pure class. Miss it, miss out!"

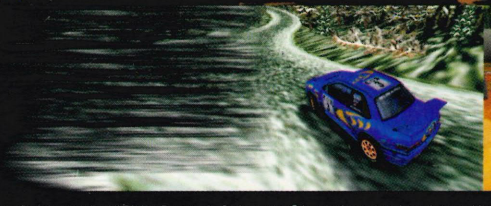
PlayStation DIRECT HIT

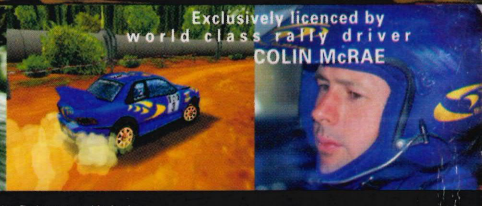
PlayStation

Codemasters

PC CD ROM Windows 95

PlayStation® version supports DUAL SHOCK™





© 1998 The Codemasters Software Company Limited and Codemasters Limited. "Codemasters". All Rights Reserved. Codemasters® is a registered trademark owned by Codemasters Limited.
Colin McRae Rally is a trademark being used under licence by Codemasters. All other marks are trademarks of their respective owners.