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MEDIEVIL MICHAEL OWEN'S WLS '99 TENCHU

issue forty

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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION

TOMB RAIDER III

Lara reveals all... about her gripping new adventure. Full report inside!

METAL GEAR SOLID REVIEWED!

At last, the PlayStation has a true Goldeneye beater!

FREE CHEATS BOOK WITH THIS ISSUE

GRAN TURISMO 2

Hot news about Sony's tyre-tearing sequel!

32 EXTRA PAGES

Shall we think about this...





Two great player modes – Combat Mayhem or Combat Tactics

Combat Mayhem

Select a team of characters to battle with and a battlefield and the one-on-one battle mayhem begins.

Combat Tactics

If you fancy some mindgames first, take turns commanding your forces on the detailed 3D strategy maps, then initiate attacks against the enemy in one-on-one, real-time combat.

THE UNE W

CRYSTAL DYNAMICS™

Mind games or may

...or just fight?



HOLY WAR

"An addictive arcade-style two-player 3D combat game."
Official PlayStation Magazine

"A remarkably compelling experience."
Edge

"An exciting mix of action and tactical play."
PlayStation Power

"Imagine chess. Except much more violent. Much more fun."
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hem... you choose!

PlayStation

EIDOS INTERACTIVE

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TOMB RAIDER III



22 With guns blazing, breasts bouncing and pony tail flapping, Lara Croft returns to wow us once again. We talk to Core Design about her new adventure and what the game gal has been up to since we last met!

THE BIG GAME

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 82
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 92
The very best solutions every month. Maps, cheats, tips and all your gaming queries answerswered

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ARENA 116
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 us your views now, the more controversial the better!

THE PLAYLIST 120
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's new and improved this month with even more info.

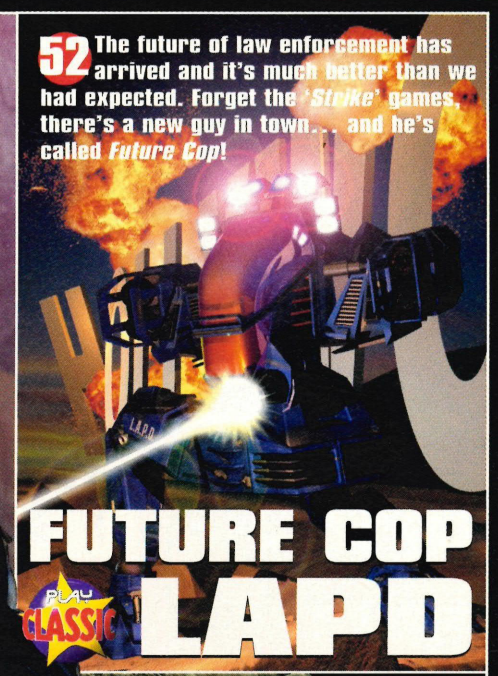
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PLAY プレイステーション
The UK's Best Unofficial PLAYSTATION

METAL GEAR SOLID

44 How could PLAY possible pass up the opportunity to review the biggest game of the year... or even the PlayStation's history? Simple, we couldn't! *Metal Gear Solid* eradicates almost everything you've ever seen and played!

PLAY CLASSIC

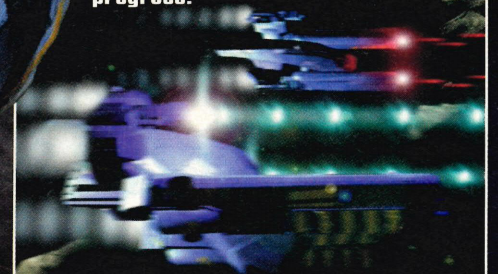


52 The future of law enforcement has arrived and it's much better than we had expected. Forget the '*Strike*' games, there's a new guy in town... and he's called *Future Cop*!

FUTURE COP LAPD

PLAY CLASSIC

30 The first was just a blueprint for things to come. Now the sequel is nearing completion and it's looking amazing. Check out our work in progress.



COLONY WARS VENGEANCE

SMALL SOLDIERS



106 Kicking off our extensive Wired Up section this month is the tie-in game of one of the year's most eagerly awaited films. *Small Soldiers*... BIG game!

WORKSTATIONS



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COLONY WARS: VENGEANCE 30
LEGACY OF KAIN: SOUL REAVER 34
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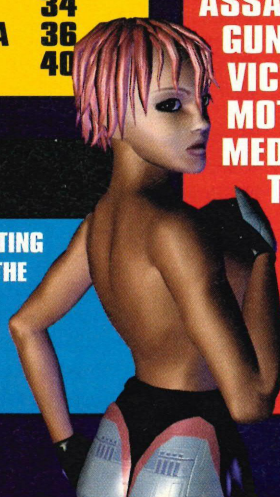
WIRED UP

NINE PACKED PAGES BOASTING THE LATEST GAMES FROM THE RECENT ECTS SHOW, INCLUDING *TOCA 2*, *ACTUA SOCCER 3* AND MORE STARTING ON PAGE 106!

PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AND RATED

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PLAYSTATION wired



BIGGER! Better!

Brighter! Play just keeps getting better, and we're showing our dedication to the PlayStation market by increasing in size. From this issue onwards, Play shall become a 132-page bible for PlayStation enthusiasts. What are we going to do with all that extra space? Simple really, bigger reviews, more previews and a general all-round info-injection into all the areas that matter, such as current PlayStation news, tips and the buyer's guide. We sincerely hope that you enjoy the new beefier, heavier Play, because it killed us to make it!

Or at least it would have if we didn't have a new addition to the team. Meet Ben Lawrence, a keener, more enthusiastic writer you'd be hard pushed to find. Make no mistake, this guy knows his games, and will continue in that great Play tradition of frank and honest opinions coupled with a dazzling insight... what do you mean that's new to you?!

Now briefly onto the issue. You may have noticed the lovely Lara Croft gracing the cover... well sod her because we've got a full review of *Metal Gear Solid* on page 44. So go there now (and then read the fab *Tomb Raider III* piece). Enjoy!

■ **Ryan Butt** Editor

PLAYSTATION PRICE DROP

BARGAIN AT £99, COME AND GET 'EM WHILE THEY HOT!

If you know anybody that hasn't yet invested in a Sony PlayStation, hit them. Then when you're done, remind them of this unbeatable new PlayStation deal.

Sony Computer Entertainment recently announced another price drop on its PlayStation in the UK and US. The new UK bundle includes a standard machine and a Dual Shock analogue controller and will retail at the highly competitive price of £99.99 (a drop of £30, which brings it line with the Nintendo 64).

Sony is backing up this price drop with TV advertising and promotions in the national tabloid press. It is obviously hoping that the new price will attract more people to the PlayStation cause, which has already sold a staggering 2.5 million units in the UK alone (40 million world-wide).

"Once more, PlayStation is now heading for its biggest ever Christmas, clearly indicating that PlayStation is making the transition from a niche market to a mainstream lifestyle activity," said Ray Maguire, Sony's UK managing director. With games such as *Tekken 3*, *Tomb Raider III* and *Spyro The Dragon* being released in the run-up to the Christmas silly-season, we can only agree with the man that this Xmas, PlayStation sales are going to head straight into orbit.

The US PlayStation bundle is the same as the UK version, but retails at $130 (which, interestingly, works out to be approximately £91 – bah!). THE Games, Nintendo's UK distributor, currently has no plans to rethink its Nintendo 64 pricing policy in light of Sony's pricing move. But it had better do something to avoid another Yuletide roasting. Hopefully this year, Sony will be able to cope with the supply and demand that saw many shops devoid of any PlayStations in the run-up to Christmas last year, leaving many unhappy punters having to suffer the consequences of making-do with a N64. But just to make sure, get 'em in early, okay!



WIRED UP contents

G-POLICE 2 08

Exciting news and exclusive pictures of Psygnosis' futuristic law-enforcement sequel. We also take a sneaky look at *Rollcage*, an intriguing new racing game.

PRINCE NASEEM 09

We hear from Codemasters about its long-awaited boxing game. The company has signed the rights to use Britain's most exciting boxing talent, and it looks good!



IT'S A FACT!

Two more games are set to join the ever-expanding Platinum range of budget titles. *Croc: Legend of the Gobbos* and *Time Crisis* will both be released in November for £19.99. And no, you don't get the light-gun!



IT'S A FACT!

Is somebody having a laugh or what? We heard at the ECTS show that Namco IS developing *Time Crisis 2* for PlayStation (despite the Japanese company's denial) and the game will be out next year.

EUTECHNYX'S GRAN SLAM

THE UK-BASED DRIVING MASTERS RETURN WITH C3!

Direct from Eutechnyx, new shots this month of a very special racing game. The development company is eager to show off its forthcoming *Car Constructor's Championship – 'C3 Racing'* to those in the know – and it's easy to see why when you cast an astonished eye over these screenshots.

You're thinking *Gran Turismo*, and so it seems is Eutechnyx: Over 20 real-life, licensed cars from the likes of Toyota, Marcos and Mitsubishi; environment mapping for that shiny reflective paint job; car customisation and more *GT*-like features. However, *GT* didn't have the car damage that affects handling right there on the track, nor did it have night time driving using only headlights to light the way. And it definitely didn't have a heap of tracks situated around the world in places like Rome, Peru and the UK itself!

The big question is about multiplayer compatibility. Eutechnyx really pushed the boat out with its previous racer *Total Drivin'* to include split-screen *and* link-up modes...

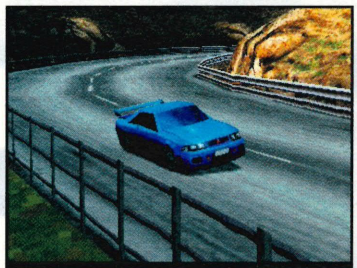
C3 looks so explosive it should have been called '*C4*'! We'll give you our first impressions on a playable version as soon as we can. Stay tuned to PLAY for a full report next month, with more info and more great pictures!

GT2

EXCITING NEWS!

During frank discussions with Sony at the recent ECTS show in London's Olympia, we managed to obtain some interest facts about what is to be included in the sequel to *Gran Turismo*.

GT2 will be released in this country in May (a year after the original) and will feature rally courses, more night races and car damage. Sony was cagey about which car manufacturers had signed up to get certain cars featured in the game, but apparently, Ferrari has put pen to paper and will be featured quite prominently in the game. It is thought that after the popularity of the first game, the car manufacturers might wave the restrictions placed on the amount of damage the cars to sustain, so expect more realistic races in *GT2*!



[ABOVE] To compete with *Gran Turismo*, you need killer replays, and C3 shouldn't disappoint you.



[ABOVE] With surroundings that look this good, C3's many locations should be very authentic.



[ABOVE] An added off-road element will provide some variation on the lengthy Constructor's Championship, letting you test your *Colin McRae Rally* skills to the full! Don't damage that lovely Pug!

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.

There are a number of new titles in the pipeline from Jaleco USA. The company is working on a sequel to **K-1: Arena Fighters** called **K-1: Revenge**, due for a US release in February 1999. It is also developing the combat and dragon-breeding orientated **Dragon Seeds**; the strategy-led **Nectaris: Military Madness**; and the puzzle game **High Voltage: Electric Maze**.

ToeJam and Earl, the groovy disco-dancing aliens from two hit Sega Mega Drive games of yesteryear, are set to return on the PlayStation. Provisionally titled **Toejam And Earl III**, the game is said to be similar to their first outing and is due for release late next year.

The next time you're moaned at for spending too much time on your PlayStation, respond by saying that you are actually studying for a degree. In a case of 'Strange But True', **Salford University** in the UK is offering students the world's first computer and video games degree course.

Oh no! Sony announced recently at the ECTS show that it has acquired the rights to release **Jackie Chan's Stuntmaster** in Europe. We first saw the game at the E3 show in Atlanta and it stuck in our minds as being one of the dodgiest titles on display. Not the best of moves by the console giants!

Finally, Sony is also to release **X Pro Boarder**, another snowboarding game, this time featuring the world's top names in the sport.

TEKKEN 3 10
Want to know just how big *Tekken* is? We announce its record-breaking feat and report on the unlikely star Sony have roped in for the promotional duties!

R:4 11
More screenshots and up to the minute news on Namco's latest *Ridge Racer* installment. Will it prove to be more than a match for the mighty *Gran Turismo*?

ECTS REPORT 14
PLAY goes mad in London's Olympia to bring you a honest report on this year's Electronic Computer Trade Show. Full of surprises it wasn't, but it did have Owen!

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!



Irem have announced a new **R-Type** in the classic shoot-'em-up series that has thrilled the masses for the last decade. Now a release for Japan has been set (19 November '98) in which the newest evolution of the series will appear on the PS. **R-Type Delta** hauls the shoot-'em-up into the 32 bit 3-D arena while retaining many of the elements that made it such a joy to play.



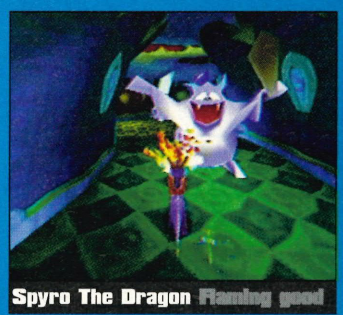
R-Type Delta 32-bit shooting!



FFVIII Will it be worth it?

There's been countless speculation in America in regards to the release of Square's **FFVIII**. Following countless hours of probing, I can tell you that the news is not good. Current estimates put it on track for an early '99 release in Japan, which means at least a few months before we can read the text without a translator! The US release could even be as late as fall '99. Jeez, it'd better be worth the wait.

It seems just a bit naughty to gloat, but I can't help but draw your attention to the latest games on sale in stores over here. First up is **Spyro The Dragon**. I know some of you guys over there are craving for the flame-spitting little critter, and he seems to be charming the pants off of US gamers in a big way. Especially judging by the impressive sales figures. Enjoy the wait in good old Blighty, won't you!



Spyro The Dragon Flaming good



Parasite Eve Now in English!

The other big release in the USA this month, and one I know Ryan is eager to get his hairy palms on is **Parasite Eve**. That's right, a fully understandable English text version is now available to buy over here, and it's awesome. Intended for the more mature gamesplayer, the game is even scarier once you know what's going on. Still, you Brits can gloat at the fact that we've only just got TOCA – the first one that is!

ROLLOVER JACKPOT

ROLLCAGE AND G-POLICE 2 REVEALED

Psygnosis has been very busy of late. You will have already heard about the string of games (*Psybadek*, *Colony Wars: Vengeance*, *ODT*, *Global Domination* and *Formula 1 '98*) due for release soon, but the developer recently announced a further two titles that are currently in production – *Rollcage* and the sequel to *G-Police*.

Rollcage is a fast and furious racing game that offers some interesting new twists on the genre. The car you drive is like one of those old radio-controlled numbers that can be flipped on its roof and still continue driving.

G-Police: Weapons Of Justice continues from where the other game left off. The G-Police now have control over the city, but for how long? With the criminal syndicates about to declare war, you take control of five police vehicles and must tackle 30 missions of frantic law enforcement to retain power. Both games are due in Spring 1999, but stay tuned for more updates in the next few issues.



[Above] *G-Police Weapons Of Justice* lets you control five different vehicles, including this van.



[Above] In Psygnosis' *Rollcage*, you race around in 'flippable' cars that can really shift.



[Above] The visual appearance of *G-Police* has been greatly enhanced for the sequel.



[Above] There are a whole host of weapons to pick-up including Projectiles and Turbo-boosts.

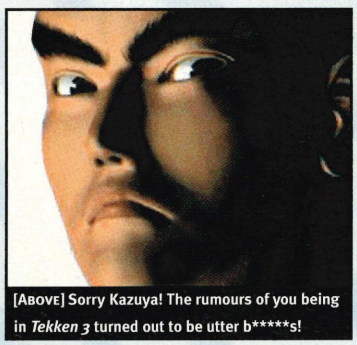
KAZUYA KAZAMMED!

TEKKEN 3 CHEAT RUBBISHED BY YOU

Last month we reported a rumour that was circulating on the net concerning a backwards compatibility cheat in the fabulous *Tekken 3*.

It was rumoured that by playing 1000 games, a portrait would appear for Kazuya Mishima on the character select screen, and by inserting the *Tekken 2* disc, you would be allowed to play as him against the *Tekken 3* characters. Well now we can confirm that this is absolute rubbish thanks to the efforts of many of our readers.

Philip Mason sent us a fax saying that he'd played the game solidly all day and nothing happened. Likewise, Chris Fowler emailed us to say that he's played 1035 games and Kazuya was nowhere to be seen. Thanks for to everyone who saved us the bother!



[Above] Sorry Kazuya! The rumours of you being in *Tekken 3* turned out to be utter b*****s!

NAZ READY TO RUMBLE FANTASY GUARDIAN

CODEMASTERS SIGN THE PRINCE!

It was only a matter of time until someone struck a deal with Britain's greatest boxer, but Codemasters has beaten off the opposition to secure the rights to feature 'Prince' Naseem Hamed in its new boxing game.

The 23-year old WBO Featherweight Champion will star in Codemasters' eagerly awaited high-spec boxing game that is due out in early 1999. It is reported to feature over 100 individual boxers in Exhibition and Career game modes, and judging by Codemasters' impeccable track record, the Prince did good to back this baby!

"The quality of the game is guaranteed" – commented Mike Hayes, Marketing Director at Codemasters – "We've earned an excellent reputation for developing genre-leading product. Boxing will be no different. The software is already looking exceptional. With Naz signed, we're confident we have a game that is superbly commercial."

The Prince himself was a guest at the Codemasters stand at the recent ECTS show in London.



[Above] Prince Naz squares up to his opponent in Codemasters' as yet unnamed boxing game.



[Above] He lands one of his sharp, quick-fire punches to his opponent's chin. Ouch!

NEW *FFVIII* CHARACTER REVEALED!

We've just heard about new developments in the forthcoming RPG epic, *Final Fantasy VIII* from Square, and now we're more eager than ever to get our sweaty paws on a playable version.

Previously believed to be the only *FFVIII* character to possess a Guardian Force (an entity that can be summoned in times of difficulty) Rinoa Heartily has had her nose put out of joint. Yes, Square have come up with another magical monster to help out in those sticky situations, and get a load of him, what a beauty. Square haven't released the chap's name yet, but he looks after the character Zell Dincht... who thinks up these names?



His abilities include being able to make himself fiery during battle and raining down massive volcanic boulders. He's seven feet tall, a Virgo and enjoys eating out, the theatre and working with young children. All right, the last bit was made up, but you get the picture, you really do not want to be on the wrong side of him.

He doesn't seem to be the only Guardian Force apart from Rinoa's either as it looks like Squall Lionheart is getting one as well. His will be a Gemini!

It looks like the American version of *Final Fantasy VIII* will slip to Autumn 1999, which basically means we'll have to now wait even longer for a PAL copy.





TEKKEN 3 FEVER KICKS IN!

SONY'S CLASSIC BEAT-'EM-UP TAKES THE OPPOSITION APART!

Tekken 3 looks set to be another PlayStation record breaker! Sony is rejoicing in the fact that *Tekken 3* (released in the UK on 9 September) notched up record-breaking pre-order figures.

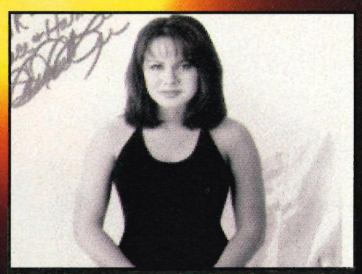
Of the 350,000 copies in its initial shipment, Sony states that 254,000 of these were picked up by retailers – which is not bad if you consider that the original *Tekken* sold 275,430 in total. However, Sony still has a fair way to go if it is to beat the 424,302 copies that *Tekken 2* shifted.

The release of *Tekken 3* has been backed with an impressive £750,000 marketing campaign, covering TV and lifestyle magazines like *The Face* and *Maxim*. For the recent ECTS show in London Olympia, Sony even jetted in Shannon Lee – daughter of the late martial arts legend, Bruce – to promote the game.

Shannon, now a respectable master of numerous martial arts and an actress, was available for one day only at the show for photographs, and to dish out kickings on the game. Her chosen character was Ling Xiaoyu, who was apparently loosely based on Shannon Lee in the first place. Needless to say, the PLAY boys showed her a thing or two and sent her packing off back to the USA with her ego suitably in tatters... probably!



[ABOVE] *Tekken 3* – more pre-orders than any other game. Should sell quite a few then!



[ABOVE] Shannon Lee – daughter of Bruce and here to kick-ass on *Tekken 3*, not!

PLAYBOYS...

Come of folks, give 'em a hand! These are the crazy guys behind this publication... but have they any burning ambitions?

Ryan Butt
He would have loved to make it as a footballer. Unfortunately he lacked the skill, pace and fitness needed to cut it with the Spice Boys. Shame.
ryan@paragon.co.uk



Graeme Nicholson
He would have loved to make it as a professional guitarist in a rock and roll band. However, being tee-total, he just couldn't live up to the myth.
silencio@paragon.co.uk



Tom Sargent
He would have loved to make it as a criminal psychologist, but despite being younger (just) than Cracker, he just couldn't pull the girls!
tomsargent@paragon.co.uk



Ben Lawrence
The rookie would have loved to make it as a holiday redcoat, but he found he was too nice for the role, and scared too many grannies. Pity!
benl@paragon.co.uk

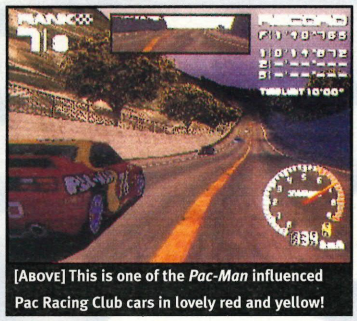


RIDGE RACER TYPE 4

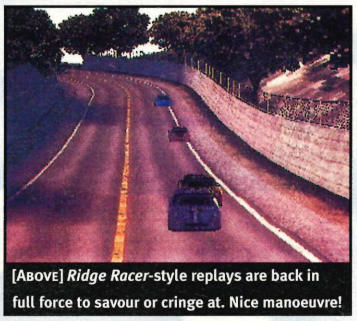
NAMCO'S NEXT *RACER* RAGES TOWARDS COMPLETION!

There will be another *Ridge Racer* game this year! *R:4*, full title *Ridge Racer Type 4*, is to be released in Japan this December, exactly two years after the release of the classic *Rage Racer*. While the *Ridge Racer* series has been on a 24 month recess, *GT* has emerged, so *R:4* has to be very special. Incredibly, there are 300 car models available, and eight track variations this time. It hasn't all been changed though, as that quirky 'drift' system is back to let you powerslide around corners on Tarmac, and you may notice some familiar names in the manufacturer's list: Lizard, Assoluto, Terrazi and Age Solo.

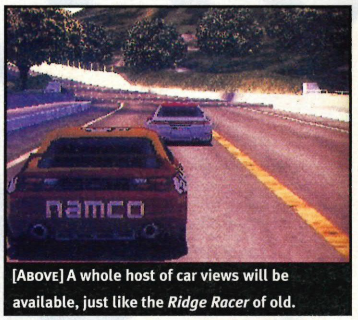
A new Gran Prix mode also lets you set out on a career with a choice of four racing teams, so get saving!



[ABOVE] This is one of the *Pac-Man* influenced Pac Racing Club cars in lovely red and yellow!



[ABOVE] *Ridge Racer*-style replays are back in full force to savour or cringe at. Nice manoeuvre!



[ABOVE] A whole host of car views will be available, just like the *Ridge Racer* of old.

CRYSTALISED

EIDOS BUYS CRYSTAL

Software giant Eidos used the recent ECTS show in London's Olympia to announced that it has bought US developers Crystal Dynamics. The company responsible for publishing the exploits of Lara Croft is now looking to extend its franchise catalogue by releasing such Crystal gems as *Gex 4: Deep Cover Gecko*, *Legacy of Kain: Soul Reaver*, *The Unholy War* and *Akugi The Heartless*. Although no solid release dates have been given for any of the above at the time of going to press.

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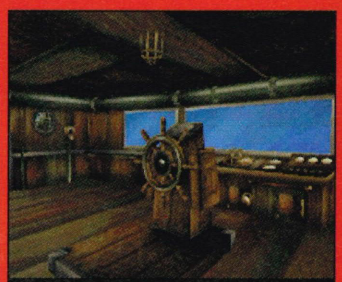
JAP'S EYE



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!

Software Inc, architect of the popular RPG trilogy, **King's Field**, returns with **Echo Night** another first-person adventure. The emphasis is on real-time exploration within the confines of a luxury liner. As the leader of the team who have found the vessel, but become trapped within its confines, you've got to unravel the mysteries surrounding its disappearance whilst fending off the restless, salty souls that lurk.



Echo Night Shiver me timbers!



Knight And Baby Strange game!

Mixing RPG elements with *Pocket Monster*-style battles, Tamsoft (famed for the *Toshinden* and *Choro Q* series) are about to release **Knight And Baby**. You play a 13-year old trainee knight who befriends a cute monster named Baby. Along the way to the distant tower where his mother waits, the duo are confronted by various unsavoury monsters. Knight has to help Baby grow by communicating with him. Very odd.

Although the original was very obscure, ASCII is about to release a sequel to the old game, **Time Detective**. The sequel is called **Time Detective DD** and has you investigating crimes that revolve around shady goings-on with, shock horror... a time machine. Conspiracy, suspense, time cops and a babe missing in time constitute the action, not to mention a script by one of Japan's leading anime writers.



Time Detective DD Lost in time!



MGS Special Edition Desirable!

Now onto that little matter of **Metal Gear Solid**, the game has just been released in Japan (see the import review on page 44). Eager fans can even snap-up special collector's editions featuring loads of highly desirable extras such as books, T-shirts, soundtrack CDs and even a nifty set of dog-tags. Unfortunately, these are also very rare so obtaining one could be a problem outside of Japan.



OUT NOW...

PowerStation **[ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 27 features a complete moves guide to *Tekken 3*, plus complete solutions to *Ninja*, *Mortal Kombat 4*, *WWF Warzone*, *Bio Freaks*, *Breath of Fire III*, and many more!**

CANNED ALIENS!

FOX DROPS *ALIENS VS PREDATOR*

Fox Interactive has regrettably announced that it has dropped plans to release *Aliens Vs Predator* on PlayStation. The game was originally intended to be a multi-format title stretching across PC and N64 platforms, but due to hardware restrictions, the game will now only see the light of day on PC CD-ROM. This is a massive blow because the game boasted some of the most innovative gameplay seen.



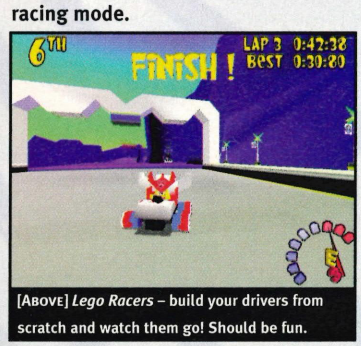
[Above] The mighty *Aliens Vs Predator*. Unfortunately, it proved to be just too much of a monster to be converted onto PlayStation and is now a PC CD-ROM only title. It was looking so good as well!

LEGO-BRICKING IT!

NEW LEGO RACING GAME ANNOUNCED

PlayStation owners can look forward to reliving their childhood when *Lego Racers* is released. The purveyor of plastic bricks is currently developing the alternative racing game with High Voltage Software (responsible for *NCAA Final Four* on the PlayStation and *Tempest 2000* on the Saturn).

The 3-D racing game uses a multiple-view perspective, with every element within the game based upon Lego themes. There are 12 tracks – with name's like Dark Forest Dash, Magma Moon Mountain and Tribal Island Trail – split between four themed worlds: Pirates, Castle, Space and Adventurers. You can create your own driver, as well as design and construct a racing car in the Lego garage. After this it's time to hit the road and pit your driving skills against five challengers, including familiar Lego characters like Captain Redbeard, Alpha Dragonis, Rob 'n' Hood and Lego Racers champion, Rocket Racer. *Lego Racers* will also include rendered video sequences featuring the race winner receiving their prize, and will also incorporate a two-player dual racing mode.



[Above] *Lego Racers* – build your drivers from scratch and watch them go! Should be fun.



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ON THE CARDS

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



BUST-A-GROOVE

We've been getting down and jiving with the funkiest game around. Yep, we've got an English version of Bust-A-Groove and have been loving every minute of it. All secrets found as well!



METAL GEAR SOLID

A bit obvious this one really! We've been playing MGS to the point of death and have already completed it twice! Saved on the card are our best times (beat 3:27!) and hidden items.



V BOXING 2

Just a quick update, we've proved our dominance in the ring by obliterating Dave 'The Animal' Perry, and Dominic 'Diamond' Duran. What a bunch of weedy old has-beens!

SONY STEALS THE SHOW (AGAIN!)

THE PLAYSTATION ONCE AGAIN TAKES PRIDE OF PLACE AT THE ECTS SHOW!

Welcome to a living hell! Yes, September saw the annual ECTS show descend upon London's Olympia once again, and after the specular gaming fest that was the E3 show in Atlanta (see PLAY issue 37) this event was devoid of any great surprises.

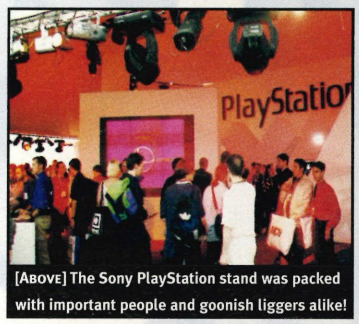
Perhaps least surprising was Sony's dominance of the event. The PlayStation once again stole the limelight occupying not only the most floor space, but the best games as well – totally obliterating the poxy Nintendo stand that was still boasting the likes of *Mario Kart* and *Goldeneye*. Although we'd seen them all before, the Sony stand displayed a number of forthcoming core titles including *Tekken 3*, *Spyro The Dragon*, *Crash 3* and *Medievil*, and it even gave us our first play of the Namco arcade footie conversion, *Libero Grande* (previewed on page 107). Hardly any new surprises on the Sony stand then, but there were plenty of new third-party PlayStation games on offer, most noticeably from Eidos.

Now you know about *Tomb Raider III*, but forget that for the time being because Eidos eclipsed its own platform sequel with the presence of the great Michael Owen, fresh from his disappointing performance against Sweden (to say he wasn't best pleased to talk about that would be a gross understatement!) Michael was there to help promote the fact that he has just put his name to the latest *WLS* game, due for release in November. Also on offer at Eidos was *Omikron* and *Saboteur* (both looking splendid) and *PFA Soccer Manager*, a surprise inclusion seeing as we hadn't heard of it before seeing it in action at the event. The game will feature innovative menu systems that are quick to navigate, commentary by Brian Moore, and in-game 3-D sequences. Expect a November release also.

Other games of interest at the show were *Dance Music Creator* from Codemasters (that is everything that *Fluid* should have been) *Rollcage* and *G-Police 2* from Psygnosis (both of which are shaping up to be big hits) and a string of titles from Gremlin, including *Actua Soccer 3*, *Actua Golf 3*, and *Hogs of War* (*C&C* with pigs anybody?) Like we said, most of the games had been seen previously at E3. Perhaps the oddest sight was seeing scores of foreigners queuing up for a glimpse of *Metal Gear Solid*, but maybe that was only because we knew that we had a Japanese copy waiting for us back at the office! The highlight? Well that accolade once again goes to Sony for a top party... and for once Jarvis (of Pulp) had to sing for his ligging privileges!



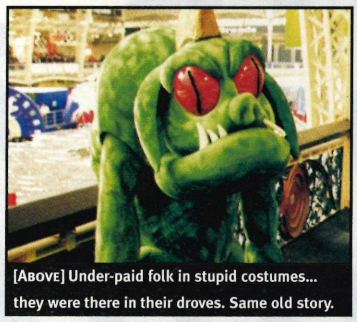
[ABOVE] From afar, the ECTS skyline resembled a technicolour shanty town. Bright banners, imaginative stands and loads of deafening noise were the order of the day. Not a place you'd want to go for fun!



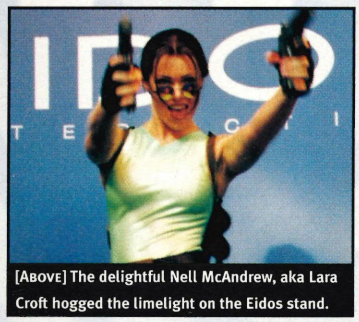
[ABOVE] The Sony PlayStation stand was packed with important people and goonish liggers alike!



[ABOVE] Like some kind of futuristic village, certain domes housed certain games. Impressive!



[ABOVE] Under-paid folk in stupid costumes... they were there in their droves. Same old story.



[ABOVE] The delightful Nell McAndrew, aka Lara Croft hogged the limelight on the Eidos stand.

ON THE RACK PAL

PAL conversions about to hit the shelves and how they match up to their Japanese originals. Here we mention any in-game alterations, improvements, and whether English dialogue enhances the gameplay.

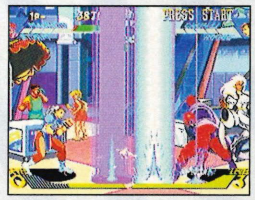
TENCHU

The stealth-fighting action adventure finally gets the PAL treatment thanks to Activision. Time has even been spent improving the Japanese version by touching up the graphics and adding extra levels. So if you're gonna buy it, buy this one!



X-MEN VS SF

The successful Capcom coin-op has finally been ported over to the PAL market... and it's unremarkable. The tag-team element has been lost and all you're left with is just another Street Fighter clone with little going for it. Not worth the time!



BIO FREAKS

Not much in the originality stakes, but Bio Freaks does possess a certain entertainment level to keep you coming back. Nice to look at and fairly gory, it doesn't have the all-round close-to-perfection feel of Tekken 3 though. So why bother?



ALIENATED!

ALIEN RESURRECTION COMING TO PS!





Currently in development at Fox Interactive is the long-awaited movie tie-in game, *Alien Resurrection*. The game is reported to be a fast-paced, third-person action adventure inspired by the iffy film.

The onus of the game is on speed, suspense and loads of firepower with which to 'off' the salivating, acid-for-blood aliens. The developers have been working with the production crew on the film to recreate the futuristic settings, special effects and dialogue. The game can be played with one of five different characters from the film (Ripley, Call, Johner, DiStephano or Christie) and they must battle through 13 levels of alie encounters, puzzle-solving and all-out blasting.

The game is mission based and you have to carry out all kinds of tasks, aided by the ship's omnipresent talking computer 'Father', before the vessel reaches Earth and the mutated human embryo experiments are allowed to spread death and destruction across our planet.

Developed by UK-based Argonaut Software, *Alien Resurrection* is due for release in the first quarter of 1999. More news as we get it.



IT'S A FACT!

Chocobo, the chicken character from the *Final Fantasy* series, has amassed quite a following in his native Japan. The mutant chicken is set to star in a *Mario Kart*-style racing game due for release next year.



IT'S A FACT!

The PAL version of *ISS Pro '98* (on-sale now) features a fully playable demo of *Metal Gear Solid*. A brilliant ploy by Konami to shift more copies if ever there was one. So see for yourselves what the fuss is about!

PREDICT!

AND WIN YOURSELF £50!

What could possibly be easier than predicting which games are going to top the charts? You know good games as well as we do, so how hard can it be to name the ones you think are going to be hits? Hang on though, *Three Lions* got quite high didn't it?

Taking into account the odd red-herring then, your goal here is to successfully predict which three games will top the GAME charts in next month's issue. If you guess right and are pulled from Tom's dusty cap, you could win a voucher for £50 to spend at any branch of GAME. It's easy when you think about it. So write down your top three and send then to: **GAME Predicts, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** All entries MUST arrive at our office no later than 27 October. Any entries that arrive later than the stated date will not be entered into the draw. Got that? Get on with it!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Tekken 3	Namco	Sony	94%
2.	Colin McRae Rally	Codemasters	Codemasters	93%
3.	Prem Manager '98	Gremlin	Gremlin	89%
4.	Gran Turismo	Sony of Japan	Sony	97%
5.	Resident Evil 2	Capcom	Virgin	96%
6.	WWF Warzone	Acclaim	Acclaim	85%
7.	Bomberman World	Hudson	Sony	85%
8.	World Cup '98	EA Sports	EA	86%
9.	Grand Theft Auto	DMA	BMG	88%
10.	C&C: Red Alert	Westwood	Virgin	90%

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.	R4	Namco	Namco
3.	Time Crisis 2	Namco	Namco
4.	Final Fantasy VIII	Square	Sony
5.	Tomb Raider III	Core Design	Eidos



COMPETITION

WIN A PLAYSTATION STORAGE DEVICE!

First they brought us the Hard Case and now they bring us the Console Tidy. If it's storage for your console or your games, Cornmeer services are the people to call. You can get hold of them on 0800 3899094.

The Console Tidy comes flat packed and can be built in approximately ten minutes and can save you hours of searching for that elusive game (that's probably next to those soiled pants under your bed!) Everything that you need for a serious session on your console has a neat little cubby hole in which it can be stored. There's one for games, one for your pads and memory cards, a sliding shelf for the actual console, and most importantly one to keep your copies of PLAY magazine on. The price for this wooden saviour is only £29.99.

We have managed to get hold of 35 of these Console Tidy's. So simply answer the following question correctly and you could win one of these parent-pleasing cabinets.

Question: What is the current price of a Sony PlayStation?

Write your answer on a postcard (or a sealed envelope) and then send it to: Clean Up Competition, PLAY Magazine, Tidy Cabinet Comp (PL40), Cornmeer Services, 2 Quad East, Warne Rd, Western-Super-Mare BS23 3UU. Entries must arrive by 29 October 1998

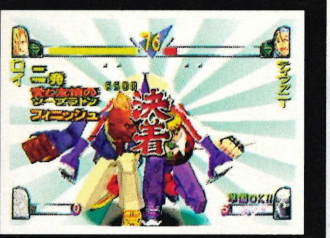
PLAY CLASSIC RECOMMENDS



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



Metal Gear Solid [94% PLAY 32]
The ultimate spy thriller!



Rival Schools [96% PLAY 39]
A truly fantastic fighting game.



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



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

ANYTHING LESS IS NO GREAT SHAKES.



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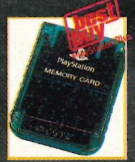
Official Mouse



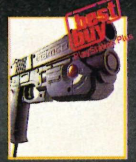
Official Colour Hand Controllers



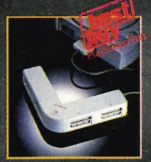
Official Link Cable



Official Colour Memory Cards



G-CON 45™



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PlayStation

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To celebrate the recent release of Tekken 3, and the fact that it's now outselling the opposition by some considerable margin at the top of the charts, we've teamed up with Sony to bring you another fantastic competition!

The PAL release of Tekken 3 scored a massive 94% in the last issue of PLAY and it is undoubtedly the greatest fighting game to be released on these shores to date, which is why you've all been snapping up a copy on your droves. Well now we're giving PLAY readers the chance to win a fantastic television to make the most of those sizzling visuals and scintillating sonics, not to mention a copy of the game if you haven't yet forked out for one.

FIRST PRIZE

The winner of this competition will walk away with a 24-inch Sony Trinitron Wide Nicam TV, plus a boxed copy of the game, Tekken 3.

RUNNERS-UP

Four runners-up will each receive a copy of Tekken 3.

All you have to do to be in with a shout of winning these great prizes is to answer the following simple Tekken-related question and send your entries to: King Of Iron Fist Compo, PLAY Magazine, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS. All entries must be written on a postcard or sealed envelope and are to arrive no later than 1 November 1998.

PlayStation

QUESTION:
Who are Jin Kazama's parents?

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers GT Interactive may not enter. All entries should be sent to arrive no later than 1 November 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.

GROLIER INTERACTIVE

V2000 BY DAVID BRABEN

FURTHER INFORMATION AND INTERACTIVE DEMOS AVAILABLE FROM **HTTP://V2000.GROLIER.CO.UK**

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THE GAM

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

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 flaws, but nothing too serious. Worth considering.

51-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

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

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

TOMB RAIDER III



22 It only seems like yesterday when the young, bright-eyed filly that is Lara Croft first bounded onto our PlayStations in one of the most technically brilliant games to graze the console. She initially appeared so dainty and fragile... little did we know that she'd turn out to be a gun-toting ball-breaker with more attitude than a frigate full of Spice Girls! Now she is about to star in her third adventure and we took and in-depth look at what Core Design has got in store for its colossal mascot next. New features, new abilities, new look and more!

PLAY Icons

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.


One Player Only
eg *Resident Evil 2*


Multiple Players
eg *Gran Turismo*


Steering/Analogue
eg NeGcon


Multi-Tap compatible


Mouse compatible


Uses A Memory Card (for save games)


Split Screen
eg *Bust-A-Move 2*


Link Cable Compatible
eg *Formula 1*


Light Gun
eg *Time Crisis*

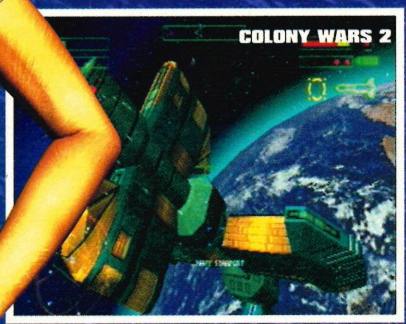

Dual Analo

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.

WORKSTATIONS



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

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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.

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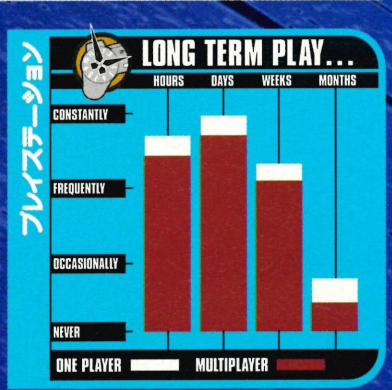


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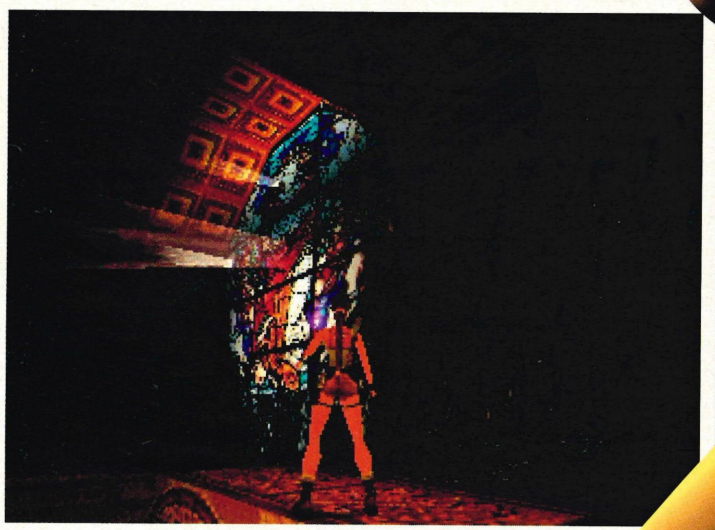
Challenge Box

This designed to show you instantly how long a game will last 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.











[Top] She's still no member of the RSPCA, preferring to blast anything furry to bits rather than deliver some heavy petting. [Top middle] Personality wise, it's the same Lara we know and lust after. Balsy, busty, and mean as hell. [Above] Is Lara entranced by the beauty of the stained glass window, or are we just admiring Core's new mastery of advanced lighting techniques and filters?

MB RAIDER III

VOLUPTUOUS, FAMOUS AND ENTIRELY SYNTHETIC – LARA CROFT SHOOTS FOR A HAT TRICK AND SCORES! WE INVESTIGATE THE LATEST TOMB RAIDING EXPERIENCE THAT'S COMING YOUR WAY VERY SOON...

THE BIG GAME



[Above] The new and improved Lara Croft is a much more detailed and lovingly rendered heroine, and fans will be delighted with her new range of moves.

It's very important to developer Core Design that you don't tire of Lara and her ongoing daring adventures. But with each additional title in the series, the risk increases that us fickle gamers will become bored and move onto something exciting and fresh. Would you miss *Starship Troopers* to see *Nightmare On Elm Street 6*? No, precisely. That's why *Tomb Raider III* comes with an intriguing list of changes and enhancements, even though on top of it all it still looks like classic *Tomb Raider*.



There's much better AI for enemies in TRIII... someone at Core has been playing Metal Gear Solid!

One amendment came as a direct result of ordinary people around the world playing *Tomb Raider II* then posting their opinions on the Internet. Core flew around the web, looking at *Tomb Raider II* sites during *TRIII's* production, and found that what bugged people most was the game saving system.

As a result, a compromise was reached between the save-points from the original *Tomb Raider* and the save-anywhere freedom of the sequel. Now when you find a game save crystal, you will be given the choice of saving right there or keeping the crystal until you want to use it. The limitations of having to actively search out a crystal each time will stop cheaters from making a save before every dark corner or tricky jump. It's a simple change, but one that shows how Core Design listens to the people who play Core games.

SHE'S A KILLER

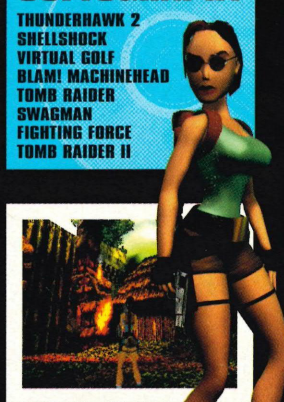
Miss Croft's third outing brings more freedom to you in how you choose to play through the game, too. Split into five individually devised mini-adventures (locations were invented and created first, then the whole *TRIII* story was written to fit – normally it happens the other way round) your choices expand considerably after completing the first level, set in India. The next three adventures in London, Nevada and an island in the South Pacific can be attempted in any order, and so long as you eventually complete each one you will then be granted access to the final Antarctic level. Continuing with the objective of

Blueprint

- Publisher: **Eidos**
- Developer: **Core Design**
- % Complete: **85%**
- Exp. Release Date: **Nov '98**
- Origin: **UK**
- No. of Players: **1**

SOFTOGRAPHY

THUNDERHAWK 2
SHELLSHOCK
VIRTUAL GOLF
BLAM! MACHINEHEAD
TOMB RAIDER
SWAGMAN
FIGHTING FORCE
TOMB RAIDER II



[Above] Lighting effects are radically improved.





[Left] Cut sequences are much improved. [Above] It's still all about navigating tricky locations. Do you really think that bridge is going to hold out once you get on it? [Below left] There's plenty more opportunities for high dives into mysterious waters...

LORRA LARAS

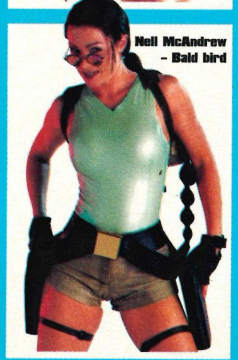
A LOOK AT THE BRAVE LARA CROFTS, PAST AND PRESENT, WHO HAVE SQUEEZED THEIR TALCUM POWDERED BODIES INTO THAT RUBBER OUTFIT IN THE NOBLE NAME OF TEENAGE TITILLATION.



Vanessa Demmy – Wrench Bird

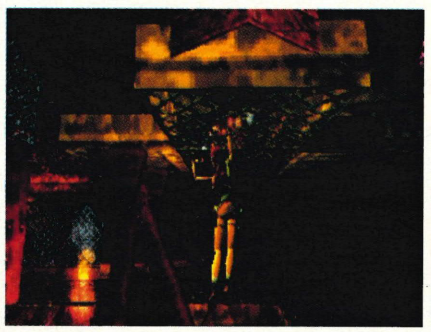


Rhona Mitra – Bad tempered bird



Neil McAndrew – Bald bird





increased freedom for the player, the levels themselves are also non-linear – at least not as linear as before. An extra element integrated in each stage allows for an alternative way to solve puzzles and complete the mission. It may not sound like much, but considering that even recent state-of-the-art adventure games such as *Resident Evil 2* force you into adopting a single strategy for every problem, it's a step in the right direction.

SHE'S A THRILLER

Tomb Raider II brought heaps of gun-toting enemies in front of Lara's smoking barrels, which made for quite different gameplay as almost all danger in the first game came from wild animals. As you may have noticed, they can't handle firearms and were instantly rendered ineffective as killers when you climbed a wall. The problem with human enemies was that they tended to pursue you with an unrealistic *Terminator*-type approach, blasting their guns and heading directly for you while taking enormous amounts of bodily damage themselves. In *Tomb Raider III*, the various guards have much more realistic artificial intelligence. Some have a priority to stay with a certain object, so they gravitate around that area and are reluctant to leave something unprotected in order to chase you down. Others will engage you in a gun fight but run off when they get hit, only to return later with a bunch of armed friends! Interestingly, they also have line-of-sight code, which means you can sometimes sneak past without having to trade fire as long as they can't see you. Somebody at Core has been playing *Metal Gear Solid*!

SHE'S A SHOCKER

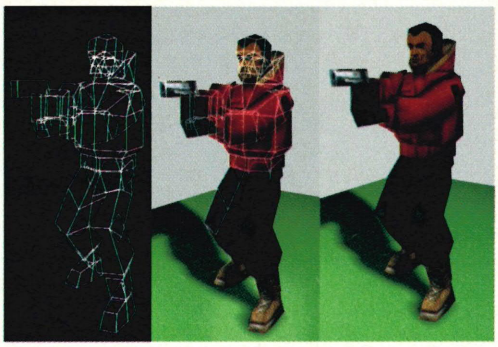
It wouldn't be very fair to tart up the rest of the game and neglect the lead character, but of course Lara has been furnished with some new abilities – eight new moves in total, and a couple of improved old moves. A few are fairly pointless things that just make the game look better, like when she turns the handle of a locked door and leans against it to try and open it, instead of saying "no," and refusing to try anything. But the rest are actions that affect the gameplay and open up your options in the world of *Tomb Raider*.

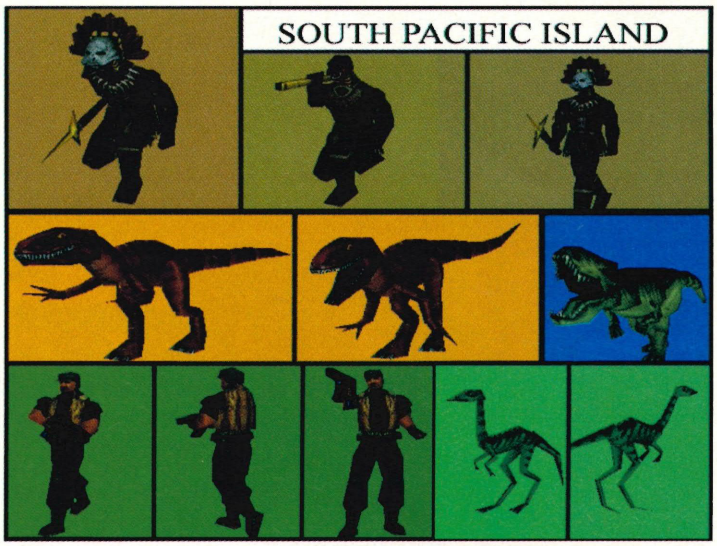
The Monkey Swing allows Lara to hang from some surfaces above her head and swing (you know, like a monkey, hence the name) around parts of the











[Top left] The MGS influence is apparent in the increased opportunities to stalk and sneak rather than steam-roller new locations. [Above] Lara's not the only enhanced figure in the game. All the new opponents have been dramatically improved, with more polygons and smoother animation. [Left] Fire breathing sculptures reminiscent of Super Mario 64...

There's enough spare polygons to build Lara some ears for the first time in Tomb Raider history!







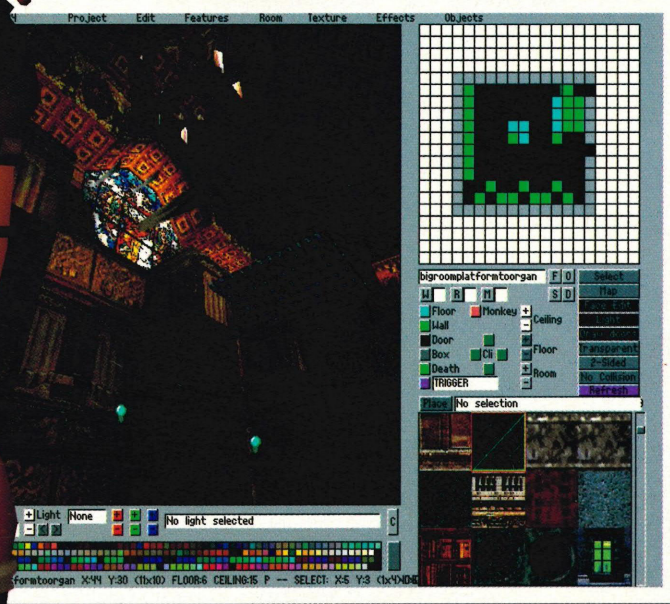


[Top] Two handed blasting is still a must in Lara's hostile environments. [Above] It's all even moodier in the third installment...

level to reach places that are inaccessible on foot.

She can also put an extra boost into her run to help with those 'press the button then get to the door before it closes' situations. Lara has a lot to carry around though, so this speed burst will only last for a few seconds and isn't particularly effective for fleeing from enemies. Lucky then that a new Duck move helps you avoid gun fire by dropping behind parts of the scenery, and that from the crouch you are able to crawl around to get into a more advantageous position.

As for altered moves already in Lara's repertoire, a girlie under arm throw replaces the *TRII* flare-chucking move to cover up the fact that her upper torso cannot be animated while she throws for some bizarre techy reason, which looked a bit strange with the feeble shot-putt style of *TR II*.



[Above] The architecture of the new game locations are much more ambitious, making TRIII a truly dramatic addition to the popular series.



[Left] The promised London setting is slyly promoted in this Core promo shot. Of Lara standing by a postbox. Classy, eh? [Below] More Aztec action, albeit boasting vastly superior graphics and superior smart baddies, who will wander off to enlist the support of a few friends if you're proving too tough an opponent. [Bottom] from Lei's Tekken 3 intro to Tomb Raider III, there's no getting away from the Titantic.

touches are not technical marvels but create an interesting environment to explore. Snow, wind and rain are all simulated, as well as fog by the sea and mist in the canopy of the jungle. Lara leaves faint footprints in the sand and snow (hey, like *Metal Gear Solid* again!) and there are purely decorative birds in some skies and fish in the water. Oh, and apparently the new game engine freed up enough polygons to build Lara some ears for the first time in *Tomb Raider* history – truly cause for celebration! Actually, some of the best news is that the series will finally adopt analogue control, with implementation of the Dual Shock pad. You'll be able to feel the new rocket launcher go off in a big way! Anyway, it's *Tomb Raider* after all – it can't be bad, can it? Either way, you'll hear it from us next month in the full review.

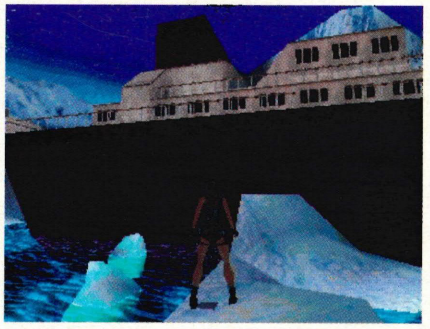
LIGHT UP

THE NEW MULTI-COLOURED LIGHT SOURCING MAKES IT LOOK COOL WHEN YOU FIRE THE GUN IN DARK PLACES, AND CORE IS VERY PROUD OF THE NEW EFFECT. NICE ONE!









SHE'S A LOOKER

Technically, *Tomb Raider III* has it's improvements also, although we can now see that the claim of a "hi-res" screen display was a bit misleading. The 512 by 240 resolution is higher and more detailed than the previous Tomb Raiders, but not the absolute top mode used by Tekken 3 and friends. Damn those naughty press release people!

In fact, most technical changes are fairly subtle. Landscape can be built using triangular shapes instead of just big Lego blocks, leading to less angular, more organic looking surroundings. In-vogue particle effects have been used for great fire and the smoke that snakes from Lara's twin pistols.

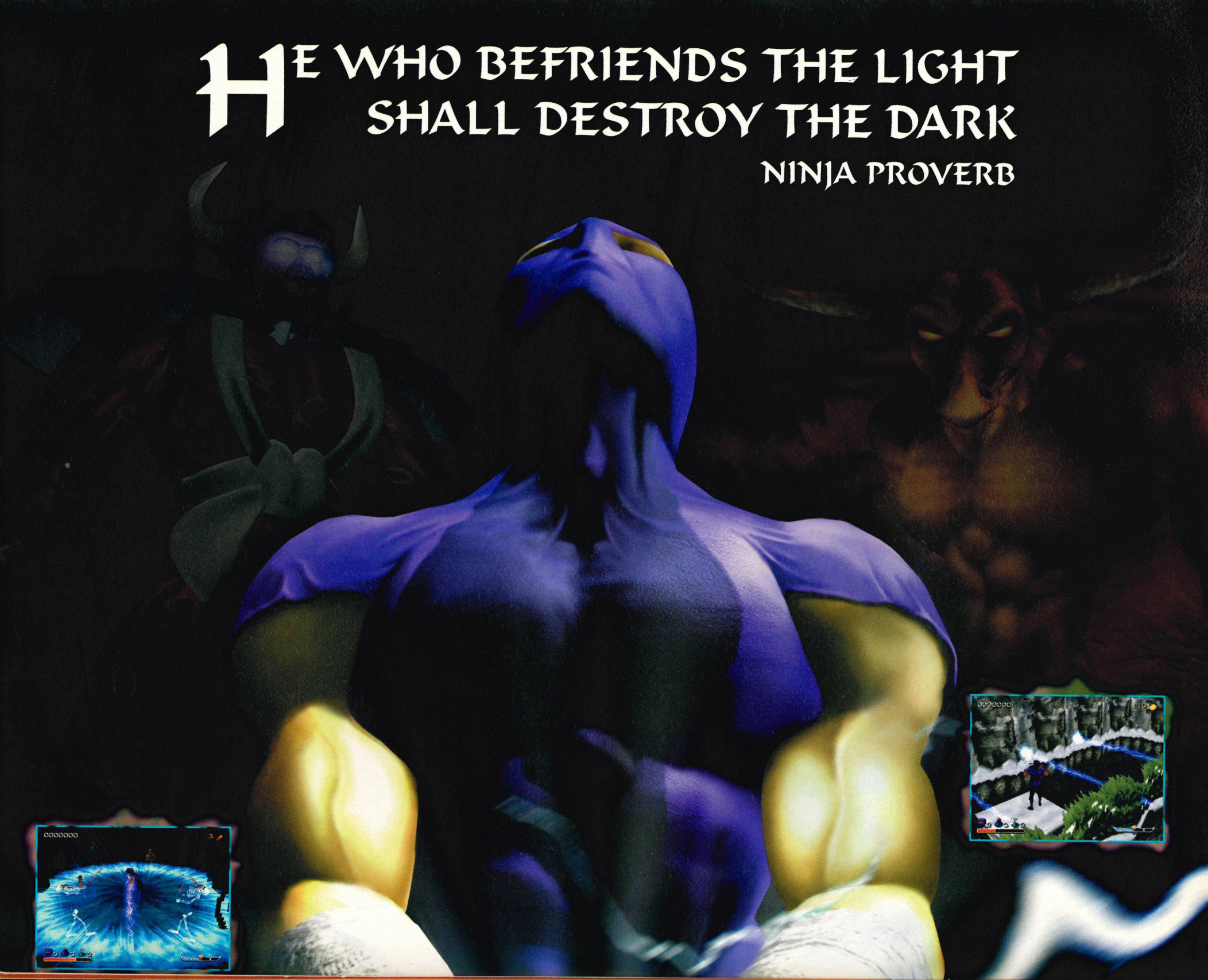
Yet the little



TRIII *Levels are non-linear... with alternative ways to solve puzzles and complete missions...*

HE WHO BEFRIENDS THE LIGHT SHALL DESTROY THE DARK

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"Ninja may not cast a spell over Core's femme fatale Lara Croft, but should be capable of shadowing her success in a different genre."
PLAYSTATION PRO 8½/10.

"With some astounding graphics and atmospheric oriental music, ancient Japan will be flooding into your home. Electric!"
TOTAL PLAYSTATION 90%.

"Eidos is on to another winner here... you won't be disappointed by the results... the graphics are gorgeous and the animation's smoother than a baby's bum."
PLAY MAGAZINE.



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COLONY WARS VENGEANCE

THE SEQUEL TO THE MOST VISUALLY STUNNING SPACE SHOOT-'EM-UP IS ALMOST UPON US...AND IT'S GOING TO ROCK!

Written By SIM SARGENT

The team responsible is upping the ante for Vengeance to please all the people, all the time!

Nothing, but nothing could prepare us for the lavish spectacle that manifested itself as *Colony Wars*. Sporting graphics so good that we had to check, then double check that someone hadn't accidentally loaded the game on a Silicon Graphics Workstation, it made previous space combat games bow their heads in shame. Following closer scrutiny and prolonged play, however, it failed to live up to expectations in a couple of areas. Firstly, the missions were too similar and confusing. With six different endings, it was difficult to work out what the hell was going on and all you seemed to do was blow the stuffing out of everything or escort one of your own side to safety. Fun, yeah, but before long the draw of spectacular explosions and stunning real-time lighting began to wane and it all became a wee bit tedious. Second, many of the giant cruisers that rumbled ominously through space played only a cameo role in the missions. Lastly, there wasn't that much

Blueprint

- Publisher: **Psygnosis**
- Developer: **In-house**
- % Complete: **75%**
- Exp. Release Date: **November '98**
- Origin: **UK**
- No. of Players: **1**

SOFTOGRAPHY
COLONY WARS





[Above] Wow! As the earth slowly rotates in the background as a giant League Gunship gets it in the face. Die Mutha-funker! 'Psygy' has really gone to town in this previously neglected area. Just stunning.



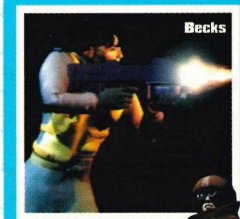
[Above] For one mission you'll intercept this giant, clanking arachnid. Blast him before he reaches your base. Empire strikes Back, anyone? The movement of this beast is frighteningly-real.

COLONIALS

For the sequel, there'll be more emphasis on characterisation. FMV sequences break up the missions and feature the following muthas.

Mertons is the rookie pilot who you control wearing, er, make-up.

Becks is a real sci-fi bitch, who fights alongside you at certain junctures.

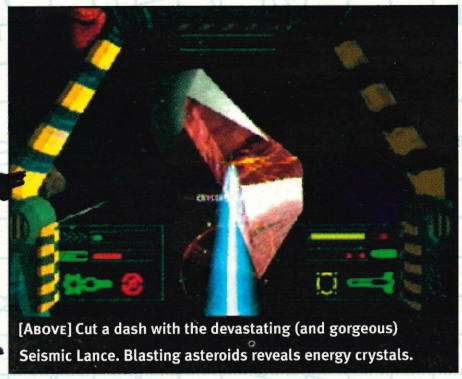


League members are rough and toothless. It's best not to mess around with them.

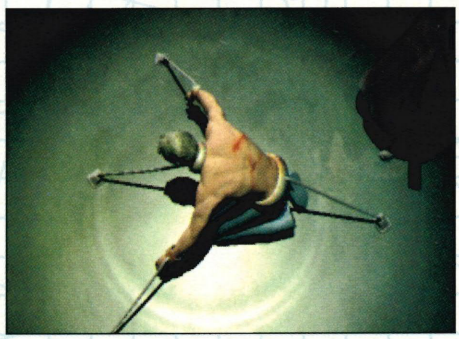
Kron is the mysterious leader of the Navy rebels. He's tough and ruthless.



Klein is Merton's trusty wingman who faithfully accompanies him on most of his missions. Shame about the goatee...



[Above] Cut a dash with the devastating (and gorgeous) Seismic Lance. Blasting asteroids reveals energy crystals.





[Above] From the *Elite*-style cross hair view, the sight of your lasers tearing open enemy ships like tins of sardines is seriously good fun. Keep an eye on the temperature of the weapons or they overheat.

There's fifty percent more fighters, and the weapon count's been upped from 15 to 22!

characterisation, just wham, bam, thank you mam, then onto the next assignment. But as a wise old Indian no doubt recounted while smoking a few strange herbs "That was then and this is now." For the sequel, the team responsible for *Colony Wars: Vengeance* (*CWV*), is upping the ante to please all of the people, all of the time.

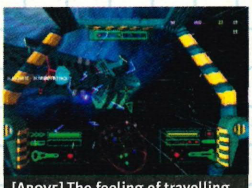
ARMAGEDDON

You may, or may not remember our little teaser on *CWV* a couple of months ago, where a few sketchy details were released prior to the E3 demo. Well, since then, a deluge of new features have been shoe-horned in to ensure that both veterans and curious new recruits desirous of a piece of intergalactic action, will be drawn like moths to the flame for this second tour of duty. Lauded as one of the many improvements is the attention to characterisation, so let's take a mosey at what's happened since the League closed the warp hole.

Unfortunately, the fate of the billions that populated the Sol system had been irreversibly sealed. The beggars cut off the supply of natural resources and consequently ensured that the system was doomed to a lingering starvation. The upshot of all this was Civil unrest, leading to a state of anarchy, where the Colonial Navy were helpless to halt the new mischievous factions known as tribes. After years of unrest, the Navy managed to resemble a kind of 'Rebel Alliance', ably led by the mysterious, but seemingly well-intending Kron. So how do you, a no-frills green-bellied rookie, fit into all this madness? With the tables irrevocably turned, you



[Above] A Lance fires a volley of deadly missiles across your bow.



[Above] The feeling of travelling through space is even better...



[Above] This is what we want to see. Ground based attacks as well as the usual space battles. An area of gameplay completely ignored in *Colony Wars* roars onto the screen in spectacular fashion.



[Above] The views in *CWV* are utterly stunning. There doesn't appear to be any noticeable slowdown whatsoever in pre-prod versions, either.

Vengeance's game engine has been refined and tweaked to impossible new heights...









play a young buck on the side of the Navy against the tyrannical League with a taste for vengeance...

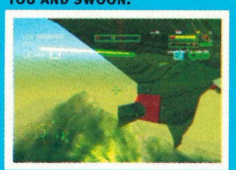
VIEW TO A KILL

WHAT A REFRESHING CHANGE! ALL THREE VIEWS WORK EQUALLY AS WELL. NO STYLE OVER CONTENT HERE, MATEY. LET'S SEE WHAT WE CAN SEE.

Cockpit LOOKS GREAT, WORKS A TREAT AND YOU KEEP A CLOSE EYE ON DAMAGE, SHIELDS AND THE LIKE.



External LOOKS ABSOLUTELY GORGEOUS. WITNESS ALL OF THE ACTION GOING ON AROUND YOU AND SWOON.



Chase ELITE-STYLE CROSS-HAIR, AND NOTHING MUCH ELSE. SOMETIMES SIMPLICITY IS THE BEST POLICY.



DEEP IMPACT

The game engine is fantastically good looking. Not only have they been refined and tweaked to impossibly new heights, but the team promises to include fifty percent more in-game fighters and the weapon count has been upped from 15 to a supercilious 22. Let's rock!

We've been playing quite a few of the levels and just putting the Dual Shock pad through its paces is proof that *CWV* is alive and kicking already. The sensation of travelling through space is even better now that stunningly-rendered nebulae and asteroid fields have been implemented. This time you'll be gifted an extra viewpoint and a choice of different ships as the story unfolds. Chasing other ships is akin to the *Wing Commander* series whereby, a leading target box allows you to fire just ahead. To counter the criticism that most of the missions lacked variety, there's now far more to do.

LOST IN SPACE

Imagine scudding across the surface of a lush planet in your chosen craft, only to be attacked by a giant mechanical arachnid that clambers realistically over mountainous terrain toward it's quarry, spitting laser death. The attention to detail is painstakingly-good. You now have to manipulate new weapons such as the Seismic Lance (steady!) to cut away limpet mines from the side of giant Navy ships before they explode, blow up asteroids to reveal energy-giving crystals, tow energy cells with a grappling device, chase 'cloaked' enemies and so on. In many of missions, you'll be ably assisted by a devilishly-AI enhanced wingman, but solo suicide runs are also the staple diet of every square-jawed pilot in the *Colony Wars* Universe. What more can we say? Well, there is just one thing that's nagging this particular journo... when are we going to see a game strutting across the screen displaying all the visual excesses of *Colony Wars: Vengeance* combined with the trading and total freedom of *Elite*? This would be the ultimate game and food for thought when (if) the third instalment comes about.

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Infinite FlashBombs
366f7c69 597d

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LEGACY OF KAIN SOUL REAVER

FORGET THE BLACK CAPE AND FANGS, CRYSTAL DYNAMICS' VAMPIRE HAS HIS OWN UNIQUE FASHION SENSE AND STYLE!

Written By STUART TAYLOR

The original

Legacy Of Kain, subtitled '*Blood Omen*', was favourably received by the games trade when it was released back in early 1997 (PLAY 18, 81%). Although it was never really a huge commercial success, it did prove to be an enjoyable romp as you guided the titular undead vampire Kain in his quest to restore peace to the chaotic realm of Nosgoth. Crystal Dynamics showed PLAY *Legacy Of Kain: Soul Reaver* – a sequel of sorts to the original game – at this year's ECTS, and we were rightly impressed too!

Blueprint

- Publisher: **Eidos Interactive**
- Developer: **Crystal Dynamics**
- % Complete: **70%**
- Exp. Release Date: **February '98**
- Origin: **US**
- No. of Players: **1**

SOFTOGRAPHY

BLOOD OMEN: LEGACY OF KAIN
AKUJI THE HEARTLESS
GEX 3D
THE UNHOLY WAR

[Below] A cross between Marilyn Manson and Lara Croft, say hello to Raziel – Goth Raider! [Below right] Raziel takes a dip in a beautifully rendered pool.



SOUL FOOD

A millennium has passed since the events depicted in the original *Legacy Of Kain*, or so the story goes. Kain's conquest of the world began with the formation of an elite squad of lieutenants, whose souls were plucked from the underworld and then charged with the task of amassing six separate legions of vampires.

Humanity was soon overrun (well, it took a hundred years, but that's nowt to an immortal) and Kain's vampiric hordes soon became their world's dominant species. As time went by, Kain and his vampires began to evolve into a higher form of life (or death, if you're being picky) and things were looking as rosy as blood red wine.

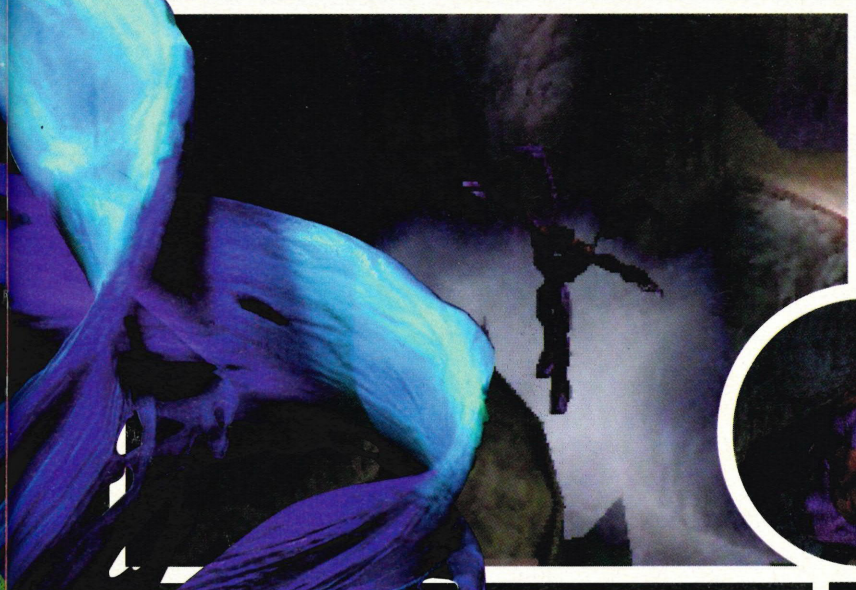
However, it wasn't too long before it all went a tad pear-shaped for our undead man, Kain. One of his lieutenants, Raziel, had the cheek to evolve that bit quicker than Kain – he grew wings!

Avoiding the obvious feminine hygiene gags, Kain threw a wobbly and ordered his lesser-evolved brethren to chuck Raziel into a bottomless vortex. Raziel fell for what seemed like an eternity, only to find himself 'rescued' by the Elder – some sort of big cheese deity – who offered Raziel relief from his banishment.

"For eons the Elder fed upon the souls of Nosgoth," says Raziel. "Then Kain's empire of vampires deprived the Elder of sustenance. For centuries his hunger grew and festered in this place." Your mission, as Raziel, is to annihilate your ex-vampiric buddies and collect souls for Nosgoth in the process – hence the *Soul Reaver* title.

GOTH RAIDER

The game itself is looking pretty stunning, and appears to be pushing the PlayStation to its limit with top-notch character animation and a huge playing area.

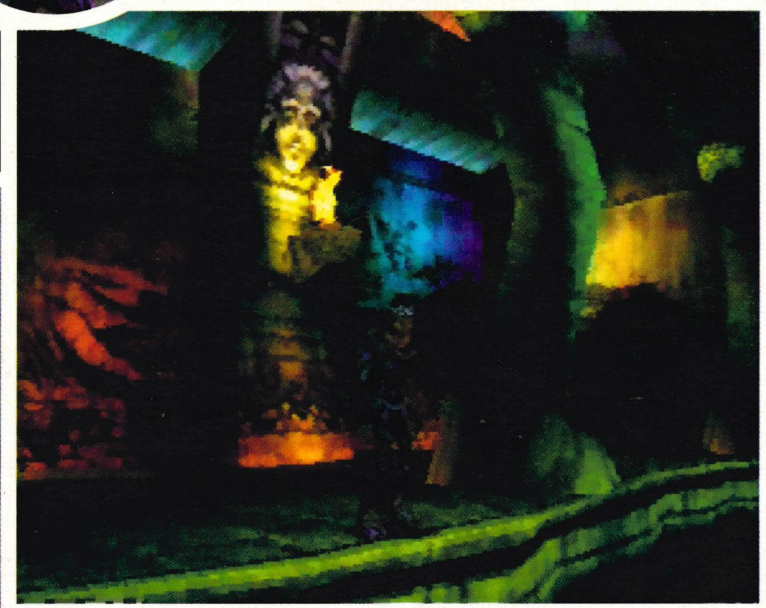




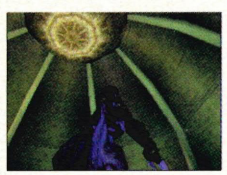


There's plenty of little touches that rise Soul Reaver above the typical 3-D adventure fare...









[Above] Feast your eyes on some of Soul Reaver's outlandish architecture and level design. Meaning that the Crystal Dynamics team are creative geniuses or whacked out drooling freaks of nature.

Abandoning the overhead perspective of its predecessor, *Soul Reaver* owes a fair bit to the likes of *Tomb Raider*, through its implementation of puzzle elements within a 3-D environment. With that in mind, you could say that *Soul Reaver* is a completely different game in its own right, since it only borrows plot elements from the original *Legacy Of Kain*.

The graphics themselves have a distinctive cinematic quality, which makes it feel like you are the director of a big-budget gothic horror movie. There's a palpable atmosphere to *Soul Reaver*, as Raziel glides on thermal currents, navigates the hellishly-designed environments and sucks out the souls of his victims.

There's plenty of little touches that rise *Soul Reaver* above the typical 3-D action adventure fare. For starters, Raziel cannot actually die (well, he is a vampire after all) but he ends up being pushed onto the astral plane instead. From here, Raziel can top up his energy by collecting the souls which are liberally dotted around the plane, and then gain access back to the waking world. This is certainly an interesting way of avoiding typical 'game over' frustration, but it is too soon to say whether this will end up making *Soul Reaver* an easy game to complete.

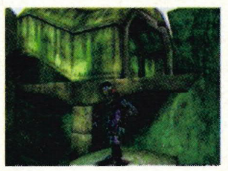
Transferral to the astral plane is one of *Soul Reaver's* highlights, as the gaming area melts and folds before your eyes into a similar, yet distinctly different, parallel dimension – this is suitably sinister and terrifically eerie.

Crystal Dynamics is promising over 20 different types of enemy, using a form of AI that responds to Raziel's actions: they may attack in packs or adopt other forms of self-preservation. However, not everyone encountered by Raziel is wood for his soul-sucking axe, he can recruit other vampires to the Elder's cause as well.

Soul Reaver looks set to be an improvement over Crystal Dynamics' other 3-D perspective adventure franchise, *Gex*, and may even give a certain Ms Croft a run for her money too! One piece of advice though – don't play *Legacy Of Kain: Soul Reaver* alone at night (not unless you've got plenty of clean kecks to spare!)







[Above] Raziel can do a 'Batman' and glide on thermal currents. He can also manage to look like a shining example of goth – cool amid his dank, but visually appealing, world.

DODGEM

WIPEOUT MEETS ICE HOCKEY IN THE LATEST FUTURISTIC SPORTS GAME TO GRIP THE 'STATION. PLAY VENTURES TO AMSTERDAM TO SOAK UP A BIT OF THE CULTURE AND MEET THE GUYS BEHIND THE MIGHTY DODGEM ARENA!





Written By RYAN BUTT

"Sticky, sticky, licky, licky, come inside?" Er... not tonight mate! Despite everything you've ever heard, nothing can quite prepare you the non-stop white-knuckle ride that is Amsterdam. And that includes the scary moustachioed gents trying to man-handle you into their sleazy sex joints.

For it was here that PLAY ventured to meet PlayStation new-boys, Formula, in rather lavish surroundings. Formula, incidentally, is nearing the long, hard, slog that was completing its first PlayStation game, *Dodgem Arena*, and we just couldn't resist taking the bait and venturing to such a cultured city to take a look.

Blueprint

- Publisher: **Black Fryer**
- Developer: **Formula**
- % Complete: **90%**
- Exp. Release Date: **Nov '98**
- Origin: **Holland**
- No. of Players: **1-4**



[ABOVE] Steering your 'dodgem' is very much like a *Wipeout* craft.

DODGY BUSINESS

Dodgem Arena is a futuristic sports game that involves the simple task of zooming around – fly around, shoot things, score goals – except there's a lot more to it than meets the eye.

You begin by picking the craft that's right for you (strength over agility, speed over manoeuvrability, etc) and the you start at the bottom of the Dodgem Elite League, a hectic competition that spans the many globes and solar colonies of the universe. The first arena is fairly open plan and allows the player to get used to the controls, but as you progress further the varied arenas collecting pucks, fending off the opposition and scoring goals – kind of like *Wipeout* on ice then. The game is set in 2049 AD and superconducting materials and hi-grade hydrogen fuel has changed the world. For future larks, instead of kicking rusty tins around on street corners and smoking fags, the kids participate in the altogether more thrilling pass-time of 'dodgem'. The rules are relatively simple



SOFTOGRAPHY

DODGEM ARENA IS FORMULA'S FIRST PLAYSTATION GAME

ARENA



[Above] This is the puck generator. It will spew out the pucks at the start of the match and again every time one is blasted into the goal. The pucks themselves are circled in green so that you can spot them.



[Above] Each arena, unlike Holland, is anything but flat. Ramps and steep verges are commonplace in the future.

Dodgem Arena's rules are relatively simple – fly around, shoot things, score goals...

arenas start to resemble multi-layer tracks that can be caned at high speed and take some exploring before you know where the pucks can be obtained from, and more importantly, what plain the goal is on.

The object may be to score goals, but this isn't easy when the goal itself is just a beam of light... and it's constantly moving around the arena on the highest plain. So you have to first grab a puck from the lowest level, climb to the highest whilst fending off the enemy, and then shoot it into the ray of light. Hard work indeed, but you just wait and see the time limit you're up against – it's tight. You've basically got two minutes to win, not draw, but win outright. You're awarded 1000 points for a goal (sadly you don't get more for spectacular long-range shots, but the programmers are considering this!) and extra points for maiming your opponents. For this you can pick up a multitude of weaponry including lasers, missiles and innovative suction cranes that steal a puck from any nearby craft.

Your dodgem has a limited supply of energy. When worn down, your craft will fail to perform up to scratch, and scaling the high ramps is made impossible because you just won't have



[Above] Power-ups litter the trackside. To collect them, simply glide into them and they'll be displayed in the bottom corner.



the power to get up them. So if you take a bit of a pounding, you can collect energy pods that will replenish you and make your craft all-powerful again. Of course, the AI of the enemy isn't quite on par with you, so it's often a good idea to cause them substantial damage in the first minute, rendering them next to useless at scoring goals.

There are four dodgems in any one arena, and each arena must be tackled four times before you can progress to the next. Each time a new arena is tackled, there will be four pucks available – which means that there is little cause for confrontation in the early stages. With each consecutive stage, the puck tally drops by one, so by the fourth leg, it's all

GREENER GRASS

10 'out of the ordinary' things you'll see in Amsterdam

People smoking dope
It's as normal as having a cup of tea out there, and within every coffee shop a stagnant pong of 'mowee-wowee' hangs in the air. Which is nice.

Comedy waiters
Eating is a pleasure, it shouldn't be interrupted by dumb waiters that think they're the next Jimmy Tarbuck. "Oh I just love you English!" It ain't mutual mate!

'Attractive' prostitutes
The city is buzzing with 'totty' and window-shopping is a must. It just so happens that most of the windows are heaving with semi-clad maidens. Scorchio.

Nazi pubs
Drinking in a pub whilst fearing for your life (not to mention your behind) isn't good. The folk in one pub make those folk in 'The Slaughtered Lamb' look approachable.

Lots of canals
Getting lost is easy, mainly because everywhere looks the same due to all the canals. If that wasn't bad enough, we got hassled by hissing gimps on the bridges.

Awkward toilets
Like something out of *Twin Peaks*, a typical 'slash' meant feeding a buxom, gyrating woman coins and then taking a leak against a wall that was mirrored for all to see.

No time at the bar
The phrase "time at the bar" doesn't enter into the Dutch vocabulary and so gauging how many pints you've consumed turns into an enjoyable guessing game.

Body Shots
Imagine a tequila slammer, except instead of a glass, you drink it straight off a waitress's body amidst rampant chants. Make ours a double!

Trams
Take care whilst crossing the road. One of the lads nearly peppered his pants when confronted by a tram. He was so scared he jumped straight into the path of a bike!

The good-time gorilla
We can't really go into too much detail in a family magazine, but we took in a, ahem, show, and were witness to acts extreme enough to make lesser males go blind.





[Above] The goals can be located on the highest plain. Getting there isn't easy though because you've got to content with the landscape as well as the unforgiving opposition who're bound to steal your puck.

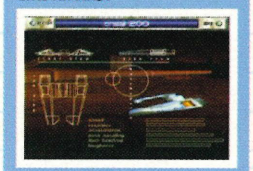
DODGY DODGEMS

The dodgem cars seen in this game are a far cry from those bug-like things with conducting rods you see at the fun fair. These are more your average *Independence Day*-style space craft. There are six to choose from, wanna seem them?

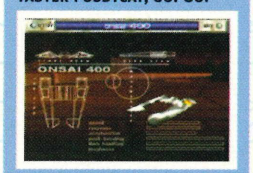
Genetic Beta standard model, good all rounder



Onsai 200 a step-up, bit like an XR3i



Onsaid 400 Jeepers! Faster pussycat, go! Go!



Fuerte Twinex Nice work if you can get it!



Fuerte Twinex MKII Like something for the weekend, sir?





[Above] When you're carrying a puck, you'll see it stuck to the arms of your craft. Now find the goal and slam it home.





[Above] The further you progress through the super league, the more lavish the arenas will get. Some of them are futuristic takes of present day cities like Los Angeles, complete with familiar landmarks.

against all to get in first, steal the puck and score the vital goals. It's then a mad dash to get back to the puck generator first as it spits the puck back out again for the next goal to be scored. So as you would imagine, *Dodgem Arena* gets pretty tense...

TERRITORIAL P***INGS

Dodgem Arena is shaping up to be an addictive high-octane pulse racer in one-player mode, but it also looks set to work remarkably well as a multiplayer game as well. Two players can do battle in split-screen mode, or alternatively, four players can play via link-up using the split-screen interface. Sadly, Formula was unable to get a decent enough frame rate going with a four-player split-screen, so this had to be scrapped.

The actual in-game perspective also came under scrutiny. "We worked at implementing a first-person in-craft view," said Martin De Ronde – Producer at Formula's distribution company, Project Two Interactive – "but the play-testers complained that it made them feel sick and disorientated!" Instead the game features a standard third-person view of the craft that zooms in and out in accordance to the on-screen action. It is just possible that Formula may leave it in anyway, just so that players can opt for it if they want, or ignore it if they prefer.

Dodgem Arena is shaping up to be a high-octane pulse racer for one or two players

The game was designed on high-powered Silicon Graphics workstations and then ported over to PlayStation. The attractive look is very striking, all shiny metal, flashing lights and lense-flares, which is probably why so many comparisons have been drawn with *Wipeout*. In truth though, they are completely different games, and this offers much more than simple stop/start racing... it is the sport of the future after all, or so we're told. *Dodgem Arena* will be released in November...



[Above] Watch out! Someone's trying to steal your puck.



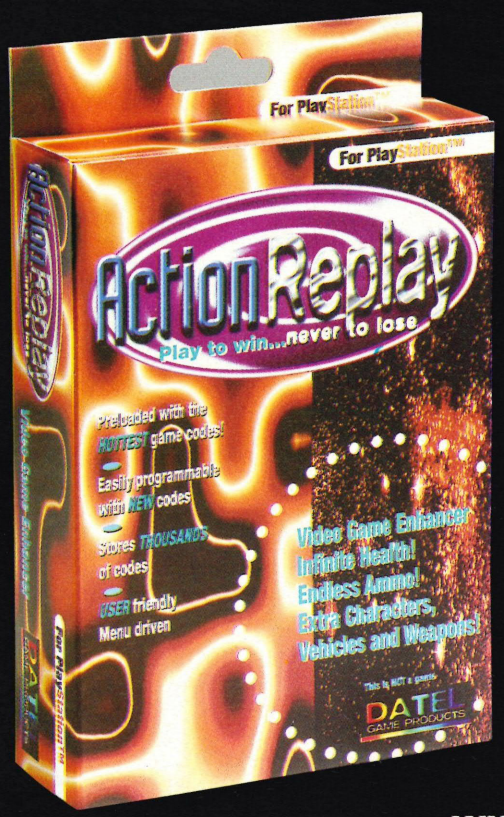
[Above] Fancy steering does wonders for losing any pursuers.

CHEAT WARE
by Datel

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MICHAEL OWEN'S

EIDOS HAS SCORED AN UNSTOPPABLE DEAL WITH LIVERPOOL AND ENGLAND MAESTRO MICHAEL OWEN, BUT IS DEVELOPER SILICON DREAMS LISTENING TO THE HUE AND CRY OF THE FAULT-FINDERS FOR THE SEQUEL?

Written By TOM SARGENT

The World Cup may be over, but the image of England's glorious campaign remains set in stone. That run by Sol Campbell, the brilliant free kick by David Beckham and an inspirational goal by the 18-year-old – mature way beyond his years – Michael Owen.

Where many companies have churned out mediocre offerings veiled in officially-endorsed frivolity, Eidos has always relied on minor deals with footie-mad programmer Giles Park, who's track record speaks for itself (see Softography).

But when the opportunity to sign the most lethal striker in the world pops-up, it can't be a bad thing, as chairman of Eidos, Ian Livingston enthuses, "We have signed the best footballer in the world to endorse the best videogame in the world..."

Blueprint

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

SOFTOGRAPHY

OLYMPIC SOCCER
SOCCER '97
FEVER PITCH
OLYMPIC GAMES
WORLD LEAGUE SOCCER



NOBBY

As you've probably noticed already, the screenshots sport a fashionable hi-res sheen (640x256, if you want to get technical) but before muttering "PC press disk" under your breath, don't bother. They're genuine PlayStation shots and if the team responsible for the follow-up can maintain a brisk frame rate without players looking as though they're wading through treacle, should finally haul what's arguably the best footie game ever, into the Premiere League alongside EA's dazzling *World Cup '98*.

"*WLS '98* ran at 50 fps and occasionally dropped to 25 fps. *MOWLS '99* will constantly run at 25fps with no slowdown. The fluidity of the game remains intact."

Further technical jiggery-pokery involves a method coarsely labelled 'skinning' and more 'bones' in the skeletal system. It sounds painful, but it actually alleviates the polygon break-up endured in countless other games and results in "a dramatically improved visual quality of models." There's naturally a cavalcade of other changes set to persuade fans of the original dig deep once more, but lead programmer Giles Park insists that it's the subtle changes in the



[Above] There'll be plenty of opportunity to score from unusual angles, thanks to the new moves being introduced.

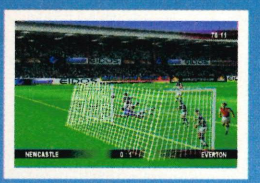


[Above] Changing formations and views is easy with the new menu.



[Above] All the weather conditions and real team names are in.

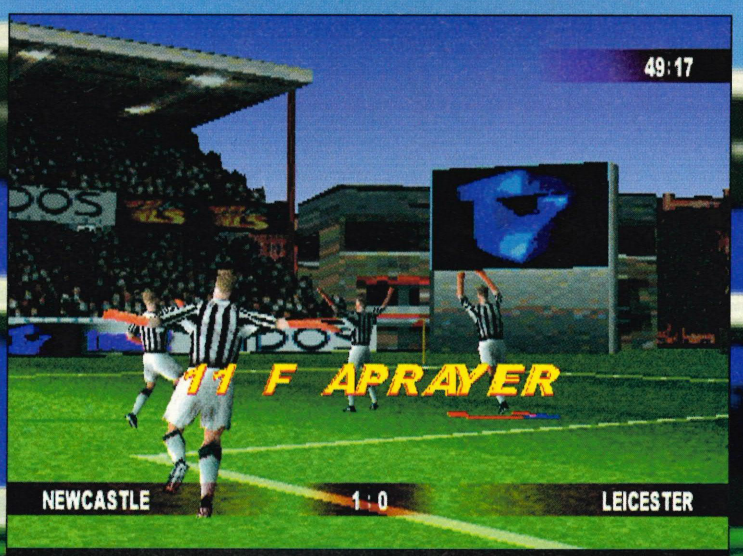




"MOWLS '99 will constantly run at 25 frames per second with no slow down...."



[Above] The detail on each player model is superb. The new 'skinning' technique will ensure that there's no polygonal break-up and the overall animation has never been better.



[Above] Celebrations have been given a thorough re-vamp in *MOWLS '99*; and the team who've been scored against will hang there heads in shame as they trudge back to the half way line.

WLS '99



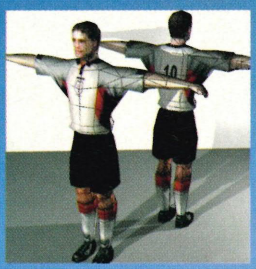
[Above] The new menu system is clear and concise.



[Above] Players look up and and follow the ball with their eyes.



[Above] Views can be changed easily with the new interface.



gameplay that are foremost in his vision of the ultimate football game. "The pace of the gameplay is far better. It's slightly slower than *'98*, but not to the extreme of *ISS Pro*. This makes for a better game of football because it promotes more passing and less kick and rush. Players now take up better positions and cover for one another when gaps appear too..."

In *WLS*, the front end, kits and stadiums were lavished with painstaking detail and accuracy (tile designs in the urinals included) but *MOWLS '99* boasts gouraud shaded International type stadia and heaps of FMV footage featuring the diminutive striker parading his unquestionable talent with the onion bag.

It's on the field itself that most of the changes have been made, however. New animation for tripped and injured players will give challenges a gritty edge (who'd bet against the inclusion of cracking bone samples) moreover new skill moves – allowing 23 moves and combinations – in game should maintain the sort of meticulous build-ups that worked so well previously.

"Four new shimmies have been added and when running with the ball you can now knock it ahead of yourself. The shooting also has Auto Targeting mode. Tackling has also been improved and you can now barge players off the ball more easily..."

BOBBY

As you'd expect, the AI routines are being scrutinised, tweaked and hammered to induce more realistic behavioural patterns. And it's not just the goalies who need a good dose of common sense. One of the major flaws of *WLS* was the statue-like defensive arrangements when dealing with corners and free kicks.

"New improved goalkeeper AI has greatly decreased the chances of scoring each and every time from a freekick – there'll be no 'sweet spots' this time. Defenders at corners pick up the players on the opposing team and mark them..."

Expect to see the return of Messrs Brackley and Wilkins, who'll team up again for another stint behind the mike, adding their own unique brand of wry humour and joviality to the proceedings. Scoring will be celebrated in style with the implementation of more victory and commiseration sequences and the crowds are set to come to life, instead of resembling a colourful tapestry of sick. Top of our wish list insofar as for longevity is concerned is the inclusion of extra tournaments and will there be a Training mode?

"There is still the Practice mode for training and the leagues have been updated to reflect promotion and relegation..."

Where *WLS* laid the foundations for solid gameplay and a tough computer challenge, *Michael Owen WLS '99* looks odds-on to build further with a lovely graphics engine and all of the principal gripes rectified. It appears that all the bases are covered, but we'll be monitoring this game very closely in the coming months to ensure that it lives up to the name. Expect a full preview next issue.



[Above] Is that Tony Adams skipping? Victory celebrations and down-hearted trudges to the centre spot mean you can really rub it in when you score. *MOWLS '99* promises loads of such incidental details.



[Above] The many views can be changed around at any time.



[Above] Defenders at corners pick up players on the other team and mark them. Hallelujah!

THE RULES

We've complied the ten most significant differences between WLS '98 and '99 in a nutshell.

1. Change over to hi-res
2. Skinning System for plotting the players
3. New kits And teams for the new season
4. New front end
5. Newly designed international stadia
6. New commentary phrases
7. Improved player and keeper AI
8. New skill moves, including shimmies
9. Variable speed of play (possibility)
10. Improved tackling

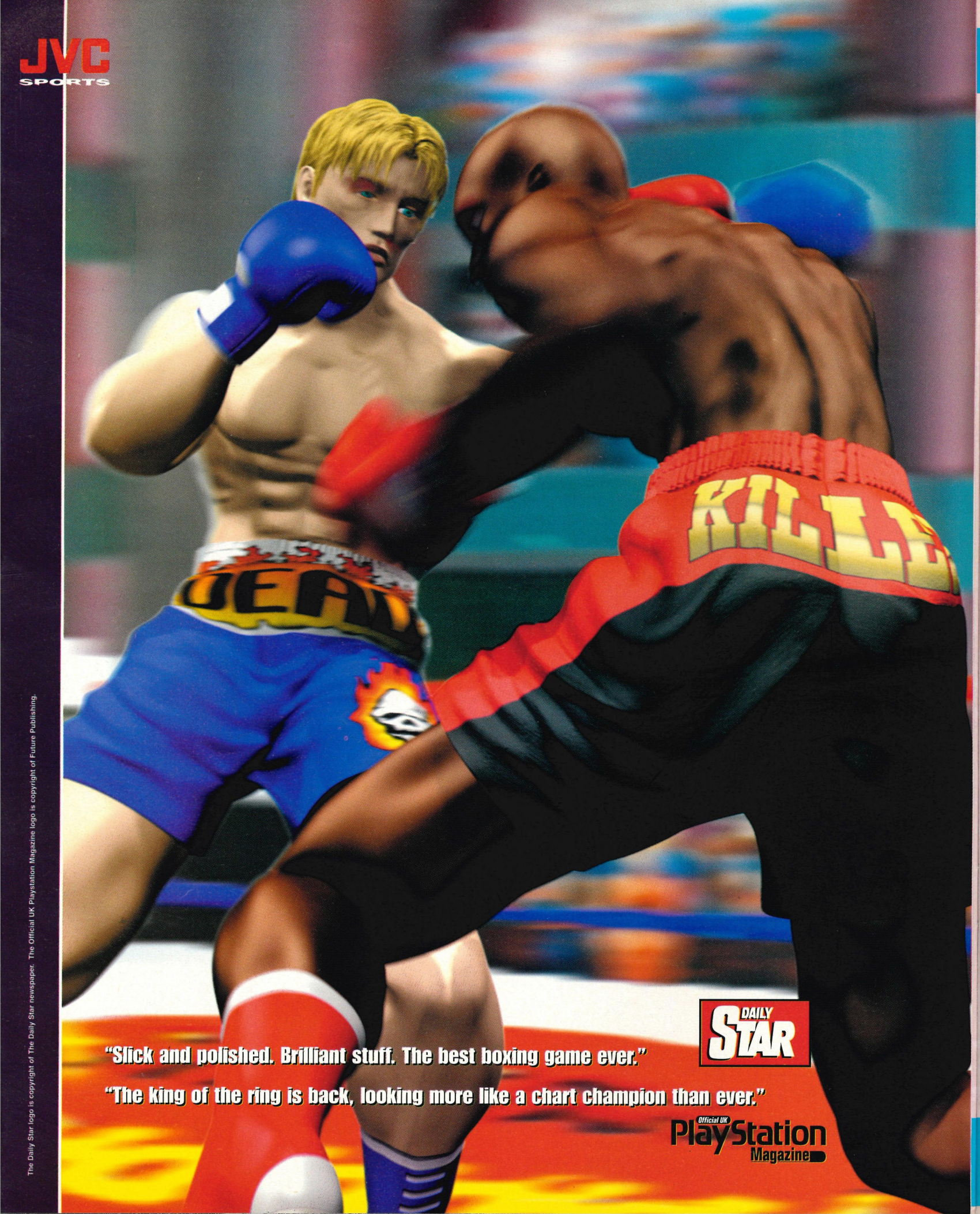




[Above] Goalkeepers are set to stop the sort of shots that could be put away with nearly 100 per cent consistency in the first game. 'Sweet spots' have allegedly been eliminated this time too. Cool.



[Above] New animations for tripped and injured players should spice up the tackling no end.



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IT'S NOT THE WINNING THAT COUNTS IT'S THE TAKING APART!

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VICTORY BOXING 2

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METAL GEAR SOLID

FORGET EVERYTHING YOU'VE EVER SEEN AND DONE ON THE PLAYSTATION... IT MATTERS NOT, NOW THAT THE GREATEST GAME IN LIVING HISTORY HAS ARRIVED, OR HAS IT?



PLAY magazine Issue 40 1998

Written By RYAN BUTT

PLAY information

Publisher: Konami
Customer support: Department 1 on 0171 916 8440
Price: £59.99
Release date: Out now (import)

ONE PLAYER

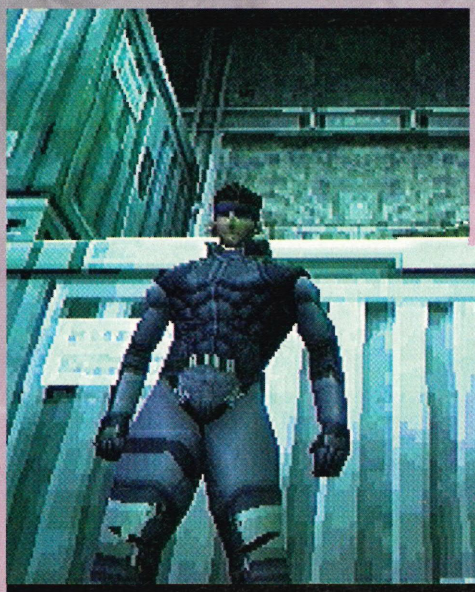
MEMORY CARD

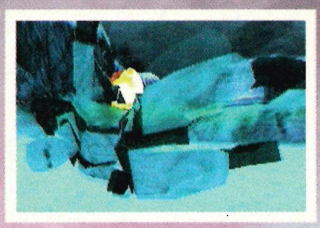
DUAL ANALOGUE

THE BIG GAME



[Above] You'd be forgiven for thinking that this is a job well done for Snake. However, as you find out very shortly, this isn't his handiwork, and there's something more sinister afoot.





[Above] By pressing up against walls, Snake can easily avoid being detected by enemy troops and cameras. The perspective even changes to help you see around. [Inset] A trooper is blown away by the size of Snake's arsenal!

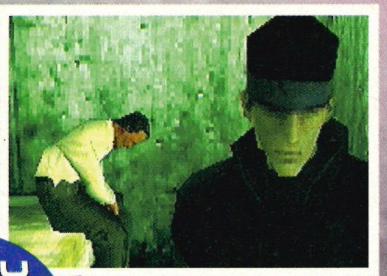


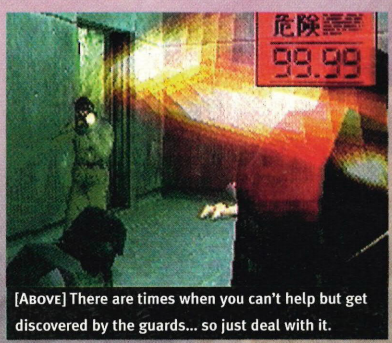


[Above] Snake's token love interest, Meryl, is about to re-enact a scene from the film *Full Metal Jacket*.









[Above] There are times when you can't help but get discovered by the guards... so just deal with it.

Believe the hype... *Metal Gear Solid* (*MGS*) is the biggest thing to hit the PlayStation since Sony's wonder-box was released. The game is a technically brilliant masterpiece that easily eclipses anything that we've certainly ever seen before. In short, it's got 'classic' written all over it.

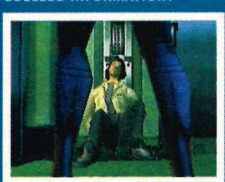
Forget *Tekken 3*, *MGS* boasts unparalleled sophistication of the highest order and is certainly a rival to the N64 nugget, *Goldeneye*, in the spy/espionage stakes. If anything, *MGS* makes for a better Bond game without actually featuring the suited super-stud. Better weapons, better gadgets and a greater need for in-depth exploration makes *MGS* a riveting ride from the word 'go!'

The game is like a typical Bond-esque affair with a hint of *The X-Files* thrown in for good measure, and right from the start, it'll blow you away with its brilliance. It's hard not to get over-excited with this copy of *MGS*, it is the Japanese version after all and there's no denying that much of the complex plot, character development, and indeed enjoyment is lost through the reams and reams of unintelligible text. But at the same time, it could be construed that this helped prolong the challenge of the game in our eyes, because difficult it ain't!

PLAY CLASSIC

SCARY INNIT

If you cast your mind back to our review of the point-and-click RPG, *Clocktower*, you will recall how it featured the first ever vomiting moment in a PlayStation game. Well now we are proud to announce that *MGS* features the first ever pant-wetting moment, courtesy of Snake's scientist mate. Where would you be without such useless information?



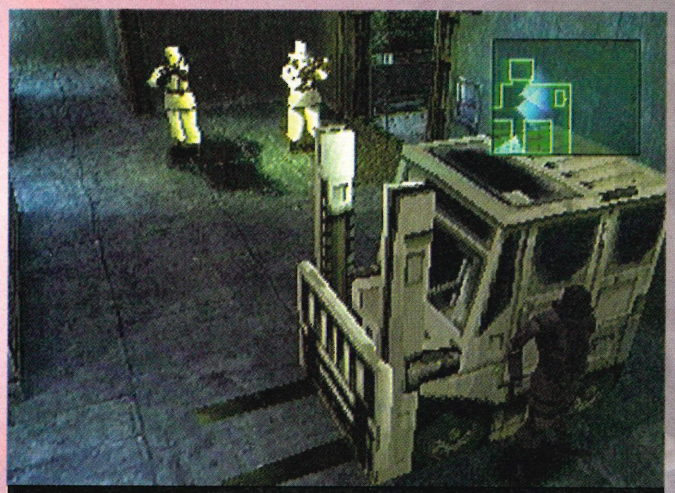
SHOW YOUR SNAKE!

MGS takes place inside a huge Alaskan warehouse. A group of renegade terrorists known as the Foxhounds have taken control of the complex and are threatening to launch a string of nuclear missiles at the US unless their demands are met. Enter Solid Snake, the ultimate stealth action man who must infiltrate the heavily-guarded complex and neutralise the threat before things get out of hand.

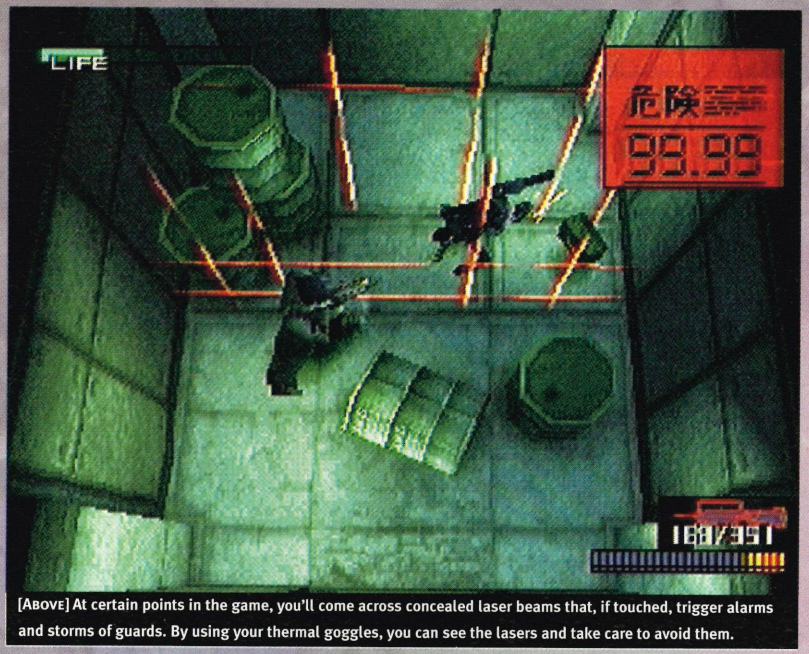
Snake arrives at the enemy hideout via a submarine that is undetectable to enemy radars, and starting out with only a pair of electronic binoculars and a packet of fags to his name, he must use whatever means possible to take down the terrorists before they can do any damage... and if this means acquiring an awesome arsenal of high-tech weaponry and blasting the hell out of everyone, then so be it. We must stress though that the onus of the game is on stealth tactics, so getting though the game without being detected is where the real challenge lies.

"MGS is a technically brilliant masterpiece..."

As soon as the cinematic intro ends, you're going to be suitably impressed from the off. Snake starts outside the warehouse



[Above] Snake's first job is to get into the lift. He starts the game with no weapons (other than his lethal hands) so it is best to avoid any confrontations with the guards at this point.



[Above] At certain points in the game, you'll come across concealed laser beams that, if touched, trigger alarms and storms of guards. By using your thermal goggles, you can see the lasers and take care to avoid them.





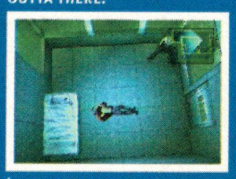
[Above] You can use items such as thermal goggles in conjunction with the sniper rifle for a better view.

FAKING DEATH

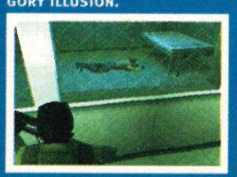
One top moment in *MGS* is when you actually plot your escape from incarceration. Your scientist mate will use Predator-like invisible stealth tactics to infiltrate the prison, then hand you a bottle of ketchup. By selecting this and lying down, you'll squash the container underneath you and it will spew out to look like blood. When the guard returns and notices, he'll dash in, leaving himself wide open for a sound kicking.



Your friendly comrade hands you your ticket outta there.



Lying on the cell floor, the tomato sauce creates a gory illusion.



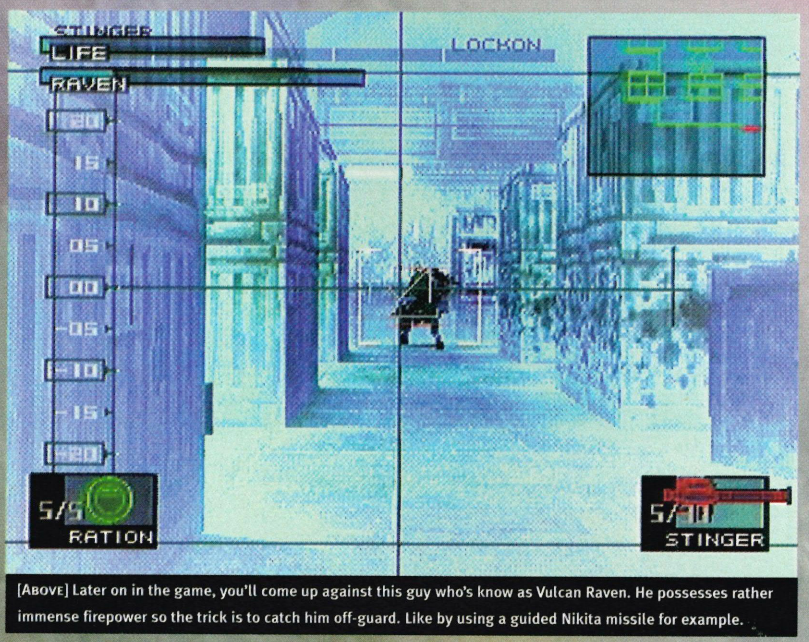
The guard becomes alarmed and dashes in to gawp at your apparent wounds. He's a goner then.

complex and his first job is to get inside without alerting the enemy troops. This first level is a good training exercise to get used to the controls, and there are many abilities to get to grips with. For starters, Snake can crouch and crawl under things – whereby the perspective switches from the standard third-person that is pretty standard throughout the game, to first-person. This allows Snake to fully view the dangers around him and plan the necessary assaults to get out of the predicaments alive. So far so good. Snake also has to contend with natural perils that may hinder his chances of slipping undetected through the shadows, such as frosty breath and footprints in the snow. These are the kind of things that arouse the suspicions of the guards, and although they may not be the brightest of sparks, failure to shift yourself once they're on your case will eventually have you jumping out of your skin as they discover you and all hell breaks loose.

Throughout the game, a radar in the top-right corner of the screen will show an aerial plan of the level you're on, plus any troop activity in the area complete with their field of vision. If you stumble into this field, they'll spot you and your radar will go red to show that you've been rumbled. When it's red, you've got no choice but to fight or flee – in most cases the latter is the better option because reinforcements will come from nowhere to shoot you. From being discovered, a timer will count down from 100, if you manage to run and hide whilst this depletes to zero, the guards will give up chase and assume their original positions, allowing you to start over from scratch, hopefully with more success next time.

Obviously, playing this Jap version takes away a lot of the suspense and intrigue because you don't get a grasp of the plot or the sinister goings on around you. This is especially evident in Snake's brain-implanted radio system. You're constantly being bombarded with mission updates and advice from your comrades, only to resort to flicking through it as quickly as possible and attempting to solve the puzzles and progress through trial and error.

Admittedly, most of the action here is strictly linear and the objects you collect are either given to you directly from other characters, or they stick out like a baboon's arse in the surroundings. We mentioned the fancy gizmos before, but it is only when you don your thermal goggles or cast a beady eye around the area using your super view-finding scope that you fully become immersed in the adventure.



[Above] Later on in the game, you'll come up against this guy who's know as Vulcan Raven. He possesses rather immense firepower so the trick is to catch him off-guard. Like by using a guided Nikita missile for example.

WE'VE BEEN EXPECTING YOU

The gameplay on offer in *MGS* is very similar to that in *Resident Evil 2*. The brunt of the game is spent progressing, viewing interesting cutscenes, tracking-back, collecting new Keycards and trying out new arenas that you couldn't access before, most of which contain new weapons and objects needed to get

HEAVY METAL

Where would any spy be without a beefy arsenal of weaponry at his disposal? Up the river without a certain paddle in this game, that's for sure. Here's what bullet-spewing delights await Snake in his adventure...

SOCOM


LASER-SIGHTED PISTOL THAT HOUSES 192 BULLETS WITH EACH ROUND CONSISTING OF 13 BULLETS.

FA-MAS


MACHINE GUN THAT HOUSES 401 BULLETS WITH EACH ROUND CONSISTING OF 25 BULLETS.

PSGI


SNIPER-RIFLE THAT HOUSES 31 BULLETS WITH EACH ROUND CONSISTING OF 5 BULLETS.

Nikita


GUIDED MISSILE LAUNCHER THAT HOUSES 28 ROCKETS.

Stinger


HIGH-POWERED LOCK-ON ROCKET LAUNCHER THAT HOUSES 30 ROCKETS.

Grenade


STANDARD HAND-GRENADE. SNAKE CAN CARRY 36 AT A TIME.

Stun Grenade


USED TO STUN ENEMIES FOR A FEW SECONDS. SNAKE CAN CARRY 24 AT A TIME.

Chaff Grenade


USED TO DISABLE CAMERAS AND MOUNTED GUNS. SNAKE CAN CARRY 24 AT A TIME.

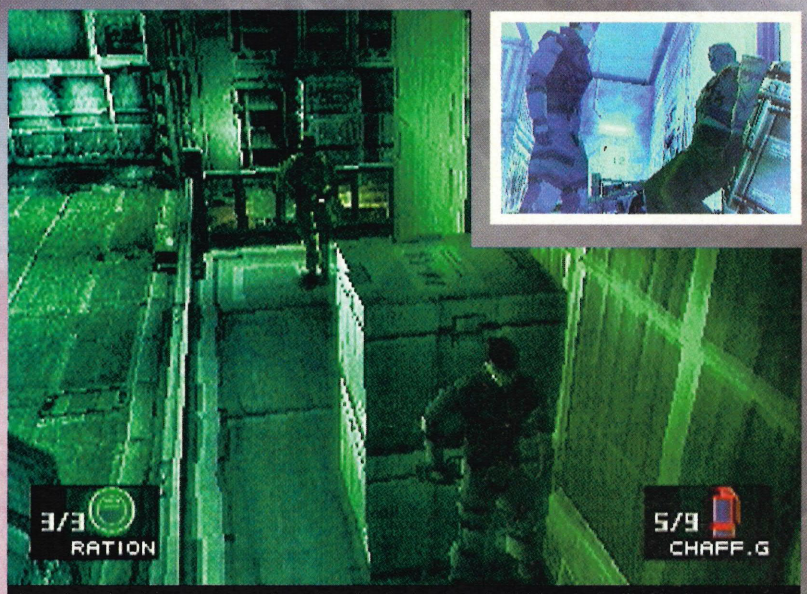
C4


PLASTIC EXPLOSIVE USED TO BLOW WALLS. SNAKE CAN CARRY 16 AT A TIME.





[ABOVE] The blood splatters as Snake picks off an guard from long range using the sniper rifle.



[ABOVE] Too close for comfort! A guard patrols perilously close to Snake's hiding place, will he be discovered and having to fight? We hope not because if the alarm goes in here, the whole place is gassed with noxious fumes!

past further sections. There is the odd puzzle as well that needs to be solved, as well as tough (well, toughish) bosses to confront at key points. Like we said, it's all very linear, but you hardly notice or care when playing for the first time because you just want to get further and further and see everything as quickly as possible. It's only when you play again with the knowledge of past puzzles already installed in your brain that you realise how short and easy the game is to complete.

"It's all very linear, but you hardly ever notice..."

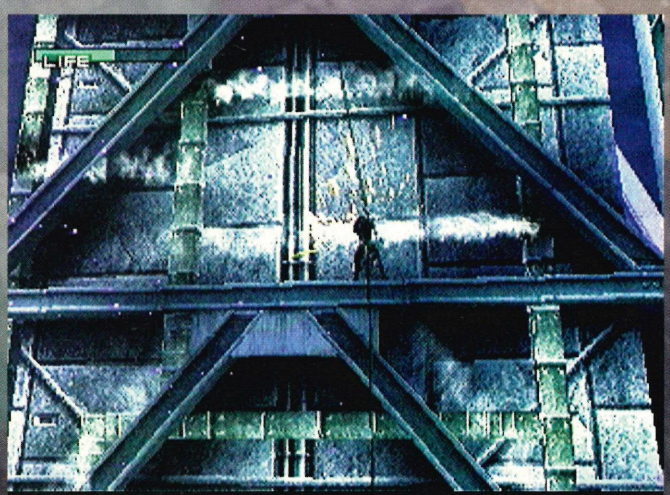
MGS is packed with brilliant features, fantastic set-piece moments and classy little touches that you just can't help but adore. Here are some of our highlights: firstly, the unarmed combat with the guards. A classic moment of this took place in the toilets. We hid in a cubicle whilst a seemingly care-free guard took a pee (complete with steam rising off of the porcelain) then before the poor chap had a chance to shake his tackle, we snuck up behind and grabbed him by the throat, dragging him kicking and wailing around into the cubicle before snapping his neck like a twig. If you grab a guard and get discovered, you can even use him as a shield against enemy gunfire, just like in *Total Recall*! There was also a fine moment when we were captured by the Foxhound forces and imprisoned. Having undergone an interesting sub-game whereby we had to withstand being electrocuted by bashing buttons, we were then left to rot in a cell whilst the guard on duty kept running to the toilet clutching his arse (bit of a dicky tummy, you see). We were then handed a bottle of ketchup by 'a friend' and proceeded to use it to fake our own death by lying in a pool of the stuff. Needless to say, when the guard returned and saw the situation, he proceeded to enter the cell and was rewarded with a sound kicking and hasty exit from yours truly!

Another interesting part that we just have to mention

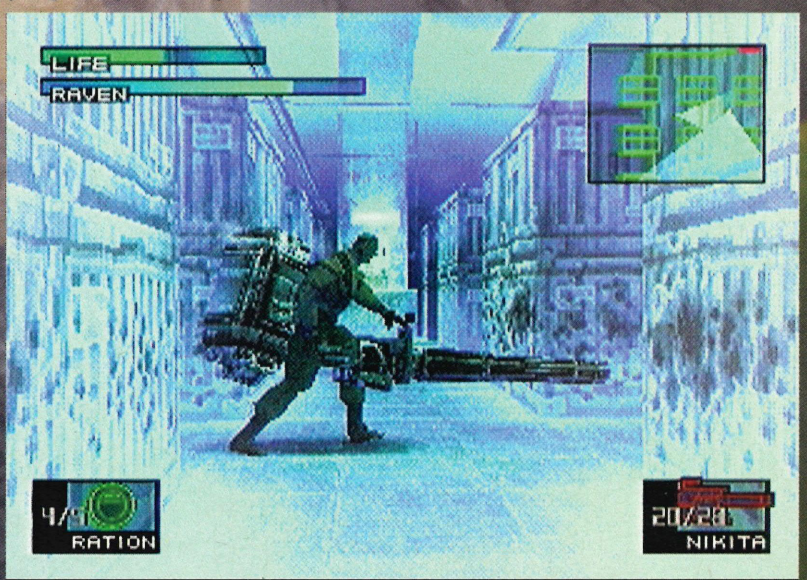

[ABOVE] A small ledge is all that separates Snake from a lava pit.



[ABOVE] Snake can view all of his surroundings in a first-person perspective for added realism.



[ABOVE] One section has Snake swinging for his life down the side of a control tower. With a gunship in hot pursuit and steam blasts to avoid, escaping from here isn't easy.

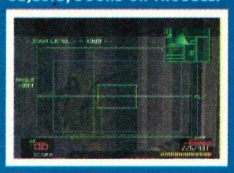


[ABOVE] Here's that Vulcan Raven bloke again. As you can see, he possesses some serious bit of kit, so wander into his line of fire at your peril. In fact, Snake was turned into a human tea-bag shortly after this was taken.

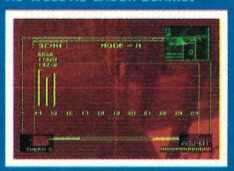
GEAR GADGETS

Make no mistake, MGS is a dream for any Bond wannabe's out there. It contains enough fancy gadgets to keep folk amused for ages, just think of the fun you could have with some of these gizmos...

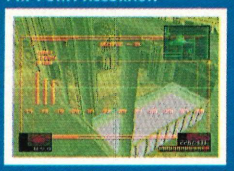
Scope Allows Snake to view the surroundings and zoom-in on any objects, doors or trouble.



Thermal Goggles Helps Snake spot guards, hidden mines and objects, as well as laser beams.



Night Vision Goggles When darkness falls, Snake can still carry on with pin-point accuracy.



Cardboard Box Not so technical this, but it allows Snake to creep around housed in a box.

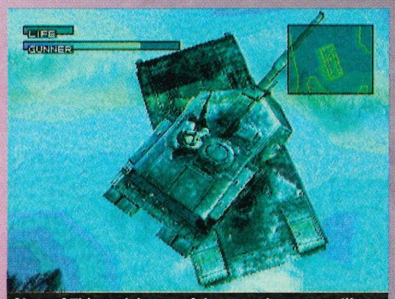


Gasmask Will protect Snake from the perils of toxic gas... and there is much of it about. The screen turns yellow when you're wearing this vital equipment.





[Above] Night vision helps for picking off troops in the dark.



[Above] This tank is one of the many bosses you'll have to confront. Use grenades to blow it up.

is the Psycho Mantis boss. This is where *The X-Files* element creeps in because this guy not only possesses your female companion, but uses psycho-kinetic powers to move objects and hurl them at you. Due to the fact that this guy is psychic and can read your mind, trying to beat him is a futile exercise... until you realise that you can fight him with your controller plugged into port two and thus ensure that he can't predict your actions. There are many, many more moments of genius, but we won't spoil any more surprises.

LIVE AND LET DIE!

MGS is misleadingly large, misleading in the sense that it isn't that large at all really. You see it comes on two discs, and when you spend hours plugging away at disc one, you naturally assume disc two to be equally as large... but it isn't. When this realisation dawns and you instinctively know that this epic is drawing to a close, an immense sense of 'guttedness' sets in. You had just been treated to the most fantastically atmospheric PlayStation experience ever and it ends with a snap of the fingers. Okay, so the build-up and ending is quite spectacular as you take on the largest end-of-level guardian imaginable and then proceed to escape from the complex in the most death-defying way.

The comparisons with *RE2* continue long after you've strolled through this once though. After the exceedingly long ending sequence, you're ranked in accordance to your performance. This takes into account the number of saves, number of continues used, the number of times you were discovered by the enemy (although getting discovered at certain points is unavoidable, so whether it counts these is uncertain) amongst others. You're also given a new item to use in the next game, and we understand that this varies depending on your ranking. So the upshot of it all is that there's plenty of replay value to be had, which is just as well really.

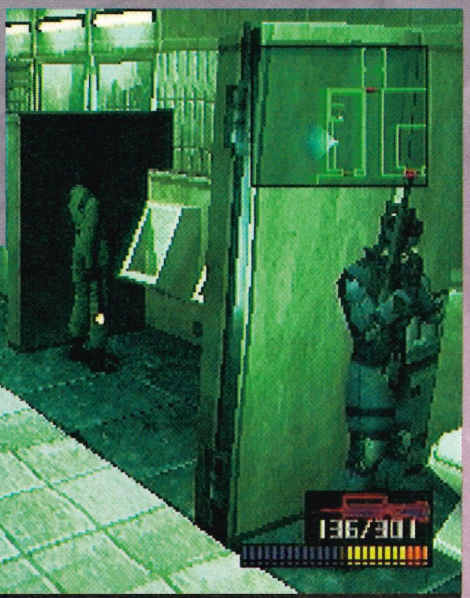
As a gaming experience, *MGS* packs the hardest punch, certainly since *RE2* arrived. The graphics are absolutely top-notch, especially the clever perspective changes when you use new weapons and items. Imagine the fun we

"As a gaming experience, MGS packs a punch..."



[Above] You're ranked on how many times you're discovered by the enemy, so sneaking around is vital.





[Above] These toilets are where some of the best guard ambushes take place. As they relieve themselves in the urinal, you sneak up behind them and strike. [Inset] The game's two main arch villains compare notes.

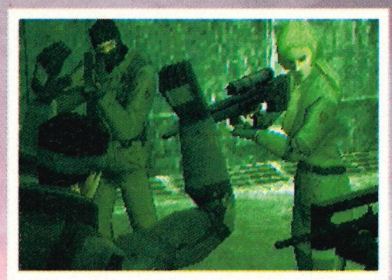


[Above] The Ninja is one of the hardest bosses you'll face in the game.





[Above] There are plenty of wall-mounted guns to hinder you.

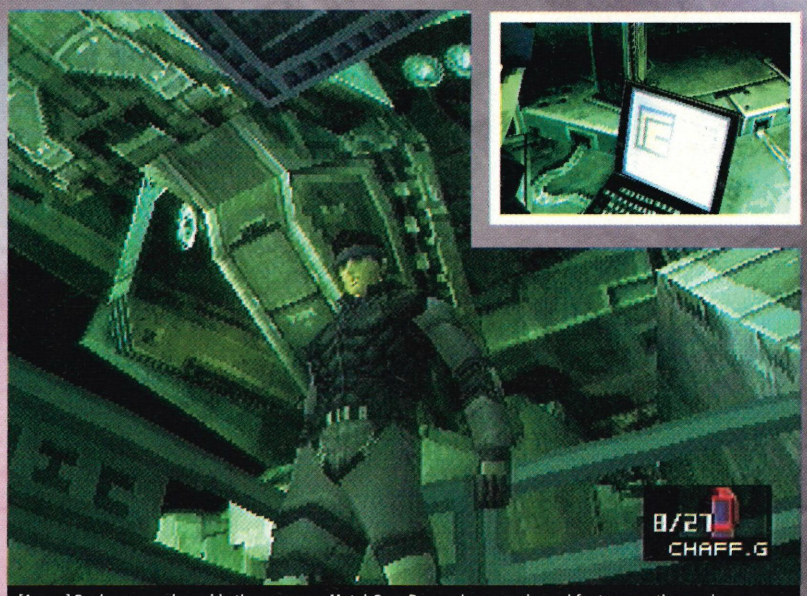




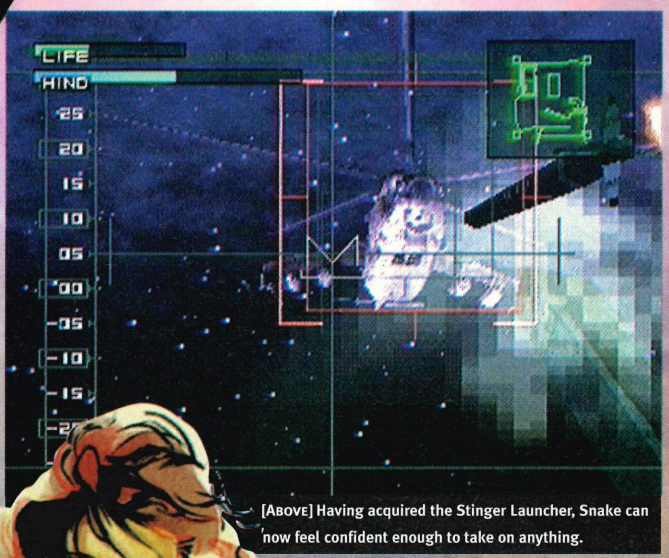


[Above] Certain puzzles need a bit of plastic explosive to overcome. Lay the charge and detonate from afar.

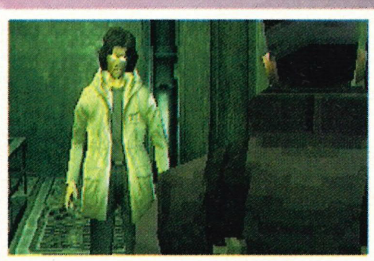




[Above] Snake poses alongside the awesome Metal Gear Rex – a huge mech used for transporting nuclear weapons. Needless to say it has to be confronted as a boss later. [Inset] This is no time to play *Tetris*, Snake!



[Above] Having acquired the Stinger Launcher, Snake can now feel confident enough to take on anything.

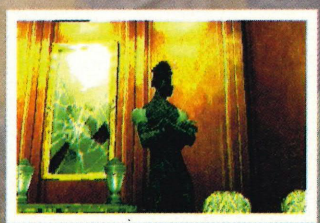


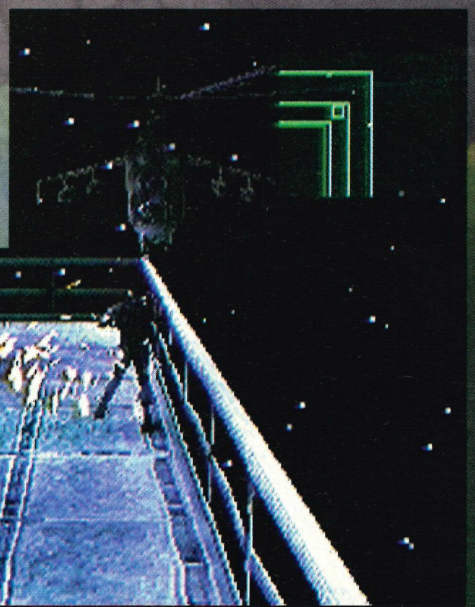






had with sniper rifle – picking off guards from 100 yards and watching their brains splatter. Yes, *MGS* is certainly gory. Not in an *RE2* kind of over-the-top gore, but in a stylish way so as to keep the visual impact as realistic as possible, although there are times when it slips into hyper-graphic mode with limbs being severed and suchlike. It is with the discovery of new weaponry that carries the action along nicely and keeps you riveted. Take the Nikita missile launcher. When you fire this baby, you follow the path of the missile and can guide it wherever you want. So imagine the fun we had when we fired one into a room full of guards and then calmly made it circle their heads (much to their bafflement) before hitting them head-on. Then there is the mighty Stinger Launcher – oh-yeah!





[Above] Snake comes up against a heavily armed gunship that requires a special kind of weapon to destroy. Be patient because it'll get its just rewards sooner or later. [Inset] This is Psycho Mantis, another tricky boss.

TORTURE GARDEN

IT'S NOT ALL STEALTH IN *MGS*, YOU'RE GONNA GET NICKED SOONER OR LATER, AND WHEN YOU DO, YOU'RE GONNA SUFFER, BOY! UPON BEING APPREHENDED BY THE TERRORISTS, YOU'RE THEN STRUNG UP ON AN ELECTRIC RACK AND MUST ENDURE SEVERAL BOUTS OF SHOCK TREATMENT. THIS IS DONE BY BASHING BUTTONS TO KEEP UP YOUR ENERGY LEVELS WHILST A TIMER COUNTS DOWN.



"COME ON SCUMBAG... DO YOUR WORST!"

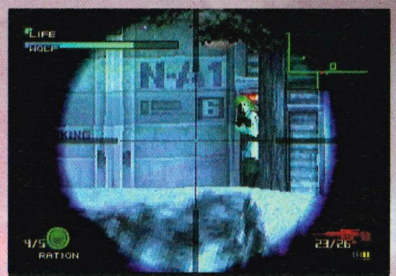


"AARRGH! OKAY... I'LL TELL YOU EVERYTHING."



[ABOVE] Can you resist blasting Fido? No, we couldn't either!

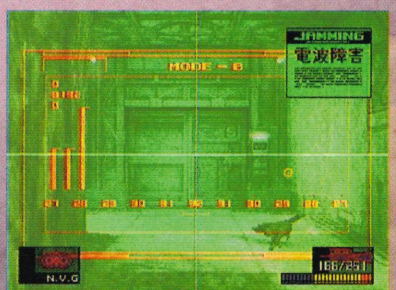




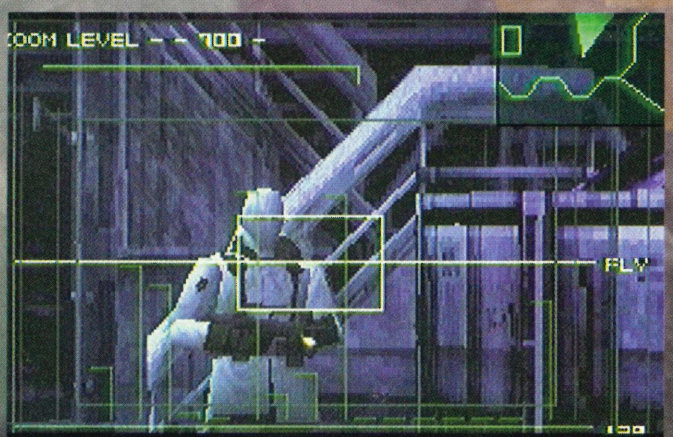
[ABOVE] Sniper Wolf is a tricky customer that ambushes you on two occasions. Take her out!

Picture the scene, we're being chased up a control tower by a never-ending stream of guards, no problem, our machine gun can take care of them. We're then faced at the summit by a heavily-armed gunship with its sights poised. A quick glance through the arsenal confirmed that we possessed nothing substantial enough to take that out. But then after narrowly avoiding incineration, we abseiled down the side of the tower and found the Stinger Launcher, and hence another of the game's many highlights. Aiming the Stinger Launcher at the gunship, and locking-on, you fire off missile after missile whilst avoiding the retaliation. Just before the thing blows, it nukes the entire tower. You think Snake's dead,

"Readers should wait for the US or PAL versions..."



[ABOVE] Some sections are made much easier by your fancy gadgetry. Especially this annoying cave section.

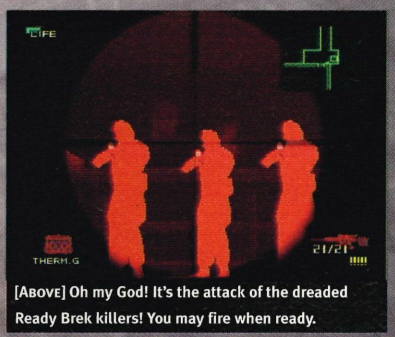


[ABOVE] When using the electronic scope, you can view any of the surroundings and view things at a highly magnified level. It makes a great sound when it zooms in as well!



[ABOVE] Solid Snake adopts a mean action pose as he prepares for the final confrontation with the evil Foxhound terrorist group. [INSET] What could have possibly done such an unscrupulous thing to a man?





[ABOVE] Oh my God! It's the attack of the dreaded Ready Brek killers! You may fire when ready.

but he emerges from the carnage, calmly smoking a fag like Mclaine from *Die Hard* himself. Simply marvellous.

SPY WHO LOVED ME

So to summarise, *MGS* is certainly the most technically impressive PlayStation moment. It dishes out segments of wizardry and intrigue like they were going out of fashion. It's just a shame that it's over far too soon. To accompany the breathtaking graphics is a soundtrack of pure extravagance, and it does wonders to heighten the action and suspense, we can tell you.

The game is unquestionably fantastic, but we would recommend that readers wait for the US or PAL versions before taking the plunge. We wouldn't say that the Japanese text hampers your chances of completing the game, or indeed enjoying it to a certain degree, but you're only getting half the picture – a no-nonsense action game, rather than the blockbuster spy-epic that a fully understandable version of *MGS* promises to be. So I guess we'll just have to wait just that little bit longer for the real deal.



PLAY

LOOKS	9
SOUNDS	9
GAMEPLAY	9
VALUE	8
ESPIONAGE	10

94%

One of the greatest games ever made. Exceptional

Alternatively:
Resident Evil 2 96%
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- Pandemonium 2
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- Treasures of the Deep



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- Mortal Kombat - Trilogy
- Mortal Kombat - 4
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- Tekken 1, 2, 3
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FUTURE COP LAPD

ROMP, STOMP AND SOAR THROUGH ELECTRONIC ART'S TWISTED VISION OF THE FUTURE. IT'S A PYROMANIAC'S PARADISE WITH FEW EQUALS.

Written By TOM SARGENT

They're the pillars of society. A vision in blue. To serve and to protect the American populous. That is if they can be bothered to get off their fat arses to chase anyone. But hey, in *Future Cop LAPD*, the pursuing takes a distinctly automated form and the only exercise required is the squeezing of a trigger finger as another drug-crazed miscreant lies nullified in a pool of his own guts. Welcome to 22nd Century Los Angeles, where ordering a triple chilli-dog with everything can be life-threatening (and we're not just talking about the calories).

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £39.99
Release date: October '98







POLICE ACADEMY

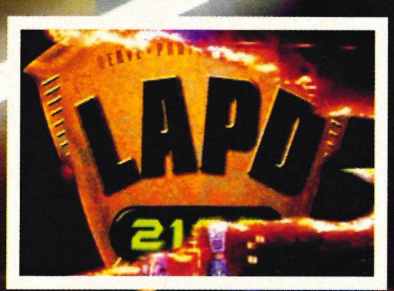
Criminal gangs are running amok amidst the 12 unique zones and if it wasn't for a handful of plucky, square-jawed cops clanking around in state-of-the-art, transformable ED-209 bipeds, life would be worse than being locked in a room and forced to watch every episode of *Eldorado* again.

Shout it from the rooftops, *Future Cop LAPD* is one of the finest shoot-'em-ups ever to grace the PlayStation. Period. The transition from early alpha preview to finished, gleaming review is nothing short of phenomenal. Remember



[ABOVE] At the end of each level, super bosses require everything you can throw at them to kill. Caution to the wind! It's essential to have power in reserve for these climactic battles.

PLAY CLASSIC







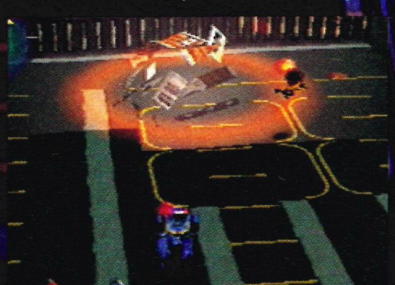
[Above] The mortars are quite slow, but reach the parts other weapons can't. Lob a couple ahead of you and see fire... Throughout the game, this sort of cinematic carnage lifts *LAPD* above such peers as *Syndicate Wars*.

"Bathe hordes of gun-toting zombies in death!"

Syndicate Wars? It was a stunning isometric vision of a nightmare utopia, where adrenaline-pumped cyborgs mowed-down everything and everyone in sight for cash and weapon enhancements. Well, *LAPD*, while similar in concept, absolutely dumps on *Syndicate Wars* from a great height.

Take the hi-res rendered 3-D environments – they're solid, perfectly-smooth and vary enormously from level to level. The *Strike* series has been catapulted to new heights and although the decision to dump the title (which could have spelled disaster for EA's most profitable non-sports franchise) the results are plain to see.





[Above] Blowing up certain modes of transport results in flaming bodies hurtling through the air. Great!

SMOKING BARRELS

The game's perspective is reassuringly familiar to those who braved the perilous world of a helicopter gunship pilot in the previous *Strike* games, but the views are far more dynamic in *LAPD* – panning in and out to seamlessly accommodate all the action. Seven interchangeable views provide further refinement, such as the wicked 'Crowd Control' pre-set, which looks particularly impressive as you bathe swarming hordes of gun-toting zombies in napalm death.



[Above] There's hardly any slow-down at all in *LAPD*.





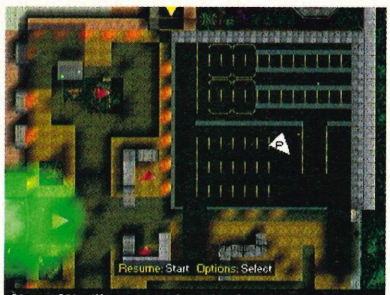
[Above] At times, *Future Cop: LAPD* feels more like EA's classic *Syndicate* series than the *Strike* games, particularly with its involving, futuristic urban missions which are great fun.



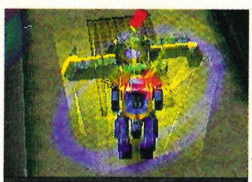
[Above] Stomping around the cities, demolishing everyone is fantastic. [Inset] Sometimes you need rockets and special weapons, but this particular section necessitates a mini-gun to mow-down hundreds of enraged zombies.



[Above] Huge guardian machine gun posts block your progress.



[Above] You'll never get lost thanks to the maps, which always show your location and objectives.



[Above] Power-ups are absolutely crucial for your survival. Without them, you'd be toast.

"Dumps on *Syndicate Wars* from a great height..."

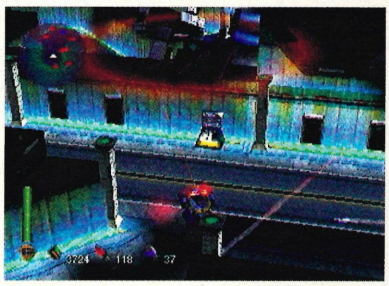


[Above] The nuclear plant must be destroyed. Explosions are superb.





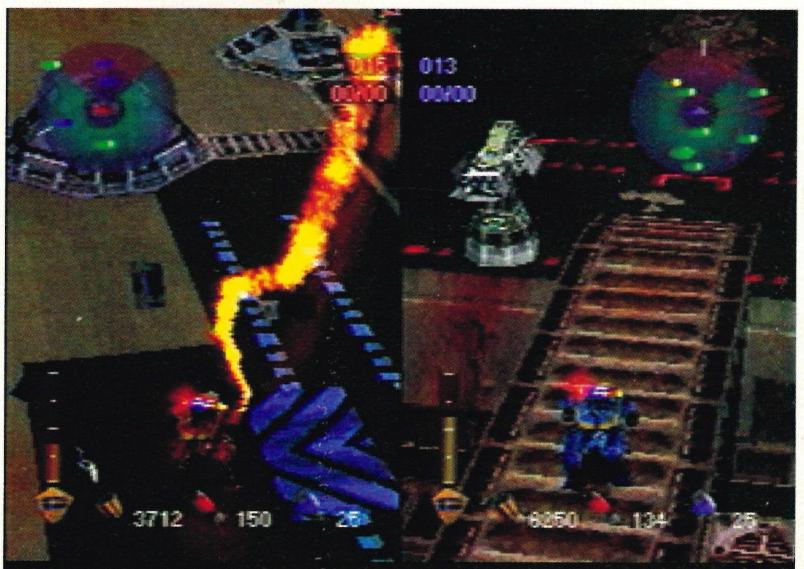
[Above] On the Weapons Loadout screen, choose a gun, a heavy and a special. You soon learn which weapons work best on which missions, but over zealous destruction is part of the fun.







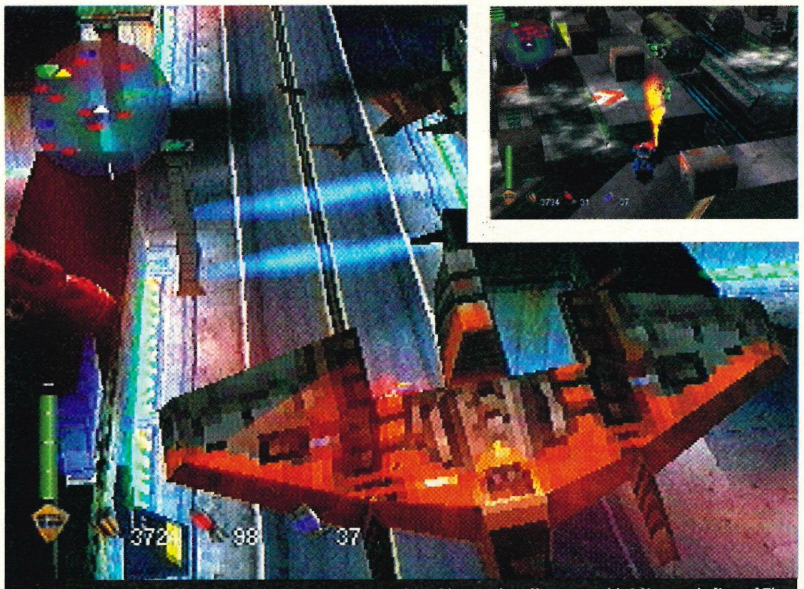




[Above] Two-player action doesn't come any better than in *Future Cop LAPD*. Use your allocated craft to out-smart the enemy in special arenas. The split-screen interface works much better than the recent *Wargames*.



[Above] Getting bombed by mammoth alien invaders is no fun if you haven't got the hardware to fight back in style. Hiding isn't really an option, and scuttling around is humiliating...



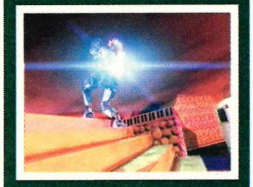
[Above] Now this isn't fair. What chance have you got against this massive alien spaceship? Not much. [Inset] The flame-thrower wins the day in the brutal satisfaction stakes, but it can be a bit wayward to use accurately.

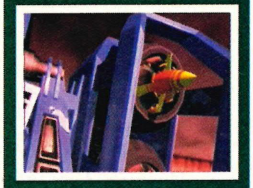
FUTURISM

Atmosphere is brilliantly conjured in *LAPD*, which features some superb cut-scenes to seduce you...















[Above] Earth-shattering special weapons come in handy on opponents, but you've got to get in close.

It's not all stomp, stomp, stomp however. You've got another ace up your sleeve in the form of a built-in hovercraft (just press L1 and R1 to morph between the two). The mech can be a bit twitchy when it comes to accurate jumps between rooftops, so for a smoother, quicker ride the hovercraft is preferable. Each one has it's own pros and cons, but the highly-manoeuvrable two-legged mechanical walker is by far the best value for money.

The graphics are some of the best seen on the console. Huge, detailed explosions bellow out on the screen and hundreds of polygonal shards shower the immediate area as detailed enemy buggies both airborne and ground-based relentlessly bombard the player with a devastating array of colourful fireworks.

HOVER BOVVER

Missions and tactics vary from level to level and keep the gameplay lemon-fresh. Rescue this, protect that, but most importantly, kill indiscriminately. On one level, hundreds of drug-crazed loonies rampage around an industrial setting brandishing deadly flame-throwers, other sections turn out to be traps, where you've got to fight for your life with no way of escaping. Often you've simply got to find a way out of a location just swarming with a never-ending supply of flying craft. There's sub-bosses, bosses and power-ups laid in strategic places. Learn the levels and even replay them for fun – it's even better.



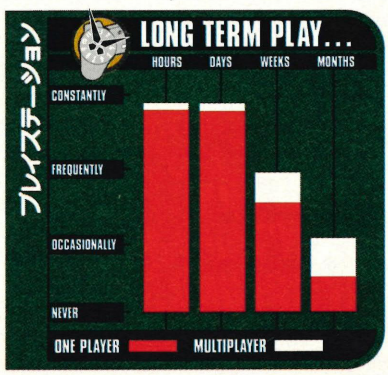
[Above] This boss has been knocking out planes with a deadly laser converted into this giant telescope.



[Above] The highway is blocked. Yet another example of you having to take a new route or get cunning...

And have we mentioned the absolutely superb two-player split-screen option where you can play in tandem or against a fellow human? Jeez! Brilliant fun and again replete with special arenas where you overrun enemy defences or battle over the standard 12 levels.

Areas of criticism are few and far between as the action seems to get better and better as you progress, but to put a temporary stopper on all this gushing praise, sometimes you can't see yourself because of the scenery, jumping in the mech is awkward at times and... er, that's about it really! Well, okay, maybe some more of the scenery could have been destructible. From the inspired introductory FMV sequences and audible help throughout each mission, to the dark, dark humour and superlative gameplay elements, *Future Cop LAPD* is a true classic to be savoured. This is better. Much better, and is easily EA's greatest game for absolutely ages. Get signed up, troopers!



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	8
VALUE	8
VIOLENCE	8

94%

The best isometric blaster you've ever seen!

Alternatively:
Nuclear Strike 88%
Soviet Strike 83%

ASSAULT

PLAY magazine Issue 40 1998

Written By BEN LAWRENCE



[Above] The female space marine puts Ripley to shame, and she's got the meanest set of bazookas around. Backgrounds are action-packed and well detailed, enhancing the atmosphere and setting the scene nicely.

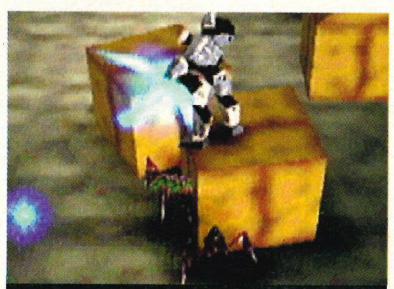
THESE BUGS WILL DO EVIL HELL TO YOUR LETTUCE, AND THERE AIN'T AN INSECTICIDE OR BUG SPRAY AROUND THAT'LL STOP 'EM EITHER!

Creepy crawlies

were once nothing more than things that stomped over your pub lunch and got in your beer. In the future though, they're pretty damn crazy, and look set to revive the fly swatter industry... cos' they're off their heads! Great big multi-eyed beasties from outer space, crawl about in the futuristic world in which you live and it's your job as either a male or female space marine to sort them out, and send 'em back to the allotment. Wearing either pink or blue body armour, depending on who you are (Major Kelly Doyle or Sgt Reno J Washington) you are then dropped down on the infested area and expected to sort it out. These people obviously don't have any families because the place is riddled with bugs, and only the truly stupid gung-ho meat-heads would dare something like this.

Assault is based on some of the classic arcade games that once graced the end of the pier, like *Side Arms* and *Turrican* only with an up-to-date 3-D twist. The wonderful thing about it is that it doesn't

"*Assault* is packed with good ol' days gaming..."



[Above] Despite looking similar to Robocop, Sgt Reno J Washington (!), does the bizz and kicks enough butt to keep the shoe industry alive. Mind the spiders!

PLAY information

Publisher: Telstar
Customer support: 0171 323 3340
Price: £39.99
Release date: Out now

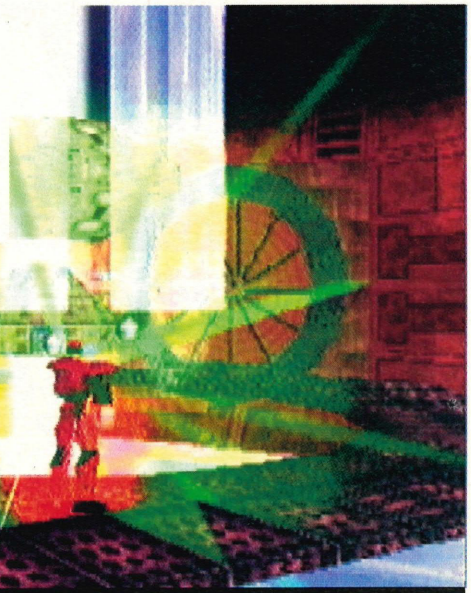
ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | DUAL ANALOGUE

try to be anything other than that. *Assault* is all about blasting, blasting and blasting a bit more – in places in makes *Rambo* look like *The Teletubbies*. The action on screen is so intense, with body parts redecorating the walls, it is hard to see what you are shooting at. The only way to sort this out? Easy, just hit the fire button harder. The smile will soon be smacked off those munching mandibles. Of course, it is slightly more complicated than that, but only slightly. There are power ups to be had, but these aren't just found in your usual crates and what not. No! They're tucked away in massive space vehicles which you have to blow apart to get your sticky mitts on. Each marine has their own different weapon selection starting with standard blasters then progressing to goodies like homing missiles and wall deflecting rotating razor blades. When both marines are on screen with fully powered up weapons the RSPCA should be notified. The carnage is awesome.



[ABOVE] Everything retro and coin-op exists in Arcadia, even the customary collapsing platforms. Hell, it's not next generation, but it's damned good fun aging for nostalgia buffs.





[ABOVE] Destroying everything in *Assault* is the aim, and the bigger the explosions the better it is for your score and your self-esteem. [INSET] *Return of the Jedi* anyone? Zooming about on this ain't no job for an Ewok though.

WARRIORS

MAJOR KELLY DOYLE
RIPLEY, SARAH CONNOR, EAT YOUR HEARTS OUT. THIS CHICK IS SLICK, AND IT'S ALIEN BUTT SHE LIKES TO KICK. DRESSED IN THIS SUMMER'S COLOURS SHE'S A REAL INDEPENDENT NINETIES GIRL. A BIT OF A MANIAC TOO.

SGT RENO J WASHINGTON
DESPITE CRUEL JIBES AT SCHOOL FOR HIS ROBOCOP FETISH, SGT RENO GREW UP TO BE THE GUN-WIELDING HARDCORE BULLET BRAIN THAT WE ALL KNOW AND LOVE. FRIENDS WITH MAJOR DOYLE, AND SOMETIMES GOES ROUND HER HOUSE FOR DINNER.

WAR

The land of Arcadia (a coin-op influence perhaps?) and the following terrain again hails back to the games of long ago, and gives them a rather large knowing wink. There is the lava level where you jump from rock to rock. Crumbling platforms and bottomless pits are all here. The customary lift fight has even been thrown in. The detail of the marines and enemies is fairly ropy though, with no smooth edges, just angular, lurchy polygons jumping and shooting their ways forwards. *Assault* also suffers from pop-up in some areas, though Telstar would probably like us to think this was intentional and in keeping with the theme they are aiming for.

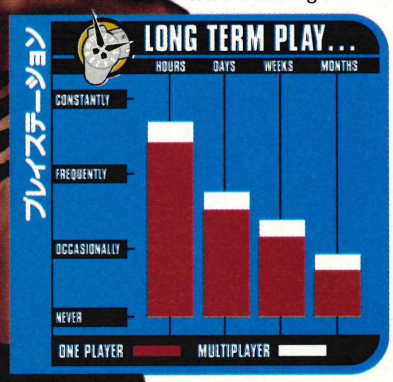
During development it would have been nice if a little more time was spent focusing on sharpening up the graphics than trying to recreate the feel of gaming days long gone. Saying that though, the alien-shaped polygons don't last long enough to notice their primitive form because the moment they appear than no sooner are they off to arachnid heaven.



[ABOVE] These guys like turning themselves invisible, they also look dead pretty splattered over the walls.

PSSSST!

In a kind of Werthers Originals™ way *Assault* is packed with elements of the good ol' days of gaming and in doing so it has placed a bit too much emphasis on what games used to be like, relying on the nostalgia market and forgetting to add any other new elements to the style of game, link-up for multiplayer, free-roaming gameplay etc. This may appeal to some of us older gamesters, but much of the appeal will be lost on those younger gamers who were still being spoon fed when we were chucking our pocket money away in the arcades. Standing on its own merit though, *Assault* does serve up enough naplam-related nonsense to please every age and proves to be a decent enough two-player piece of B-Movie gaming to keep on coming back to. This blood bath is a perfectly tasteless entry into the blast-'em-up genre.



PLAY

LOOKS	6/10
SOUNDS	6/10
GAMEPLAY	7/10
VALUE	6/10
RHUBARB	5/10

80%

A nostalgic B-movie bug blaster

Alternatively:
One 86%
Heart Of Darkness 81%

GUNBARL

SO, YOU THINK YOU COULD HANDLE YOURSELF IN A GUN FIGHT? WHAT IF THE ENEMY HAPPENED TO BE A BUNCH OF BOUNCING CHICKENS?

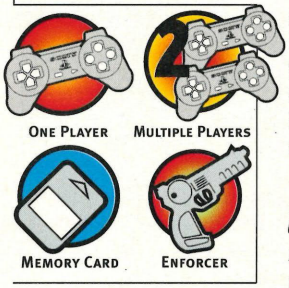
Written By GRAEME NICHOLSON



[ABOVE] This is like one of those airgun ranges that you used to get at fairgrounds, except with suspiciously US Army-inspired targets. And no candyfloss. [INSET] It's simply a case of blowing away all the hungry sharks...

PLAY information

Publisher: Namco
Customer support: Department 1 on 0171 9168440
Price: £59.99
Release date: Out now (import)



It's happened again, damn it! Namco's *Point Blank* has only recently been released in this part of the world, yet practically as it was hitting the shelves the sequel was released in Japan! You'd think they could speed up the conversion time just a tiny bit, wouldn't you?

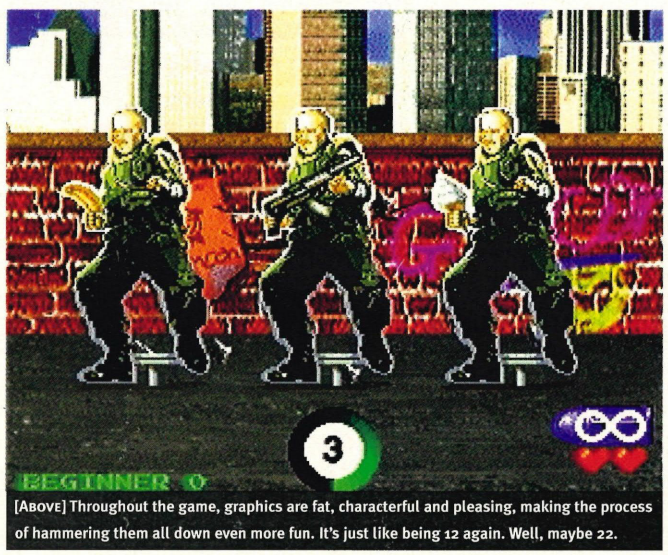
It's almost exactly the same package as before rather than any outstanding new direction, but then the original was already spilling over with fresh ideas. Considering the simplicity of the mechanics that have to be used in such a game – the single action of a Guncon being fired at the screen – *GunBarl* gives you an enormous choice. The fast and fun quick draw action can keep you playing longer than is healthy for the eyes, day after day, because there's so much to do!



STEP OFF

A single game of *GunBarl* includes dozens of different little stages for testing all aspects of your capabilities with a gun. And however good you think you are at dropping terrorists in *Time Crisis* or killing William Saddler's mates in *Die Hard Trilogy*, your sharp-shooting abilities will be stretched in all directions by *GunBarl*. There are so many tests, from the quirky stuff involving aliens and stuffed animals to the more serious shot-grouping and hostage-avoiding training, that you find yourself constantly challenged. It's tiring, and not just because you have to keep one arm outstretched for unnaturally long periods of time!

You probably know you could shoot someone down who comes running right at you with a club, but whether you can blast the wool off a bunch of sheep before they jump over the fence has probably not been tested. Unless you live in the country and have a lot of time on your hands. Likewise, reading a simple calculation and shooting the answer is a the kind of test you won't have done before, and even the most simple sums can be confusing if you've only got half a second left to tag the answer and meet your quota. Fail to match or exceed the quota for any stage (something like "shoot 40 ninjas in 20 seconds" or "protect Dr Dan from the vultures until he climbs the mountain") and a life is lost.



[ABOVE] Throughout the game, graphics are fat, characterful and pleasing, making the process of hammering them all down even more fun. It's just like being 12 again. Well, maybe 22.

POWDER BURN

Another life goes if you take out a hostage or hit a bomb during a test, but when all three lives are gone there doesn't seem to be any penalty for using a 'Continue'

"Fast and fun quick draw action keeps you playing!"





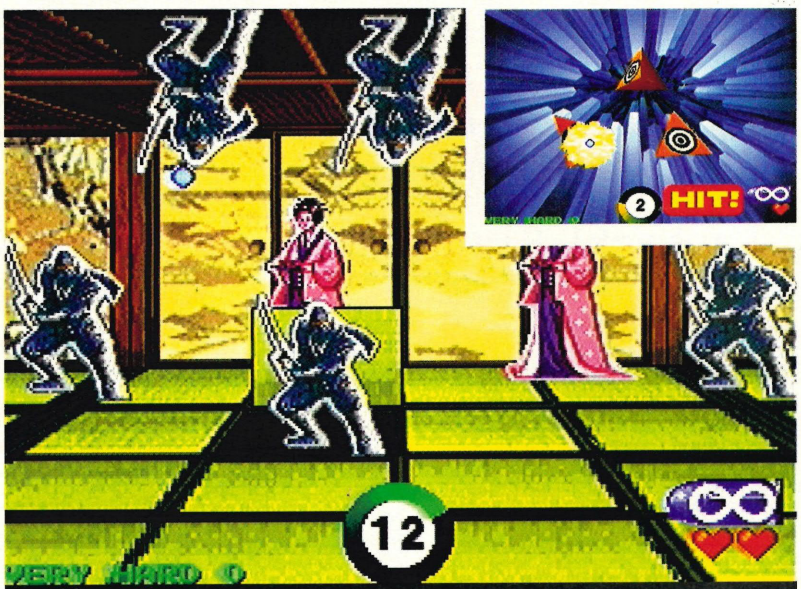
THE AD LIFE

THE COMMERCIAL THAT NAMCO RAN ON JAPANESE TV IS PRETTY KOOKY. TWO GUYS ON A BEACH RACE TO GRAB A GUNCON FROM THE SAND, TO PLAY A NEARBY J-BABE AT *GUNBARL*. THE CHAP IN RED SHORTS WINS AND THE OTHER GETS DRAGGED AWAY WHILE THE HAPPY COUPLE PLAY ON. EH?





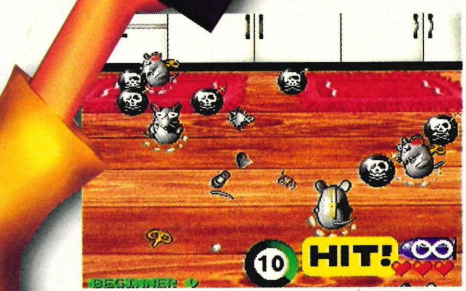
[ABOVE] A mysterious vacuum chamber moves the targets around in rather unpredictable directions, but you must hit every one or fail. Point and shoot!



[ABOVE] Ninja bad, geisha good, got it? A tight time limit makes it difficult not to fire at any thing that moves. [INSET] The occasional bit of 3-D sneaks in, and it doesn't half throw you off after shooting at flat sprites for ages.









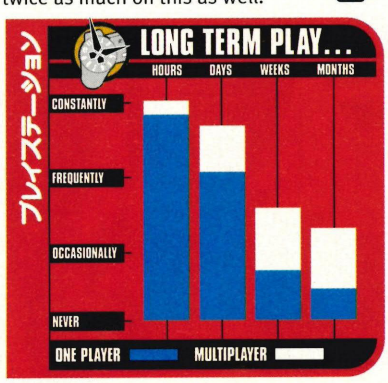
[ABOVE] Blasting cardboard cut-out criminals is great. It's just like the FBI training ground at Quantico...



[ABOVE] Since we've learned 17 of over 3,000 Japanese characters, it took us 30 minutes to start the game.

and carrying on as before. In its arcade setting, the penalty would have been obvious – another 200 yen from your pocket thank you very much – but it's still very clear whether you win or lose overall at the game's ending. As with *Point Blank*, *GunBarl* supports two players simultaneously and team play for up to eight people to take part, so it's a great party game with no unwelcome loading periods to break up the jollyness. The best way to play the game is without doubt in a group setting, although with just two players it can still be very competitive.

So it might not share the great good looks of *Time Crisis 2* (the chunky old-style graphics haven't moved on any since *Point Blank*) but that didn't stop *GunBarl* from being an excellent and popular arcade machine. Unless you've got a serious graphics-over-gameplay hang-up then there's no reason for it to spoil your enjoyment of the game at home. All that's wrong is that it's so similar to *Point Blank* there's no reason to spend twice as much on this as well.



PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●○○○○
CHICKENS	●●●●●●●●○○

83%

Addictive arcade shooting frenzy!

Alternatively:
Point Blank 90%
Time Crisis 90%

VICTORY BOXING 2

LADIES AND GENTLEMEN, IN THE BLUE CORNER, VICTORY BOXING 2, AND IN THE RED CORNER, ANYONE BRAVE ENOUGH TO HAVE A GO!

Written By BEN LAWRENCE

Thwack! Slam!

Crunch! This isn't a transcription of the old Adam West *Batman* show, but the sound of padded gloves pounding crumbling cheek-bones. Strangely, this game features these sounds a lot, but then again, it is *Victory Boxing 2*!

The original *Victory Boxing*, laced with Japanese undertones, and that annoying Japanese guitar riff has been swept aside, and in its place complete with Tournament and World cup fights, stands this cocky young upstart. Boy, is it ready to show the competition a thing or two!

PLAY CLASSIC

PLAY information

Publisher: JVC
Customer support:
0171 240 3121
Price: £39.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | DUAL SHOCK

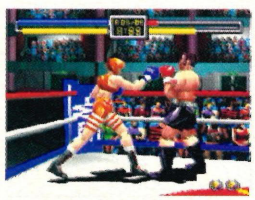


[ABOVE] Jackal, your personal trainer takes the hits like a wall, and never hits back too hard. He's too kind! The guys waiting for you though, would gladly have you for breakfast, so get ready to rumble...

SUCKER

This is the bigger, brighter younger brother of *Victory Boxing*, and it bears one or two family resemblances. The beautifully sculptured opponents are just as thick skinned and up for having their heads beaten in as before, but now they are smarter, and come in greater numbers.

There are 30 different fighters all up for it, with improved AI and tactical moves, and every fighter has different punches and styles. With that tasty variation it looks like there should be another 30 shades of bruises too. These guys will pound your head to a bloodied pulp, and do it whilst whistling *The Eye Of The Tiger*. It is at this point in the game that your selected Weakling Weight boxer goes crying to his trainer Jackal for some advice. Training and learning to deal with failure (as reported in no uncertain terms in the in-game tabloids) is just as much a part of *Victory Boxing 2* as force feeding your opponent great chewy clumps of canvass. It takes time to master all the moves thrown at you by Jackal, and some are only accessible in later stages of your boxing career. This is no simple theme on a beat-'em up, this is a proper sim. The Dual Shock pad also seems to be custom made for this, because every time a punch is landed, that baby rocks!





[ABOVE] Training with Jackal. Leaning back after a decent left hook, Jackal flares his nostrils threateningly. Don't let these nasal antics put you off.

"Packs enough punch to see to almost any critic!"

KNOCK OUT

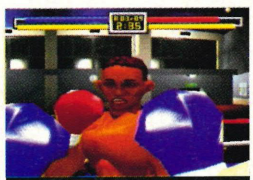
Other tiny but welcome changes are the in game FX. Blurred vision, facial gestures on opponents and the simplified power







[Above] This game is fully packed with knock out moves, sly upper cuts and devastating right hooks. The boxers are so varied that mastering all of them is a challenge in itself.

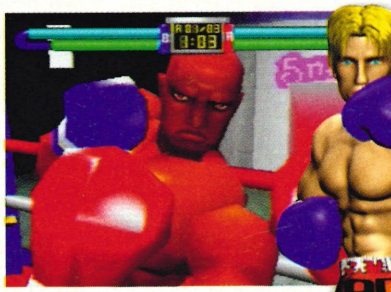


[Above] Change the perspective to fully appreciate the blow by blow



[Above] Winning is the name of the game, but it won't be easy, these guys are tougher than...a very tough

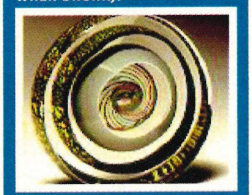




gauges are a few. The speed of the characters has been improved too, but just enough to ensure the game remains as realistic as can be. Boxers performing back flips and air combos just wouldn't look right. One thing this game isn't is another combo laden kick-ass pile of pants. This is a matured piece of gaming and following on from its predecessor, it captures the very essence of the boxing life without a real cut or cauliflower ear in sight.

FISTICUFFS

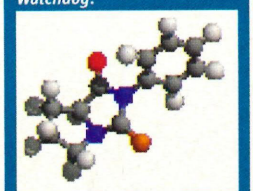
OTHER LITTLE KNOWN WEIGHT RANKINGS (DON'T SAY THAT WHEN DRUNK).



Paper Weight THESE GUYS NORMALLY TRAIN IN AN OFFICE ENVIRONMENT AND ARE GOOD AT MAKING SURE THEY HOLD THEIR OPPONENTS DOWN.



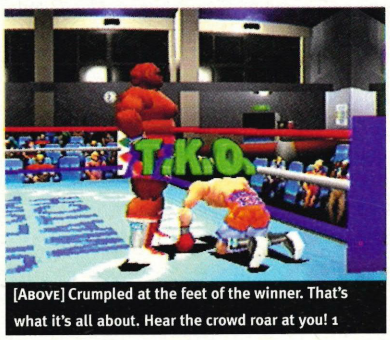
Vanessa Weight RANKING JUST ABOVE HEAVY WEIGHT, THESE GUYS ARE ESPECIALLY FEARED, AND KNOWN FOR THEIR TERRIFYING 'HAND BAG' PUNCH. ONCE APPEARED ON *Watchdog*.



Molecular Weight WEARING LAB COATS AND SANDALS THESE GUYS, ALTHOUGH BEING TINY, ARE FEARSOME. HAVE BEEN KNOWN TO SPLIT THE ATOM.

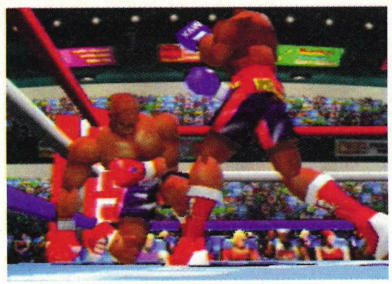


[Above] Take too many hits and your bad news is spread like fresh manure across the tabloids. Perry loses on decision isn't the last time he'll read that. [Inset] Be afraid of men with haircuts like this. Arghh!



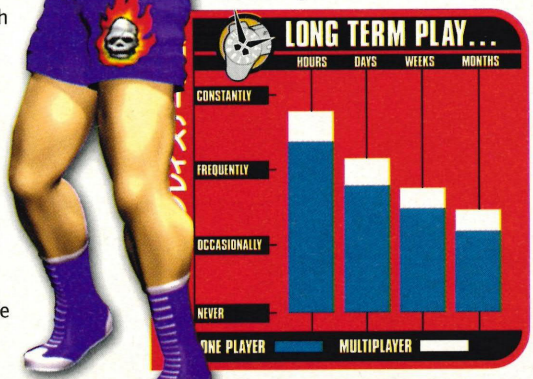
[Above] Crumpled at the feet of the winner. That's what it's all about. Hear the crowd roar at you! 1





If JVC had really pushed it, maybe a foul menu could have been introduced whereby the boxers hit low, and hug like a jessie when tired. A few more styles of punch would have also been welcomed. This would have spiced up an already impressive sequel to almost ear-biting quality. As it stands though, *Victory Boxing 2* packs enough punch to see to almost any critic.

There's always somebody out there who is faster and deadlier, and that might well be *Knockout Kings* the other boxing game from EA. Whoever the victor of the battle will be though, one thing can be assured, *Victory Boxing 2* will put up one hell of a fight.



PLAY

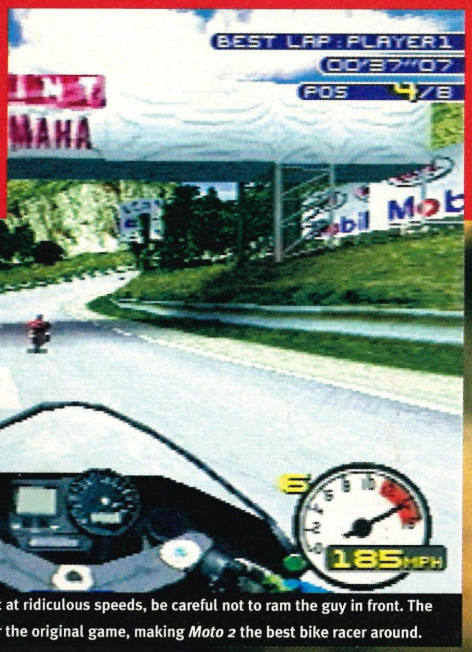
LOOKS	8
SOUNDS	7
GAMEPLAY	8
VALUE	8
KO'S	9

90%

It'll box the living daylights out of you!

Alternatively:
Victory Boxing 90%
Knockout Kings November '98

MOTO RACER 2



[Above] As you race down the Grand Prix circuit at ridiculous speeds, be careful not to ram the guy in front. The graphics have been significantly improved over the original game, making *Moto 2* the best bike racer around.

STRAP YOURSELF IN FOR ANOTHER ADRENALINE INJECTION WITH THE SUPER SEQUEL TO EA'S MOTO RACER.

Itching to ride

a super bike? Mad for some Motor Cross? Look no further... the best two wheel thrills in town can be found right here, right now.

Despite the huge influx of racing car games over the last couple of months – from the superb streets of *Gran Turismo* to the forest settings of *Colin McRae Rally* – there is still a niche in the market that is yet to be fully explored – unless you count *Road Rash 3D*, but we don't. Enter *Moto Racer 2*, with its 40 new tracks and location themes including Grand Prix, Sahara Desert, Amazonia and Brittany.

As with most of EA's racing titles, you're not overwhelmed with complex menus or a multitude of options – the result, gameplay is usually top notch. You also have the traditional option to race in 'Arcade' or 'Simulation' mode; the only difference being more crashes and more realistic handling on Simulation. Although it's nice to have this smidgen of realism, that soon evaporates by the tenth tumble off your bike.

PLAY information



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



ONE PLAYER MULTIPLE PLAYERS



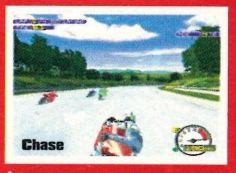
MEMORY CARD

20/20 VISION

THIS GREAT VIEW PRESENTS YOU WITH A GREATER FEELING OF SPEED AND REALISM. ▼



UP CLOSE AND PERSONNEL, THE CLOSEST CHASE VIEW HAS VERY LITTLE TO OFFER. ▼



ARGUABLY THE BEST OF THE CHASE VIEWS, AS IT'S EASIER TO STAY ON THE TRACK AND SPOT RACERS COMING UP BEHIND. ▼



SMASHING, GREAT...

With an unquenchable taste for speed, it was straight into the Super Bikes





[Above] Choose one of the eight custom tracks to modify, or create one of your very own to compete on.

"The most fun you can have on two wheels..."

Competition; the others being: Moto X, Dual Sport, Custom and Ultimate. After carefully going through a selection process – namely rushing through the choices until we came to the fastest one – we'd found our beast and was ready to unleash it against the enemy. Yet the anticipation was somewhat soured by the slow and painful loading times – fortunately, all is forgiven as you start the first of eight races. The wonderful 3-D graphics soon ease the pain as your thrash your motor around these splendid scenic courses.

Although there are four views: one first-person and three chase; the first-person is by far the better of the four. As you engage a turbo-charged wheelie the speed of the game soon becomes apparent – you can almost feel the wind rushing through your hair. This is undoubtedly the best aspect of the game; the Motor Cross is fun for a while, but it lacks the speed and excitement of the Super Bikes.

As you progress through the races you'll experience various mixtures of weather – from sunny clear days, to wet nights and snowy tracks; all adding to the rubber burning enjoyment.

MOTO RUNNING...

With the adrenaline rush of Super Bikes behind you, it's time for tricks and tracks on the Motor Cross. As with the Super Bikes, there are eight to choose from: each one with something different to offer you – whereby you had high speeds



[Above] The two-player option still retains all the speed and fluidity of the one-player as you race across the bumpy circuits, jockeying for position against your friend, or enemy! Vertical or horizontal splits are available.

Written By PAUL MORGAN



[Above] Lower visibility at night of course, and plenty of accidents...

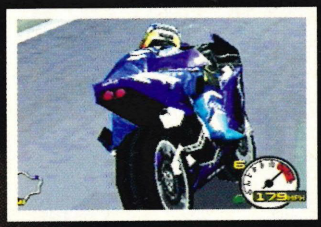


[Above] With the checkpoint just ahead, you'll earn yourself valuable seconds in your quest for cup glory.



[Above] Just one of the many improved tracks in this sequel.

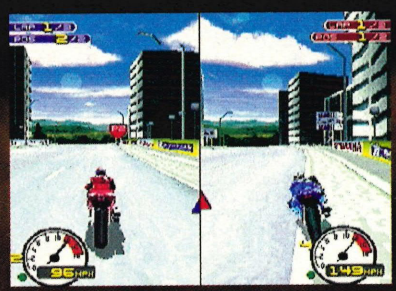




[Above] Your bike tends to slow more in these atrocious weather conditions as you battle it out with the pack.
[Inset] Relive those glorious moments with the aid of the TV-style camera. Does my butt look big on this bike?







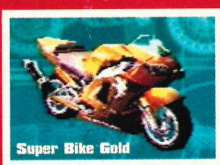
NEED FOR SPEED

Selecting the appropriate bike for each track is often a tough choice, as each one has its advantages.

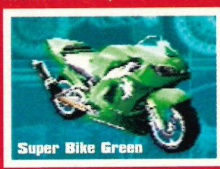
THIS ALL-ROUND BIKE IS IDEAL FOR BEGINNERS JUST STARTING OUT, AS IT GIVES YOU A GOOD DOSE OF EVERYTHING. ▼



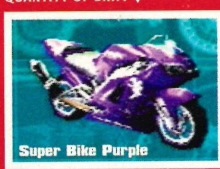
LEANING TOWARDS THE SUPER BIKE EXPERTS, IT LOSES GRIP IN EXCHANGE FOR MORE SPEED AND ACCELERATION. ▼



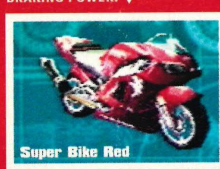
WITH THE WEAKEST TOP SPEED, IT HAS THE MAXIMUM BRAKING AND ACCELERATION, BUT ONLY AN AVERAGE GRIP. ▼



PERFECT FOR THOSE LONG FLOWING GRAND PRIX TRACKS. A GREAT TOP SPEED AND A GOOD QUANTITY OF GRIP. ▼



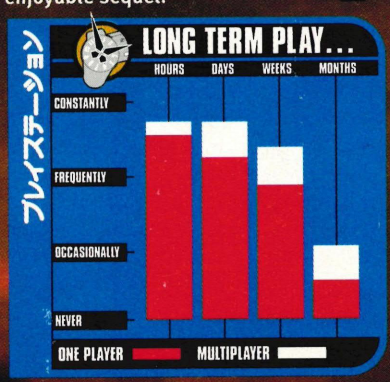
WHAT IT LACKS IN ACCELERATION AND MAX SPEED, IT MORE THAN MAKES UP FOR IT IN GRIP AND BRAKING POWER. ▼



and excitement with the Supers, the Motor Cross aspect of racing entertains you with its well designed bumpy tracks, numerous twists and the option to pull off tricks whilst soaring through the air. Like the other competitions, Moto X features eight races with various themes to the tracks. There is also the variety of weather conditions – like riding in the burning heat of the Sahara Desert to the rain soaked ditches in the Amazon.

With both these biker categories you also have the bonus of a track editor – so you can create or modify the existing tracks. It's simple to use – like the rest of the game – and will keep the lasting appeal of the game going for a little while longer.

The only problem with the gameplay is the track parameters. You're unfortunately restricted to how far wide you can run off on some of the tracks. But... surely it's a case of practice makes perfect? Yes, but only to a certain degree, and will often draw a cross word or two! Yet with no glitching or slowdown present on one-player or two-player, this counts as only a minor drawback. The *Moto Racer* name easy retains the trophy for the most fun you can have on two wheels. A well tweaked, enjoyable sequel.



PLAY

LOOKS	9
SOUNDS	9
GAMEPLAY	9
VALUE	9
MPH	10

87%

A superb sequel that's huge entertainment

Alternatively:
Moto Racer 86%
Road Rash 3D 76%

MEDIEVIL



BEING DEAD ISN'T MUCH FUN UNLESS YOUR NAME IS SIR DAN FORTESQUE, THE BRAVEST BAG OF BONES AROUND.

PLAY information

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

ONE PLAYER | MEMORY CARD | DUAL ANALOGUE



[ABOVE] A gentle stroll on his undead legs was quite refreshing until brave old Dan stumbled across a bunch of mad zombies and was forced to slaughter the lot. Oh well. Better than being alive.

"A devilishly black-humoured little stunner!"

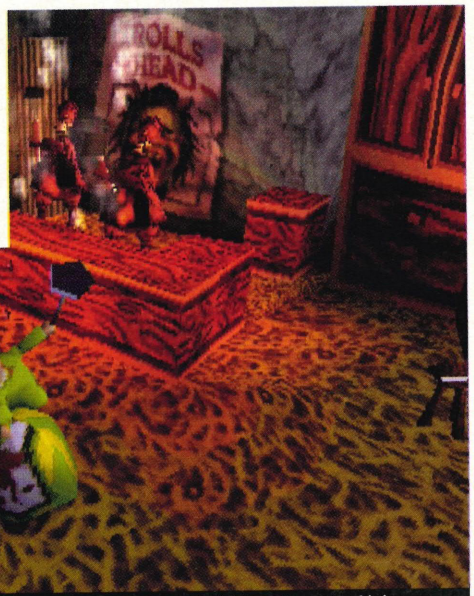


Written By BEN LAWRENCE



[Above] Collecting rune stones in your quest you are then able to open gates and secret rooms. Why anyone would want to visit the undertaker though is beyond us. Talk about morbid.





[Above] Okay, okay! I'm sorry Mrs Pyscho, I thought your cooking was wonderful. Now please stop hitting my head, it might fall off. [Inset] Teleport to the Hall of Heroes for weapons power-ups, and a chat with the dead.

One hundred years after death, and a lifetime of swording and slaying behind him, Sir Daniel Fortesque is resurrected and looking a picture of, er... health. In fact, Sir Dan's Lazarus impersonation has far darker undertones than to just amuse friends at dinner parties, for his life-long foe, the evil villain Zarok is back, too; and he is simply dying to take over the world!

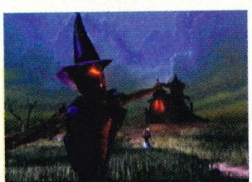
Being raised from his crypt by Zarok's evil powers our gangly empty-skulled hero steps blinking, with his one remaining eye, into the land of Gallowmere and takes it upon himself to vanquish Zarok once again, and maybe get himself something to fill that unsightly empty socket in his head (necrophilliacs need not apply!)



[Above] The characters and cut scenes are beautifully drawn.



[Above] Take that you vile undead lumps of rotting flesh!



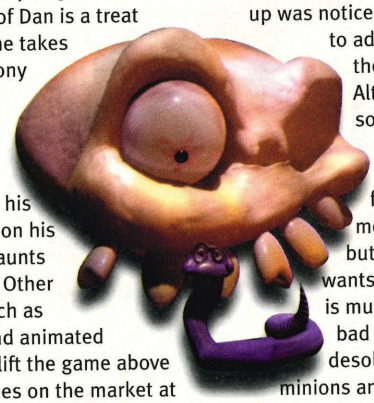
[Above] Don't go into that field Sir D! Doh, too late. Cue a conflict...

DROP DEAD GORGEOUS

The first thing that is apparent about *Medievil* is the amount of thought and attention paid to the land of Gallowmere, it is a bizarre twisty rickety world which looks very much as if it has come from the mind of Tim Burton. The houses and buildings, along with just about everything else lean eerily over to one side and are really quite gorgeous to look at. They are also keeping in with the feel that everything in Gallowmere would fall over in a strong wind were it not held up with the kind of mystical building skills seen only in the dark ages.

The camera angles can be slightly hindering at times, like when you run out of the screen and the camera doesn't rotate quickly enough to show where you're going. It isn't that big a problem though because it is possible to rotate the camera manually to get the best view.

The animation of Dan is a treat to behold too as he takes great bounding bony strides through the various stages on his quest. A nice touch is watching his skull rattle about on his shoulders as he jaunts past the camera! Other visuals in use, such as transparencies and animated backdrops really lift the game above other similar games on the market at the moment, the nicest touches being in the little things. For example, the power swing of Dan's sword is a perfect example of the fine tweaking put into development as it draws energy from the air (much like Ryu in *SF Ex plus*) and it all runs on a very classy high frame rate giving a wonderful glossy polished appearance to the proceedings.



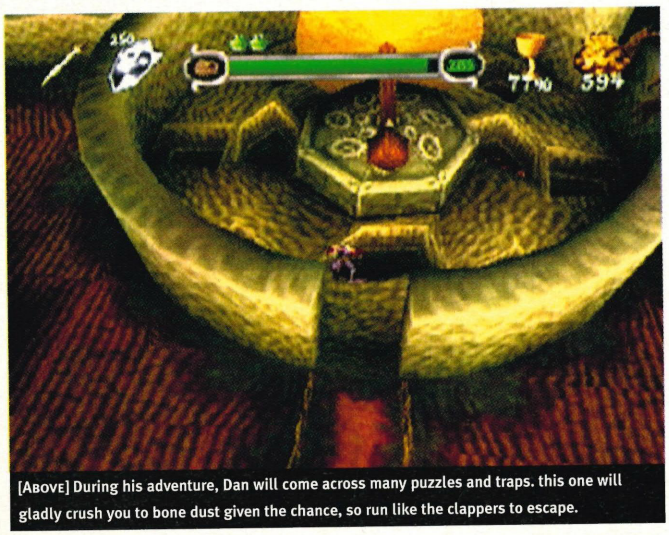
GET YER GOULIES OUT

The gameplay in *Medievil* is a non-linear free-roaming affair usually giving a choice of two locations to rattle off to next. In these areas, Dan has numerous tasks to solve as well as hacking the nasties to pieces, which range from stealing giant birds' eggs to the running of a blow furnace. Weird. There are a few glitches that could have been given a bit more thought though, the worst case being in the meadows area where suddenly Sir D jumped a frame and ended up stuck in the scenery unable to move meaning it was impossible to go any further, but this didn't happen again luckily.

The other problem with *Medievil* is the lack of confrontation Dan has to face. When this was viewed during development the lack of enemies to chop up was noticed, and there was a promise to add more to give some 'life' to the game, so to speak. Although this happened to some extent, the land of Gallowmere still possesses the kind of lifelessness found in a well used morgue... they're all at home, but you get the feeling nobody wants to play. To its credit, there is much variety in the choice of bad guys that do inhabit the desolate land (55 styles of minions and seven end of level guardians), but they just don't come thick and fast enough.

CONUNDRUMS

Medievil also boasts some fairly impressive AI for the enemies, particularly noticeable in the end of level stages. These beasts don't just stand there waiting to die, they fight, circle and claw their way to your fleshless throat, and if you are unlucky enough to get in their path your energy vials soon spill and it's curtains. There is a rough pattern to them though as with every game and Sir Dan is pretty nimble on his old metatarsals when running so any real challenge with these



[Above] During his adventure, Dan will come across many puzzles and traps. this one will gladly crush you to bone dust given the chance, so run like the clappers to escape.

DEM BONES

SIR DAN ISN'T THE ONLY FAMOUS COLLECTION OF OLD BONES YOU KNOW, HERE ARE A FEW MORE:

SKELETOR
HE-MAN'S CAMP ARCH ENEMY. HARDLY THE STUFF OF NIGHTMARES, UNLESS YOU'RE A HUGE HOMOPHOBIC.

THE ELEPHANT MAN



FAMOUSLY DISFIGURED BLOKE. MICHAEL JACKSON APPARENTLY OWNS HIS SKULL, BUT FOR WHAT?

THE SKELETON CREW
A BOOK BY STEPHEN KING. THANKFULLY, IT HAS NEVER BEEN MADE INTO A CRAPPY TV-MOVIE.

JACK SKELLINGTON



THE STILT-LIKE STAR OF *THE NIGHTMARE BEFORE CHRISTMAS*, AND A DEAD-RINGER FOR SIR DANIEL FORTESQUE.

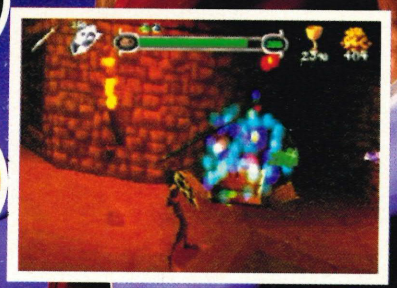
'BONES'
ALIAS DR MCCOY FROM *STARTREK*. A GRADUATE FROM THE 'WILLIAM SHATNER' SCHOOL OF OVER-ACTING.

JODIE KIDD
THE WAIF LIKE MODEL WHO MADE FAMOUS THE 'SKIN AND BONES' LOOK AS WORN BY A MILLION ANOREXICS.

guys, as with anything else in the game, can be overcome with a pinch of lateral thinking. And that is just about the only real thing needed to get by in the game – lateral thinking – and repeated punching of the weapon button of course. The puzzles are fairly simplistic, and once certain elements needed to complete the puzzles/spells are stumbled across, the lateral thinking comes into play. There are no real brain rotters in here which is a bit of a let down. There are secret areas in every level waiting to be discovered though which are well worth digging deeper for.

Medievil is one of most sumptuous looking games to hit the PlayStation this year and it is a devilishly black-humoured little stunner. Despite the lack of in-depth taxing gameplay, and the noticeable absence of multiple nasties, it is a fine looking beast and quite unique in the style it takes. The use of the Tales From The Crypt™ approach raises it above all the other 3-D puzzle platformers and makes a refreshing change from the cutesy 3-D platformers that have flooded the market in recent months. And with Sir Dan Fortesque, *Medievil* is a real undead treat, and no bones about it.

"Looks like it's from the mind of Tim Burton..."





[ABOVE] The first of many puzzles for Dan. How on earth to open the gate? Maybe asking the stone angel will help. If that fails then offer to show her your bones. That'll do it.

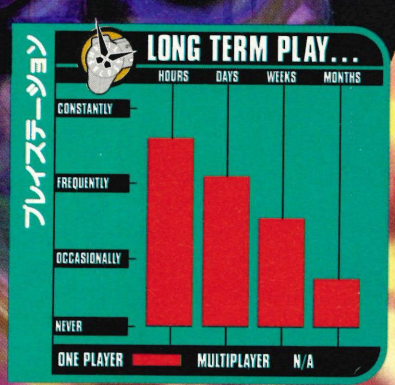


[ABOVE] Get up and fight then. No? Why not? Oh, sorry, I've just run you through with my trusty yet rusty old sword. [INSET] Zarok, Sir Dan's nemesis, the most evil thing alive, and with two baguettes as ears









PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	8
VALUE	8
EYEBALLS	9

86%

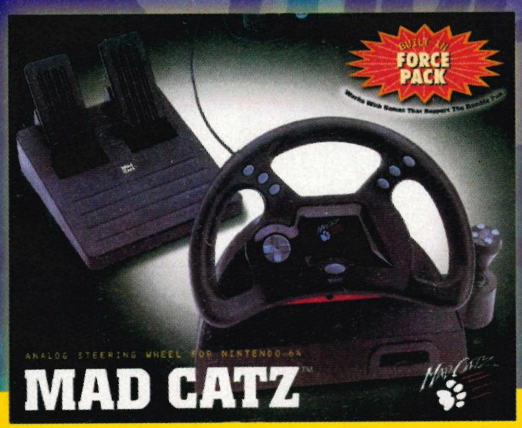
Death has never looked so appealing

Alternatively:
Dracula X 84%
Nightmare Creatures 90%





Team Mad Catz



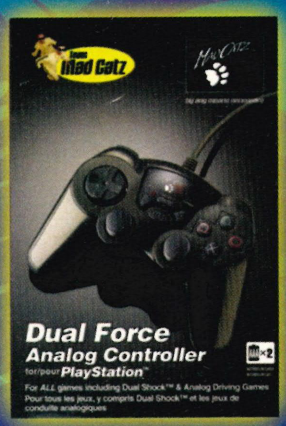


MAD CATZ™

by any means necessary







Available at all leading stores including HMV and Electronic Boutique

THE FIFTH ELEMENT

Written By: GRAEME NICHOLSON



[Above] With only thermal bandages instead of clothes, Leeloo doesn't react too well if you stick her right next to an explosion. Stay away from fallen droids!



[Above] It might look more movie-like, but it's actually a complete bitch trying to control the characters in the floating camera mode – switch to the locked *Tomb Raider*-style instead.



[Above] *The Fifth Element* isn't much of a game, but it does let you beat up policemen with your bare hands for the sport of it. [Inset] There's no peak-round-the-corner move, so you tend to take loads of hits from the guards.

POSSIBLY A LITTLE BIT TOO LATE TO CASH IN ON THE MOVIE RELEASE, CAN THE FIFTH ELEMENT STAND UP AS A GAME ON IT'S OWN MERIT?

To the stomp

PLAY information

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

One Player | Memory Card | Dual Analogue





[Above] The only way to pass safely is to tip-toe slowly across.

and shriek of the Diva Dance from the original soundtrack (you remember, from the part of the film with the blue rubber opera singer?) *The Fifth Element* opens with great promise. As the music builds, nice arty scenes from the movie play in space-saving-but-quite-cinematic widescreen (Milla Jovovich making her slow-motion leap into the hover traffic from a New York skyscraper, the world-saving moment when all five elements are united, that sort of thing) setting you up for a high-drama foray into Luc Besson's richly detailed world of the future. To say that this promise isn't exactly met would be a drastic understatement.

You play as either a chunky Korben Dallas or scandalously dressed Leeloo, and in order to complete a given level you are given a simple task. After that it's really a case of getting to the all important switch, room or door alive, but two things stand in your way: enemies and an awful game engine. Viewed in the third-person perspective, you can only see about 25 feet in front of your character before everything dissolves into dense fog. The wandering enemy guards obviously don't suffer from the same chronic short-sightedness though, as they have a habit of spraying you with perfectly-aimed automatic fire before they show up as even the faintest outline on screen. And after the first bullet hits, the other shots in that burst of fire will hit you, too – no matter how much you leap from side to side or run around in frustration.





[Above] None of the items you pick up have names to tell you what they are, so it's a bit of a gamble.



[Above] Leeloo doesn't have Korben's powerful gun, so she has to take on the cops with brute strength.



[Above] Dilemma. You can't get past the cans, but shooting them also destroys the bridge. Tricky...

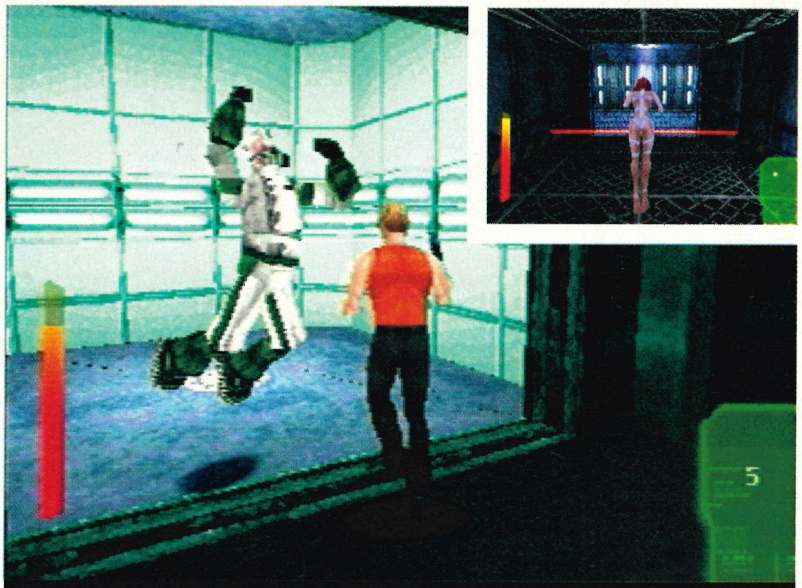
MOOLTIPASS

Distorting scenery and detestable controls add to the impression that the game could quite conceivably be made from the bits that were thrown away during the making of *Fade To Black* some time ago. It doesn't make too much difference whether you're using Korben or Leeloo, control is *The Fifth Element's* biggest detracting feature. Each motion takes so long to be animated that the game can't keep up with your reactions, leaving you in a battle against the control system while also trying to do the heroic thing in the game. The time it takes to stagger back then face in the right direction following a thump from enemies such as droids and NYPD cops is often as long as it takes for said enemy to cycle through their animation and – oh great – whack you again. Also, try crawling along the ground

"This is just another bad movie licence..."



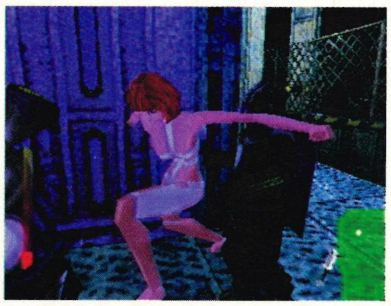
[Above] Yes, as we suspected! You can see just enough of her face to realise that she doesn't look like Ms Jovovich at all! Bruce doesn't look right either – licensing trouble perhaps?

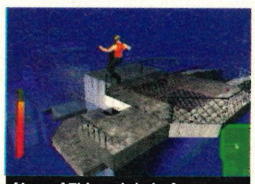


[Above] In one section, Korben has to reactivate the machine that rebuilds Milla Jovovich's character, which is where you meet these nasty lunging space blokes. [Inset] Leeloo's an athletic gal you know – likes a jump.



[Above] Some fairly bad auto-aiming also spoils the game.





[Above] This weird platform section lets you 'appreciate' the fogging and pop-up problem.

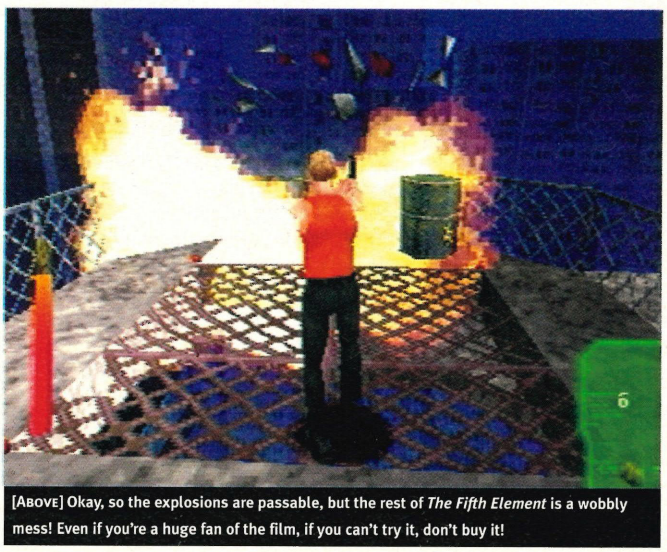


[Above] Just in case you couldn't tell, these bars electrocute you.

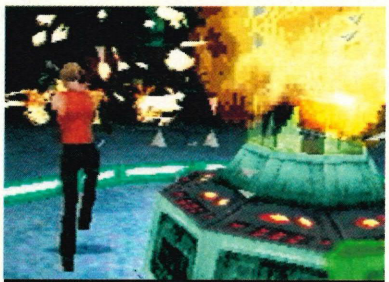
"Scenery distorts and the controls are detestable!"

(essential to pass beneath security laser beams undetected, among other things) and you'll see how the character just won't listen to the "get up" command from the joypad. You have to crawl, calmly stop moving, click the stand button and then begin defending yourself.

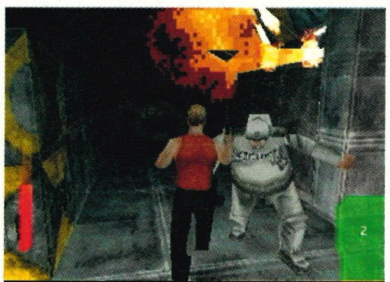
With the "Walk" and "Action" commands assigned to the same button too, you can enjoy repeatedly throwing a switch on a computer when you're really trying to side-step to the next switch. In this respect, The Fifth Element is terribly constructed. Gameplay can't exactly flow with such an awkward set-up.



[Above] Okay, so the explosions are passable, but the rest of *The Fifth Element* is a wobbly mess! Even if you're a huge fan of the film, if you can't try it, don't buy it!



[Above] Don't worry. If it can be blown up, you don't need it to finish the level. Keep your distance though!

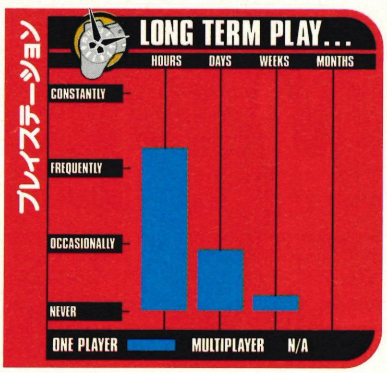


[Above] Down here in the dark underground section, the fat guards like to shoot you from a long way off.

UNBELIEVABLE!

The most enjoyable parts of the game are the additional movie scenes that you see before each level. They have been oddly re-edited in places, but there's a good couple of minutes' worth of footage at every break. However, it doesn't make so much sense as the game's story line follows a very different path to the film's, and of course you could buy the entire movie to watch uninterrupted on DVD or VHS for much less than this crummy bit of software will cost you.

Having to fight with an unmanageable control system is just not fun, and it's not like there's any big pay-off for persevering. You'll usually find yourself at another of the game's countless dead ends, wondering why you're wasting your time. In every respect, *The Fifth Element* is just another bad movie licence – play it at your peril!



PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●○○○○○○○○
VALUE	●●○○○○○○○○
STARS	●●○○○○○○○○

50%

Thoroughly disappointing – rent the movie

Alternatively:
Tomb Raider 2 95%
Duke Nukem: Time To Kill 86%

Total Control!



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TENCHU



[Above] Staying to fight it out in a situation with two or more enemies is a bit foolish in Tenchu. It's best to return to the rooftops and take them out one at a time. [Inset] The later the level, the tougher the bad guys!

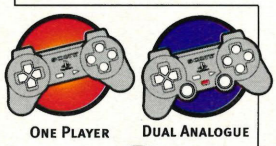
COLD BLOODED MURDER YOUR CUP OF TEA? DON'T BE ASHAMED! THIS MIGHT BE JUST WHAT YOU NEED...

So, murder by stealth. It's the next big thing. What with *Metal Gear Solid* being the biggest name of all current PlayStation titles, there's bound to be a bunch of stealth-themed games over the next six months, each one looking to cash in on your interest in this new-found gameplay angle. Not only will *Tenchu: Stealth Assassins* be the first to arrive as an official UK release, at least four months before Solid Snake sets foot on British soil, but was actually released this April in Japan. This version is basically the same game that we gave 78% on import then, but with a few notable differences.

Should you have been unfortunate enough to miss issue 35, a small recap may be in order. In the humble setting of feudal period Japan, you have to travel the quiet villages and countryside alone, in search of a character who has been nominated to receive your grim service – assassination! In each location there are guards of varying intelligence, attack dogs or wild wolves and innocent villagers. As tall, dark male Rikimaru (Riki to his mates) or as vicious little Ayame, it makes sense to get to the level's main bad guy without making much of a fuss.

PLAY information

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



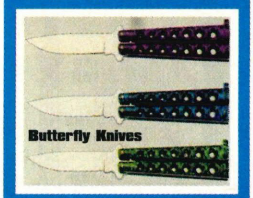
One Player | Dual Analogue



Memory Card

BANNED!!!

Old British laws stop you from buying some cool oriental weapons, and you're not even meant to see them on film! They are:



Butterfly Knives



Shuriken



Nunchaku

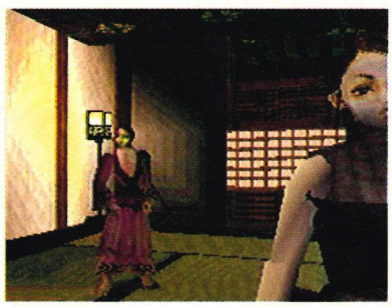
SILENT BUT VIOLENT

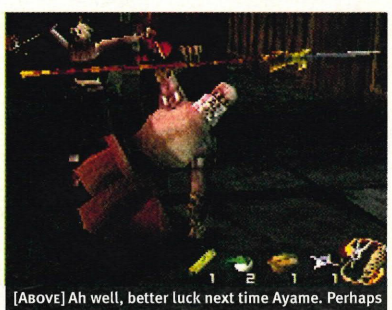
A grappling hook that will latch on to almost anything helps you use the rooftops to your advantage by travelling primarily high in the night sky, out of sight. If you get seen by an enemy, they will charge you, spear you and fire arrows at you among other nasty things – so you have a real reason to go undetected. Throw knives from the rooftops, drop a tasty-looking handful of poisoned rice, chuck a clay grenade, or emerge behind an unlucky chap and hack out his throat. You get to feel like a trained killer and the resulting gore is so wonderfully excessive that Activision is fully expecting a real BBFC age restriction of 18.

The actual conversion to PAL has been done admirably, with no noticeable slow-down in the frame rate and bearable horizontal black borders. That's something that not even the biggest names in the business can always manage (*Tekken 3*) and so respect has to be given where it's due. There have been many changes, mostly subtle, to the game for our marke,t though.

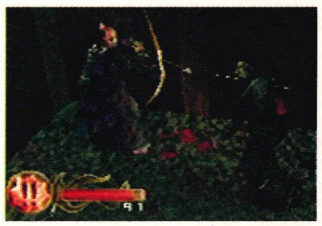
"The joy of severing a head from the body!"

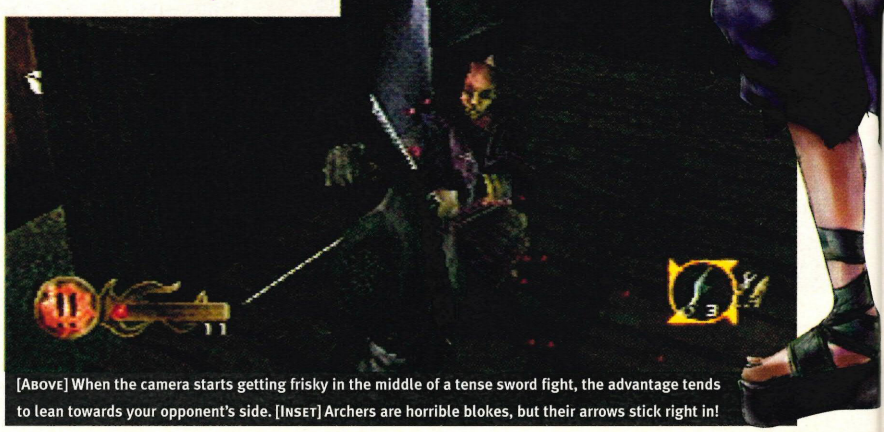
For all Western versions of *Tenchu*, two entirely new levels have been added to extend the game's life span, as well as a new ending





[Above] Ah well, better luck next time Ayame. Perhaps you'll manage a full decapitation, the true glory!





[Above] When the camera starts getting frisky in the middle of a tense sword fight, the advantage tends to lean towards your opponent's side. [Inset] Archers are horrible blokes, but their arrows stick right in!

Written By GRAEME NICHOLSON



[Above] From out of the darkness you pounce, tear out the guard's jugular with two blades before he sees you, then disappear again. It's messy work, but all for a very good cause.



[Above] The Training area of the game sets you against several increasingly difficult situations where you have to maintain full stealth to pass, while killing each guard. This is a failure! [Inset] "I do *not* look fat in this!"



[Above] It's bottom of the ninth, and this big bully wants to bat little Ayame out of the stadium!









sequence. Extra levels are never a bad thing, but the existing six are already large and extremely tough to do properly, so there wasn't really any lack of challenge. Specifically for the UK, with our loveable condescending Victorian laws, the original chuckable weapon in *Tenchu*, a shuriken of course, has been replaced with a dull little stubby knife thing. Because presumably killing people with knives is okay and killing them with throwing stars is not.

DARK AND DEADLY

Weapons of the samurai aside, the game has been made more gruesome. Whereas before you got gallons of spurting blood from a dying man, now you get to experience the joy of severing an arm or head completely from the body as well! You can't wait to get into the next fight to see what horrors you can achieve.

One thing that really needed attention in the Japanese version of *Tenchu* was the over active camera that follows your character. Skipping around with stomach-turning irregularity during fights and wandering off to give a confusing partial view of you or your opponent because it couldn't deal with nearby walls, this spoiled an otherwise very enjoyable game. And in this version? It's exactly the same! We hardly needed two new levels or a new FMV ending, but that's what we get instead of a real flaw being addressed. For this reason, *Tenchu* isn't as good as it could be, and what a pity. As something in an altogether more serious, adult and violent vein than *Tomb Raider* though, *Tenchu* should doubtless appeal to bedroom Stealth Assassins everywhere.



PLAY

LOOKS	4
SOUNDS	7
GAMEPLAY	7
VALUE	6
SHURIKEN	1

77%

Dark and deadly assassination action

Alternatively:
Metal Gear Solid Page 64
Nightmare Creatures 90%

PET IN TV





[Above] For some reason, the little perv we raised for the purposes of the review gets a burst of happiness when he sniffs birds.

THERE'S SOMETHING RATHER DIFFERENT HEADING FOR YOUR LOCAL GAME STORE – IT'S CUTE AND EGG-SHAPED!

Although there were people sleeping outside toy shops in order to secure a Tamagotchi for themselves or their children during the week when the original virtual pet was launched here, it didn't make quite the splash it made in the Far East. Judging by how quickly people got bored of the whole virtual pet craze, it seems we like to keep our pets separate from our video games. The odds are not on the side of *Pet In TV* then for our straight-laced British audience, and that seems very sad for the trusting, eager-to-please little blue creatures that are just dying to wander around on your TV screen all day.

Compared to the extremely limited v-pets that you have already seen, *Pet In TV* is a huge leap. Your little pet exists in a large, colourful 3-D world that is populated by all sorts of strange creatures, friendly and not-so-friendly, and has many different objects for him to interact with in some way. The possibilities for the guy are far better than anything you could squeeze inside a keyring toy!

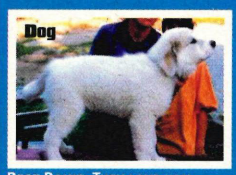
Such is his artificial intelligence, he actually learns, and it is your job as the player to teach him how to cope with the problems and obstacles of PIT World. The goal is help him develop so much that when it comes to the end of the game, he can safely pass through the P-Zone level – the only stage where you cannot offer advice.

PLAY information

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

ONE PLAYER | MEMORY CARD

PETWATCH



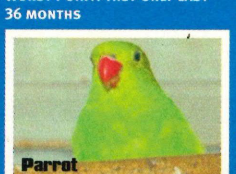
BEST POINT: THEY LOVE YOU
WORST POINT: THEY'RE STOOPID



BEST POINT: NONE
WORST POINT: THEY HATE YOU

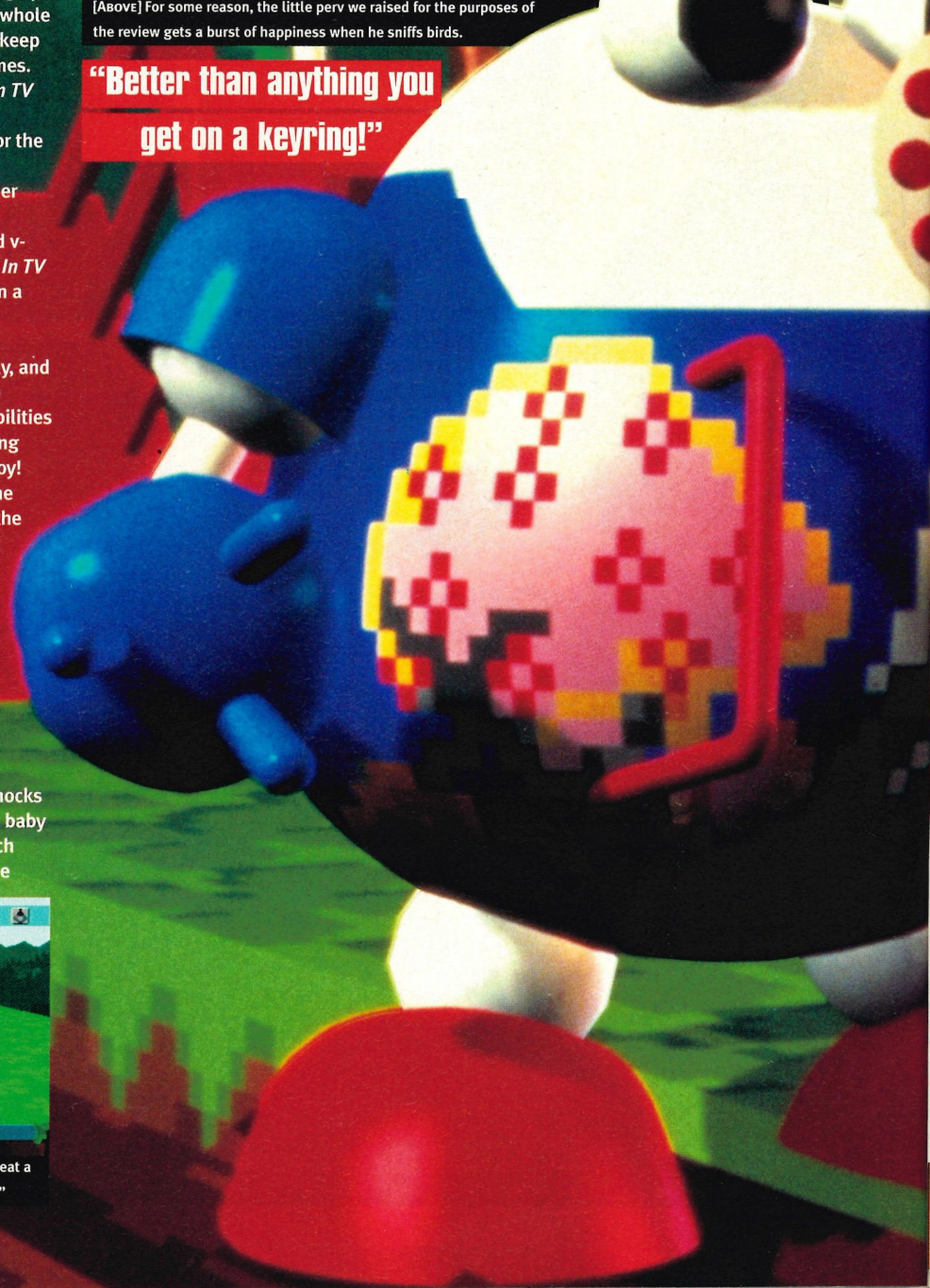


BEST POINT: THEY WORK OUT
WORST POINT: THEY ONLY LAST 36 MONTHS



BEST POINT: THEY TALK
WORST POINT: THEY TALK BACK

"Better than anything you get on a keyring!"



IT'S ALIVE!

When you start off, the pet quickly knocks up a simple, conical house, but like a baby he doesn't have a clue how to do much else. He learns by asking for guidance



[Above] If he's frightened or unsure, you can't beat a pat on the head to make him "feel good happy."

Written By GRAEME NICHOLSON



[Above] Making a special guest appearance, from the *Jumping Flash* series, it's the Kiwi bird! Though it's meant to be some kind of bonus to have him included, he doesn't really do much.



[Above] Sometimes your pet's bizarre antics pay off. Trying to eat flowers or dump boulders on his head might not be much use, but on this occassion the little guy tried "threatening" a vase – and it threw out a surprise!



[Above] The crazy little blighters will try some odd things if left unguided. This one's trying to bring a whole wall back home.



[Above] Pressing Start lets your pet rest for a while, replenishing his energy. It takes a while to rejuvenate.

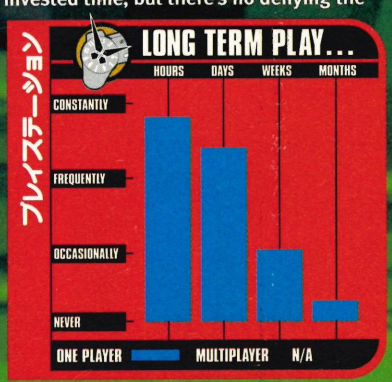
with almost everything. Let's say he encounters some food, which tends to be big and berry-like in PIT World. He'll try something, say smacking it, then turn to stare out of the screen to check with you if he's doing the right thing. You can answer yes or no, or decide to move him off somewhere else – in this case it's a definite "no." He tries to push it away. "No". He attempts to throw it, but doesn't have the strength to pick it up. "No," and so on, until at last he eats it. "Yes," you say, and so he begins to learn that eating these things is the right thing to do. It's the same process for everything he encounters – switches, levers, fences etc.

You also need to monitor energy levels in case it's time for a rest, and constantly keep an eye on the text box at the lower right of the screen that displays the pet's current condition. If he's "disliking" something, "thinking" about a puzzle or "trying to go back home" you need to know about it, but there's no better message than "feel good happy" after collecting a pretty jewel or receiving a reassuring pat on the head!

EASY AS ABC

It's slow moving and takes a lot of invested time, but there's no denying the gratification you feel when your pet solves a problem on his own, using the rules you taught him. A tiny, intelligent, virtually living thing that depends on your parental advice over weeks of play makes the game feel more personal than any other. You'll be worried when he eats a black and yellow mushroom and starts stumbling around like a drunk. You'll be pleased when he finds a new music CD and changes the background music to some weird experimental trumpet track. And you'll be astonished when you find yourself transfixed because he's started speaking words in his own language!

As it's more like an experiment in AI for you to fiddle around with than a traditional game, *Pet In TV* is definitely not for everyone. But if you found yourself intrigued by the idea of past virtual pets and let down by the reality, try raising a PIT pet!



PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●○○○○
NOVELTY	●●●●●●●●○○

77%

The best virtual pet in the land!

Alternatively:
Tamagotchi (£9.99)
DigiMon (£9.99)

AZURE DREAMS

IT MAY NOT THE BEST RPG THAT EVER STALKED THE LAND, BUT IT SURE-AS-HELL IS THE WEIRDEST.

You've just turned 15 and all the joys of adolescence are there for the taking: getting sloshed, chasing totty, smoking tabs and squeezing black-heads. So what are you waiting for? Well, there's the small matter of maintaining the family tradition as a legendary monster trainer and plundering the rather conspicuous magic tower that looms rather ominously on the edge of Monsbaiya. It may be nothing more than a sand-swept back-water town nestled in the middle of nowhere, but it's here that the valuable eggs of strange little creatures, known as familiars are found within 90 increasingly trap-ridden levels.

PLAY information

Publisher: Konami
Supplied by: Department 1 on 0171 916 8440
Price: £52.99
Release date: Out now

ONE PLAYER | MEMORY CARD









[ABOVE] This is Guy – your pop. He's the legendary, er, flower-eating monster tamer. [INSET] Monsbaiya contains shops and establishments to buy and sell various items at. You can even build extensions to existing buildings.

MONSTER WHISPERER

This is Konami's third, and definitely most insanely-bizarre delve into the convoluted world of Japanese anime-style RPGs. Both *Suikoden* and *Vandel Hearts* (also Konami titles) successfully paved the way in converting the anti-role-playing brigade through more traditional means, but *Azure Dreams* differs slightly in that it teeters precariously in niche-market-only appeal. Don't be too put off though, there are enough genuinely new ideas combined with large portions of traditional sword and sorcery to accommodate every nearly every taste. If you take the rearing aspect of Tecmo's *Monster Rancher* and toss in the building elements of Acclaim's forthcoming *Constructor* and you can begin to piece together how it works.

Your reared creatures, the 'familiars' are crucial to success – you can't get very far without them as they provide advice, protection, using a wonderfully-simple command system allowing players to vary their level of aggression and fighting location in relation to your character. The fighting itself is a strange blend of real-time and turn based action. You wait your turn, but have the option to move around (to gain higher ground, for example) during the battles, the result of which allows you to create your own strategies.

Another cool feature that *Azure Dreams* boasts is the random level generator. Each

"A bizarre delve into the convoluted world of RPGs"



[ABOVE] Jorda, the wise man with overgrown eyebrows passes down all the knowledge he has gleaned from Guy to help you on your way. Listen to every hint and tip he utters.





[ABOVE] Puffy Lips? Well, I suppose that's one way of showing your affection. If you want the girl, make loads of dosh and she'll be well impressed. [INSET] The entrance to the dreaded demon tower, plus familiar, of course.

Written By TOM SARGENT

TO PLAN...

KONAMI ARE MASTERS OF THE GENRE. REMEMBER THESE TWO?



Suikoden AN ENDEARING AND LASTING CHALLENGE OPENED THE FLOODGATES TO A WHOLE NEW WORLD TO MANY GAMERS.



Vandal-hearts IS ONE OF THE BLOODIEST OFFERINGS EVER AND CONTINUED THE TRADITION OF QUALITY ISOMETRIC STRATEGY RPGS.



[ABOVE] The Oleem fruit sacrifices your familiar, but whisks you off back to the town.



CLAP TRAP

TRAPS APPEAR AS PINK DOTS ON THE EVER-PRESENT SCROLLING MAP AND CAN BE AVOIDED WITH SPLIT-SECOND TIMING.



1 THE TRAP BECOMES VISIBLE AS YOU WALK OVER IT.



2 BUT IT'S TOO LATE THE WHOLE WORLD TURNS UPSIDE DOWN. DOH!



[ABOVE] Your familiar can be trained to attack with varying levels of aggression. If you're HP are low, you can use the command line to ensure that your familiar takes most of the hits. Try to gain higher ground during scraps.



[ABOVE] You'll need a couple of thousand gold pieces, but then you can build a monster hut expansion.





[ABOVE] Battles are turn based, but you have the opportunity to miss a turn and move to a better site.









time you revisit the tower, the dungeons are different – both geographically and what items they contain, so you'll be up until the wee hours trying to make your way to the top of the tower. The basic premise for success is to pilfer as many eggs and valuable commodities from the tower and return them to the town to sell for massive profits. With your new found wealth you can then begin the secondary task of expanding the structures of Monsbaiya and adding new ones of your own. These include a monster hut expansion, library, theatre, horse racing circuit, bowling alley and casino!

HOME IMPROVEMENT

The consequences of these improvements manifests itself in the various money-spinning sub-quests, which adds even more kudos to the replay value. There's even some love interest involving a few randy gals (you are a normal teenager after all!) The graphics are disappointingly lack-lustre compared to *Final Fantasy Tactics* or *Wild Arms* and consist of blocky anime-esque sprites bounding over 3-D rendered backgrounds. We can only assume they look so ropy and pixelated because of the way you can rotate the scenery through 360 degrees. All in all, *Azure Dreams* represents a very brave attempt at something away from the norm. Does it work? Well, yes and no. A more traditional approach would have been preferred, with a few weird touches thrown in for good measure, not vice versa. However, the storyline unfolds convincingly and the learning curve is just right, it just takes a bit of getting used to the weird world of *Azure Dreams*...



PLAY

LOOKS	6
SOUNDS	6
GAMEPLAY	7
VALUE	8
SPELLS	6

70%

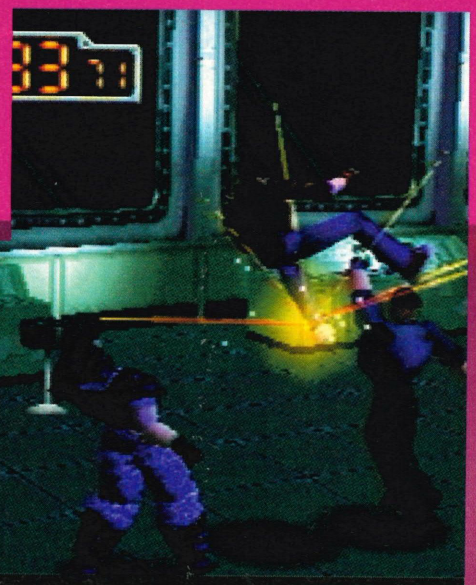
Weird. Odd. Strange. Bizarre. And quite good

Alternatively:
Suikoden 80%
Monster Rancher 68%

CRISIS BEAT

CROSS DIE HARD WITH FIGHTING FORCE, THROW IT ON A LUXURY LINER AT CHRISTMAS AND YOU'VE GOT A BLOCKBUSTER RIGHT? WRONG.

Written By BEN LAWRENCE



[Above] Now that has got to hurt, not just a scrape, but a Savlon and plaster job. These guys look like they mean business, but don't let them fool you, if you don't provoke them, they very rarely have a go.

With *Fighting Force* returned a style of game that was a long-time missing from the PlayStation, the 3-D beat-'em up. Now, Bandai has come up with *Crisis Beat*, a story of four strangers thrown together in your everyday ship hijacking situation with nothing to help them but their remarkable martial arts skills. And a few knives.

PLAY information

Publisher: Bandai
Customer support: Department 1 on 0171 9168440
Price: £59.99
Release date: Out now (import)


One Player

Multiple Players


Memory Card


Dual Analogue

Choosing from one of the usual stock of fighting characters it is then your job to get the hell outta there. Set on a ship it was obvious the game was going to have its limitations as to where the scenes would be set, but this just takes the proverbial. There are far too few locations, and far too few challenges to encounter. The bad guys, despite their relatively intimidating appearance, are utterly stupid. If they're not standing, waiting for you to kill them they will bump into some scenery, assume it is you and will then start attacking it. Benches seem to be their favourites. Their movement is ropey as well, rotating on an axis then lurching about, rather than being free moving killer terrorists which they would lead us to believe. If by some freak of nature you do die, there's nothing to worry about because the game comes with infinite continues. Assuming you don't get bored witless before the end...



"Like a corpse, this stinks after a couple of days..."



[Above] A simple one button move, devastating though. This is where you grab the bad guy by the shoulders, and... dance with him about on the deck whilst the other stand around singing...

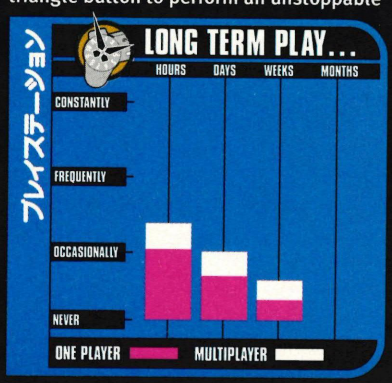


MAN OVER BORED

Progression in the game isn't hard. It is possible to just stand still and complete the game. Every time your character dies, if they've got another life, up they'll spring with a powerpunch of sorts, and knock everyone down. Do this long enough, using the continues and hey-presto, completed. If you are the daring type, then fighting your way to freedom is cool. There aren't any combos though. None, which require any skill to pull off anyway, just rapid button bashing. If you want to impress your mates, simply press the triangle button to perform an unstoppable move and flick your wrist in a manner to suggest it was hard to pull-off.

Crisis Beat is fairly nice to look at though despite a primitive frame rate. The light sourcing is impressive in places and the impact marks are nice enough. In fact, although it is no digital diamond, *Crisis Beat* could well be accused of being pleasing to the eye. The character design is varied and colourful at first, but as soon as any real progression is made it is clear the same designs pop up in every level so appreciate them early on, you'll be seeing a lot more of them.

If *Fighting Force* has stopped providing the necessary beat-'em up fix, then *Crisis Beat* might be worth a butchers, if only for a few hours, just to tide you over until the next biggy comes along. Let's hope it's soon though, because durge like this, like a rotting corpse, stinks after a couple of days.



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●●●○○○○○○
DUTY FREE	●●○○○○○○○○

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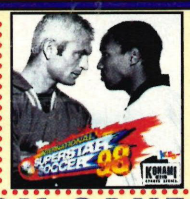


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V2000

THE CREATIVE GENIUS BEHIND ELITE IS BACK, BUT IS BRABEN'S BRAVE NEW WORLD TOO DAMNED HARD?

In the Eighties thousands of teenagers began fiddling with a strangely-addictive cube invented by a mad, bearded doctor called Rubik, a handful of other (slightly sadder individuals) attempted to remain dignified strapped into a bathtub-on-wheels, known as the Sinclair C5. The rest of us, however, were glued to our Speccy and C64 screens playing arguably the greatest game over conceived: *Elite*.

The man responsible for this phenomenon was David Braben and a few years later he created the flawed strategy-action game *Zarch* (later renamed *Virus*) which stunned the gaming community with its 'advanced' polygon landscaping and brain-straining mouse-driven control.

PLAY information

Publisher: Grolier
Customer support: 01865 264800
Price: £39.99
Release date: October





THRUST VECTOR

It's hard to believe that the same concept of manoeuvring an excitable craft in and out of the screen throughout undulating scenery has taken so long to re-surface (*Magic Carpet* was the last) but it's here and following hours of frustration, getting to grips with a control system that would test the patience of astronauts, it's pretty damn playable too.

"V2000 game requires intense concentration..."

Starting with a fan-powered flying craft that hovers and rotates with the grace and precision of a humming bird, you're ushered through two 'easy' levels. So far, so good. The graphics aren't fantastic, but they're colourful and daubed with attractive scenery and inventive moments, some of which work fabulously well, others which crash and burn. More on that later. No, *V2000* falters quite badly in one of the



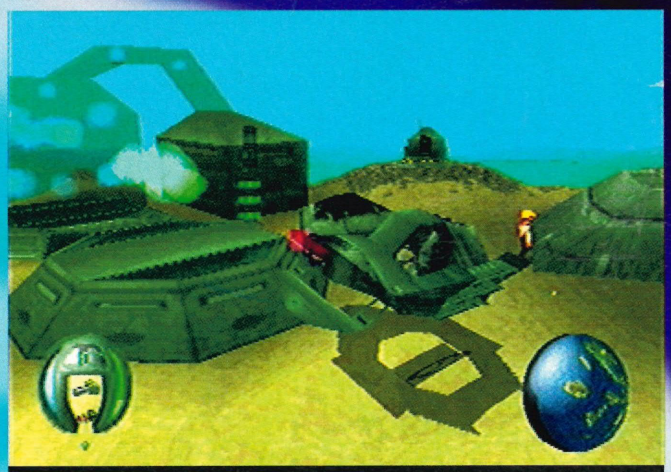
[Above] Ooops! The ship's critically damaged. Nice smoking effects, though. There's usually a health power-up lying around along with handy fuel tanks, so keep your eyes peeled.



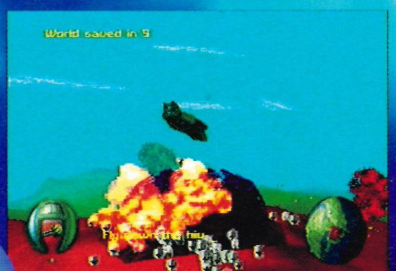
[Above] Need a ride little fella? Hop aboard then and let's go. [Inset] Quick! Pick him up before the giant Wood Lice sinks his fangs in.



[Above] Much of the scenery can be blown up. If you don't do it, the rampaging insectoids will! [Inset] Marooned inhabitants are always pleased to see you, so transport them ASAP to your base and out of harms way.



[Above] The green striped bar denotes how many men are needed to start producing an add-on for the ship. The green glowing light means that the red laser is ready to use.



[Above] After the alien bug threat has been quashed, take out the hive itself to move to the next level.





[Above] Pan-in with the zoom facility to witness all the carnage. The control takes a fair bit of time to master. [Inset] Fail to rescue the humans and you're thrown into the Dark Worlds, where you must fend off angry creatures.

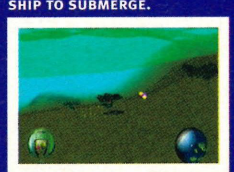
most crucial aspects of any game – the difficulty stakes. It goes from being perfectly playable albeit at an expeditious pace, ie collecting peasants and then turning them into top scientists to upgrade your weapons and passenger carrying ability, to a frenzied dash to save them, which demands perfect precision and split-second timing on pain of an instantaneous death.

GO DOWN

Play Jaques Cousteau and take a dip into the big blue, where fish, lobsters and the odd bonus or three await the stalwart adventurer.



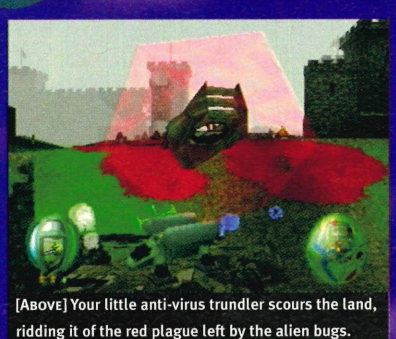
First you've got to find a weight that enables the ship to submerge.



Scouring the ocean floor normally rewards you useful pick-ups such as this shield.



[Above] The graphics are excellent in some places, but pretty standard in others.



[Above] Your little anti-virus trundler scours the land, ridding it of the red plague left by the alien bugs.

This is such a shame, because we really like *V2000*. It's no *Elite*, but the idea of ferrying scientists and peasants to your factory bases, while fending off fire-spitting dragons and armies of infectious creepy-crawlies is refreshing and it works.

V2000 requires intense concentration and you have to study the world maps on each of the 32 levels almost constantly, As the threats often come from a number of areas. Knock out the alien bugs and the landscape is yours to explore.

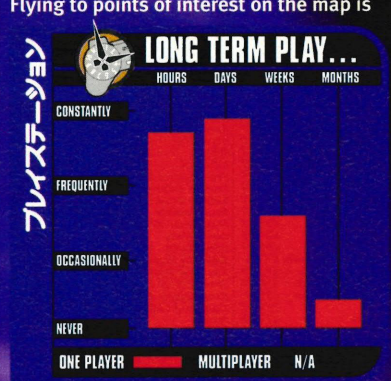
The most stunning achievement has to be the beautifully-realistic wave effects on the surrounding seas. Grab a weight, however and you can explore the murky depths of the ocean which are replete with marine life and hidden bonuses.

ZARCH

Slow-down is a problem on later levels and the ever-present 'foggy' horizons don't exactly enhance your roving capacity, but repeated play (we're talking well into the early hours here),collecting all the ship enhancements, makes all the difference. This is the moot point. For example, if you don't manufacture that extra cargo bay to shuttle more passengers, you're knackered, basically. Flying to points of interest on the map is the best way to travel, but according to the instructions you can do everything in 'hovercraft' mode, though this is not recommended. What *V2000* does especially well is introduce different strategies and ideas to the gameplay. Every effort has been made ensure you aren't just blasting for the sake of it.

There's over 150 enemy creatures, 20 weapons, treacherous water currents, changes in air pressure and strength that dramatically effect handling, leaving bases to fend for themselves. The list is comprehensive.

V2000 is tougher than old boots, but put the time in and you feel like you've really achieved something. There's no two-player option, but there's so much going on that the game doesn't really need one. A game for rocket scientists maybe, but one that's ultimately rewarding.



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SOUNDS	8
GAMEPLAY	8
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THRUSTS	9

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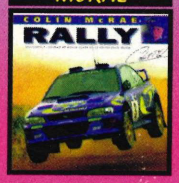
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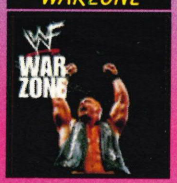
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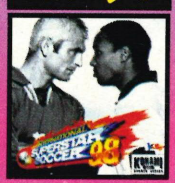
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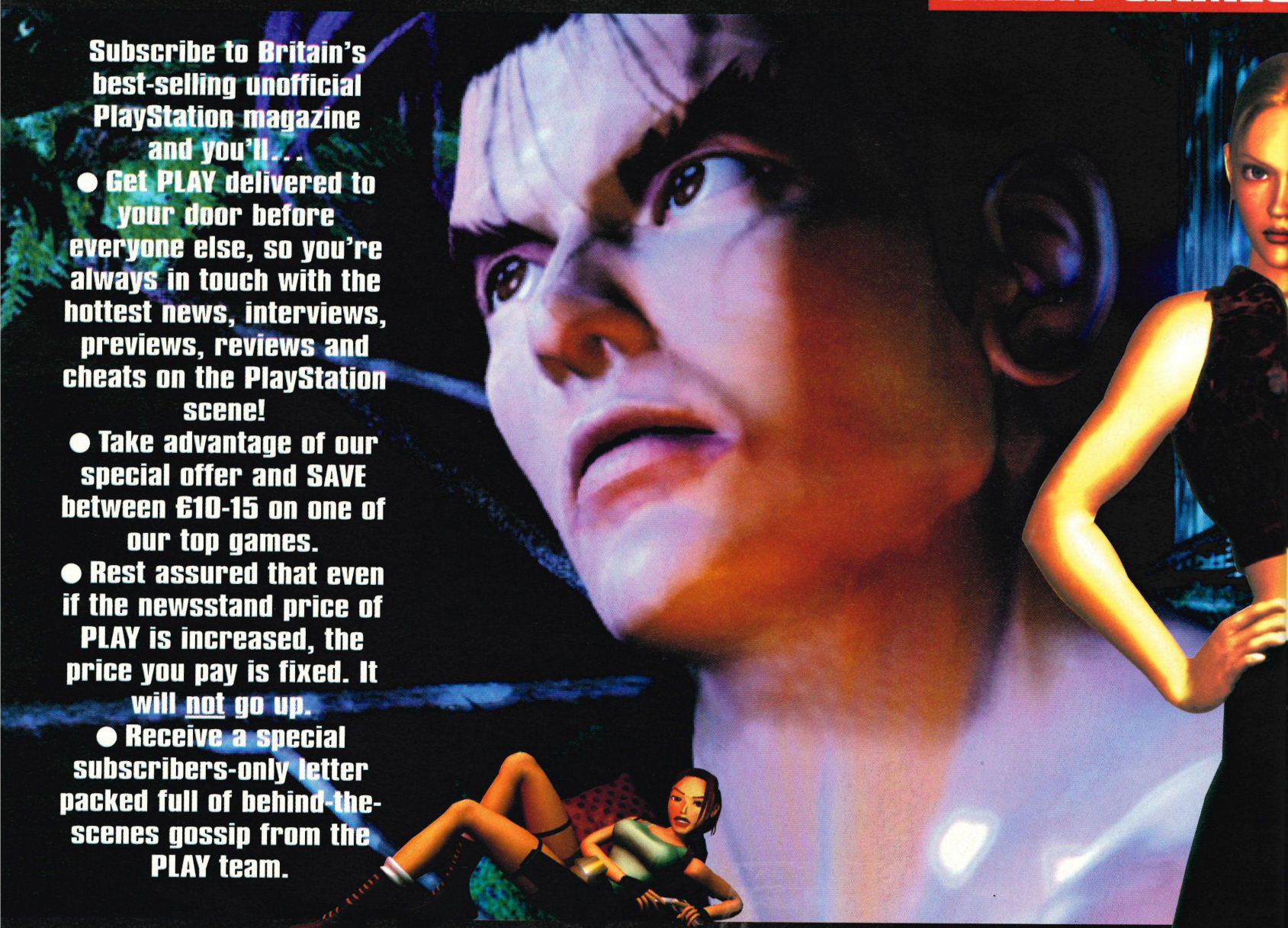
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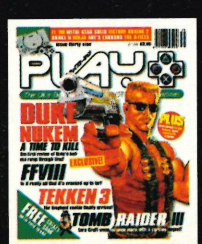
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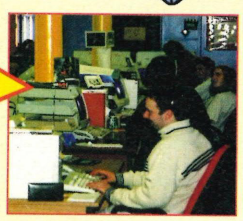
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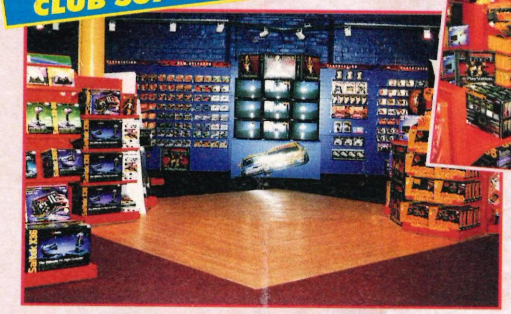
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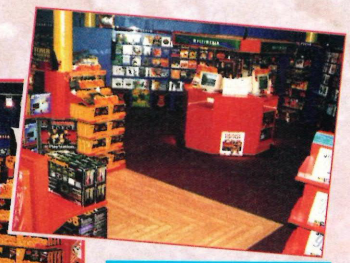
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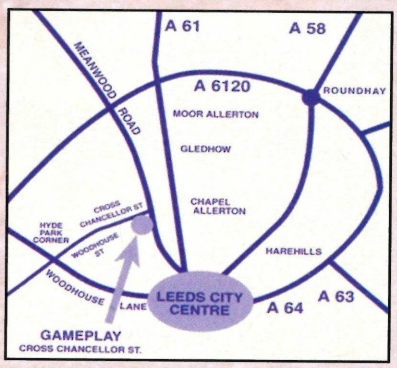




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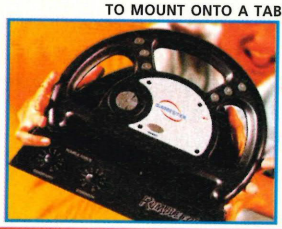
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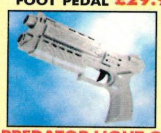
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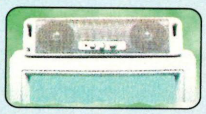
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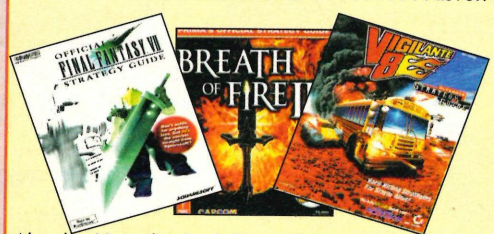


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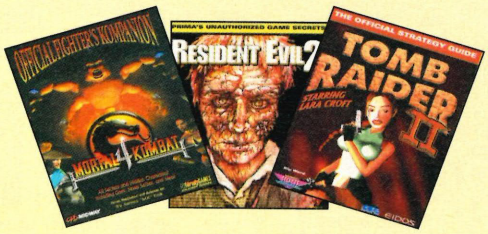


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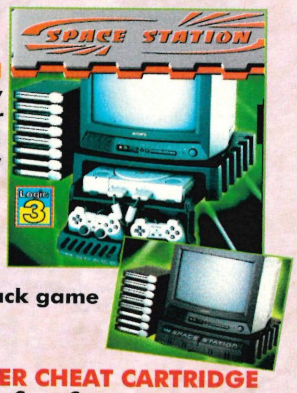


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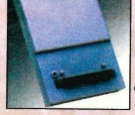


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To assist with choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information 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!

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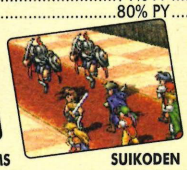
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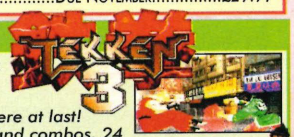

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Mortal Kombat Mythology	71% PY, 50% PP	£27.99
Pitball	66% PY, 73% PP	£12.99
Psychic Force	73% PY, 76% PP	£14.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Soul Blade	96% PY, 94% PP	£34.99
Star Wars: Masters of Teras Kasi	74% PY	£29.99
Streetfighter Collection	67% PY, 87% PP	£33.99
Streetfighter Ex Plus	91% PY, 93% PP	£29.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	**94% PY, 96% PP**	**£36.99**
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

ARCADE ADVENTURE

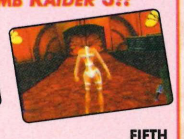


NINJA - *From the makers of Tomb Raider, Ninja has amazing 3D graphics, huge levels, massive monsters and fiendish puzzles plus hand to hand martial arts. Add to this a brilliant story set in mysterious Japan and you have a masterpiece.* **£34.99**

Batman & Robin	N/A	£33.99
Deathtrap Dungeon	86% PY	£29.99
Deathtrap Dungeon includes a free book, T-Shirt & cards!		
Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	Due 25th September	£29.99
Frenzy	73% PY	£29.99
MDK	90% PY, 80% PP	£19.99
Men In Black	N/A	£31.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	Due 25th September	£34.99
Overblood	86% PY, 76% PP	£12.99
Perfect Assassin	N/A	£24.99
Resident Evil	95% PY	£18.99
Resident Evil 2	**96% PY**	**£37.99**
Rosco McQueen	88% PY, 78% PP	£21.99
Spawn	49% PY	£26.99
Tenchu	Due October	£CALL
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£24.99**
Tomb Raider 3	**Due October**	**£35.99**

Exclusive Poster of Nell McAndrew (Lara Croft) with every Tomb Raider 3!!





DEATHTRAP DUNGEON BATMAN & ROBIN FIFTH ELEMENT

ARCADE SHOOTERS



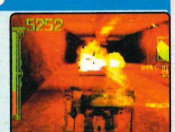


SYNDICATE WARS ONE CRIME KILLER

Blast Chamber	82% PY	£24.99
Blast Radius	N/A	£34.99
Crime Killer	81% PP	£29.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Grid Run	53% PY, 64% PP	£16.99
Hard Boiled	29% PY, 40% PP	£19.99
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	£14.99
Ray Storm	75% PY, 83% PP	£29.99
Reloaded	61% PY, 73% PP	£18.99
Robotron X	85% PY, 66% PP	£16.99
Syndicate Wars	85% PY, 92% PP	**£19.99**
Tempest X3	86% PY, 80% PP	£14.99
Tiger Shark	62% PY, 72% PP	£18.99
Xevious 3D	72% PY, 60% PP	£29.99

3D SHOOTERS





GHOST IN THE SHELL FORSAKEN ARMOURED CORE

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Armoured Core	69% PY, 86% PP	£29.99
Colony Wars	92% PY, 93% PP	£19.99
Critical Depth	65% PP	£19.99
Dark Forces	75% PY, 84% PP	£24.99
Darklight Conflict	79% PY, 87% PP	£17.99
Descent	85% PY, 91% PP	£14.99
Descent 2	63% PY, 82% PP	£12.99
Doom	93% PY, 92% PP	£18.99
Duke Nukem 3D	**90% PY, 91% PP**	**£19.99**
Duke Nukem A Time To Kill	**87% PY**	**£33.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19.99
Forsaken	**92% PY**	**£24.99**
Future Cop LAPD 2100	Due 2nd October	£32.99
Ghost in the Shell	73% PY, 90% PP	£29.99
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

TOMB RAIDER 3



Competition! *We've got a Lara Jacket, Lara Fleece, Lara Watches, Lara T-shirts and much more to give away! All you have to do is order a copy of TR3 before November 28th to be entered!*

WARNING! This game will sell out quickly! Reserve one soon to guarantee one for Christmas!



RRP £44.99 Our price £35.99



WILD ARMS



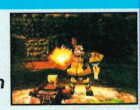

Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it.



RRP £34.99 Our price £29.99

DUKE NUKEM TIME TO KILL

The Duke is back! Moving away from the Doom-style perspective of the last one, Time To Kill is a 3D platform in the mould of Tomb Raider. With all the usual Duke trademarks and humour, Tomb Raider 3 may just have some competition!





RRP £44.99 Our price £33.99



SPYRO THE DRAGON



Take control of Spyro and guide him on his quest to rescue the rest of the dragons. Gorgeous hi-res 3D graphics and stunning animation finally give the Playstation a game to equal Mario 64. Who said it couldn't be done?

Call for price.

Due for release end October.





QUALITY SERVICE

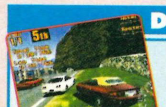
GAMEplay

SALES HOTLINE 0113 234 0444
lines open 7 days a week

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!

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£89.99





	FELONY 11-79	VIGILANTE 8	MICRO MACHINES 3
Auto Destruct	84% PY, 77% PP		£22.99
Ayrton Senna Kart Duel 2	N/A		£24.99
Buggy	Due 7th October		£32.99
Bugriders	N/A		£19.99
Burning Road	**90% PY**		£14.99
Circuit Breakers	81% PY, 80% PP		£28.99
Colin McRae Rally	**93% PY**		**£33.99**
Destruction Derby	86% PY, 72% PP		£18.99
Destruction Derby 2	82% PY, 89% PP		£18.99
Explosive Racing	82% PP		£17.99
Felony 11-79	81% PP		£19.99
Formula 1	**84% PY, 88% PP**		**£16.99**
Formula 1 '97	90% PY, 93% PP		£34.99
Formula Karts Special Edition	75% PY, 81% PP		£16.99
Gran Turismo	**97% PY!!!**		**£34.99**
Grand Theft Auto (18+)	**88% PY, 90% PP**		**£26.99**
Impact Racing	87% PY, 82% PP		£12.99



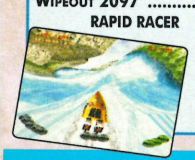
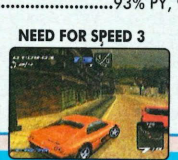


	N2O	COLIN McRAE RALLY	COLIN McRAE RALLY
Jeremy McGrath's Supercross 98	67% PY, 52% PP		£32.99
Jetrider 2	78% PY		£24.99
Micro Machines 3	**92% PY, 95% PP**		£17.99
Motorhead	79% PY, **92% PP**		£17.99
Motor Mash	68% PP		£19.99
Moto Racer	86% PY, 85% PP		£24.99
Moto Racer 2	Due 2nd October		£32.99
Motocross International	77% PY		£21.99
N_2O	70% PY, 89% PP		£32.99
NASCAR Racing '98	82% PY, 64% PP		£32.99
Need For Speed 3	87% PY, 89% PP		£24.99
Newman Haas Racing	74% PY, 75% PP		£27.99
Off Road Challenge	Due 25th September		£33.99
Porsche Challenge	82% PY, 80% PP		£18.99
Rage Racer	94% PY, 93% PP		£19.99
Rally Cross	89% PY		£29.99
Rapid Racer	87% PY, 82% PP		£17.99
Ray Tracers	74% PY, 73% PP		£19.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP		£19.99
Ridge Racer	93% PY, 76% PP		£18.99





	TOCA TOURING CARS	DESTRUCTION DERBY 2	GRAND THEFT AUTO
Ridge Racer Revolution	90% PY, 84% PP		£18.99
Road Rash	75% PY, 64% PP		£18.99
Road Rash 3D	76% PY, 80% PP		£30.99
Street Racer	84% PY, 79% PP		£17.99
Supersonic Racer	91% PY, 74% PP		£17.99
Test Drive 4	86% PY, 70% PP		£17.99
TOCA Touring Cars *Dual Shock*	**92% PY, 91% PP**		**£17.99**
TOCA Touring Cars 2	**Due November**		**£35.99**
Tokyo Highway Battle	73% PY, 77% PP		£18.99
Tommi Makinen Rally	N/A		£19.99
Twisted Metal 2: World Tour	88% PP		£24.99
Vigilante 8	**94% PY, 91% PP**		**£23.99**
VMX Racing	45% PY		£31.99
VR Powerboat Racing	N/A		£14.99
V Rally *Dual Shock*	87% PY, 94% PP		£17.99
Wipeout	94% PY, 78% PP		£18.99
Wipeout 2097	93% PY, 94% PP		**£18.99**


	RAPID RACER	NEED FOR SPEED 3	GRAN TURISMO

GUN GAMES




DIE HARD TRILOGY & PROTECTOR GUN
£26.99

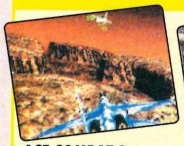
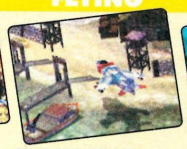
Die Hard Trilogy	92% PY, 92% PP	£18.99
Die Hard Trilogy & Protector Gun	N/A	£26.99
Judge Dredd	N/A	£19.99
Lethal Enforcers 1 & 2	30% PP	£27.99
Point Blank	**90% PY, 92% PP**	**£29.99**
Point Blank & Guncon	**90% PY, 92% PP**	**£49.99**
Time Crisis	**90% PY, 93% PP**	**£29.99**





POINT BLANK | TIME CRISIS | DIE HARD TRILOGY

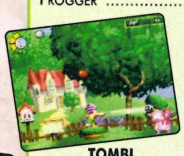
FLYING


	ACE COMBAT 2	NUCLEAR STRIKE	THUNDERHAWK 2
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		**£19.99**
Soviet Strike	83% PY, 92% PP		**£18.99**
Thunderhawk 2	85% PY, 82% PP		£18.99
Viper	N/A		£24.99
Wing Over	50% PY, 40% PP		£35.99

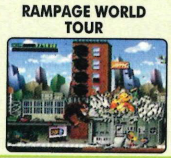
PLATFORM

Agent Armstrong	75% PP	£24.99
Bomberman World	85% PY, 83% PP	£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	£29.99
Croc	78% PY, 84% PP	**£23.99**
Frogger	69% PY, 88% PP	£24.99





	TOMBI	CRASH BANDICOOT 2	HERCULES
Gex 3D	**92% PY**		**£24.99**
Heart of Darkness	**88% PP**		**£29.99**
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		**£21.99**
Lucky Luke	79% PP		£29.99
Megaman 8	82% PY		£28.99
Megaman X3	82% PY, 81% PP		£24.99
Nothing Can Stop Mr Domino	Due 18th September		£32.99
Oddworld: Abe's Oddysey	90% PY, 91% PP		**£19.99**
Pandemonium	90%		£18.99
Pandemonium 2	72% PY, 91% PP		**£22.99**
Pitfall 3D	70% PY		£19.99
Rayman	87% PY		£17.99
Rampage World Tour	N/A		£24.99
Rascal	77% PY		£34.99
Skull Monkeys	83% PY		£32.99
Tombi	**79% PP**		**£29.99**
Trash It	55% PY, 57% PP		£29.99
Whizz	N/A		£19.99
Wild 9	Due October		£34.99


	BOMBERMAN	RAMPAGE WORLD TOUR	WILD 9



TOCA 2

The follow-up to the biggest driving game of last year, TOCA 2 boasts 1998 drivers, new stats, improved damage levels, weather effects, an all new pit lane and 10 secret vehicles, all displayed in hi-resolution. Coming from Codemasters, the makers of Colin McRae, this game is bound to take pole position. **RRP £44.99**
Our price £35.99





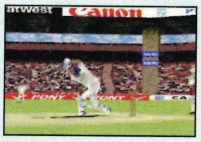

ABE'S EXODUS

Abe's back, weirder than ever! Following last year's smash hit Oddworld, Exodus sees Abe once again trying to save his fellow Mudokons from the evil Glukkons. Twice as many screens plus a host of enhanced features will ensure that Exodus is thoroughly enjoyable.
RRP £44.99
Our price £33.99




BRIAN LARA CRICKET

Brian Lara returns this summer in the most accurate stadium sports simulation yet. Commentary from Geoff Boycott and Jonathan Agnew, 46 detailed stadia, Multi-player and a variety of Tournaments.
RRP £44.99
Our price £35.99


FORMULA 1 '98




Psygnosis return with another hi-octane Grand Prix experience. All new stats for the new season bring the realism up to date, while a brand new game engine allows for brilliant graphics and a new 4 player link-up mode! **RRP £44.99**
Our price £36.99



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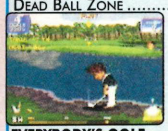
SPORT



ISS '98

ISS Pro was regarded as the most playable soccer game ever, and now there's a sequel! ISS '98 boasts the smoothest graphics of any football game, enhanced strategy options and (finally!) a player name editor! The most realistic and addictive footy sim ever!

2 Extreme	55% PP	£22.99
Actua Golf 2	**80% PY, 83% PP**	**£17.99**
Actua Golf 3	Due 21st October	£31.99
Actua Ice Hockey	91% PY	£17.99
Actua Soccer 2	**92% PY, 93% PP**	**£17.99**
Actua Soccer 3	Due 28th October	£31.99
Brian Lara Cricket	Due end October	£35.99
Breakpoint Tennis	73% PP	£19.99
Cool Boarders	82% PY, 91% PP	£24.99
Cool Boarders 2	81% PY, 92% PP	£29.99
Courier Crisis	79% PP	£19.99
Dead Ball Zone	84% PY, 88% PP	£24.99



EVERYBODY'S GOLF

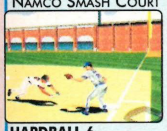


COOL BOARDERS 2

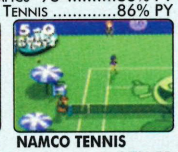


WORLD CUP '98

Everybody's Golf	85% PY, 85% PP	£29.99
FIFA Soccer '96	81% PY	£14.99
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99
Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£32.99**
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£20.99
Michael Owen's World League '99	**Due 13th November**	**£30.99**
Nagano Winter Olympics '98	83% PY	£25.99
Namco Smash Court Tennis	86% PY	£29.99



HARDBALL 6



NAMCO TENNIS



VICTORY BOXING

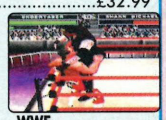
NBA Live '98	87% PP	£32.99
NFL Madden '98	92% PY, 89% PP	£26.99
NHL Breakaway '98	89% PP	£28.99
NHL Face Off '98	80% PY	£29.99
NHL Hockey '98	**71% PY, 91% PP**	**£26.99**
On-Side Soccer	76% PY, 65% PP	£14.99
PFA Soccer Manager	**Due 27th November**	**£35.99**
PGA Golf '98	63% PY, 68% PP	£32.99
Player Manager	74% PY	£24.99
Powermove Pro Wrestling	N/A	£19.99
Premier Manager '98	**Out Now!!**	**£29.99**
Pro Pinball Timeshock	89% PP	£22.99
Snow Racer	85% PP	£24.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
V Ball	30% PY	£29.99
Victory Boxing	90%	£24.99
Victory Boxing 2	Due end September	£35.99
Virtual Pool '97	68% PY, 85% PP	£24.99
WCW Nitro	80% PY	£29.99
WCW vs The World	79% PY, 88% PP	£29.99
World Cup '98	**86% PY, 90% PP**	**£26.99**
World League Soccer '98	**90% PY, 93% PP**	**£30.99**
WWF In Your House	N/A	£22.99
WWF Warzone	85% PY	£32.99



PGA GOLF '98



VIRTUAL POOL '97



WWF WARZONE

STRATEGY / SIMULATION



THEME HOSPITAL



WARHAMMER 2: DARK OMEN



C&C RED ALERT

Carnage Heart	57% PY, 74% PP	£22.99
Command & Conquer RED ALERT	90% PY, 93% PP	£32.99
Command & Conquer Retaliation	**Due 18th September**	**£32.99**
Constructor	Due 24th September	£31.99
Monopoly	75% PY, 78% PP	£33.99
Risk	81% PP	£34.99
Sentinel Returns	62 % PY	£34.99
Theme Hospital	**88% PY**	**£25.99**
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	60% PY	£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

RETRO / COMPILATION / MISCELLANEOUS



R-TYPE



SPICE WORLD



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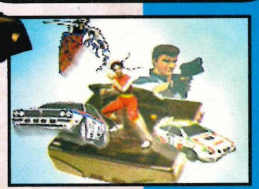
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QUALITY SERVICE

STATION MASTER

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Q&A

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

Dear Play,
Please could you tell me which game is the best between *Point Blank* and *Time Crisis*, as I've played neither of them and I want to buy one.
Tom Willetts, Staffs.
Point Blank is more of a party game, and it is a multiplayer, whereas *Time Crisis* is for more serious bad guy blastage and is only for one player. Both are cool games though so why not pester a relative into buying you both!

Dear Play,
I cannot defeat Adam Crowley on the last level of *Nightmare Creatures*, I've been fighting him for three hours but he keeps getting back up.
Lee Horrocks, Bury.
Ooo, sore thumbs. Adam Crowley is one tough cookie, so here's what to do. Firstly, draw him out into the open, here he won't retaliate so much than if he was cornered. Combos are the only thing that damage him, and you need ten combos of over four moves each followed by an eleventh to his head in order to put him down.

Dear Play,
Have you got any cheats for *Frogger* as I keep drowning and it's driving me barking!
Kelly Mooper, Wakefield.
Here's one for unlimited lives. Pause the game and enter:
⇨, ■, ▲, ■, ▲, ✕.

Dear Play,
I've recently re-started playing *Sentient* and I want to know

WWF WARZONE



View FMV sequences

Press ⇧ + ▲, ⇨ + ●, ⇩ + ✕, ⇦ + ■, ⇦ + ■, ⇦ + ■, ⇦ + ■, R1 + L1, R2 + L2, R2 + L2 at the title screen. Press ⇧ or ⇩ to select a FMV sequence and press ✕ to play the selection.

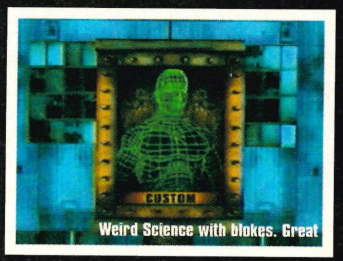
View unlocked cheats

Press L1 + R1 in the elevator to list the hidden features and modes that have been successfully unlocked.

Play as Cactus and Dude

Win WWF title in Challenge mode with Mankind on the medium or hard difficulty level. Cactus Jack and Dude Love can now be chosen on the Character Selection screen.

Play as Trainer



Enter Training mode and select 'Custom' followed by 'Trainer' at the Character Selection screen.

Play as Sue

Win the WWF title in Challenge mode with Bret Hart or Own Hart on the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler.

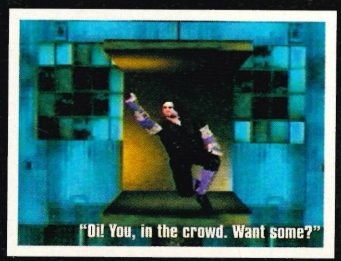
Extra Gold

Win the WWF title in Challenge mode with Goldust on the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the Character Selection screen to more costumes, including the MarilynDust versions.

Extra Cold

Win the WWF title with Stone Cold on the medium or hard difficulty levels. Now highlight Stone Cold on the Character Selection Screen and press L2, R1, or R2 for additional costumes (black vest and jeans; Austin 3:16 t-shirt and jeans).

New Clobber



Win the WWF title in Challenge mode with the Kane on the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and other clothes will be available in Creation mode.

RattleSnake

Win the WWF title in Challenge mode with a user-created wrestler on the medium or hard difficulty level. A pumped-up Steve Austin can now be selected as a custom character.

Big-head mode

Win the WWF title in Challenge mode with British Bulldog or The Rock on the medium or hard difficulty level.

Ladies night

Win the WWF title in Challenge mode with H H H or Shawn Michaels on the medium or hard difficulty levels. The 'Female' body type may now be selected in creation mode.

No meters mode

Win the WWF title in Challenge mode with the Undertaker on the medium or hard difficulty level.

No wimps mode

Win the WWF title in Challenge mode with Ken Shamrock or Farooq on the medium or hard difficulty level. Blocking's disabled when mode active.

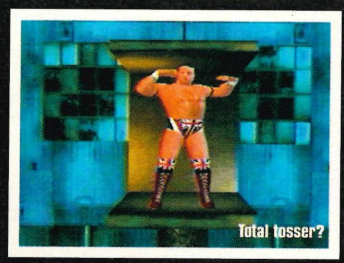
Bean mode

Win the WWF title in Challenge mode with Mosh or Thrasher under the medium or hard difficulty level. Belching and farting is also enabled.

Ego mode

Win the WWF title in Challenge mode with Ahmed Johnson under the medium or hard difficulty level. Crowd cheers will increase the size of the wrestler's head.

Random wrestler

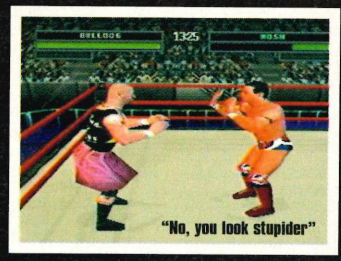


Hold ⇧ and press Block on the character selection screen.

Alternate costumes

Hold L2 and select a wrestler at the character selection screen.

Taunt



Each wrestler can taunt his opponent or show off during a match, in order to do it just press the following:
Punch + Block

DEAD OR ALIVE (UPDATED)

Control victory view
Press ⇧, ⇩, ⇦, or ⇨ during the winning post to change the camera angle. Press R1 or L1 to zoom in & out.

'Character Voice' option
Complete 'Training mode' by executing all moves after enabling the 'Command List' option.



Hidden graphics
Insert the game disc into a PC compatible CD-ROM drive and look in the 'Omake' directory to find several pictures in .BMP format.

Hidden audio
Play track 2 or higher in a standard audio CD player to hear music and samples from the game.

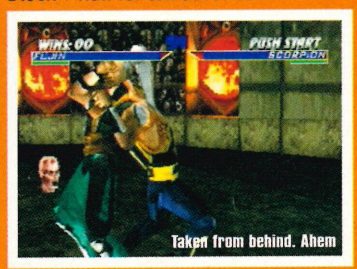
BLASTO

View Babes
Complete the game after saving all the babes. A new 'View Babes' option will be available when the next game is started.

Alternate appearance
Quickly press ⇧, ⇧, ⇩, ✕, ▲, ● at the main menu.

MORTAL KOMBAT 4

Cheat menu
Enter Kombat Kode 302 213 at the two-Player Vs. Screen. Exit this match and enter the options menu. Highlight 'Versus Screen Enabled' and hold Block + Run for ten seconds.



View biographies
Enter 'Kombat Theatre' mode, highlight character and press Block.

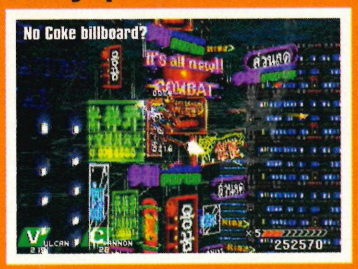
GUILTY GEAR

Fight as Testament & Justice
Complete in the Arcade mode under the normal difficulty level. Note: Continues may be used.

Fight as Baiken
Press ⇩, ■, L1, R2 at the Arc System Works logo. Baiken may now be selected in Versus mode.

EINHANDER

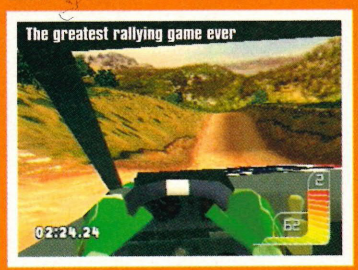
Gallery option



Complete game play with a high ranking to access a 'Gallery' option from the main menu. Select it to view various graphics depicting the ships, weapons, and battles in the game.

COLIN MCRAE RALLY

Enable all tracks
Enter OPENROADS as a name.



Enable all cars
Enter SHOEBOXES as a name.

60 fps frame rate:
Enter SI(Y)LKYSMOOTH as a name.

ARYTON SENNA 2

Bonus track
Enter SENNA 1 as a name to access the Extra Classic track.

Bonus karts
Finish in first place on the Extra Classic track to get the first bonus kart. Use that kart to win two consecutive rounds under championship mode to nab a second bonus kart.

TOMMI MÄKINEN

Enter the following codes as a name, then select the Cheats option on the main menu

Drive a bus Enter STRANGE
Drive a Peugeot Enter PEUGEOT
Mirror courses Enter MIRROR
More money Enter _MONEY_ as a name, where '_' indicates a space.
Dual Shock controller always vibrates Enter THRILLS
Rally Jeunes mode Enter FFSA



R-TYPES

Level Select
Highlight either the R-Type, or R-Type 2 options at the title screen. Quickly press L2 ten times, and R2 ten times. Begin game and press Start. Any level, including the ending FMV sequences may now be accessed.

Turbo mode
Pause the game then hold L2 and press ⇨, ⇧, ⇨, ⇧, ⇩, ⇦, ⇩, ⇦, ●

Slow motion
To make everything crawl to a halt, hold L2 and press ⇨, ⇧, ⇨, ⇧, ⇩, ⇦, ⇩, ⇦, ✕



NIGHTMARE CREATURES

Cheat mode
Enter ⇦, ⇧, ▲, ⇩, ●, ▲, ■, ⇩ as a password. Unlimited Continues, Level Select, and

TOMBA



Restore health
Since the game does not save your health status, simply save, quit, then restart from the saved game file to restore health.

Alternate hair colour
Hold R1 + L1 + Select + ■ and press ⇦, ⇩, ⇨, ⇧, ⇧, ⇨, ⇩, ⇦ at the options screen.

Extra weapons
Begin a new game and wait until the loading screen that features the dancing pigs appears. Then, hold R1 and press Select, ⇨, ⇦, ⇩, ✕, ●, Start. Finally, press Start when loading has completed.

whether there are any other endings apart from Alien Mutiny 1 and 2, Navigator and Death endings.
Mike Carterton, Littledown

There is one more ending called Alien Communication. To get this complete the game up to the point where you have to change the room temperature for Gunny to inject the pesticide, then save just to be safe. Next, return to the Star Lab on Research deck 1, room 284 and go from there. We won't tell you what happens next as you seem a pretty smart kinda guy!

Dear PLAY,
I'm having great trouble obtaining Roger/Alex on *Tekken 2*, and it's driving me nuts.
Peter Cumberland, Oxfordshire.

Reach the third stage in one-player mode and defeat your opponent with very little energy left. The announcer will say "Great." The next stage will be on the beach with either Roger or Alex. Complete the game for them to become selectable characters.

Dear PLAY,
I would be very grateful for any cheats for *Swagman*. I can get my sister out of the cage and get into the basement but then I get stuck.
Stephanie Walton, Colne.

Once Zak has opened the pressurised door, enter and jump over the abyss, collect the bugs and enter the opening in the NE corner. Run past the jets, using the flashlight to eliminate the demons. Collect the bugs and leave through the SE corner. Jump the abyss and collect the yo-yo. Move to the middle of the room and jump south across the abyss. Push the boulder off the ledge to the west then push it south. Stand on the boulder, save the game with the Scarab chest, then return to the yo-yo room and pull the switch. This will bring the other character to the location. Use the platforms to reach the next set of platforms.

The invincibility cheat is PAUSE, then ●, ■, ✕, ■, ●, ■, ●, ■, ▲, ■, ●, ▲, ●, ■, ▲, ■.

Dear PLAY,
I first have to congratulate you for a very good mag, but the main reason I'm writing is because I want to get my Playstation converted. Will I need a converter as well as a chip so I can run imports?
Chris Goff, Leeds

You only need to get your station

Q&A is onlinued over page

cheats & codes

Q&A continued

chipped, but in doing this there is a slight risk in harming your station. Your guarantee is also invalidated because Sony don't like people playing multi-formats. The plus side however is that it's not illegal and you can run any game you like. The choice is yours.

Dear PLAY,
I am having a bit of a problem with *Sim City 2000*, I need more cash!!!
Sean Mitchell, Sunderland.
On the budget screen hold R1 and press ×, ●, ▲, ■. Release R1, hold L1 and press ×, ●, ▲, ■. Release L1, hold R2 and press ×, ●, ▲, ■. Release R2, hold L2 and press ×, ■, ▲ and then ●. A cheer will confirm you've done it correctly.

Dear PLAY,
When David Dark wrote in asking for cheats for *TOCA* (issue 38) you said there weren't any, but there are! If you enter "JHAMMO" as a player name you can get the Lava track.
Ryan Clifton, Southend.
We bow to you Ryan. Cheers mate.

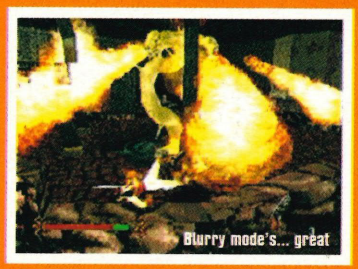
Dear PLAY,
I bought *WCW Nitro* a few days ago, and I would like to know whether there are any cheats.
Mathew Crossland, East Yorks.
Cheating so early Mathew? Tsk, tsk. Anyway, you get what you ask for at PLAY, so here they are.
To unlock all wrestlers, press R1x4, L1x4, R2x4, L2x4. Do this at the character selection screen and you'll have all 48 characters to throw about.
For more rings, press L1, L2, R1, R2, L1, L2, R1, R2. Do this at the option screen and you'll have plenty of places to throw your wrestlers about in.

Dear PLAY,
I've got to level 35 on *G-Police*, but now I'm stuck, having completed all other tasks I can't release the bomb to destroy the main reactor. Please help!
Gary Archibald, York.
Firstly, and I know it sounds daft, but are you sure you've picked the bomb up, and waited for the data to fully upload? If you have, then get as close to the core as possible, hovering high above it so you don't get caught in the blast. The bomb should then be selected just as any other weapon.

Dear PLAY,
I've had *Cardinal Syn* for about a

Play As Monster options will be available for the next game.

Level select
Press L1, L1, L2, R1, R1, R2, Select at the title screen. A sound will confirm correct code entry. Begin gameplay to access an option that allows any level to be selected.



Blurry mode
Enable the 'Cheat mode' code, then press L1, L2, L2, L1, L2, L2, L1, Select. A sound will confirm correct code entry.

Alternate music
Enable the 'Cheat mode' code, then press L1(four times), R1(three times), Select. A sound will confirm correct code entry. Pause game play, highlight the 'Current Track' option, and press ⇦ or ⇨ to select a new song.

Debug mode
Enable the 'Cheat mode' code, then press L1 (three times), R1 (three times), L2 (three times), R2 (three times), Select. A sound will confirm correct code entry.

Reduced size
Enable the 'Cheat mode' code, then press L2, L2, R1, R1, L1, R2, Select. A sound will confirm correct code entry. Begin gameplay and enable the 'Reduce' option to shrink the creatures in the game.

Easy kills
Enable the 'Cheat mode' code, then press L1, R1, L2, R2, Select. A sound will confirm correct code entry.
Disable combination attacks
Enable the 'Cheat mode' code, then press L1, R1, L2, L1, R2, Select. A sound will confirm correct code entry.

RIVAL SCHOOLS

Alternate costumes
Successfully complete Arcade mode with Hinata, Tiffany, Natsu, or Kyoko. Alternate costumes will now be available in either Versus or Training mode.



POCKET FIGHTER

Fight as Gouki
Highlight Ryu on the character selection screen and press left. Easy!

Fight as Dan
Highlight Ken on the character selection screen and press right. Easy, too!





VS

Fight as bosses



Defeat all characters of a gang in Challenge mode. Then defeat the gang leader boss that appears, and save the game. The boss character may now be selected, and there are four to get.

FELONY 11-79

All vehicles and tracks

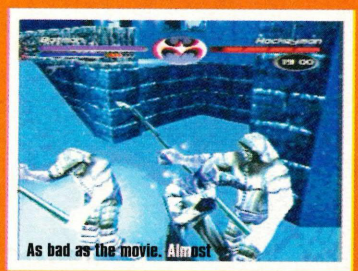
Quickly press L2 + R1 + R2, R2, L2, R1 + ▲ on controller two at the main menu.

ROAD RASH 3-D

No ticket fines
Immediately pause and restart the race after being pulled over. If you can really be bothered to cheat, that is.

BATMAN AND ROBIN

Invincibility
Press L1, R2, R1, L2, Select, ×, and ● at the title screen.



WARGAMES

View FMV sequences
Hold R2 and continuously tap Start before the title screen appears.

W.O.P.R. level select
Select two-player W.O.P.R. co-Operation mode. Highlight Level 2, then enter ●, ×, ●, ●, ×, ●, ×, ×, ● as a password. Return to the main menu and select single-player W.O.P.R. mode.



NORAD Missions

2	Czech Republic	●,×,●,●,×,×,●,×,●
3	Russian Urals	×,×,●,×,×,×,×,●,●
4	Cairo, Egypt	●,■,×,●,●,▲,●,×,■
5	Cambodia	▲,×,●,●,×,×,■,▲,●
6	Swiss Alps	■,●,●,■,●,×,×,●,×
7	Libya	■,×,×,×,●,■,●,×,■
8	Channel Islands	●,●,×,■,■,▲,■,■,●
9	Grenadines	■,■,●,▲,●,▲,×,▲,▲
10	Louisiana Bayou	×,▲,●,■,●,●,●,×,■
11	China	●,■,▲,×,■,▲,▲,▲,■
12	Saudi Arabia	▲,■,●,×,▲,●,●,×,■
13	Arctic Circle	■,■,▲,■,▲,■,▲,×,▲
14	New York City	×,×,●,▲,×,▲,■,×,■
15	Omaha desert	●,■,●,×,■,×,▲,●,×

W.O.P.R. Missions

2	Florida Keys	●,×,●,●,×,●, ×,×,●
3	Irian Jaya	■,▲,×,▲,×,●,■,×,▲
4	New England	×,▲,●, ×,×,●,●,●,▲
5	Russia	●,●,■,■,●,×,▲,×,×
6	Brussels	×,●,×, ▲,▲,■,●,×,▲
7	South Africa	▲,▲,×, ×,■,■, ×,×,●
8	Hong Kong	■,×,●,,▲,×,×, ■,●,▲
9	Mexico	■,●,▲,▲,×,●,×,×,●
10	Bering Strait	×,●,■, ▲,●,×, ■,×,▲
11	Kremlin	■,●,×, ▲,■,▲, ■,●,●
12	Polynesia	×,●,▲, ×,●,■, ×,●,■
13	Congo	×,●,■, ■,×,×, ●,×,●
14	Washington D.C.	●,▲,● ,●,▲,■,×,▲,■
15	Tokyo	▲,■,▲, ●,×,■, ●,●,■

DATEL GAME PRODUCTS

COLIN McRAE RALLY
All tracks and cars in expert mode.
80010098 FFFF
To end race and always be in first place.
8007BDF0 0000
8007BDF2 0000
D00CE0E4 0800
800C6C38 02F0
Note: This cheat requires that you press the R1 button by itself once during each race. This will make the game believe that the race is finished but when you decide to end the race is up to you.

DEAD OR ALIVE
Infinite Health Player 1
80095DF0 00A0
One hit wins Player 1
80095E48 0001
Infinite Health Player 2
80095E48 00A0
One-hit wins Player 2
80095DF0 0001
Enable Extra Configure Menu
80094E92 7F40

HEART OF DARKNESS
Protect from enemies. Press R1.
D00767F0 0800
8008858A C000
Turning off protection. Press L1.
D00767F0 0400
8008858A 0000
Note: To use ropes the code must be deactivated then activated accordingly when across the other side. Water will not kill you either, but you will not be able to continue if you are stuck, instead, turn off the code, die, then restart in the last saved position.

TEKKEN 3
Infinite Health Player 1.
800A95E6 0082
Infinite Health Player 2.
800AAE72 0082
Enable theatre mode
30097EEF 0003
Enable all movies in theatre
30097EC0 FFFF
80097EC2 FFFF
80097EC4 FFFF
Enable Tekken Ball mode
30097EEE 0003
Enable all characters
80097EB8 FFFF
80097EBA 001F
80097EBC 0005
Enable Tiger character (select Eddy with start button)
80097EBC 0382
No health enemies Tekken Force mode (also affects Player 2)
800AAE72 0000
800AC6FE 0000

GEX 3D
Invincible Gex
800A3B1C 001D
Infinite lives
80098A90 0009
Infinite health
80098A94 0005
Have all collectables
80098A98 0063
80098A9C 0062
80098AA0 0062

CARDINAL SYN
Sudden death
801946BC 0000
801946BE 0000
More next month...

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

POINT BLANK
Sony Code 00886
Shoot 100 targets every time
865F3CE0B55A

TIME CRISIS
Sony Code 00657
Stop the Clock
86597AFA659A
Unlimited energy
865DCFE759D0
Never ending fire
865FB8C85958

EVERYBODY'S GOLF
Sony Code 00983
Unlock all players
86669F185A59
86669F165A59
86669F1C5A59
86669F195A59
86669F205A59
Unlock all courses
3666A0705955

ROAD RASH 3D
Sony Code 00910
Infinite energy
366647C5595A
High Bike Durability
366647FD504F

DEAD OR ALIVE
Sony Code 01259
Infinite health Player 1
865DB44859FA
Infinite health Player 2
865DB1A059FA
Have extra menu
865DALE6D09A

COLIN McRAE RALLY
Sony Code 00477
All tracks and cars
865557F0504F
Rally school
865556B0504F
Zero lap time
8662B7D3595A

VIPER
Sony Code 01302
Infinite shields
8674E2645C5A
Infinite bombs
8674E2585C5A
255 Reward
8674E260505A
Infinite lives
8674E25C635A
Max weapon strength
365C52705958

WARGAMES
Sony Code 00978
Infinite armour
86644B046555A
86644CB46555A
866449646555A
866449146555A

86644C6CB55A
86644C1CB55A
866449CCB55A
8664497CB55A

866000EFC8073

DEAD BALL ZONE
Sony Code 01040
Player 1 always wins
866050905922
Player2 always wins
866050945922
Infinite guns
866050E8594F
Infinite bombs
866050EC594F
Infinite chainsaws
866050F0594F

THE LOST WORLD
Sony Code 00903
Infinite energy
366015B259B6
Infinite Lives
36596B5D5956

CODE OF THE MONTH

TEKKEN DEVIL KAZUYA CHEAT

It may be an old game, but this Xplorer code allows those of us less skilled at the opening Galaga loading game to see the hidden Devil Kazuya character for the first time. Select the *Tekken* cheat codes already programmed onto the cart, then activate the 'Perfect – Devil Kazuya' code. Now when the loading game starts, you'll be awarded a 'Perfect' after each wave without having to shoot anything. After eight waves, start *Tekken* and select Kazuya by pressing START.



station master

month but I still can't figure out how to get Syn, I've tried everything, but nothing works.
To access Syn you have to complete the game on medium setting with all characters and one boss. Voila!

Dear PLAY,
HELP! I have bought *Jersey Devil* and I'm in trouble. Any cheats?
Yup. Collect the bonus life from the fountain at the start of the game. Pause the game and display the status screen. Resume gaming and the same life will be there. Do this as many times as you want.

Dear PLAY,
In issue 35 you had cheats for *Resident Evil 2* in numbers and letters, please could you tell me where you access them.
Sean McNally, Moray.
The numbers and letters were Action Replay codes for the US version of *RE2*. To use them you need an Action Replay Cart which slots into the back of your PSX and costs about 50 quid.

Dear PLAY,
I keep getting stuck on *Broken Sword*. In Syria, where do I get the statue to sell it to Duane?
Firstly, make sure you have talked to everyone about everything. Next, make sure you are in the Alamut club. Offer the toilet brush to the bartender, and he'll give you the toilet keys. Explore the toilets, pulling the flush as you go and remembering to take the towel. Go back to the market, stroke the cat, then ring the bell. Pick up the broken statue, use the statue with the towel and the greasepaint and give it to Pearl.

Dear PLAY,
Here is a piece of advice. To avoid blistered thumb, rub it with an ice cube until numb!
Del, Townless
Thanks Del. No really, thanks.

Dear PLAY,
In *FF7* I can't get the cheat to produce 99 items to work. Once I've got 4 elixir and the W-Item, I use the combination of ●, ●, ×, then, ●, × repeatedly, but nothing happens. Could you tell me what I'm doing wrong?
Mr P Fritter, Worthing

You are doing everything correctly apart from the key sequence, which should read ●, ×, ●, ×.

MORTAL KOMBAT 4

GET READY FOR THE FOURTH INCARNATION OF THIS BONE-SHATTERING BEAT-'EM-UP. WE PROVIDE THE DEFINITIVE GUIDE COURTESY OF POWERSTATION'S PAUL MORGAN. FINISH HIM!

ALL KOMBAT CODES

111-111	Free Weapon	One weapon drops into the centre at the beginning of the match.
100-100	Throwing Disabled	No throws or bone-breakers.
444-444	Armed & Dangerous	Start off with weapons drawn.
666-666	Silent Kombat	No background music.
050-050	Explosive Kombat	Last hit causes loser to explode.
222-222	Random Weapons	Start with another weapon at random, rather than default.
123-123	No Power ??	Start off with just a bit of energy above 'Danger' level.
555-555	Many Weapons	Weapons drop all over the stage.
060-060	No Rain	No rain on the Wind World stage.
002-002	Weapon Kombat	Both players never drop weapons.
012-012	Noob Saibot Mode	Play as Noob Saibot
020-020	Red Rain	Causes it to rain blood at the Wind World stage.
010-010	Max Damage Off	No Maximum Damage limit for Kombos.
110-110	Throwing and Max. Damage	Disabled No Throws and max Damage Kombo Limit.
011-011	Kombat Zone: Goro's Lair	Play at Goro's Lair stage.
022-022	Kombat Zone: The Well	Play at The Well stage.
033-033	Kombat Zone: Elder Gods	Play at The Elder Gods stage.
044-044	Kombat Zone: The Tomb	Play at The Tomb stage.
055-055	Kombat Zone: Wind World	Play at Wind World stage.
066-066	Kombat Zone: Reptile's Lair	Play at Reptile's Lair stage.
101-101	Kombat Zone: Shaolin Temple	Play at Shaolin Temple stage.
202-202	Kombat Zone: Living Forest	Play at Living Forest stage.
303-303	Kombat Zone: The Prison	Play at The Prison stage.
313-313	Kombat Zone: Ice Pit	Play at Ice Pit stage.
001-001	Unlimited Run	Get an unlimited Run meter.
321-321	Big Head Mode	Characters have oversized heads.

MOVES

Second Dimension

⇨	Walk Forward
⇦	Walk Back
⇗	Jump Forward
⇖	Jump Back
⇧	Jump
⇩	Crouch

Third Dimension

Run, Run	Sidestep Out
⇩ + Run, Run	Sidestep In

Basic Attacks

HP	High Punch
LP	Low Punch
HK	High Kick
LK	Low Kick
BL	Block

Run + ⇨	Run up to opponent
⇩ + Run	Pick up a Weapon
⇦ + HK	Roundhouse Kick
⇦ + LK	Foot Sweep

Crouching Moves

⇩ + HP	Uppercut
⇩ + LP	Crouch Punch
⇩ + HK	Crouch Kick
⇩ + LK	Ankle Kick

Close Range Attacks

(Close) HP	Face Smash
(Close) LP	Throw
(Close) HK	Knee Smash
(Close) LK	Bone Breaker

Aerial Attacks

⇧ + HP	Light Jump Punch
⇧ + LP	Heavy Jump Punch
⇧ + HK or LK	Vertical Hop Kick
⇗ or ⇖ + HK	Long Jump Kick
⇗ or ⇖ + LK	Short Jump Kick

Intermediate Techniques

Any jump kick after jumping past an opponent

Turn-around Jump + Kick

Jump punch after jumping past

Turn-around Jump + Punch

HP when opponent jumps toward

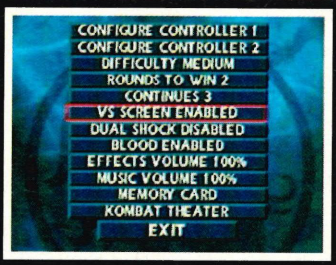
Heavy Hit

Universal Kombos

HP, HP, HK, ⇩ + HP	4-
Hit Pop-up Kombo	
HP, HP, ⇩ + HP	3-
Hit Pop-up Kombo	
HK, HK, ⇩ + HK	3-
Hit Pop-up Kombo	
HP, HK, ⇩ + HK	3-
Hit Pop-up Kombo	
HK, ⇦ + LP, LP	3-
Hit Basic Kombo	

CHEATS

CHEAT MENU



Step 1: In a two-player game, enter the Kombat Kode '302-213' at the Vs screen, then quit the game.

Step 2: At the Options menu, highlight 'Versus Screen' and hold Block + Run until the Cheat Menu appears up:

Endings When activated, you will get to see your character's ending after winning only one match (the first CPU opponent on the ladder is treated as the boss).

Fatalities I When activated, Hold ⇩ and Press HP after "Finish Him/Her" to do your character's first Fatality.

Fatalities II When activated, Hold ⇩ and Press HP after "Finish Him/Her" to do your character's second Fatality.

Stage Fatalities When activated, Hold ⇩ and Press HP after "Finish Him/Her" to perform a Stage Fatality.

Note: If you're fighting on any stage other than The Prison, you will perform the Ceiling Spikes Fatality that is normally only done in Goro's Lair. This also includes the two stages with open skies: Wind World and Ice Pit.

PLAY AS GORO

Step 1: Finish the game using Shinnok as your character.

Step 2: At the character select screen, choose the 'Hidden' icon. Now move up to Shinnok with your now-invisible cursor, and choose him using Block + Run; you will have actually chosen Goro as your character.

Note: In a two-player game, only one player can be Goro. Whichever player performed Step 2 first will be this character.

PLAY AS GORO IN GROUP

To play as Goro in Group mode, first complete Step 1. Now in Group mode – on Shinnok's turn – choose Hidden, then select Group the same way you would choose Shinnok in Step 2.

PLAY AS NOOB SAIBOT

Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Saibot Mode' Kombat Kode, then quit the game.

Step 2: At the character select screen, choose the 'Hidden' icon, then move up to Reiko with your now-invisible cursor, and select him using Block + Run; you will have chosen Noob as your character.

Note: In a Two-player game, both of you can be Noob Saibot.

PLAY AS NOOB IN GROUP

To play as Noob in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose Hidden and then select Group the same way you would choose Reiko in Step 2.

PLAY AS MEAT

Step 1: In a two-player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.

Step 2: Choose anyone on the character select screen; you will have actually chosen Meat as your character.

Note: If you have completed Step 1 of the cheat to Play As Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat model.

1-PLAYER STAGE SELECT

Step 1: Go to the Practice Menu and select the stage that comes before the one you would like to play.

Step 2: Start Practice and Quit. When you go to start a one-player game, you will start off at your desired stage.

MOVES KEY

⇧	Up	Run	Run
⇩	Down	**Hold**	
⇦	Back	Hold the following buttons or directions	
⇨	Forward	**Release**	
HP	High Punch	Release the following buttons or directions	
LP	Low Punch	+	
HK	High Kick	Press buttons or directions together	
LK	Low Kick		
BL	Block		

RAIDEN

PROFILE
AKA: God of Thunder
Origin: The Heavens
Occupation: Current Protector of the Earth Realm.

STORY
Shinnok's forces have attacked the Elder Gods, who are led by Quan Chi. Now he must rush to the aid of his elders and put Shinnok's villainous reign to an end.

SPECIAL MOVES
⇨, ⇦, HP Weapon Draw
⇨, ⇨, LK (Can be done in midair) Torpedo Dive
⇩, ⇧ Teleport
⇩, ⇦, LP Lightning Bolt

Weapon: Warhammer
Description: A large square-headed hammer with a long cylindrical wooden handle.

HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Swing away from the camera
LP Swing toward the camera (Opponent hits the surface)
⇦ + HP Overhead Downward Swing
⇦ + LP Upward Swing
Hold BL Block using the handle

Alternate Weapon 1: Sonya's Wind Blade
Alternate Weapon 2: Kai's Ghurka Knife

KOMBOS
HP, HP, HK, ⇩ + HP (Run in) HP, HP, Teleport, LP, Light Jump Punch, HK, Torpedo Dive 10-Hit Max.
Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Long Jump Kick, Torpedo Dive 8-Hit Max.
Light Jump Punch, HP, HP, HK, HK, Weapon Draw, Light Jump Punch, Torpedo Dive 8-Hit Max.
Vertical Hop Kick, HP, HP, HK, HK, Weapon Draw, Light Jump Punch, Torpedo Dive 8-Hit Max.

Fatalities
(Close) ⇨, ⇦, ⇧, ⇧ + HK Fatality #1: Overhead Electrocution
Note: Hold BL to prevent jumping.
(Close) ⇩, ⇧, ⇧, ⇧ + HP Fatality #2: Impalement Electrocution
(Close) ⇩, ⇨, ⇦ + BL Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇩ + LP Stage Fatality: Goro's Lair Ceiling Spikes

KAI



PROFILE
Known Relatives: None
Origin: The United States of America
Occupation: Former member of the White Lotus Society.

STORY
After meeting his friend and ally, Liu Kang, he journeyed from the US to the Far East. Now, they're reunited once again to assist Raiden in the battle with Shinnok.

SPECIAL MOVES
⇩, ⇦, LP Weapon Draw
⇦, ⇦, HP Falling Fireball from above
⇨, ⇨, LP (Can be done in midair) Rising Fireball from below ⇩, ⇨, HP Air Fist
⇦, ⇩, ⇨ + LK Super Roundhouse Kick
BL + LK Hand Stand

FOLLOW-UPS...
Hold LP Spin on hands
BL or ⇧ Get back up to your feet
HK Kick Standing on hands (Knocks down)
LK Kick Standing on hands (Doesn't knock down)

Weapon: Ghurka Knife
Description: A medium-length knife with a short handle and relatively large curved metal blade.
HP (In midair) Midair Upward Slash
LP (In midair) Midair Downward Slash
HP Uppercut Slash
LP Downward Slash
⇦ + HP or LP Horizontal Torso Slash
Hold BL Block with the blade
Alternate Weapon 1: The Lightning Staff
Alternate Weapon 2: Jax's & Reiko's Spiked Club

Weapon: The Lightning Staff
Description: A long wooden staff. Originally belonging to Raiden, it was given to Kai in his ending.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Upward Swing
LP Downward Swing
⇦ + HP Horizontal Torso Swing
⇦ + LP Straight Forward Stab
Hold BL Block with it

KOMBOS
HP, HK, ⇩ + HP, Rising Fireball from below, HP, HP, Long Jump Kick, Air Fist 8-Hit Max.
(In corner) Rising Fireball from below, Super Roundhouse, LP, Rising Fireball from below, Super Roundhouse 5-Hit Max.

Fatalities
(Close) ⇧, ⇨, ⇧, ⇦ + HK Fatality #1: Overhead Rip
Note: Hold BL to prevent jumping.
(Outside Sweep) ⇧, ⇧, ⇧, ⇩ + BL Fatality #2: Head Explosion
(Close) ⇨, ⇨, ⇩ + BL Stage Fatality: Prison Fan
(Close) ⇦, ⇨, ⇩ + HK Stage Fatality: Goro's Lair Ceiling Spikes

SHINNOK

PROFILE
Position: Final Boss
Origin: The Heavens
Occupation: Ruler of the Netherealm.

STORY
For committing crimes against his fellow Elder Gods, Shinnok was banished to the Netherealm. With the aid of Quan Chi, he is released from his prison and proceeds to overtake the realm of Edenia.

Weapon: Battle Staff
Description: A long wooden staff with a small curved-edged metal blade on the end of it.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Upward Swing
LP Downward Swing
⇦ + HP Dashing Straight Stab
⇦ + LP Foot Sweep
Hold BL Block using the handle
Alternate Weapon 1: Scorpion's Long Sword
Alternate Weapon 2: Tanya's Boomerang

SPECIAL MOVES
⇦, ⇨, LP Weapon Draw

CHARACTER IMPERSONATIONS...
⇨, ⇨, ⇨, LK Kai
⇩, ⇨, ⇨, HP Raiden
⇦, ⇦, ⇨, HK Liu Kang
⇦, ⇦, ⇨, BL Reptile
⇨, ⇦, LP Scorpion
⇨, ⇩, ⇨, HK Jax
⇦, ⇦, ⇦, BL Reiko
⇩, ⇩, HP Cage
⇦, ⇦, ⇦, LK Jarek
⇦, ⇨, ⇩, BL Tanya
⇨, ⇨, ⇦, HK Fujin
⇩, ⇦, LP Sub-Zero
⇦, ⇨, ⇦, ⇨, LK Quan Chi
⇨, ⇩, ⇨, HP Sonya

FATALITIES
(Close) ⇩, ⇦, ⇨, ⇩ + Run Fatality #1: Hand of Hell
(Close) ⇩, ⇧, ⇧, ⇩ + BL Fatality #2: Two-Hand Smash
(Close) ⇩, ⇩, ⇨ + HK Stage Fatality: Prison Fan
(Close) ⇩, ⇨, ⇦ + HP Stage Fatality: Goro's Lair Ceiling Spikes

LIU KANG

PROFILE
Known Relatives: Father – Lee Kang (Deceased), Mother – Lin Kang (Deceased), Brother – Chow Kang
Origin: Honan Province, China
Occupation: Former member of the White Lotus Society. Shaolin Monk.

STORY
Unsuccessful in his mission in free Princess Kitana from Quan Chi's evil clutches, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors once again – with the help of an old friend.

SPECIAL MOVES
⇦, ⇨, LK Weapon Draw
⇨, ⇨, HP (Can be done in midair) High Fireball
⇨, ⇨, LP Low Fireball
⇨, ⇨, HK Flying Kick
Hold LK (three seconds) Release LK Bicycle Kick

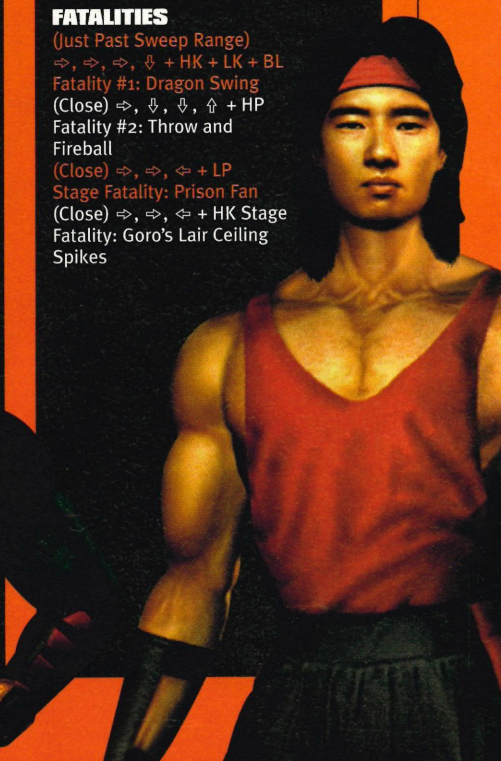
Weapon: Dragon Sword
Description: A sword with a decorated golden handle and a long, jagged, metal blade.
HP (In midair) Midair Upward Slash
LP (In midair) Midair Downward Slash
HP Horizontal Chest Slash
LP Diagonal Torso Slash
⇦ + HP Dashing Straight Stab
⇦ + LP Horizontal Spin Slash
Hold BL Block with the blade

KOMBOS
HP, HP, HK, ⇩ + HP (Run in) HP, HP, Bicycle Kick, LP, Long Jump Kick, High Fireball (In air) 10-Hit Max.
Light Jump Punch, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Bicycle Kick, Flying Kick 9-Hit Max.
(In corner) Long Jump Kick, Long Jump Kick, HP, Bicycle Kick, LP, Flying Kick, Flying Kick 7-Hit Max.
HP, HK, ⇩ + HP (Run in) HP, Bicycle Kick, Flying Kick 6-Hit 39%
HK, F + LP, HP, Flying Kick 4-Hit 30%

FATALITIES
(Just Past Sweep Range) ⇨, ⇨, ⇨, ⇩ + HK + LK + BL Fatality #1: Dragon Swing
(Close) ⇨, ⇩, ⇩, ⇧ + HP Fatality #2: Throw and Fireball
(Close) ⇨, ⇨, ⇦ + LP Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇦ + HK Stage Fatality: Goro's Lair Ceiling Spikes







REPTILE



PROFILE

AKA: Real name – unpronounceable by the human tongue
Origin: The Realm of Edenia
Occupation: A General in Shinnok's Army of Darkness.

STORY

Reptile is quick to join Shinnok's forces. He holds an allegiance to those with a great power and his role as a cold-blooded killer earns him Shinnok's trust and a place within his army of darkness.

Weapon: Battle Axe

Description: A battle axe with a large metal head and long wooden handle.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Uppercut Swing
LP Diagonal Downward Torso Swing
⇦ + HP (Hold HP to continue spinning) Spinning Horizontal Chest Swing
⇦ + LP Horizontal Chest Swing
Hold BL Block with the handle
Alternate Weapon 1: Jarek's Black Dragon Sword
Alternate Weapon 2: Jax's & Reiko's Spiked Club

SPECIAL MOVES

⇦, ⇦, LK Weapon Draw
⇩, ⇨, HP Acid Spit
⇦, ⇨, LP Dashing Punch
BL + HK Invisibility
⇦ - ⇨, LK Super Krawl

KOMBOS

HP, HP, HK, ⇩ + HK, Super Krawl, LP, Dash Punch 8-Hit Max.
HP, HK, ⇩ + HP (Run in) ⇩ + HK, Super Krawl, Dash Punch 6-Hit 39%

FATALITIES

(Close) Hold HP + LP + HK + LK, ⇧ Fatality #1: Face Chew
(Outside Sweep) ⇧, ⇩, ⇩, ⇩ + HP Fatality #2: Acid Puke
(Close) ⇩, ⇨, ⇨ + LP Stage Fatality: Prison Fan
(Close) ⇩, ⇩, ⇨ + HK Stage Fatality: Goro's Lair Ceiling Spikes

JAX



PROFILE

AKA: Real name – Major Jackson Briggs
Origin: The United States of America
Occupation: A Major in the US Army, member of Sonya's Special Forces Unit.

STORY

After Sonya's disappearance, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of the evil Elder God – Shinnok.

Weapon: Spiked Club

Description: A large club with 12 large metal spikes on it.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Swing away from camera
LP Swing toward camera (Opponent hits the surface)
⇦ + HP Quick Overhead Downward Swing
⇦ + LP Uppercut Swing
Hold BL Block with the handle
Alternate Weapon 1: Shinnok's Battle Staff
Alternate Weapon 2: Kai's Ghurka Knife

SPECIAL MOVES

⇩, ⇨, HP Weapon Draw
⇨, ⇨, ⇩, LK Ground Wave
⇩, ⇦, LP Dash Punch
BL (In midair at close range) Backbreaker
⇩, ⇨, LP Fist Fireball
(Close) LP Multi Slam (5 Steps) 1st Slam
Hold Run + BL + HK 2nd Slam
Hold HP + LP + LK 3rd Slam
Hold HP + BL + LK 4th Slam
Hold HP + LP + HK + LK 5th Slam

KOMBOS

HP, HP, HK, ⇩ + HP (Run in) HP, HP, Long Jump Kick, Backbreaker (Run in) Multi Slam 11-Hit Max.

FATALITIES

(Close) Hold LK (5 seconds) ⇨, ⇨, ⇩, ⇨ + Release LK Fatality #1: Arm Rip
Note: Start holding LK before "Finish Him/Her".
(Close) ⇦, ⇨, ⇨, ⇩ + BL Fatality #2: Head Clap
(Close) ⇨, ⇨, ⇦ + LK Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇦ + HP Stage Fatality: Goro's Lair Ceiling Spikes

SCORPION

PROFILE

AKA: Real name – Hanzo Hasashi
Known Relatives: Wife and Child (Names unknown)
Origin: Japan
Occupation: A reincarnated spectre serving Shinnok under agreement. Member of the Shirai Ryu Ninja Clan in his former life.

STORY

In exchange for life, Scorpion allies himself with Quan Chi in the war with the Elder Gods, but he hides behind ulterior motives.

Weapon: Long Sword

Description: A long sword with a decorated metal handle, and a long pointed metal blade.
HP (In midair) Midair Upward Slash
LP (In midair) Midair Downward Slash
HP Diagonal Downward Chest Slash
LP Diagonal Upward Chest Slash
⇦ + HP Overhead Downward Slash
⇦ + LP Upward Slash
⇩ + LP (Hold LP to continue spinning) Spinning Horizontal Crouch Slash
Hold BL Block with the blade
Alternate Weapon 1: Quan Chi's Mace
Alternate Weapon 2: Jarek's Black Dragon Sword

SPECIAL MOVES

⇨, ⇨, HK Weapon Draw
⇦, ⇦, LP Spear
⇩, ⇦, HP (Can be done in midair) Teleport Punch
BL (In midair at close range) Air Throw
⇩, ⇨, LP Breathe Fire

KOMBOS

(In midair) HP, HK, Teleport Punch, Spear, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Air Throw 11-Hit Max.
HP, HK, HK, Spear, HP, HP, HK, ⇩ + HP (Run in) HP, Light Jump Punch, HK 11-Hit Max.
Heavy Hit, Breathe Fire, Teleport Punch, Spear, HP, HP, HK, ⇩ + HP (Run in) LP, Air Throw 11-Hit Max.
HP, HK, ⇩ + HK, Spear, HP, HP, HK, ⇩ + HP (Run in) HP, Light Jump Punch, HK 11-Hit Max.
Heavy Hit, Breathe Fire, Teleport Punch, Spear, HP, HP, HK, ⇩ + HP (Run in) LP, Breathe Fire 10-Hit Max.
HP, HK, ⇩ + HP, Spear, HP, HK, ⇩ + HP, HP (Run in) Breathe Fire 9-Hit Max.
HP, HK, ⇩ + HP, Jump Kick, Teleport Punch, Spear, HP, HK, ⇩ + HP 9-Hit Max.
HP, HK, HK, Spear, HP, HP, HK, HK, Weapon Pull-Out 9-Hit Max.
HP, HK, ⇩ + HP, Spear, HP, HK, HK, Weapon Pull-Out 8-Hit Max.
HP, HK, ⇩ + HP, Spear, HP, HK, ⇩ + HP (Run in) B + HK 8-Hit Max.
HK, HK, Spear, HP, HK, ⇩ + HP (Run in) HP, Breathe Fire 8-Hit Max.
Jump Kick, Teleport Punch, Spear, HP, HK, ⇩ + HP (Run in) HP, Breathe Fire 8-Hit Max.
HP, ⇩ + HP, Spear, HP, HK, ⇩ + HP 6-Hit Max.
Holding Weapon (In corner) Vertical Hop Kick, Vertical Hop Kick, Throw, Spear, HK, HP 6-Hit Max.
Holding Weapon, HP (In air) Teleport Punch, Spear, HK, HK 6-Hit Max.
Holding Weapon, HP (In air) Teleport Punch, Spear, HK, F + LP 6-Hit Max.
Heavy Hit (HP with opponent in air), Teleport Punch, Spear, HP, HK, ⇩ + HP (Run in) HP, Breathe Fire 8-Hit Max.

FATALITIES

(Just Past Sweep Range) ⇦, ⇨, ⇨, ⇦ + BL Fatality #1: Fire Breath
Note: Hold BL after the fatality and you will hear *MK4*'s Sound Designer, Dan Forden, yell "TOASTY!! 3D!" and the camera will give you a random effect (zoom in, rotate, etc).
(Close) ⇦, ⇨, ⇩, ⇧ + HP Fatality #2: The Sting
(Close) ⇨, ⇩, ⇩ + LK Stage Fatality: Prison Fan
(Close) ⇦, ⇨, ⇨ + LK Stage Fatality: Goro's Lair Ceiling Spikes

REIKO

PROFILE
Origin: Unknown
Occupation: A General in Shinnok's Army of Darkness.

STORY
Reiko, once a general in Shinnok's armies, led the forces of darkness into the battle against the Elder Gods. Presumed dead, he resurfaces to join the battle against Earth's forces.

Weapon: Spiked Club
Description: A large club with 12 large metal spikes on it.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Swing away from camera
LP Swing toward camera
(Opponent hits the surface)
⇦ + HP Quick Overhead Downward Swing
⇦ + LP Uppercut Swing
Hold BL Block with the handle
Alternate Weapon 1: Liu Kang's Dragon Sword
Alternate Weapon 2: Fujin's Cross Bow

SPECIAL MOVES
⇩, ⇦, HP Weapon Draw
⇩, ⇧ Teleport
BL (To throw once at close range)

FOLLOW-UPS...
⇦, ⇨, LK Spin Around Opponent
⇦, ⇩, ⇨, HK Flip Kick
⇩, ⇨, LP Shurikens

KOMBOS
HP, HP, HK, ⇩ + HK, Flip Kick (Run in) HP, HP, Long Jump Kick, Teleport, HP, Teleport with Throw 10-Hit Max.
HP, HK, HK, Flip Kick (Run in) HP, HP, Long Jump Kick, Teleport, LK 8-Hit Max.
HP, HK, ⇩ + HP, HP, Flip Kick, HP, HP, Shurikens 8-Hit Max.
Flip Kick, ⇩ + HP, Flip Kick, ⇩ + HP, Flip Kick, HP, HP, Shurikens 8-Hit Max. (Vs CPU)
(Holding Weapon) Long Jump Kick, Flip Kick, Light Jump Punch, Teleport, HK, Flip Kick, Light Jump Punch, Teleport, LP 7-Hit Max.
(Jump in) HP, HP, HK, HK (Run in) Bone Breaker 7-Hit Max.

FATALITIES
(Close) ⇨, ⇩, ⇨ + LP + BL + HK + LK Fatality #1: Torso Kick
(Outside Sweep) ⇦, ⇦, ⇩, ⇩ + HK Fatality #2: Shuriken
(Close) ⇩, ⇩, ⇦ + LP Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇩ + LK Stage Fatality: Goro's Lair Ceiling

JOHNNY

PROFILE
AKA: Real name – John Carlton
Known Relatives: Father – Robert Carlton, Mother – Rose Carlton, Sister – Rebecca Carlton, Ex-wife – Cindy Ford (Divorced in former life)
Origin: Venice, California. USA
Occupation: Actor

STORY
Cage sought out Raiden to help him restore his deceased soul. Now, very much alive, Johnny Cage joins Liu Kang in the fight alongside Earth's greatest warriors.

Weapon: Bowie Knife
Description: A large knife with a pointed handle and large metal blade with curved edges.
HP (In midair) Midair Upward Slash
LP (In midair) Midair Downward Slash
HP Strong Horizontal Chest Slash
LP Uppercut Slash
⇦ + HP Upward Slash
⇦ + LP Horizontal Torso Spin Slash
Hold BL Block with the handle
Alternate Weapon 1: Kai's Ghurka Knife
Alternate Weapon 2: The Pistol

Weapon: The Pistol
Description: A pistol that fires balls of green energy. Available when wearing his tuxedo.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Upward Bouncing Shot
LP Straight Forward Shot
⇦ + LP Downward Bouncing Shot
Hold BL Block with it

SPECIAL MOVES
⇨, ⇩, ⇨, LK Weapon Draw
⇦, ⇨, LK Shadow Kick
⇦, ⇩, ⇦, HP Shadow Uppercut
⇩, ⇨, HP High Fireball
⇩, ⇦, LP Low Fireball
BL + LP Split Punch

KOMBOS
Light Jump Punch, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Long Jump Kick, Shadow Kick 9-Hit Max.
Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Vertical Hop Kick, Shadow Kick 9-Hit Max.
Vertical Hop Kick, HP, HP, HK, HK, Split Punch 6-Hit Max.
HP, HK, ⇩ + HP (Run in) HP, Hop Kick, Shadow Kick 6-Hit 36%

FATALITIES
(Close) ⇨, ⇦, ⇩, ⇩ + HK Fatality #1: Torso Rip
(Close) ⇩, ⇩, ⇨, ⇩ + BL Fatality #2: Decapitation
(Close) ⇩, ⇨, ⇨ + HK Stage Fatality: Prison Fan
(Close) ⇦, ⇨, ⇨ + LK Stage Fatality: Goro's Lair Ceiling Spikes







(Run in) HP, HP, Long Jump Kick, Slide 11-Hit Max.
HK, Ice Blast, Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, Light Jump Punch, HK 10-Hit Max.
Ice Blast, HK, Ice Blast, HP, HK, ⇩ + HK (Run in) HP, Hop Kick, Slide 9-Hit Max.
Ice Blast, Hop Kick, Ice Blast, Hop Kick, HP, HK, ⇩ + HP, ⇦ + HK 8-Hit Max.
Ice Blast, HK, HK, Weapon, ⇦ + LP, Slide, ⇨ + LP 7-Hit Max.
HK, HK, Ice Blast, HK, HK, Weapon 6-Hit Max.
Air Freeze (Close Range) Jump Kick, Ice Blast, Hop Kick, ⇩ + HP 5-Hit Max.

FATALITIES
(Close) ⇨, ⇦, ⇨, ⇩ + HP + BL + Run Fatality #1: Spine Rip
Note: Can also be done by Holding BL + Run while pulling ⇨, ⇦, ⇨, ⇩ and pressing HP
(Outside Sweep) ⇦, ⇦, ⇩, ⇦ + HP Fatality #2: Deep Freeze
(Close) ⇧, ⇧, ⇧ + HK Stage Fatality: Prison Fan
Note: Hold BL to prevent jumping.
(Close) ⇩, ⇩, ⇩ + LK Stage Fatality: Goro's Lair Ceiling Spikes

SUB-ZERO

PROFILE
AKA: Real Name – Unknown
Known Relatives: Great Great Grandfather, Great Grandfather, Grandfather, Father, Older Brother – The five previous holders of the Lin Kuei 'Sub-Zero' name, Mother and Sister – Unknown.
Origin: The United States of America
Occupation: The last remaining member of the Lin Kuei clan.

STORY
The ice warrior returns in the familiar costume once worn by his brother – the original Sub-Zero. He holds secrets passed onto him that could hold the key to stopping the evil Elder God.

Weapon: Ice Sceptre
Description: A club with a large metal handle and sharp edges on the head, glowing blue from inside.
HP (In air) Midair Upward Swing
LP (In air) Midair Downward Swing
HP Swing away from the camera
LP Foot Sweep
⇦ + HP Upward Swing
⇦ + LP Dashing Freeze Stab
Hold BL Block with it
Alternate Weapon 1: Reptile's Battle Axe
Alternate Weapon 2: Liu Kang's Dragon Sword

SPECIAL MOVES
⇩, ⇨, HK Weapon Draw
⇩, ⇨, LP Ice Blast
⇩, ⇦, LP (Can be done in midair) Ice Clone
LP + BL + LK Slide

KOMBOS
Ice Blast, Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Long Jump Kick, Slide, HP, Long Jump Kick, Slide 13-Hit Max.
Vertical Hop Kick, Ice Blast, Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Long Jump Kick, Slide 11-Hit Max.
HK, Ice Blast, Vertical Hop Kick, HP, HP, HK, ⇩ + HP



JAREK

PROFILE
Origin: Unknown
Occupation: Last member of the Black Dragon Organisation.

STORY
Jarek is hunted down by Sonya Blade for crimes against humanity. But with the emergence of a much greater evil, Jarek now fights alongside Sonya and Earth's warriors to help defeat Shinnok.

Weapon: Black Dragon Sword
Description: A large sword with a black handle and large jagged metal blade.
HP (In midair) Midair Upward Slash
LP (In midair) Midair Downward Slash
HP Upward Slash
LP Downward Overhead Slash
⇦ + HP Horizontal Chest Slash
⇦ + LP Long Range Torso Stab
Hold BL Block with the blade
Alternate Weapon: Raiden's Warhammer

SPECIAL MOVES
⇨, ⇨, HP Weapon Draw
⇦, ⇨, LK Cannonball Roll
⇦, ⇩, ⇦, HK Ground Shaker
⇩, ⇦, LP Tri-Blade
⇨, ⇩, ⇨, HP Vertical Cannonball Roll

KOMBOS
HP, HP, HK, ⇩ + HP (Run in) HP, HP (Miss with an Upward Cannonball) LP, Long Jump Kick, Fallback Slam 9-Hit Max.
(Holding Weapon) Heavy Hit (Run in) HP (Run in) HP (Run in) LP, Fallback Slam 5-Hit Max.

FATALITIES
(Close) ⇨, ⇦, ⇨, ⇨ + LK Fatality #1: Heart Rip
(Outside Sweep) ⇧, ⇧, ⇨, ⇨ + BL Fatality #2: Eye Laser
(Close) ⇨, ⇩, ⇨ + HK Stage Fatality: Prison Fan
(Close) ⇦, ⇨, ⇨ + LP Stage Fatality: Goro's Lair Ceiling Spikes



TANYA

PROFILE
Known Relatives: Father – Edenia's ambassador to new realms
Origin: Edenia

STORY
Queen Sindel allows a group of refugees through the portal, but Tanya soon learns that one of the warriors is none other than the banished Shinnok. The once free realm of Edenia is now at the mercy of this vile god.

Weapon: Boomerang
Description: A brown boomerang with four yellow lines and metal bladed edges.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Downward Swing
LP (Can catch it on its way back) Throw Forward
⇦ + HP Horizontal Chest Slash
⇦ + LP (Can catch it on its way back) Diagonal Upward Throw
Hold BL Block with it

Alternate Weapon 1: Sub-Zero's Ice Sceptre
Alternate Weapon 2: Raiden's Warhammer

SPECIAL MOVES
⇨, ⇨, HK Weapon Draw
⇩, ⇨, HP Fireball
⇩, ⇦, LP (In midair) Downward Air Fireball
⇨, ⇩, ⇦, LK Split Kick
⇨, ⇨, LK Corkscrew Kick

KOMBOS
⇧ + HP, HP, HK, ⇩ + HP (Run in) HP, Corkscrew Kick, Jump Kick, Fireball 8-Hit Max.
(Opponent Jumps Toward You) HK, Corkscrew Kick, HP, Long Jump Kick, Corkscrew Kick, LP, Split Kick 7-Hit Max.
HP, HK, ⇩ + HP (Run in) Late LP, Corkscrew Kick, Uppercut 6-Hit 38%
HK, HK, Corkscrew Kick, HP, Split Kick 5-Hit

FATALITIES
(Close) ⇩, ⇩, ⇧, ⇩ + HP + BL Fatality #1: Twisted Kiss
Note: Hold BL during directions, then release and press ⇩ + HP + BL to prevent you from jumping.
(Close) ⇩, ⇨, ⇩, ⇨ + HK Fatality #2: Neck Break
(Close) ⇦, ⇨, ⇩ + HP Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇨ + LP Stage Fatality: Goro's Lair Ceiling Spikes



⇨, ⇩, Hold LP Whirlwind Spin Throw
⇩ + LK (In midair) Dive Kick
⇨, ⇩, ⇨, HP Tornado Lift

FOLLOW-UPS...
⇦, ⇨, ⇩, LK Slam
⇩, ⇨, HK Rising Knee

KOMBOS
HP, HK, ⇩ + HP, Tornado Lift, Drop, HP, Rising Knee 7-Hit
Tornado Lift, Drop, Tornado Lift, Drop, HP, Rising Knee 6-Hit
Tornado Lift, Slam, HP, Hop Kick, Dive Kick (Deliberately miss with it)
⇩ + HP 5-Hit
Spin Throw, Dive Kick, Tornado Lift, Weapon Pull-Out, Slam, Weapon Throw 5-Hit Max.
Dive Kick, Tornado Lift, Slam, HK, Rising Knee 4-Hit Max.
Holding Weapon, Tornado Lift (Late) Light Jump Punch, Tornado Lift, Slam, Weapon Throw 3-Hit Max.

FATALITIES
(Just Past Sweep Range) Tap Run + BL (5 Times) Fatality #1: Crossbow Explosion
(Outside Sweep) ⇩, ⇨, ⇨, ⇧ + BL Fatality #2: Wind Skinner
(Close) ⇩, ⇩, ⇩ + HK Stage Fatality: Prison Fan
(Close) ⇦, ⇨, ⇦ + HP Stage Fatality: Goro's Lair Ceiling Spikes

FUJIN

PROFILE
AKA: God of Wind
Origin: The Heavens
Occupation: Formerly one of four guards in the temple housing the Amulet.

STORY
The God of Wind joins Raiden as one of the last surviving Gods of Earth. He now prepares for the final battle between the forces of good and Shinnok's warriors of evil.

Weapon: Cross Bow
Description: A metal crossbow with a green arrow that fires balls of green energy.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Upward Bouncing Shot
LP Straight Forward Shot
⇦ + LP Downward Bouncing Shot
Hold BL Block with it
Alternate Weapon 1: Jax's & Reiko's Spiked Club
Alternate Weapon 2: Shinnok's Battle Staff

SPECIAL MOVES
⇦, ⇦, LP Weapon Draw



QUAN CHI

PROFILE
Origin: Unknown
Occupation: Free Roaming Sorcerer, Shinnok's Arch-Sorcerer

STORY
Quan Chi uses his black arts to release the evil Elder God Shinnok from his Netherealm confines. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer.

Weapon: Mace
Description: A wooden staff with a large spiked metal ball on the end of it.
HP (In midair)Midair Upward Swing
LP (In midair)Midair Downward Swing
HPOverhead Downward Swing
LPSwing toward the camera (Opponent hits the surface)
⇦ + HPSwing away from the camera
⇦ + LPUpward Swing
Hold BLBlock with the handle
Alternate Weapon 1: Cage's Bowie Knife
Alternate Weapon 2: Fujin's Cross Bow

SPECIAL MOVES
⇩, ⇦, HK Weapon Draw
(Close) BL (In midair) Air Throw
⇨, ⇩, LK Overhead Tele-Stomp
⇨, ⇨, LP Flying Skull
⇨, ⇨, HK Slide Kick
⇨, ⇦, HP (While the opponent is holding a weapon) Weapon Steal

KOMBOS
Vertical Hop Kick, HP, HP, HK, ⇩ + HP (Run in) HP, HP, Overhead Stomp 8-Hit Max.
Vertical Hop Kick, HP, HP, HK, HK, Weapon Pull-Out, Light Jump Punch 7-Hit Max.
(In corner) Vertical Hop Kick, Vertical Hop Kick, Light Jump Punch, LP, Air Throw 5-Hit Max.
HP, HP, HK, Steal Weapon, Use Weapon 4-Hit TBD
Note: The above Kombo's damage depends on the weapon stolen.

FATALITIES
(Close) Hold LK (5 seconds) ⇩, ⇨, ⇩, ⇨ + Release LK Fatality #1: Leg Rip
(Outside Sweep) ⇧, ⇧, ⇩, ⇩ + LP Fatality #2: Second Fatality Mimic
(Close) ⇨, ⇨, ⇩ + HP Stage Fatality: Prison Fan
(Close) ⇨, ⇨, ⇦ + LK Stage Fatality: Goro's Lair Ceiling Spikes

SONYA

PROFILE
AKA: Real name – Lt Sonya Blade
Known Relatives: Father – Major Herman Blade, Mother – Erica Blade, Twin Brother (Deceased) – Daniel Blade
Origin: Austin, Texas, USA
Occupation: A Lieutenant in the US Army, leader of a Special Forces Unit.

STORY
Sonya's mission leads her to join Liu Kang on his quest to help the Thunder God, Raiden. She must survive long enough to warn her government of the dangers created by Quan Chi.

Weapon: Wind Blade
Description: A windmill with spinning sharp-edged metal blades and a black handle.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Uppercut Swing
LP Downward Swing
⇦ + HP Horizontal Chest Spin Slash
⇦ + LP Hold Forward To Shred
Hold BL Block with the handle
Alternate Weapon 1: Kai's Ghurka Knife
Alternate Weapon 2: Quan Chi's Mace

SPECIAL MOVES
⇨, ⇨, LK Weapon Draw
⇩, ⇨, LP Energy Ring Blast
⇩ + LP + BL Leg Grab
⇨, ⇦, HP Square Wave Punch
⇦, ⇦, ⇩, HK Vertical Bicycle Kick
(Close) BL (In midair) Air Throw
⇦, ⇩, ⇨, LK Front Flip Kick

KOMBOS
HP, HP, HK, HK, Cartwheel, LP, Cartwheel, Long Jump Kick, Air Throw 9-Hit Max.
HP, HP, HK, HK, Cartwheel (Run in) LP, Cartwheel, Jump Kick 8-Hit Max.
HP, HP, HK, HK, Cartwheel (Run in) LP, Cartwheel, Air Throw 8-Hit Max.
HK, HK, Cartwheel, HK, Cartwheel, Square Wave Punch 8-Hit Max.
HP, HK, ⇩ + HP (Run in) HP, Cartwheel, Hop Kick, Air Throw 7-Hit 38%
(Near corner) HK, HK, Cartwheel (Run in) LP, Cartwheel, Bicycle Kick 6-Hit Max.
HK, HK, Cartwheel (Run in) LP, Cartwheel, Ring Blast 6-Hit Max.
HP, HK, HK, Cartwheel, Hop Kick, Air Throw 6-Hit
HK, HK, Cartwheel, Jump + HP, Air Throw 5-Hit

FATALITIES
(Sweep) ⇩, ⇩, ⇩, ⇧ + Run Fatality #1: Exploding Kiss
Note: Hold BL to prevent jumping.
(Outside Sweep) ⇧, ⇩, ⇩, ⇧ + HK Fatality #2: Leg Grab Body Split
(Close) ⇩, ⇦, ⇦ + HK Stage Fatality: Prison Fan
(Close) ⇨, ⇩, ⇨ + HP Stage Fatality: Goro's Lair Ceiling Spikes

GORO

PROFILE
Position: Sub-boss
Known Relatives: Father – King Gorbak, Mother – Queen Mai (one of seven wives)
Origin: Kuatan, the 4th Astral Plane of the Shokan Province in the Realm of Outworld (its form at the time of his birth)
Occupation: Former Prince of Kuatan and Ruler of the Shokan Armies.

STORY
The half-human dragon stood as Shang Tsung's protector in the first tournament. Goro took the Mortal Kombat title from the original Kung Lao, only to lose it nine generations later to Lao's descendant, Liu Kang.

WEAPON
Goro has no weapons of his own. However, he can pick up an opponent's dropped weapon.

SPECIAL MOVES
⇨, ⇦, HP Fireball
⇨, ⇨, ⇦, HK Tele-Stomp
⇦, ⇨, ⇩, ⇩, HK Ground Shaker Stomp
⇨, ⇨, HP Two Hand Swipe
⇩, ⇩, HP Super Uppercut
⇦, ⇦, HK Lunge Kick

NOOB

PROFILE
Position: Unknown
Known Relatives: None
Origin: Unknown
Occupation: Unknown

STORY
Very little is known about this secret ninja.

Weapon: The Scythe
Description: A long wooden staff with a small moon-shaped blade on the end of it.
HP (In midair) Midair Upward Swing
LP (In midair) Midair Downward Swing
HP Upward Swing
LP Downward Swing
⇦ + HP Horizontal Torso Swing
⇦ + LP Straight Forward Stab
Hold BL Block with it

SPECIAL MOVES
⇨, ⇨, HK Weapon Draw
⇩, ⇨, LP (Can be done in midair) Fireball
(Close) BL (In midair) Air Throw
⇩, ⇧ Teleport

FOLLOW-UPS...
BL Throw
HP or LP Punch
HK or LK Kick

KOMBOS
(Jump in) HP, HK, ⇩ + HP, Fireball 5-Hit 23%
HP, HK, ⇩ + HP, Fireball 4-Hit 16%

FATALITIES
(Close) ⇨, ⇦, ⇩, ⇩ + HK Fatality #1: Torso Rip
(Outside Sweep) ⇦, ⇦, ⇩, ⇦ + HP Fatality #2: Deep Freeze
(Close) ⇩, ⇦, ⇦ + HK Stage Fatality: Prison Fan
Note: Hold BL to prevent jumping.
(Close) ⇨, ⇩, ⇨ + HK Stage Fatality: Goro's Lair Ceiling Spikes

FATALITIES
Goro has no Fatalities, he's a real sub-boss. To make up for this, he has an above average number of Special Moves which although tricky to pull off, can prove devestating.

WHY WORK FOR DON KING WHEN YOU COULD WIN EVERY FIGHT UNDER OUR MANAGEMENT? JUST FOLLOW POWERSTATION'S HANDY GUIDE

VICTORY BOXING 2

SECRET FIGHTERS

JACKAL STYLE: OPEN
Jackal's the comeback king. After five years on a beach in Tahiti, his bank balance was wearing a bit thin, so he is back again for the cash. Jackal takes his time to work round a guard, then sets himself up for a deadly combo in the dying seconds of the round. Deal with his open style using fast punches.

BRUCE JONES STYLE: OPEN
With fancy footwork and an attitude, Jones can hit fast and hard. He has high stamina so his punches maintain their strength through the bout. Use swift movement to corner him against the ropes and pen him in with jabs. Watch out for his guard-breaking punches, as he will use them a lot when cornered.

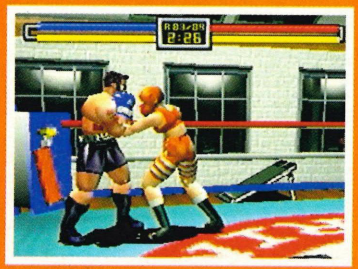
VINNY FATONI STYLE: PEE-KA-BOO
This guy is one of the league leaders. He has one hard punch so don't mess about with him. When he gets in a blow, it'll probably put your lights out! Go straight for the kill and keep him pinned with a few combinations. If he does knock you down, use the killer punch to fight back – it might not work but it's the only chance you have!

OLD SONNY LISTER STYLE: OPEN
Good agility and reasonable power come with age, and Mister Lister is no exception. He takes his time and checks his targets before landing huge punches. This slow but steady approach can be beaten by repeatedly pressing the punch button. This way, every time he drops his guard to throw a punch, he will be hit.

FIGHTING STYLES

PEE-KA-BOO

Good for beginners, this defensive style covers the face with both hands when not attacking, hence the name. What it lacks in speed, this style gains in power. Use it to dive into the opponent and throw repeated punches at them.



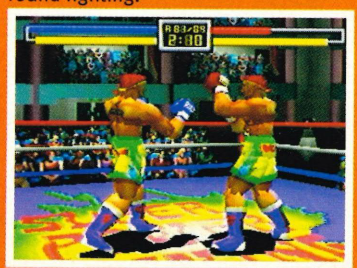
DETROIT

This attacking style leaves the left arm low, relying more on agility to dodge blows. With speed and reach but lacking power, this is a stance for the advanced. The recommended technique is to hit and move away, keeping your distance.



OPEN

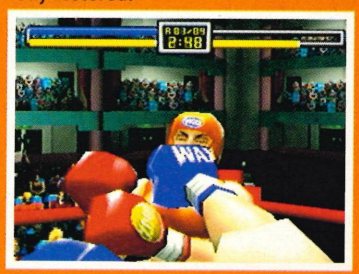
A compromise, this is well balanced between defence and attack. Hence it's a suitable stance for the intermediate player, enabling good all-round fighting.



GUAGES

GUTS GUAGE

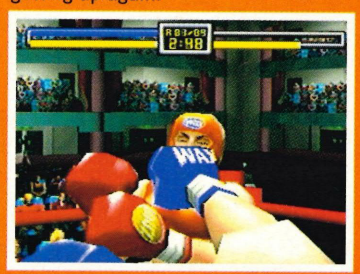
The top energy bar is the guts gauge (or brain damage bar). This represents the consciousness of the fighter (if not his intelligence). The gauge is depleted through constant punching or taking digs to the head. When it is low, your fighter's punches will lack accuracy when thrown, so just back off to the edge of the ring until it is fully restored.



If a fighter is struck in the head when the gauge is down to zero, they will be floored and given a ten count to get up. This can be dangerous when your life gauge is low, so keep your head covered and hang on for the bell!

LIFE GUAGE

The life gauge is the most vital of the two bars. This yellow line is reduced by punches to the abdomen and by being knocked down. If the bar is low, the guts gauge will recover slowly. The life gauge is only healed at the end of each round, so watch those low blows. If a boxer is knocked down with a low life gauge, odds are that he won't be getting up again!



It's worth wearing down large fighters with a few gut jabs, as their huge stamina means they will recover faster if not kept in check.

KNOCKDOWN GUAGE

When a boxer hits the canvas, the knockdown gauge will appear. Hit all the buttons on the pad repeatedly to pull his butt off the deck. If the boxer's life gauge is low, this bar will recover slowly, increasing the chance of a knockout.



Concentrate on head blows when your opponent's life is low, to make him eat canvas.

KILLER PUNCH

After recovering from a knockdown, a boxer will earn a killer punch. This is basically a way of turning the fight around if your boxer is taking a beating (or if the CPU player is looking for a cheap win!) Killer punches are used when a special punch is thrown. They hit with twice the damage of a regular punch and can produce an instant knockout if they floor an opponent.



Wait until your fighter has at least three killer punches, then use them in quick succession to produce a spectacular finish.

DEFENCE

Naturally, the best way to successfully avoid an attack is to put a lot of distance between you and your opponent. Unfortunately this doesn't allow you to attack with any degree of success. Most fighters attack with a set pattern of moves. Try to learn this pattern in the first few rounds and it will help you to anticipate whether to use a high or low block.

By pressing ⇨⇨ on the pad, it is possible to duck under the other fighter's punches and deliver one of your own. This move is useful if you are fighting with a Detroit-style boxer.

Always make sure your fighter has plenty of room to manoeuvre. This will prevent more agile fighters landing punches to the side of your guard, where they cannot be blocked. If you get backed up onto the ropes, knock the other fighter down as quickly as possible, so you can return to a neutral corner and get back into the fight.

DON'S DODGY TIPS

1. Combination punches are the key to victory. Stop the other fighter with a cheap jab, then wade in with a flurry of fists. Don't forget to mix and match punches as the other fighter will invariably wise up if hit with the same attack repeatedly.
2. By tapping ⇧ or ⇩ while throwing a punch, you can throw a hook round an opponent's guard. These are slower than average punches but can often catch an opponent by surprise. Use them to break down a guarding fighter before going in for the kill.
3. Use rapid body blows to hack down the other fighter's life bar. Not only will this reduce their punching power but it will also make them easier to knock out. Also, an opponent with low life will instinctively block their body, leaving them wide open for a knockout smack to the mush!
4. The most important punch landed is the knockdown punch. If this is powerful, the decked boxer will take longer to recover. If the knockdown punch is a killer, then the other boxer has no chance of getting up.
5. Having a good manager with a decent haircut is important. Only by allowing such an individual run your affairs can true riches be gained. You are also a lot less likely to get hurt if you do!

WORLD CLASS

SONNY LISTER
RANK: WORLD CHAMPION
STYLE: OPEN



Sonny is the mother of all badasses. He has major stamina and a life gauge that just won't be dented. Use footwork to get round his guard and wear him down. Try and throw a few killer punches when he moves towards you as he becomes very vulnerable when he ducks his head.

IVAN BANE
RANK: ONE
STYLE: DETROIT



The Latin lightning has very little in the way of defence. Instead he will go in fast and deliver a couple of combos before retreating out of harm's way. Use his dodgy defence to your advantage. Wait until he goes into a combo then run towards him as he retreats, and use one of your own.

CAROL ANN BANTAM
RANK: TWO
STYLE: PEE-KA-BOO



This battling babe is a body blow specialist. Her killer punches take off an exponential amount of energy. She has a bad habit of lunging in with a sharp punch, this can be exploited by a wily player. Wait for her to build up for a lunge, then swiftly tap the punch buttons to halt her advance.

HENRY 'SLATE' DYSON
RANK: THREE
STYLE: OPEN



Dyson is another boxer that fights well under pressure. To begin with, he will only throw a few speculative punches to get a reaction. When he hits the floor, however, he will be in your face like a raging bull. If you put him down, make sure he doesn't get back up.

MIKE SELDON
RANK: FOUR
STYLE: OPEN



Mike Seldon, AKA Mr Durability, has the stamina of a bear. He constantly has his guard up and rarely opens himself out to be hit. His high stamina means he won't be knocked out easily, so be prepared to go the distance. Concentrate on landing cheap jabs as these count for points at the end of the bout.

JAMES GALE
RANK: FIVE
STYLE: DETROIT



The safest place to be when there's a hurricane is in the middle of it – so stay close! The Hurricane is a killer punch specialist. If you knock him down, he will come back with a massive knockout blow. Chip away his life bar with gut jabs and only go for the knockout out when you are sure he won't get back up.

AIDAN MINTER
RANK: SIX
STYLE: PEE-KA-BOO



Aidan doesn't know the meaning of the word 'guard'. He uses constant attacks and lightning footwork to achieve fast knockdowns. This is his main weakness. If you are using a fast boxer, try and outpunch him. Otherwise stay low and catch him off guard with a special punch.

PEKOLA CHOKOLA
RANK: SEVEN
STYLE: DETROIT



This pretty little thing dances round the ring like Muhammed Ali. She will maintain a good distance between herself and her opponent whilst looking for an advantage. As the player closes in on her, Pekola will work her way round and attack them from the sides. Get her against the ropes and she'll soon be spitting teeth.

MARVIN WOODS
RANK: EIGHT
STYLE: PEE-KA-BOO



'Slow and steady' (but not starvin') Marvin can take the hardest punches with a smile. He is quite content to sit and wait for his opponent to make a mistake before diving in with the winning blow. The best way to tackle Marvin is to get round his sides and deliver some combos: he won't even see you coming.

LEON MOORER
RANK: NINE
STYLE: OPEN



Leon is as fast as he is accurate. He can counter most attacks with his speedy hooks and put your boxer on their back in the process. Leon likes his good looks and always prefers to protect his face instead of his body. Use this to your advantage and beat him with body blows.

PAUL WISEMAN
RANK: TEN
STYLE: PEE-KA-BOO



As boxers go, Paul Wiseman is a savage fighter. He uses repeated attacks and sharp uppercuts to disguise his poor guarding ability. Try to keep him at a distance with jabs. If he gets close, time his attacks and you can land a few huge punches while he is gasping for breath.

NATIONAL CLASS

DOMINIC DURAN
RANK: NATIONAL CHAMPION
STYLE: DETROIT



Dominic can keep most boxers at bay with his long reach and powerful punches. He is severely lacking in stamina, though, so try to wait him out. Use a few gut punches to keep him on his toes and guard high until the third round, then strike high and fast. If your timing is right he won't stand a chance.

MELDRICK MANSON
RANK: 1
STYLE: PEE-KA-BOO



Ensure you are well guarded if Manson gets close to you, because his punches can knock down walls. Manson's main weakness is his poor eyesight. Manoeuvre at a distance and rush him with a combo. Do this often and you should win on points, without ever putting your boxer in danger.

LENNOX HEDGES
RANK: TWO
STYLE: DETROIT



Lennox is a veteran of the back-off school of boxing. He will hit from long range, then back away out of reach before you can retaliate. Hedges can be quite difficult to hunt down and back into a corner, but that is the only way this long-armed fighter can be beaten. Keep him in the corner and pile on the gut jabs to finish him off.

JUSTICE RYAN
RANK: THREE
STYLE: OPEN



Justice is quick to recover from most blows, so keep piling them on. Make sure her life gauge is well reduced before putting her down or she will get up looking for blood. She is quite apt at fitting a killer punch in between her combos, so be very wary of them whilst you are guarding.

DAVE PERRY
RANK: FOUR
STYLE: OPEN



Punches like a fairy with clothes to match. If Mr Perry is an animal, then he is Gordon the gopher. Use any rapid set of punches to knock this poor fighter to the floor time after time. Eventually he won't get back up. Even if he does manage to hang on to the end of the fight, you will be sure to win on points.

DON BROWN
RANK: FIVE
STYLE: PEE-KA-BOO



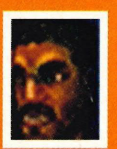
Mr Brown has some forceful attacks at his disposal. He will use these to back you into a corner to deliver the winning punch. Try and work your way behind him and catch him off guard. Exploit his slow speed and use rapid punches to beat down his life bar, before going round the side for the knockout blow.

PAC NILE
RANK: SIX
STYLE: PEE-KA-BOO



Use quick dodges and lunge punches to outfox this boxer. The quicker you move, the harder he'll try to keep up with you, making him easy to catch off guard. Don't stay still for too long whilst fighting Nile or you may fall foul of one of his guard-breaking combos.

ROB WHITE
RANK: SEVEN
STYLE: PEE-KA-BOO



Mr White is a fighter who likes to go the distance. He will usually try to score as many hits as possible to boost his points score. Try to take him by surprise with a few body blows and work on knocking down his life bar. If that doesn't work, keep firing punches at his head and beat him on points.

SAM KENNEDY
RANK: EIGHT
STYLE: OPEN



This dude is a mover, not a shaker. He will invariably try to round your guard and put you on the mat with a sneaky hook. He'll also mix and match his high and low attacks, making them difficult to guard against.

Go for an all-out attack and his poor guard will fold.

EUSIBIO PEDROZA

RANK: NINE
STYLE: PEE-KA-BOO



Consistency is Pedroza's strong point. He will keep attacking right until the final round. His constant punching will keep any opponent hiding behind their guard. Concentrate on hitting him in the gut when he has just thrown a string of punches. He'll continue to attack, even when he is low on energy, so keep up the pressure.

JOHN SMITH

RANK: TEN
STYLE: OPEN



Like his beery namesake, John Smith fights with no gimmicks. He only strikes on the counterattack, making him hard to take out using straight shots to the head. The best way to put him down is to wait until he taunts, then land a few killer punches. If he still won't drop, use single gut punches.

LOCAL FIGHTERS

JIMMY JACSON

RANK: LOCAL CHAMPION
STYLE: PEE-KA-BOO



'Turbo' is more slippery than a greased chicken. Time and again he will weave and roll past your attacks. He'll always try to outflank the opposing boxer to deliver a few illegal rabbit punches. Close him down and force him onto the ropes.

RICK TIGER

RANK: ONE
STYLE: PEE-KA-BOO



Sheer stamina is Rick's main weapon. He will keep up a relentless attack pattern whilst recovering quickly from most knockdowns. Use quick jabs to break into his attacks and disorientate him. He will always punch himself out and hang on for the bell at the end of the round, so be sure to score some points on him then.

SWEET WINSTON

RANK: TWO
STYLE: PEE-KA-BOO



Winston is another fast fighter with a poor guard. He can sometimes catch you unawares with a sharp flurry of punches. Run straight at him and pile on the punches. Eventually he will get tired of being hit and go on the counterattack. Continue jabbing away and he will walk into most of your attacks.

JIMMY DOUGLAS

RANK: THREE
STYLE: DETROIT



This boxer starts the game as a fairly poor fighter, but if he makes it into the top four of the league he will develop enough skill to pose a problem. Fight him as soon as possible to send him down the rankings. Once Jimmy is down, he will be too busy trying to pull himself up.

JULIANA VAN HORNE

RANK: FOUR
STYLE: DETROIT



Probably the faster boxer in the ring, Van Horne can beat most opponents by throwing combo after combo before they can do anything. She can't take much of a beating so try and get her in the corner (oo-er!) and land a meaty one in her gob (you what?!)

BENNY 'BULLIT' BASS

RANK: FIVE
STYLE: PEE-KA-BOO



Benny lives up to his 'Bullit' name tag. If he hits you in the right place it's goodnight Vienna; otherwise his blows will just glance off. Stay covered and throw punches at a distance. If you get too close he might just throw the winning punch without you even realising it

ALEXA ARGUELLO

RANK: SIX
STYLE: OPEN



With a long reach and powerful right, Alexa has the timing and patience to wait for the other boxer to make a mistake before attacking. Dazzle her with punches right from the start and she will be quickly worn down. Don't let her get too far away or she'll counterattack with a few duck punches.

DUKE JEFFRA

RANK: SEVEN
STYLE: OPEN (T)



Duke is the poorest boxer in the entire game. He can be knocked out in the first round almost without fail. Instead of going for a quick knockout, try out any special moves or combos on him. As a boxer he sucks; as a punch bag, accept no substitute!

SPECIAL PUNCHES

During Title mode your trainer will teach you a special punch every time you reach a certain rank. These moves can be used in conjunction with a killer punch to produce knockouts.

DETROIT UNIVERSAL

Wipeout Jab	R1

Punch from a slight distance and get your opponent at the start of the bout.

Slash Axe	R2

Hit it down from above the head. Land this one from your opponent's blind spot.

Deadly Arrow	⇦+R1

Come in on the rebound and throw this tough blow. Step in big from the weave and throw the punch.

DETROIT (A) (HEDGES)

Tiger Swing	⇨+R2

Hit it by stepping in with the left foot. Jump further in towards your opponent's chest.

Spiral Anchor	⇨+R1

Destroy your opponent's guard using your whole body as a spring.

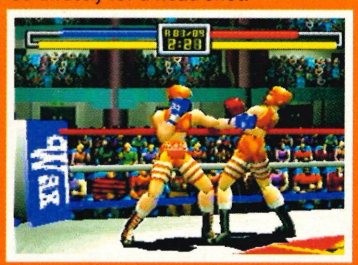
DETROIT (B) (HORNE)

Blind Shot	⇧+R1

Throw it in synch with the opponent's punch for maximum effect. Come blind-side of the opponent and give it your all.

Dizzy Kiss	⇨+R1

Go directly for a head shot.



OPEN UNIVERSAL

Smash	R1

The best way to catch your opponent at the start. Aim for the face and thrust up from below at a slight angle.

Heavy Upper Blow	R2

Power-packed blow from a low position.

Stealth Knuckle	L1/L2, R1

Aim for the face and hit from a ducking position.

OPEN (A) (PERRY)

Grind Burst	⇧+R2

Hit the side of the opponent from a low position.

Cork Screw	⇨+R1

Hit it with a twist. This one'll hit worse than a Monday morning hangover!

OPEN (B) (ARGUELLO)

Lynx Scratch	⇦+R1

Hit it downwards from a big take-back.

Moderate Step	⇨+R1

Hit it from just above the ground. Look to get inside the guard again on this one!

OPEN (C) (DYSON)

Idaten Straight	⇨+R2

Bend your body and throw it.

Ikazuchi Otoshi	⇨+R1

Blow away the guard and all.



PEE-KA-BOO UNIVERSAL

1 Froggy Rocket	R1

Sink deep and throw it as you jump up. A good way of catching the opponent at the start.

2 Full Metal Jacket	R2

Nasty one coming from a blind spot. Hit it at the same time as you jump in forward.

3 Selor Upper	⇨⇨+R1

Use the rebound and hit this tough one. Jump slightly forward from the dash, ducking and throwing the punch.

PEE-KA-BOO (A) (MANSON)

Nitro Blast	⇨+R2, R2

Initially, hit it as you step in. Throw a hook using the force pulling back.

Magnum Impact	⇦+R2

Twist the upper body, step in and hit hard. Blow away the guard if you can.

PEE-KA-BOO (B) (BROWN)

Dragon Breeze	⇨+R2, R2

Pack the punch with power, step in, and hit it. Throw a straight, but watch your ring positioning.

Pendulum Upper	⇦+R2

Hit it with a pendulum rotation of your arm. Take out the guard with this one.

PEE-KA-BOO (C) (WOODS)

Oni-Musou	⇨+R1

Move your foot forward and hit it up diagonally.

Tengu Zuki	⇨⇨+R2

Jump up from a dash, ducking and hit it. Go through the guard with this one.



S.C.A.R.S.

SPLIT-SCREEN FOUR-PLAYER RACING HAS HIT THE PLAYSTATION IN SUPERB STYLE. AS USUAL, WE'VE GOT IT SUSSED – EXCEPT WHAT THE HECK 'SCARS' STANDS FOR!

PICK-UPS



BULLETS
This basic weapon gives you three shots at your rivals, but you have to aim them. Handy for shooting away hazards, though.



BOOMERANG
Charge it up for three automatic shots at nearby opponents. It'll automatically fire backwards at any behind you too.



TURBO
You get three bursts of acceleration from this nifty power-up. Make sure you're on a fairly straight piece of track before activating it, though.



SEEKER
The best missile weapon, this homes in on the leading rival. Look out for Seekers when far behind, it might be your only chance.



MAGNETS
These can really delay your enemies. Charging the Magnet up makes its 'legs' spread out more, making it harder to avoid.



BOARD
Unsurprisingly, this no-entry barrier stops vehicles in their tracks. Charging one up fires it further into the distance.



STINGER
Similar to the Board, this stuns the victim, affecting its steering for a couple of seconds. Charge it up to fire it further ahead.



SHIELD
Activate this and you'll be invulnerable for a few seconds. Very useful for when you're leading, use it when approaching hazards.



DYNAMITE
Although you can't fire other weapons when holding this, wait till the countdown reaches about '02' before chucking it to a rival.

CHALLENGE MODE

Every time you win one of the Cups, you get a chance at the next head-to-head Challenge. Beat your opponent and you can then select his car. The final Super Challenge pits you against four opponents.

Challenge	Opponent	Track
Carbon:	Scorpion	Island
Crystal:	Cobra	Ski
Diamond:	Cheetah	Mountain
Zenith:	Panther	Water
Super:	4 Cars	Blade

QUICK TIPS

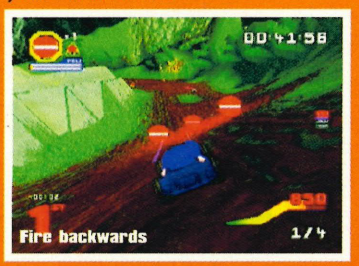
• The usual turbo start trick works on SCARS. Simply time your press of the accelerate button right on the green light for a blistering start.



• You can hold the fire button to charge weapons to higher power (indicated by the yellow bar) to increase their effect or range. Don't bother charging up the shield or turbo, though.
• You can use bullets to shoot opposition weapons, such as magnets and stingers, but it's usually better to jump/dodge them and leave them to catch out other rivals.
• Pressing accelerate and brake buttons together activate the handbrake – useful for power-drifting round bends. You can hold the buttons for an even greater effect. Mastery of the handbrake is a key to success in the game.



• Watch out you don't hit your own magnets and stingers etc – best not to fire them unless there's a car fairly close in front, to hit the hazard before you do.
• By placing Stingers, Boards and Magnets on hills your opponents will not be able to jump over them. Another good trick is to place them in narrow tunnels and tight corners where they will be hard to avoid.
• Use the reverse view to fire backwards at your opponents. However, seekers and boomerangs can target rivals behind you automatically, so try to grab them if you're in the lead.



• In Grand Prix mode, you don't want to finish third and collect a measly four points, it's better to end the game before the finish, then retire and try again.
• If you lose a credit on the first race, you may as well quit and restart. Come to think of it, if you don't come first, you're better off doing this.
• When you've got dynamite, hold onto it until it counts down to about '02' before firing it onto an opponent – they'll then have no time to chuck it back.
• The easiest way to win Grand Prix races is to turbo-start to an early lead, then keep firing hazards backwards to stop the opponents catching up.
• On Challenge mode, just try to stay close to your opponent. Then, just before the finish, bombard him with your weapons, so you can nip past and win.

DRIVE IT!

There are nine cars in total, each based on an animal. Only five are selectable to start with: the extra ones are gained by winning in Challenge mode.

LION
Acceleration: 4
Speed: 5
Grip: 7
Armour: 5
Weapon: 5



A fair all-rounder, the Lion is good for novices, but far too slow to compete in the later races.

MAMMOTH
Acceleration: 5
Speed: 4
Grip: 8
Armour: 8
Weapon: 8



This lumbering leviathan is great for gripping the road, but on the slow side.

RHINO
Acceleration: 8
Speed: 4
Grip: 7
Armour: 8
Weapon: 5



What it lacks in top speed, it makes up for in acceleration, grip, and armour.

SHARK
Acceleration: 6
Speed: 6
Grip: 1
Armour: 2
Weapon: 8



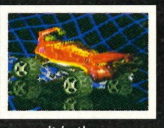
Slides all over the shop and is vulnerable to attack. Decent speed and power though.

MANTIS
Acceleration: 7
Speed: 6
Grip: 5
Armour: 2
Weapon: 5



The fastest of the initial five vehicles, this is recommended for the Carbon Cup.

SCORPION
Acceleration: 7
Speed: 7
Grip: 8
Armour: 5
Weapon: 8



More like it. Once you've won it in the Challenge, use it in order to compete in the Crystal Cup.

COBRA
Acceleration: 6
Speed: 8
Grip: 3
Armour: 5
Weapon: 8



Boasts a higher top speed than the Scorpion, but can you handle its slithery grip?

CHEETAH
Acceleration: 8
Speed: 9
Grip: 8
Armour: 2
Weapon: 5



Built for sheer speed, this is recommended to keep ahead of the pack in later races.

PANTHA
Acceleration: 10
Speed: 10
Grip: 10
Armour: 10
Weapon: 10



The ultimate SCARS dream machine, this sleek beast is superb in every department.

WIRED UP

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SMALL SOLDIERS





This one has come on quite a bit since our last coverage in issue 35. On this page you'll see some of the first split-screen, two-player shots of *Small Soldiers*, a mode which will hopefully greatly extend the life of this giant movie license. As it draws nearer to the time when the code will have to be submitted to Sony for approval before being duplicated, packaged and sold at the end of October, there is as yet no sign of the ambitious four-player (by way of either link-up or split-screen) that the developer had hoped could be included. Whatever problems crop up, this is one game that just can't get caught up in months of release date delays that are still common – the movie goes on general release here in October, and the video game must go out at the same time, as has been planned since the beginning of the project.

While it won't be treading on the territory of *Saving Private Ryan* in the Oscar categories, the film is expected to be a Very Big Deal upon release, and the game is just one part of a huge merchandising plan to fill your life with everything *Small Soldiers* related.

The business of laying traps for your military-trained enemy, the Commando Elite action figures, and sending your own troops in while engaged in live shoot-'em-up combat should help set this game apart from the numerous stinking, shallow platform or adventure licenses that have gone before. At least we hope so...

PUBLISHER:	Electronic Arts
GENRE:	Strategy/Adventure
PLAYERS:	1-2
% COMPLETE:	75%
RELEASE DATE:	October '98

INNOVATIVE FOOTIE SIM OR JUST PLAIN STUPID?

LIBERO GRANDE

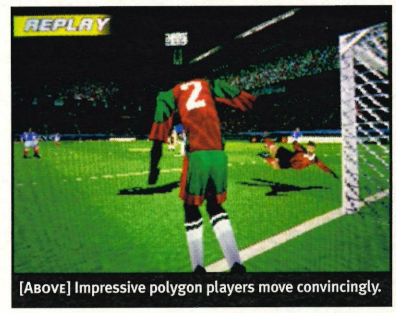
Glenn Hoddle probably once said: "It's not about the individual, it's about the team." He probably felt a bit daft when he was pressured to play Michael Owen and Mr Posh Spice aka 'Twitchy Leg' Beckham. He probably would also like to get a load of this. Probably.

Taking football games further on consoles can not go on indefinitely and be improved that much. Graphics can improve, teams can change, but nothing fundamental happens... until now.

Libero Grande (No, not a big camp piano player!) is a new twist on football games. Taking the part as one player in midfield, it is then the idea to train him up, teach him moves and gain respect and trust within the team. His career can be aimed towards being a goal scorer, all rounder or anything you choose him to be. As he grows into his role he will then have to deal with new strategies, working out the opposition and watching his team mates to see which would be the best man to play the situation. All these elements make Libero Grande look very interesting and will be welcomed to those looking for a change in the football genre.



Other aspects include 32 world teams, ten selectable players to train, over a hundred different moves including trick moves, dummies and individual player techniques aaand (take a depth breath)...



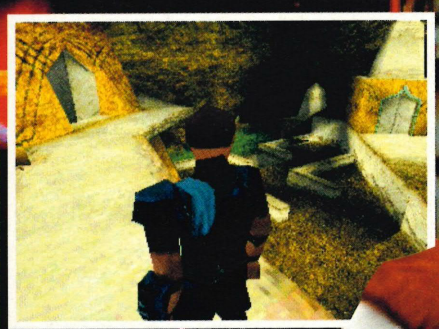
[Above] Impressive polygon players move convincingly.

it's Dual Shock compatible. *Libero Grande* is aimed at being such a realistic football sim, that it'll probably smell of oranges when loading and share a bath with you when you've completed it. Looks tasty.

PUBLISHER:	Sony
GENRE:	Arcade Football sim
PLAYERS:	1-8
% COMPLETE:	60%
RELEASE DATE:	TBA

TRAPPED IN AN ALIEN WORLD AND BODY SWAPPING FOR FUN!

OMIKRON





Stopping an evil soul-collecting demon, in a distant galaxy, using someone else's body isn't going to be easy. But hey, sounds like a challenge right? Viewed in third-person perspective like the *Tomb Raider* series, *Omikron* looked mighty fine at the recent ECTS, and could be one to watch...

Set on the alien world of Omikron, Eidos's new game requires not only puzzle and shooting expertise, but also the ability to fight, *Tekken* style, and use the old grey stuff at every twist and turn. Helpfully, you are able to switch bodies with other characters in the game to help you on your quest. This body swapping ability happens when you die, and you then take over the body of the last person you touched. Later on in the game, spells are available that do the same job.

Omikron's graphics are stunning, with fully motion captured characters and city streets that spread off into the horizon without a hint of pop-up to be seen. This will be one game that everybody should be keeping their eyes on because it looks like it's going to be a right little stunner.

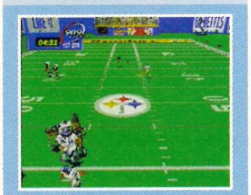
PUBLISHER:	Eidos
GENRE:	Puzzle/Adventure
PLAYERS:	1
% COMPLETE:	60%
RELEASE DATE:	March '99

DRAGON SEED



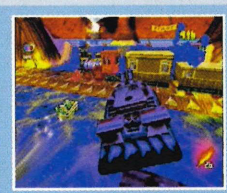
Remember *Monster Rancher*? Well Jaleco has taken the theme of raising a monster to another level with this interesting dragon-rearing little number. The twist is that you can use random memory card save games to generate new and varied beasts.

NFL GAMEDAY '99



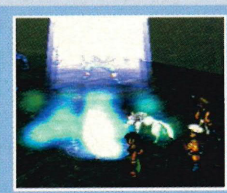
More American football bust and grind with this new NFL update. The engine will support up to eight players simultaneous play, new TV-style presentation and commentary of ex-NY Giants head-coach, Phil Simms.

DEAD IN THE WATER



ASC Games follows up its frantic 3-D blaster, *One*, with this water racing white-knuckle ride. It will feature a whole host of vehicles that can be upgraded and enhanced as the trophies pile up, and 13 different characters with their own styles.

SUIKODEN 2



More 2-D RPG goings on, this time with more characters, more lands to visit, more bad guys to beat within an inch of their lives and generally more of what went before. Considering how good the first was, can't be bad.

AH, AH, AH, AH, STAYING ALIVE, STAYING ALIVE!

BUST-A-GROOVE





[ABOVE] Style's everything in *Bust-A-Groove*. That's bad style, from flares to hair to underwear, probably. We loved it.

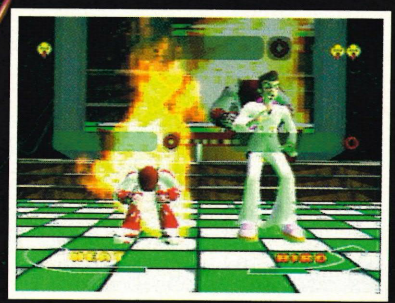
Get on your platform shoes pop-pickers, because those dance-tastic Japanese programmers, Enix, are about to borrow those bell-bottoms from PaRappa and hand a sizzling party package to Sony for us Europeans to savour.

Bust-A-Groove is a fairly similar style of game to *PaRappa* only your character isn't rapping, they're shaking their booty. Choosing from eight basic characters with four secret ones to find, it's then up to you to control your dancer, attempting to out manoeuvre your opponent and steal their spotlight. Every character has a different style of dance to master, including a John Travolta look-a-like called Hiro and a guy built like a multistorey car park called Robo-Z. They all look sweet as a nut too, sliding, spinning and generally showing off with the greatest of pleasure. Kitty-N the cat-suited dancing queen performs some really juicy moves, the likes of which are normally seen in the basement bars of Soho.

Where *Bust-A-Groove* seems to better that pooch *PaRappa* is with the introduction of a two-player mode where you can compete against a friend and perform special combo 'Dancer attacks' on them. Groovy.

Other glittery goings on include a choice of 12 tunes, solo dances and the chance to use the rhythm in order to graduate to harder moves during your dance. The harder moves will then mean higher points if pulled off correctly and in time to the commands.

We reviewed it on import several months ago, but with a new soundtrack to better suit us Westerners, *Bust-A-Groove* looks all set to spill blood on the dance floor. What do you mean lame, sucker?





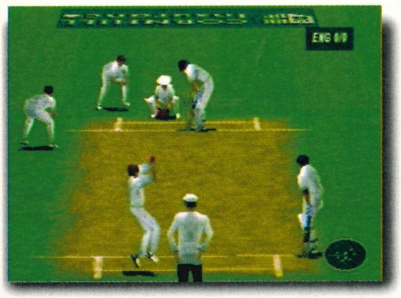
PUBLISHER:	Sony
GENRE:	Party
PLAYERS:	1-2
% COMPLETE:	100%
RELEASE DATE:	October '98

GO ON BOYCOTT, SAY SOMETHING CONTROVERSIAL!

BRIAN LARA CRICKET

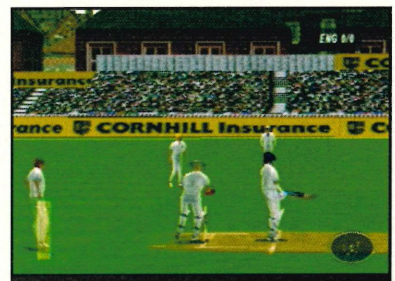
The distant sound of leather on willow followed by polite applause is synonymous with the ancient game of cricket. The *Brian Lara* series is equally as recognised as being the definitive cricket gaming experience, albeit the only one!

Cricket though, isn't everybody's idea of a rip roaring gaming, in fact, watching a coat of emulsion get to work is sometimes more interesting. That's why those guys at Codemasters have thrown a great deal of hard work into their latest offering and very promising it looks too. Featuring tournament styles from village cricket to the world series, and 240 real international cricketers the scale of BLC looks mighty fine. The weather, as with anything cricket, also plays its part, affecting pitch conditions and lighting depending on the country the match is being played in. England will probably be underwater then.



Other wicket tickling features include 40 stadiums and fully motion captured cricketers – all completely 'hard skinned' to ensure that no gaps in their wire frame torsos occur. There is even a 'Classic Match' section where it is possible to join in with historical matches and see if you can do any better.

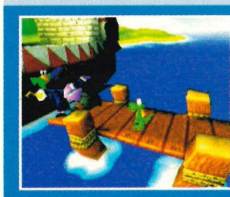
With commentary from the trilby-wearing Geoff Boycott the whole feel of the game is designed to be a televisual experience. Sweeping views and intelligent camera angles also help provide that BBC 2, Sunday viewing experience. If though, being sat in front of the box watching a rained out Oval isn't much fun, plugging in *Brian Lara Cricket* may well be the answer to those with that bowled over feeling. This looks set to appeal to all PlayStation owning cricket fans.



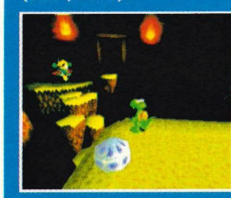
[Above] We don't know whether there'll be any streakers, but it would certainly liven up proceedings.

PUBLISHER:	Codemasters
GENRE:	Sports sim
PLAYERS:	1-4
% COMPLETE:	80%
RELEASE DATE:	November '98

CROC 2



That wannabe handbag returns, and this time he's in search of his parents. His new adventure takes him to the mainland where he encounters new Gobbo friends and an even bigger pile of reptile hating monsters. When he dies, Croc apparently becomes a matching set of travel luggage and a fetching pair of cowboy boots (only joking).





WE LOVE THE SMELL OF BURNING RUBBERS IN THE MORNING!

TOCA 2 TOURING CARS

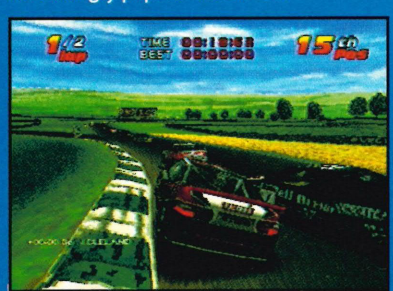
Revving up at the starting grid is *TOCA 2*, the sequel to *TOCA* which apparently is not just better than it's predecessor, but grittier and chock full of all things Jeremy Clarkson.

TOCA 2 promises not just to be a souped up copy of the original but it is crammed to the roof rack with new features. These include up to eight new cars to choose from, including the Jaguar XJ220, a super powered Sinclair C5 look-a-like called a Scorpion and the envy of all motoring enthusiasts, the Ford Fiesta. *TOCA 2* also features improved AI meaning the drivers don't act like 80-year-old pensioners anymore, and back marker drivers now move out of the way when they are going to be lapped. There is even the chance to link-up and have battle races which means that, as with the original, the sequel will be bursting with naughty motoring goings on.



Codemasters claim that *TOCA 2* will have "Twice the speed, detail, features and excitement of *TOCA*." This looks like being true because each car is animated in hi-res, plus the increasingly popular use of real time light sourcing is apparent. Even the car windows are now transparent, allowing you to see the driver's head fly about violently as he lurches like a loony in his seat. Other touches that have been added are bug splats on the windscreen and on-track hazards like shingle sprays and daft pigeons who sit on the tracks...

PUBLISHER:	Codemasters
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	75%
RELEASE DATE:	November '98



[Above] The transparent windows can be seen here. Who cares about that! Get out of my way stupid!



[Above] Improving on the original wasn't going to be easy but TOCA 2 seems to have come up trumps.

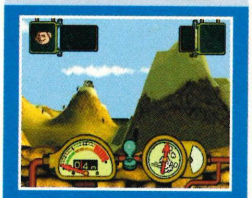
LEMMINGS



The suicidal shenanigans of those daft green haired lemmings are back, repackaged and ready to rock. The game isn't new, it's just the first two games on one CD. All the usual levels will be included as well as the familiar ditties, ranging from children's songs to classical music, and all given that little lemming touch! Due to their huge success on earlier consoles they have got themselves re-released, exactly as they were before and plummeting towards the PlayStation soon. We hope it will be released at a reasonable price though!

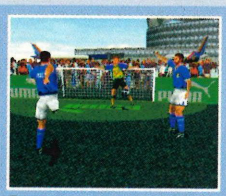


HOGS OF WAR



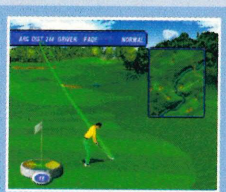
SHARPEN YOUR PORK SWORDS FOR GREMLIN'S TURN BASED SKIRMISH ACTION GAME LOOSELY BASED ON WORLD WAR ONE, WHERE YOU MUST HONE A BUNCH OF SQUEALING RECRUITS INTO A PLATOON WORTHY OF BRINGING HOME THE BACON. SET OVER 40 UNIQUE CAMPAIGNS OR A MULTIPLAYER SHOWDOWN, THIS PARODY ON WAR CONSISTS OF CARTOON-REALISTIC PIGS SPORTING AUTHENTIC GARB, DRIVING TANKS, BOATS AND PLANES. JUST DON'T TELL STEPHEN SPEILBERG.

PUMA STREET SOCCER



EVER WONDERED HOW PÉLÉ OR MARADONNA LEARNED HOW TO KICK A COW'S BLADDER AROUND BEFORE HITTING THE INTERNATIONAL STAGE? SUNSOFT HAS TEAMED UP WITH SPORTS GIANT PUMA TO GIVE US A CLUE. PLAYED IN AIRPORTS, PARKS AND PORTS YOU'LL BE TOUGHING IT OUT IN COMPACT ARENAS AGAINST THE GREATEST NAMES IN HISTORY. WHAT THEY'RE DOING THERE IS ANYONE'S GUESS, BUT AT LEAST WE CAN LOOK FORWARD TO A NEW SLANT ON A GENRE IN SOME NEW LOCATIONS.

ACTUA GOLF 3



NUMBER THREE IN THE *ACTUA GOLF* SERIES IS NEARLY UPON US. TAKING THE PREMISE THAT STYLE, ACCURACY AND REALISM ARE THE KEY INGREDIENTS TO THE ULTIMATE GOLF GAME, EVERY POSSIBLE ENHANCEMENT HAS BEEN INCLUDED TO ENSURE THAT THE COMPETITION WILL BE GREEN WITH ENVY. EXPECT FULLY MOTION CAPTURED PLAYERS, AN ALL-NEW ACTUA SWING SYSTEM, INTERACTIVE CROWDS AND AUTHENTIC WEATHER-EFFECTED COURSES.

STUFF THE WORLD CUP, ANOTHER SEASON BECKONS!

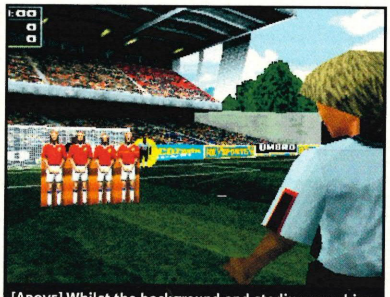
ACTUA SOCCER 3

Poor *Actua Soccer 2* has been fairly swamped in the past months by the *ISS* series, *World League Soccer*, *Three Lions*, Mr Posh Spice, Des Lynam, Fat Les and his Vindaloo etc.

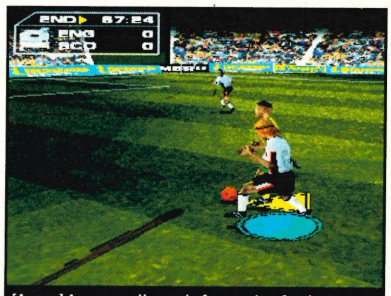
Actua Soccer 3, the latest in the *Actua* series is going to have to be the Michael Owen of footie games to get us forking out another 40 quid so soon after the cup.

Choosing only the finest 450 premier clubs from around the world and a choice of over 10,000 players, *AS3* is brimming with choice and depth. There are also 30 famous stadiums to play in, all of which are fully textured, and created using polygons, giving the game a truly 3-D feel.

The usual elements will probably be included as before, such as weather conditions, camera angles and replays but *Actua Soccer 3* also boasts a greater player customiser. The option to create unique players is also added, with 50 heads and bodies to choose from and over two hundred motion captured positions.



[ABOVE] Whilst the background and stadium graphics look nice, players seem pretty dodgy at present.



[ABOVE] Are we really ready for another footie game? Course we are, especially an improved *Actua* title.

PUBLISHER:	Gremlin
GENRE:	Football
PLAYERS:	1-2
% COMPLETE:	70%
RELEASE DATE:	October '98

Actua Soccer 3 could be the most realistic footie game to grace the PlayStation for some time. Someone actually quoted the game as being, "As smooth as a buttered snake in Farah slacks." That would be pretty smooth then.

Whether it is worth shelling out 40 quid on another football game, when so many of us already have a fairly new one, will be up for debate. As ever though, PLAY will have a full report as soon as we get our eager mitts on a copy of it.

GET REVENGE WITH THE HELP OF MAN'S BEST FRIEND

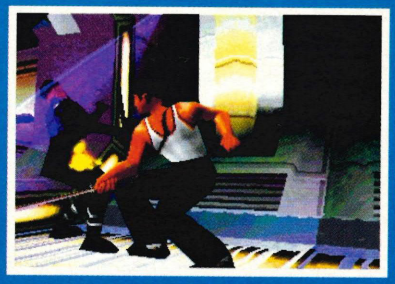
SABOTEUR

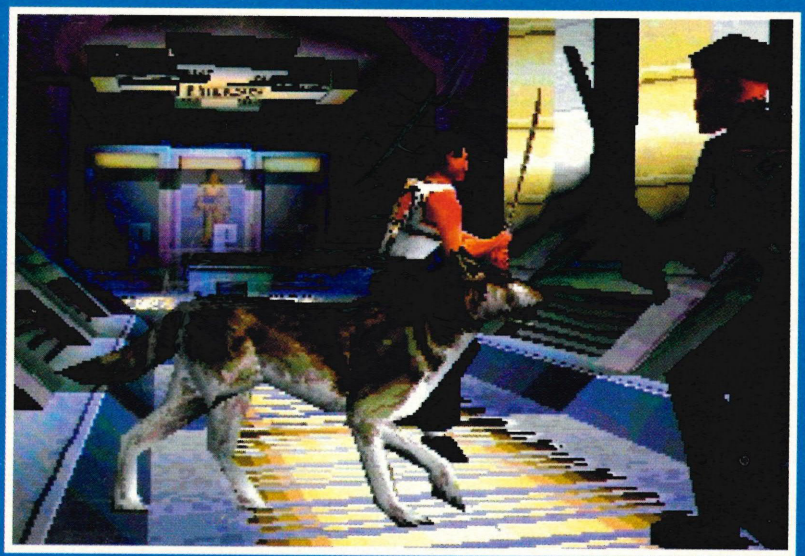
Eidos continues to come up with ever impressive concepts in gaming, and the latest from its ever so fine stable looks to be up there with the best of them. *Saboteur* revolves around one man and his faithful mutt, and their attempts to rescue the surviving members of his family from an evil corporation. Said pooch is quite a rough piece of computer controlled stuff and independently attacks bad guys or holds them off whilst his master is occupied with another.

Saboteur is spread out over many different environments including a lunar base, and there are over 30 mean old corporation guys that will try and stop you in your mission. The game is being steered more towards action and throat-cutting fun rather than heavy puzzling.

The characters look very smooth, and move with great ease too, all having been motioned captured and covered with a single skin to add realism. Further realism is used in the combat system, when an enemy comes at you from behind, rather than turning around to face him (thus taking time and risking serious slashage) your character will lock on and attack.

The intelligent fighting system and help from Fido makes *Saboteur* worth taking a peek at when it is released.





PUBLISHER:	Eidos
GENRE:	Combat/Puzzle
PLAYERS:	1
% COMPLETE:	50%
RELEASE DATE:	March '98

GRAB A FUNKY HOVERBOARD AND PUT ON YOUR CUTEST FACE!

PSYBADEK

Xako and Mia are big-headed, strangely-named friends who like nothing better on an afternoon than to write fake sick notes to their teachers and hang about the hoverboard park showing off. Everything was going just peachy until all their fellow large headed chums were sucked up by the evil monster Krakken and kidnapped. Boo! Xako and Mia to the rescue! Hoorah!

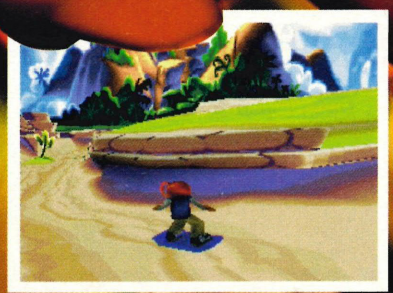
Featuring four huge worlds: Ice, Desert, Jungle and the Underworld, our Manga-style heroes must tear along at quite illegal speeds, doing what all good hoverboarding guys 'n' gals do in an attempt at freeing their friends. This normally involves using the hoverboards in races, obstacle courses and close combat with nasties. Collecting weapons, Easter eggs (!), teleporting through mysterious voids, and racing against Krakken's creatures are all part of the plot too, but by far the funniest thing we saw during development were the bad guys. Each has their own brand of insane humour to deal with and the penguins especially, are very well animated and look set to become classic platform bad guys. Ferocious cacti are quite prickly customers, too.

When we were able to get our hairy palms on a production copy some aspects in the game were still a tad too hard, especially some of the traps and pit falls along the way. Considering *Psybadek* is such a unique concept of game, and something Psygnosis has never tried before then it could hardly be a strong criticism but we hope they've been altered because they slowed up the gameplay and slickness of proceedings. A lot can change during the final touches though, so it may not be that much of a problem. One major plus side is that *Psybadek* features some of the most beautiful and colourful animation to grace 3-D platform land since the PlayStation began, and when we weren't running into holes and the like, it was as smooth as a Vaseline sandwich.

The main feeling we got about *Psybadek* was that Psygnosis were proud of their game, and rightly so too, it looks beautiful.

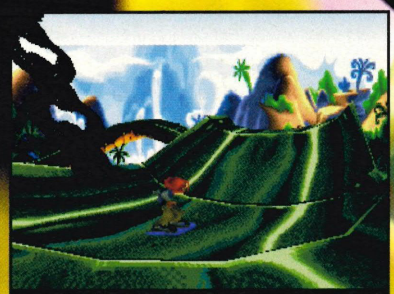
Expect to see *Psybadek* having a full run through as soon as we swipe a copy and get airbourne.

PUBLISHER:	Psygnosis
GENRE:	Skating/Platformer
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	December '98





[Above] It's not the sort of sport you'd find in the Olympics...but who the hell watches the Olympics?



[Above] Our early version of the game was pretty simple to look out, but gameplay looked promising.

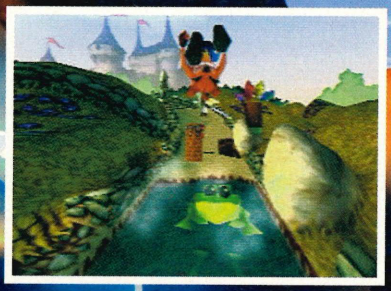
THAT ROWDY RODENT MR BANDICOOT IS BACK... AGAIN!

CRASH 3: WARPED

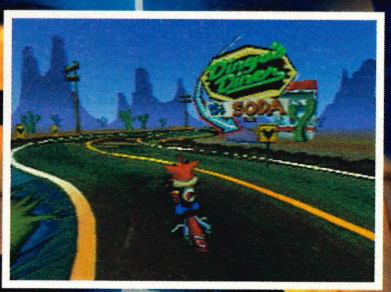
















PUBLISHER:	Sony
GENRE:	Platformer
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	November '98

With the evil Robin Cook look-a-like Dr Cortex, up to his old tricks, Crash Bandicoot, everyone's favourite rat-like thing, comes bouncing to the rescue. And he even brings a few friends along for the rodenty ride. Crash's sister Coco and witch doctor Aku Aku all help Crash in his times of need as he bounds around in the time-space continuum trying to prevent Cortex's terrifying time tampering. That crazy lab coat-wearing loony has also got himself some help in changing history in the form of Aka Aka, Aku Aku's evil twin brother, and generally unpleasant cartoon demon.

The new Crash game is quite a diversion from the previous games, most noticeably in the gameplay. Crash now has the ability to ride a Harley and fly a Bi-Plane to name a few (well, doesn't every Bandicoot?) and these will not be used within the normal 'corridor' style of game area, but completely free roaming. The Bi-plane will fly about in a huge 3-D sky and have dog fights with Cortex's minions. In these free roaming areas, it will also be possible to record the time taken to complete them, and then challenge a friend to do it faster. A nice little touch which will add further life to the game. Crash also has buckets more ways of dying. Goody! Graphically, *Crash 3* is by far the most superior of the Bandicoot bunch. It has an all new engine, with sharper cartoony characters, multi-layered backgrounds, new lighting effects and no distance misting. There is also the use of real time shadows and ultra realistic water effects.

Bonuses and pick-ups have also been increased, and include a new laser targeted Wumpa fruit launcher which Crash can use to knock the lights out of the bigger beasties he will come across.

With all these new elements added, Crash finally looks set to make the huge impact on platform games that so far he just hasn't quite managed to pull off.

MIDGET WITH A 'TACHE? YOU KNEW IT HAD TO BE

ASTERIX

Bonjour! Er... Oui. Well, that's it for the French lessons, Asterix isn't coming over here to teach us how to say "My Aunt's pen is in the garden," no, he's here to whip Roman butt.

Aimed at the younger end of the market (8-14) Asterix and his overly strong, dim-witted chum, Obelix, are on a mission to rid Gaul of the Roman Empire armed with nothing other than a few potions and a string of onions.



PUBLISHER:	Infogrames
GENRE:	Action
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	Winter '98

Taking on the Romans won't be a straight road though! Oh no! Those thick skinned imperials have healthy doses of AI to keep you on your toes, and traps aplenty to deal with. This means that tactics as well as mindless baddie bashing is required, and *Asterix* claims to balance the two concepts equally, giving both gamesters and tacticians the same amount of enjoyment.

Still in its development stage, *Asterix* is starting to look very much like the cartoon, and the characters are certainly big, colourful and well animated. The atmosphere of the *Asterix* series is also captured in the game. This basically means everything will be Latin-related, potions will be drunk and Romans will find themselves in space way before Neil Armstrong ever was, courtesy of the hairy Gaul's super punch antix.

Asterix is out later this year, so watch this spacix. PLAY will have a full report as soon as more information is availablix (that's enough of the b***ix – Ed).

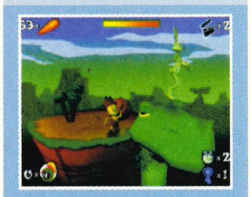


[ABOVE] Infogrames have milked the *Asterix* series for years, with some good SNES platformers in the past.



[ABOVE] Huge animated foes and plenty of comic touches are promised for this simple platformer.

BUGS BUNNY LOST IN TIME



WHAT'S UP DOC? WELL, HAVING STUMBLED ACROSS A TIME MACHINE AND THEN ACCIDENTALLY ACTIVATING IT, BUGS HAS BEEN SUCKED THROUGH A PORTAL AND NOW FINDS HIMSELF BACK IN TIME. THAT'S WHAT'S UP DOC.

THE AGELESS HOPPITY HERO THEN HAS TO MAKE HIS WAY BACK THROUGH TIME AND TO THE SAFETY OF HIS WABBITY WARREN.

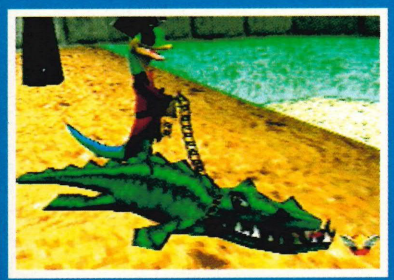
THERE ARE FIVE ERAS FOR BUGS TO WISE CRACK HIS WAY OUT OF, EACH WITH DEVIOUS PUZZLES TO SOLVE SET BY HIS LOONY TUNES ENEMIES. THESE PUZZLES WILL STRETCH BUGS'S BUNNY BRAIN TO THE LIMIT IN HIS ATTEMPT AT PROVING HIMSELF TO BE THE WILIEST CHARACTER AROUND. THE BADDIES WHO BUGS IS UP AGAINST INCLUDE YOSEMITE SAM, WITCH HAZEL AND ELMER FUDD, BUT THERE IS NO MENTION OF MARVIN THE MARTIAN AS YET. THERE WILL BE FRIENDS TO HELP HIM ALONG THE WAY, AND WE ARE ALL GLAD TO SEE THAT DAFFY WILL BE MAKING AN APPEARANCE. WE ALL LOVE A GOOD DUCK.

BUGS BUNNY WILL BE A FULL 3-D AFFAIR WITH 360° ROTATING CAMERAS THAT WILL ALLOW FULL APPRECIATION OF THE COLOURFUL LANDS BUGS WILL TRAVEL THROUGH. THE GAMEPLAY WILL NOT JUST BE ABOUT SOLVING PUZZLES THOUGH, BECAUSE A GREAT DEAL OF ATTENTION HAS BEEN PAID TO RECREATING THE FEEL OF THE CARTOONS, BLENDING THE FAST PACED ACTION WITH THE HUMOUR THAT HAS COME TO BE ASSOCIATED WITH THE LOONY TUNES SERIES. EXPECT TO SEE A FEW ANVILS BEING DROPPED SOON.

MORE SKIN-SHREDDING FUN WITH EVERYONE'S FAVE GECKO

GEX 4: DEEP COVER GECKO

Really getting into his role of being the best 3-D superhero lizard in console land (beside being the only one) Gex the gangly green go-getter is back for his forth and most extravagant adventure yet. Arch enemy Rez has kidnapped the beautiful under-cover agent Xtra (voiced by Baywatch's Marliece Andrada) and Gex must do everything in his power to get her back. And so the reptilian rollercoaster ride gets underway.



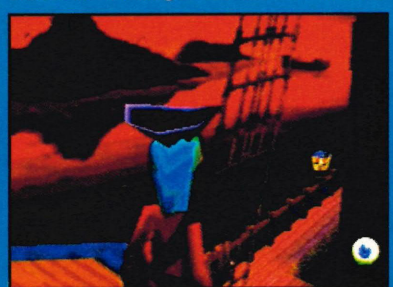
PUBLISHER:	Crystal Dynamics
GENRE:	3-D Platformer
PLAYERS:	1
% COMPLETE:	50%
RELEASE DATE:	March '99

Using brand new character mechanics, Gex can now use a huge assortment of vehicles on offer to him including snowboards, tanks and even camels in his effort to thwart Rez. As with other *Gex* games, he also has a number of disguises to slip his bum into. These include Captain hook, Hercules and Clint Eastwood, each coming with their own impression and one-liners. In fact, *Gex 4* actually boasts more one-liners than the Duke on a particularly witty day, so these could well be worth looking out for by themselves.

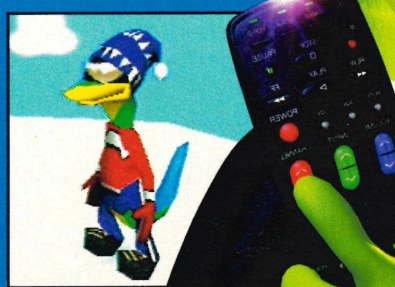
The worlds Gex will have to travel across have changed too and now include Maxed Out pirates in the Caribbean, a western film set and a corrupted fairy-tale land complete with break dancing Humpty Dumpty. No yoking.

The game also boasts a simplified camera system with more intuitive angles to maximise the best possible angle of play and stunning new 3-D graphics and FMV.

As ever, when the Gexter comes scurrying our way, we'll be the first with all the juicy gossip and screenshots of the sticky footed sun worshipper.



[ABOVE] Playing Captain Pugwash for his fourth installment? So where's Seaman Stains and the rest?



[ABOVE] Er... Snow-boarding dude?

BUST-A-MOVE 4



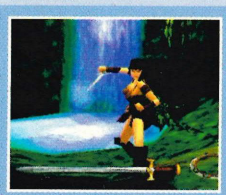
THE LATEST IN THE LONG RUNNING SERIES NOW FEATURES A BRAND NEW ENGINE, AND PROMISES TO BE MORE OF A CHALLENGE THAN THE PREVIOUS INSTALMENTS. *BUST-A-MOVE 4* WILL ALSO HAVE RICOCHETING BUBBLES WHICH CAN BE USED TO KNOCK OPPONENTS GEMS OVER. AS EVER THE LOVEABLE DINOS WILL STAR IN THE GAME AND WILL DOUBTLESS BE UP TO THEIR USUAL TRICKS. LOOKS GOOD.

MEGA MAN LEGENDS



THE BOY IN BLUE IS BACK, AND FOLLOWING IN THE FINE OLD TRADITION OF MOST OTHER 2-D CHARACTERS, HE'S GONE AND GOT HIMSELF ALL POLYGONAL! FEATURING NEW RPG ELEMENTS, REVOLVING CAMERA ANGLES AND GREATER GAMEPLAY, *MEGA MAN LEGENDS* LOOKS LIKE A REFRESHING CHANGE FROM THE USUAL PLATFORM ROMP. THE GAMEPLAY IS KEPT SIMILAR TO ALL ITS OTHER INCARNATIONS, BUT LETS HOPE THAT IT IS MORE FUN.

XENA



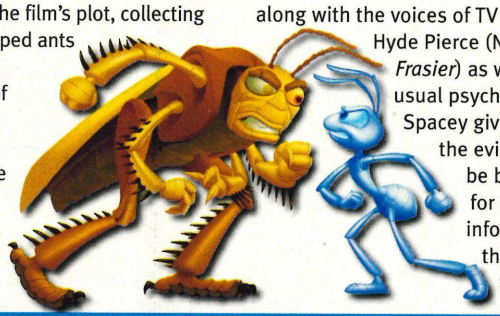
XENA WARRIOR PRINCESS LOOKS LIKE SHE'S GOING TO GIVE LARA A RUN FOR HER MONEY. DESCRIBED AS A CROSS BETWEEN *TOMB RAIDER* AND *TENCHU*, THE GAME CENTRES AROUND XENA'S ATTEMPT TO STOP HER ARCH NEMESIS, CALISTO, FROM UNLEASHING AN UNSTOPPABLE THREE-HEADED BEAST THAT, WHEN FULLY GROWN WILL HAVE THE POWER TO DESTROY THE WORLD. XENA WILL THEN HAVE TO MASTER SWORDPLAY, MAGIC SPELLS AND ALSO GET SOME HELP ALONG THE WAY IF SHE IS TO PULL HER ENEMY DOWN A PEG OR TWO. SO ALL IN A DAY'S WORK THEN.

LOOK OUT, THERE'S A BUG IN YOUR PLAYSTATION!

A BUG'S LIFE

We all felt guilty about frying ants under our magnifying glasses at school. How were we to know they talked, had relationships and could juggle? Well, all right, they can't, but if Disney had its way, ants would. Okay!

The latest film from Disney and the makers of *Toy Story*, *A Bug's Life*, soon to hit the big the small screen simultaneously. Aimed at 8-12 year olds, *A Bug's Life* – the game, sees the player controlling an ant called Flix in his bid to free his colony from evil grasshoppers, led by the imaginatively named Hopper. Being a free roaming 3-D platformer, Flix then get's up to some clever antics, following the film's plot, collecting grain, finding trapped ants and trying to find an ally to get rid of the tyrannical grasshoppers. It's difficult to imagine grasshoppers as being tyrannical, but we're assured that they are.



Other aspects to the game include a full bug's eye views of the world, many characters to encounter, puzzles to solve and by the looks of things, Flix will even get to surf a falling leaf. The few amount of screens that we've seen also look appealing and cartoony enough to please the audience that it is aimed for. The game even features FMV from the film, along with the voices of TV stars David Hyde Pierce (Nyles from *Frasier*) as well as the usual psycho, Kevin Spacey giving his voice to the evil Hopper. We'll be bugging Sony for more information on this cartoon treat soon.



[ABOVE] I'm ugly, you're ugly, the whole damned world's ugly! Still, being Disney, ugly equals cute...

PUBLISHER:	Sony
GENRE:	3-D Adventure
PLAYERS:	1
% COMPLETE:	40%
RELEASE DATE:	March '99

BRANSON THOUGHT HE HAD TROUBLE WITH HIS BALLOON!

ODT

Flying uncharted skies in a rickety air ship is a silly idea. Carrying a magnetic, compass-altering green pearl on board is a bad idea. Flying down to a maniac infested hell hole to retrieve it when it goes overboard and damages your balloon is just plain stupid and forgetting to pack a puncture repair kit just deserves a good slap in the face.

Psygnosis' latest offering is *ODT* (*Or Die Trying*) and it's a 3-D, action-adventure, shoot-em' up RPG... with a twist.

During construction, *ODT* was already looking a pretty tasty piece of console crumpet, and as it has progressed it is looking more the super model everyday.



Huge exploratory areas, light sourcing, a game engine stuffed like a turkey with an ultra quick frame rate and FMV to deplete the Kleenex supplies.

The gameplay centres around the search for the green pearl and fuel for the wrecked airship in time to save the epidemic infested city in which you live. Choosing from one of four characters you must then traverse the strange land, shooting your way around, collecting goodies and gathering experience points.

The bizarre land is packed with huge... no... enormous whopping beasties all wanting a piece of you, and if your task wasn't hard enough already, they are smart, and would do anything to take a juicy bite from your backside. All of these aspects have not only kept us interested, but have also had us watching closely with our beady little eyes, and worth watching it is, too!

PUBLISHER:	Psygnosis
GENRE:	Action/Adventure
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	December '98



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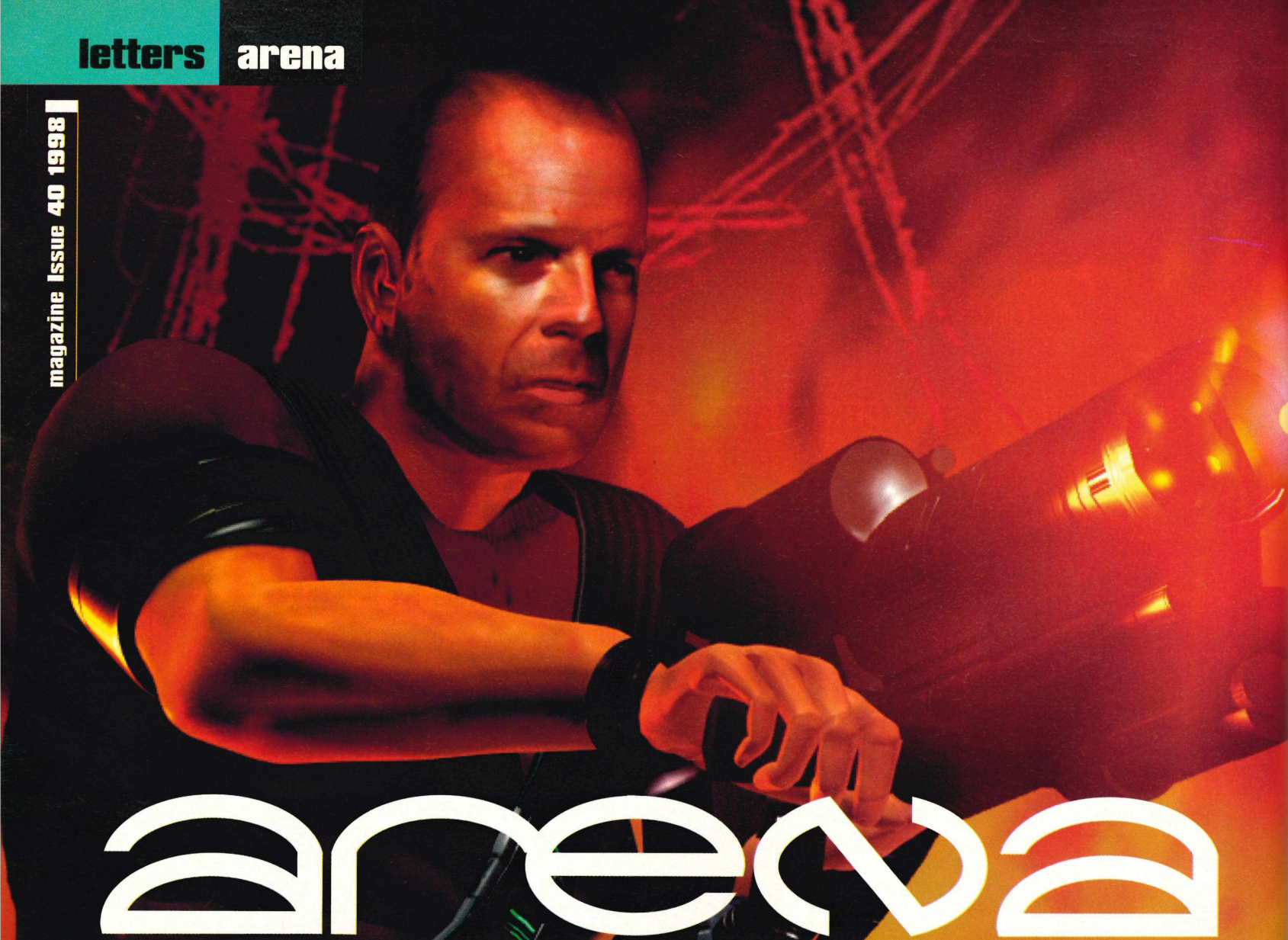
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arena

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LAST HERO?

Dear PLAY,

You've recently been asking for people to offer their opinion on the subject of games that are delayed. Normally this kind of thing doesn't get to me, but there is one exception – *Apocalypse*!

Bruce Willis is one of my favourite action stars you see, and I've been after this bloody game since you mentioned that he was involved in it sometime last year. What's going on with it? Were the programmers shut indoors so long during production that they died from lack of oxygen? The screenshots that you showed many months ago made the game look like it was almost finished, even back then, but there's still no sign of it. I'm seriously hoping *Apocalypse* won't be one of those games that just keeps getting delayed until it just never comes out.

I'm hoping that now Bruce has shed that gold digger Demi he'll have more time to make top films AND finish whatever it is he has to do in *Apocalypse*.

Andrew Fenlon, Darlington

It's fair to say we may have had similar fears to your own Andrew, but since Activision (who are publishing *Apocalypse*) took us away to Ireland and showed us a new, updated version, we're of the belief that it really might come out within two months. Maybe.

However, it seems a bit daft to miss the boat with all the publicity surrounding the best of the summer blockbuster movies, *Armageddon*. Surely *Apocalypse* would've sold better if it had been available at the same time as the film?

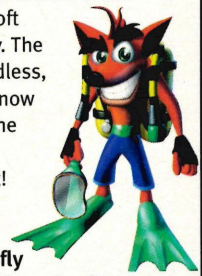
WE'LL LEARN

Dear PLAY,

Is it just me or are Sony missing out on a great idea to make money? Okay, so the PlayStation is a games console overall, but with perhaps millions of young kids owning a machine why has nobody thought about producing educational software?

I mean there are hundreds of educational games on the PC, but not everyone can afford one of those. I have a young son and I would certainly buy this type of software as it encourages children to learn, especially if it's fun at the same time. You could have a *Crash Bandicoot* adventure to find the letters of the alphabet or Lara Croft teaching geography. The possibilities are endless, so come on Sony – now you've conquered the games market try something different!

Richard, London



Perhaps this could fly Richard, but the projected software sounds terribly dull. Now, get Lara teaching human biology and you might have something that would be appreciated by children and adults, if for different reasons.

PLAY PER VIEW

Dear PLAY,

To begin (just to say I've kissed your boots too) your magazine is the best there is for reviews and guides. Now to the point: I totally agree with anyone who thinks there should be an unofficial PlayStation TV program. I say unofficial because an official one would be done by those gits who always seem to give excellent reviews to games made by SCEE. On the other hand, a program made by you would no doubt contain honest and unbiased reviews and advice.

A lot of my mates who also own PlayStations think a TV program would be a good way of getting tips and information, plus it would help get some of the crappy programs off TV. Also it would be an alternative to a magazine for old or disabled gamers.

I also have a question. What games are compatible with the Mad Katz steering wheel? Thanks for listening.

Nick Brown, West Yorkshire

We're all in agreement then. A PlayStation TV show, if done using the right crowd which has neither contractual ties to Sony, nor bad leather 'pants' and bandannas, would be great. We'd be naturals too: our own editor did a stint on *Gamesmaster*, pre Dexter Fletcher of course. Mind, that was before old father time took his cruel and powerful revenge on the ed's decaying person.

All games compatible with steering wheels are marked in the PlayList.

"IF ELSPA IS SUPPOSED TO GIVE PARENTS AN IDEA OF WHAT'S IN A GAME'S CONTENT, WHY ARE THEY PUTTING INACCURATE RATINGS ON THE BOXES?" MARK WILSON

X RATED

Dear PLAY,

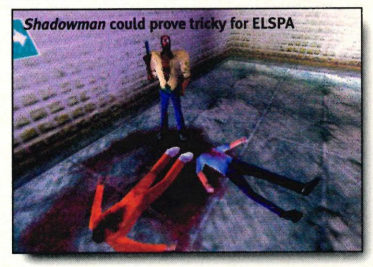
I am writing to comment on how ELSPA determine what age rating to put on games. I believe that ELSPA are giving games ratings that are too strict. For example, I bought *World Cup '98*, which was rated 11+ and after playing through it I have noticed nothing offensive at all in its content, unless the phrase "He couldn't hit a cow's backside with a banjo" is considered offensive.

If ELSPA is supposed to give parents an idea of what's in a game's content, why are they putting inaccurate ratings on the boxes? This is probably just making parents unnecessarily worried about the content of a game such as *World Cup '98*, which should be enjoyed by PlayStation owners of all ages.

Yours sincerely,

Mark Wilson, Berkshire

ELSPA, the European Leisure Software Publishers Association, only really



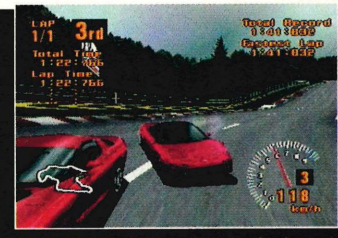
Shadowman could prove tricky for ELSPA

GAMEPLAY PLAY IT AGAIN

Dear PLAY,

I was told some time ago that everybody's entitled to say something totally stupid once in their life. Jason Hirst (Arena, issue 38) you've had your one! *Gran Turismo* disappointing? Unrewarding in the hours of gameplay stakes? His reasoning sounds strongly reminiscent of criticisms about *Final Fantasy VII*, presumably made by gamers who didn't find all characters, enemy skills, materia and so on. I've also read letters criticising *Tekken 2* with regard to longevity. I presume once again the critics took the game down to 'stand-still-so-I-can-hit-you' level and rushed through the game. As your reply to Jason sagaciously pointed out, there's more to so-called completing a game than just accessing the end credits.

True, *Gran Turismo* isn't particularly difficult, even in the harder races, but it is, as a certain rock group would say, a whole lotta fun, pure racing enjoyment. I suspect what Jason needs to do is get a few mates. Being able to record that race where you pipped your cocky mate right on the line is one of the best things I've experienced in gaming. And when your mate comes around your house again? Play that replay!



So, before people start writing to magazines criticising the life-span of an obviously quality game, maybe they should actually complete the whole game. And remember, if it's on two-player, it's as easy or difficult as the gamer sat next to you. What is paramount is that the game has playability that rewards the skilful and not the push-a-button-and-hope brigade. And that's something *Gran Turismo* does with the style of an Italian sports car.

Cheers,

M Jenkins, Bristol

It's nice to see some of you who remember that the reason for playing games is to have fun while you do it, not to do anything you can to complete in the shortest possible time.

WINS £150 VOUCHER FROM GAMEPLAY!

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.

Have you got a release date for the American version of *Metal Gear Solid*? Because I can't read Japanese and I'm not waiting until March '99 for the UK version.

Michael J Howard, South Yorkshire

■ **Konami in the US says that *Metal Gear Solid* will make an October release in the States this year. Demand is going to be uncommonly high, so it would be a good move to pre-order your copy now with one of the big US mail order places.**

Have you any cheats for *Rayman* as I am dying to complete it before the new version comes out in 1999. Don't give me any bullsh*t about buying a cheats book that weighs more than the bible and costs a bomb! Sorry to be so demanding, I have been under a lot of stress lately.

Rannie Nahas, age 12

■ **We have to wonder how much stress a person of only 12 years can be under. Tough time on the stock exchange with the collapse of the Asian market was it? The G8 summit meeting not go as planned? Take your snooty request for help with a three-year-old game and stuff it in your school satchel, mate!**

I think that companies should make two versions of a game if they want it to be perfect. One would be the perfect version released late and the other a non-perfect game that would be released on time for normal people who are desperate to play it.

Alex Magill, Hants

■ **Really? And your definition of "normal people" would be those so frantically in need of a game that they'd pay £50 for a bug-ridden, machine-crashing, incomplete version, right?**

More games should follow the way of *Command and Conquer* where there are two discs which give you the option of being either the good or the bad guys. I think that this would work very well with Messiah at the moment where you play a cherub sent by God, why not have a second disc, where you play a demon sent by the devil?

Paul Harrison, London

■ **It's true – almost all games put you in the shoes of the hero these days, when we'd rather be the villain and go around doing Bad Things. Something along the lines of *Postal* (Mac and PC) would be about right.**

Do Platinum games have cheats missing out from them? My friend told me that they do, but I didn't believe him until I read your cheats book for the *Tekken* Trilogy and I couldn't get the Roger and Alex cheat to work.

Alex Blackman, Kent

■ **We've never heard of that, and neither have the 24-hour cheat peddlers on *PowerStation* magazine. It would be a lot more hassle for companies to alter the master code for something as petty as removing cheats just because you're not paying full price. Verdict? False. Try it again!**

wants to give a rough guide to you and your parents about a game's content, because most games are exempt from the movie-type classification that people normally understand. However, the Association is filled with people your parents' age, and so has a slightly odd grasp of the fast-moving world of video games.

In the current ELSPA Parental Guide for example, which is to educate parents about game genres and terms, it states about First Person Perspective shoot-'em-ups, "These games will always involve killing the Devil and his dominions." Sounds like a rather terrifying experience for little Johnny, doesn't it? What it really means is that ELSPA has never seen a first-person shooter that wasn't designed by id Games.

FAULTY POWERS

Dear PLAY,

I want to express my concern about the amount of games on the market which are faulty. I have read in your pages about the '*Tomb Raider* Bug' which has affected many poor souls, but that is not the only big game that contains a fundamental fault. I have recently bought *Gran Turismo* (which is ace by the way) after saving up for ages for it. But to my horror it has a problem with the loading. After calling up the helpline, I was told that it is a common fault with the game and the only way to rectify it is to take both the joypads out while it loads. This may not sound too difficult, but it's dead annoying.

strange bugs. This is why Psygnosis is now doing 24 hour testing on *Formula One '98*, as they have been stung in the past with the previous games in the series reaching the shelves with weird faults.

However, we are probably nearing the end of a period where these bugs are impossible to fix, as with a modem and a memory card you will be able to download 'patches' from the software publishers and lose the bug permanently, just as PC users do. Cor, the future, eh? What a wonderful place.

GAMEPLAY SLIP SLIDIN' AWAY

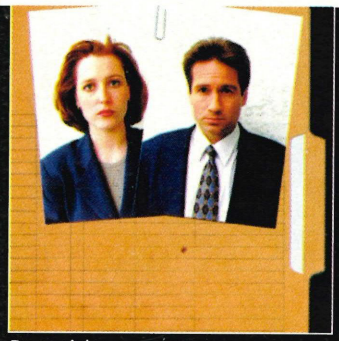
Dear PLAY,

I am writing to offer my thoughts on the current hot topic of release dates being extended.

The trend for release dates to be put back does seem to be on the increase lately. *Syndicate Wars* and *Resident Evil 2* are good examples that come to mind. These games were delayed for a substantial amount of time, but when they eventually saw the light of day were well worth the wait.

The phenomenon is not something that is new to the games industry and has happened for as long as I can remember. In the days when C64 was king everyone was eagerly awaiting the release of *Knight Rider* and *Street Hawk*. These games had been heavily hyped and advertised for a year before they were finally inflicted on the general public. Two of the most inept pieces of software of the time, but good sellers due to the hype.

Personally, if the wait turns out to be worthwhile I don't mind too much, as long as we don't see a return to the bad old days. At least now I have some time to save up for *Metal Gear Solid* and *X-Files*.



Best wishes,
David Cull, Sunderland

David's letter is representative of half the letters we got on this subject, from experienced gamers who have come to expect companies not to deliver their titles on time. It's happened repeatedly for years.

The younger player on the other hand hasn't yet accepted this lack of professionalism and tends to get extremely annoyed when it happens to a game they've been waiting for (*Premiere Manager '98* being a common cause of rage). No matter which category you fall into, it can hardly be a bad thing if the companies get their acts together and meet their deadlines.

WINS £50 VOUCHER FROM GAMEPLAY!

THE PLAY DEBATE

WHERE THE READERS DECIDE

WHAT'S THE DELAY

A healthy heap of mail came in to discuss issue 38's posed PLAY Debate question. We asked if delayed releases were the most aggravating part of the whole games-buying thing. As mentioned in David Cull's letter, it was about a 50/50 split of responses from older gamers who had come to expect badly-slipped dates over the years and new players who were driven insane by certain games being constantly pushed back. The games companies win in the end though – you all buy whatever it is you've been waiting for in the end, no matter how late it arrives.

BIG SCREEN BLUES

Movie licensed games are notoriously awful. What movies just beg to be made into games, and what should the games be like? Let us know!

"GAMES COMPANIES ARE LETTING DOWN THE CONSUMER BY CHURNING OUT GAMES WHICH CONTAIN FAULTS... WE DESERVE BETTER." ANDREW MORGAN

Games companies are letting down the consumer by churning out games which contain faults. I think that after forking out £45 for a game we deserve better.

Here's hoping,
Andrew Morgan, West Yorkshire

It's an inescapable fact that, as our software becomes increasingly complex, it is more likely to contain



PRETTY IN PINK

Dear PLAY,

Just because I'm a girl people cannot live with the fact that I am a proud owner of a PlayStation. They also can't believe I like football games as much as the next boy. They think I should be playing with Barbies and crap like that. Well no! It's never gonna happen.

The PlayStation is the best around at the moment and I am sure that this console will take me into the next millennium as I am a devoted player. To hell with all the others.
Maria Johnson, London

Right on, sister. We're very glad for you.

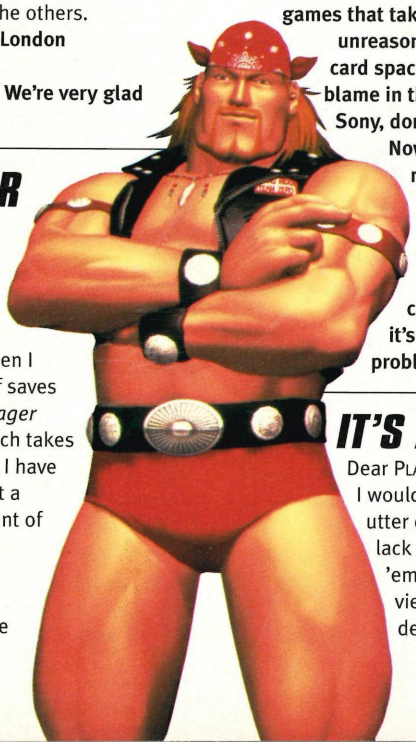
MUNCHER

Dear PLAY,

Why don't Sony make some bigger official memory cards? For example, when I want a couple of saves on *Premier Manager '98*, a game which takes up 15 blocks, do I have to either fork out a significant amount of cash for reliable official memory cards, or buy a bigger, unreliable one for which you need a pair of pliers to remove from the machine because it doesn't fit properly. Surely Sony could make a two meg card for £20? Or something like that.

For your PLAY debate... *GT* rules! Excellent gameplay, superb graphics, great longevity, unbelievably realistic replays, what more could you want? Taking into account the lack of a link-up option and steering wheel non-compatibility, there isn't a better game on the console. So there.
Richard Wallis, Bristol

***Premier Manager '98* and other games that take up unreasonable amounts of card space are more to blame in this situation than Sony, don't you think? Now that official memory cards have dropped to under £10, and you can buy branded PLAY cards for a fiver, it's not such a problem anymore.**



IT'S A SYN

Dear PLAY,

I would like to show my utter disgust at the lack of depth in beat-'em-up games. My view is that the only developer to make

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.





a decent fighting game is Namco. But even they didn't get it right first time. Games like *Dead Or Alive* and *Cardinal Syn* just have no depth at all, which is very disappointing in this day and age. I rented *Dead Or Alive* (big mistake) and after two nights I got all of the secrets and I'm not that good at beat-'em-ups. Games like that shouldn't be allowed to be sold. When you buy a game like that you want it to last at least three months, not three days. If only all beat-'em-ups could be as good as *Tekken 3*, but there's no hope of that is there?

Thomas Chatham, Devon

You're mighty bitter for only having spent under £5 to hire a game you thought was too short. You obviously enjoyed it though, otherwise you wouldn't have completed it the countless times it takes to obtain all the secrets! Depth can be found in the flexible and detailed moves system, grapples and reversals, and the endless possibilities of two-player mode. But then, you'd miss out on all that by selecting a loser's difficulty level and button-bashing your way to the end as quickly as possible.

ON THE ONE HAND...

Dear PLAY,

Why are Core bothering with another *Tomb Raider* game? Aren't they sick of flogging this horse? I mean, we all know *Tomb Raider II* wasn't a patch on the first game, so how much worse is this one going to be? Can't we have some new and original games with new characters?

Steve Almond, Stafford

PS – Can I have a free copy if it's any good? Ta.

You almost deserve letter of the month.

WABBA

Dear PLAY,

I think it is unfair that the vast majority of games are for older people. Don't get me wrong, I know there are some good games for younger people out there but most of them are sh*te. Take *Rascal* for example, it is meant for young players but I'd rather have my arse prised apart with a rusty wrench than play it.

I'm only 11, but my mum and dad are pretty flexible about BBFC age warnings because most of my games are rated 15 or 18, apart from *GT* and *Crash 2*. The only reason I have games like this is because developers just don't think about kids anymore.

Paul Hogan, Bolton

PS – If I don't get the star letter can I be the runner up.

Developers across the country, there you go! The accusation that there are not nearly enough kids games, from a real live kid. What you have to remember, Paul, is that the PlayStation was always aimed at the more mature games player. The Super NES and MegaDrive still had a massive audience of pre-pubescents, so Sony intended their console for the late teens/early twenties bunch, hence no kiddie titles. We've always been convinced that young pad bashers want to play the adult games like *Resident Evil 2* anyway – are we wrong?

PS – No. You cheeky upstart.

"WHY ARE CORE BOTHERING WITH ANOTHER *TOMB RAIDER* GAME? AREN'T THEY SICK OF FLOGGING THIS DEAD HORSE?" STEVE ALMOND

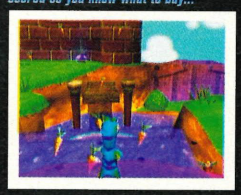
PLAY magazine Issue 40 1998

PLAYLIST

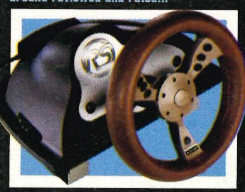
UPDATED EVERY MONTH

THE ULTIMATE PLAYSTATION BUYERS' GUIDE

PLAYBACK TOP 10'S 121
The very best of every genre listed and scored so you know what to buy...



SO DRIVE OUR CAR... 126
All the steering wheels and doobries around reviewed and rated...

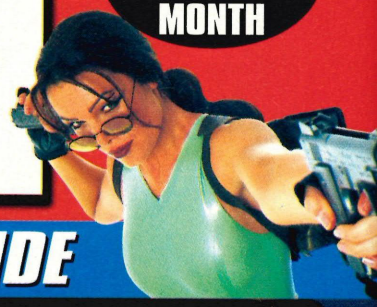


LONG TERM TESTS 127
Blasts from the past are dusted down and re-evaluated. Are they still any good?



TEKKEN 3 VS RIVAL SCHOOLS 122
The two greatest beat-'em-ups in tournament battle...

TOMB PHENOMENON 125
Why the Italian plumber can't shake a spanner at the English rose...



OVER 3000 GAMES REVIEWED AND RATED

arcade shoot'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* Indicates an import review

GAME TITLE										PLAY ISSUE	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 flawed 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.
Baby Universe	1	●								39	22%	A trippy pattern maker that just doesn't belong.
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.
Blast Radius	1-4	●		●					●	38	72%	To similar to Colony Wars, hand on for Vengeance!
Blasto	1	●							●	38	60%	Playable, yet simple looking platform shooter.
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.
Breath Of Fire III	1	●								38	80%	Enormous and absorbing, but looks dated.
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!

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.

- Mouse compatible eg *Theme Park*
- One Player Only eg *Resident Evil 2*
- Multiple Players eg *World Cup '98*
- Steering/ Analogue eg *Gran Turismo*
- Multi-Tap compatible eg *Micro Machines V3*
- Uses A Memory Card (for save games)
- Split-Screen eg *Bust-A-Move 2*
- Link Cable Compatible eg *Formula 1*
- Light Gun Compatible eg *Time Crisis*
- Dual Analogue Compatible eg *Tekken 3*

PLAYBACK

PLAY'S TOP 10...

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.

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. DN: Time To Kill 87%
9. G-Darius 88%
10. Blast Radius 72%

SPORTS SIMULATIONS



1. ISS Pro '98 92%
2. WLS 90%
3. World Cup '98 86%
4. Smash Tennis 86%
5. Prem Manager '98 89%
6. Everybody's Golf 85%
7. Total NBA '98 93%
8. FIFA: RTWC'98 91%
9. Actua Soccer 2 90%
10. Actua Golf 88%

STATAGY & ADVENTURE



1. Resident Evil 2 96%
2. Final Fantasy VII 93%
3. Parasite Eve 87%
4. Tomb Raider II 95%
5. FF Tactics 90%
6. Alundra 86%
7. C&C: Red Alert 90%
8. Nightmare Creatures 90%
9. Broken Sword II 90%
10. Resident Evil 95%

PLAYBACK

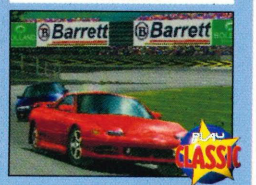
PLAY'S TOP 10...

PUZZLE & PARTY GAMES



1. Puzzle Fighter 90%
2. Bust-A-Move 3DX 88%
3. Kurushi 88%
4. Worms 92%
5. Puyo Puyo Sun 87%
6. ParRappa 82%
7. Poy Poy 84%
8. Micro Machines V3 88%
9. Circuit Breakers 81%
10. Kula World 83%

RACING GAMES



1. Gran Turismo 97%
2. Colin McRae Rally 93%
3. Need For Speed 3 87%
4. TOCA Touring Car 94%
5. Rage Racer 94%
6. Rally Cross 89%
7. Formula One '97 90%
8. Wipeout 2097 93%
9. Moto Racer 86%
10. Total Drivin' 84%

PLATFOMER TITLES



1. Gex 3-D 92%
2. Abe's Oddysee 90%
3. Crash 2 86%
4. Klonoa 83%
5. Jumping Flash 2 86%
6. Heart of Darkness 81%
7. The Lost World 79%
8. Dracula X 84%
9. SkullMonkeys 83%
10. Pandemonium 2 72%

GAME TITLE		PLAY ISSUE	SCORE	WE SAY...
Bust A Move*	1-2	36	88%	Brilliant rhythmic dancing action!
Buster Bros Collection*	1-2	22	86%	Pang gets the 32-bit treatment.
Cardinal Syn	1-2	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	23	57%	Dull robot strategy adventure on the moon.
Casper	1	12	65%	Plain and unimaginative film game.
Cheesy	1	15	50%	It certainly is...
Chessmaster 3D	1-2	08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	18	78%	Slow moving French 3-D adventure.
Clock Tower	1	27	83%	Stylish, and utterly chilling murder mystery!
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!

HEAD TO HEAD

TEKKEN 3 VS RIVAL SCHOOLS

THE HEAVIEST HITTERS IN THE RING GET WEIGHED IN

You should all have ***TEKKEN 3*** by now and will have worked out for yourselves how good it is. Seldom has there been a better coin-op conversion as there really is hardly any difference between the two. As if a top-notch conversion wasn't enough though, Namco has even squeezed in loads of PlayStation exclusives such as Gon and Dr Boskonovitch – the secret characters, Tekken Ball, Tekken Force and Theatre modes. Prolonged play will also uncover many more secrets as well. Mastering *Tekken 3* is where the fun lies because there are so many moves and combos that it'll keep you enthralled for weeks, even months! A real corker.





TEKKEN 3	RIVAL SCHOOLS
Number of characters 21	16 Number of characters
Difficulty Medium	Hard Difficulty
Realism High	Rather low Realism
Speed Tortoise with a bad foot	Hare on acid with wings Speed
Control Smooth and dreamy	Frantic and clean Control
Combos Buckets of them	Ditto Combos
Babe count 4 beauties	4 babes Babe count
Special FX Stylish and smart	Blinding (literally) Special FX
Tag-team? No, but Force Mode	Yes Tag-team?
Sub-games 3	4 Sub-games
One for the serious purists!	*One for the arcade freaks!*

RIVAL SCHOOLS is a bit of a dark horse. A game that came from obscurity to steal not only a 'PLAY Classic' award, but a whopping 96% score in the last issue. It basically takes all of the familiar Capcom traits and mixes them all up in a fantastic 3-D arena, and the end result is an immense spectacle. Perhaps the best thing about the game is the amount of variety there is to be found. You've got the standard Arcade mode on one disc, an 'Evolution' mode and sub-games on another. It is only available on import at present, but believe us, this is going to come out here eventually, and you're all going to love it. A surprise hit!



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
Duke Nukem: Time To Kill	1	●			●					39	87%	Duke cuts it convincingly in a third-person romp.
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!
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.
Fluid	1	●							●	38	78%	Fleeting but interesting diversion.
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-Darius	1-2	●							●	39	88%	Hair-raising shoot-'em-ups don't come much better.
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...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the eay side.
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.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
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.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
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.

PLAYBACK

PLAY'S TOP 10...

PLATINUM RANGE TITLES



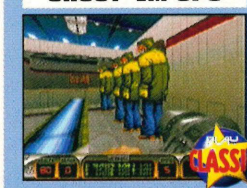
1. Tekken 2 95%
2. Tomb Raider 94%
3. Resident Evil 95%
4. Die Hard Trilogy 92%
5. Wipeout 2097 93%
6. Micro Machines V3 92%
7. Soul Blade 96%
8. Final Doom 84%
9. ISS Pro 84%
10. MK Trilogy 92%

BEAT-'EM UPS



1. Tekken 3 97%
2. Rival Schools 96%
3. Dead Or Alive 91%
4. Soul Blade 96%
5. Bushido Blade 94%
6. SF EX Plus 91%
7. Tobal 2 92%
8. MK4 87%
9. SF Zero 2 94%
10. Tekken 2 95%

FIRST PERSON SHOOT-'EM-UPS



1. Duke Nukem 90%
2. Forsaken 92%
3. Doom/Final 82%
4. Tenka 86%
5. Mechwarrior 2 91%
6. Exhumed 84%
7. Alien Trilogy 91%
8. Disruptor 87%
9. Doom 93%
10. Tunnel B1 87%

LONG TERM

THE TEST OF TIME

GEX 3D: ENTER THE GECKO



After our exclusive review back in issue 33, every other PlayStation magazine awarded high scores to this impressive *Mario64* homage, yet its performance in the charts suggests that the gecko failed to capture the imagination of the great gaming public. We have to admit some bafflement over this, as Crystal Dynamics unquestionably delivered the most technically accomplished 3-D platformer yet to grace the machine.

Sure, Crystal stole heavily from Nintendo's masterpiece, but at least it stole from the best, and whilst *Gex* lacks the grandiosity and finesse of Myimato's jewel, the sheer variety of levels and bonus sections make *Gex* a constantly engaging proposition. The Kung Fu levels in particular – which plays strangely like the Spectrum's classic *Bruce Lee* – is fabulous, whilst the end of game battle with Rez himself remains one of the greatest boss encounters on the machine.

Seven months later, there's still nothing around to rival it, with even *Spyro The Dragon* looking under-nourished in comparison. And ironically, the imminent 64 conversion is inferior to its 32bit cousin, with blurry graphics and woeful 'bonus' levels exclusive to the 64 which only make the polish of the PSX title all the more evident.

WIPEOUT 2097



This has been the subject of some heated debate this month, as the long awaited N64 adaptation was proudly showcased by Psygnosis suits to wow our *64 Magazine* co-workers. The most obvious cause for celebration in Nintendo land is the four-player split-screen mode, but from what we saw of the pre-production version, four-player *Wipeout* is no great shake. The essence of the original was its sublime visuals and utterly unique feel. Squished to a quarter of a screen with inevitable slow down and reduction in frame rate, *Wipeout* doesn't look or feel very special at all, and whilst it's an obvious commercial decision to include such features, Psygnosis is demanding comparisons with Nintendo's superior *F-Zero*, which sacrificed visuals for speed. Psygnosis has refused to compromise and have thus ended up with a rather muddy affair.

Regardless, the one-player 64 game does compare pretty well with the PlayStation title, looking only slightly more blurry and offering inferior sound, but there are bonus tracks and gameplay tweaks enough to warrant a 'Special Edition' tag. However, the remarkable thing is just how close to perfection the PSX *2097* is. Three years on, Nintendo's 64bit monster is struggling to emulate what is unquestionably the slickest and most breathtaking PlayStation game around. True, there aren't enough tracks and the lack of a two-player split-screen mode is unfortunate, but what's there is faultless.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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!
ISS Pro '98*	1-2	●								38	92%	Nearly as good as the N64 version. Brilliant!
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	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	●								35	83%	Innovative puzzle fun with balls!
Kurushi	1	●								27	88%	Ultra high quality puzzler.
Last Report, The	1	●								33	27%	An utterly awful, unrewarding point and click!
Lifeforce Tenka	1	●								20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	1	●								19	83%	Outstanding graphical adventure!
Loaded	1-2	●								01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1									14	70%	Dull as dishwater platform game.
Lone Soldier	1	●								02	43%	Overrated Rambo rubbish!
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.
Madden NFL '99	1-8	●	●						●	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	●								30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●								06	57%	Badly dated by today's standards.
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 4	1-2	●							●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●								29	71%	Blood-soaked, but mundane platformer.

* Indicates an import review

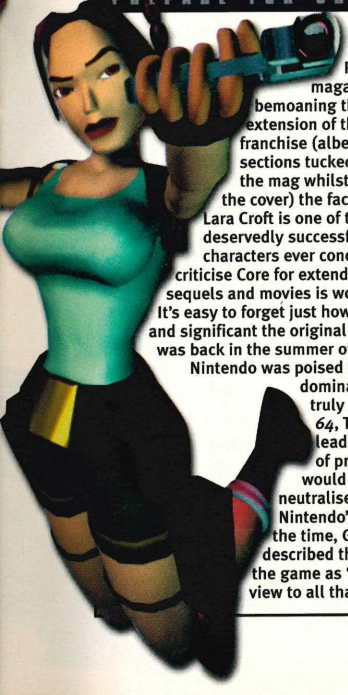
arcade shoot'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE									PLAY ISSUE	SCORE	WE SAY...
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 Racing '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!
Ninja: Shadow Of Darkness	1	●							39	78%	Looks good, but gets repetitive too soon.
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!

THE TOMB RAIDER PHENOMENON

PREPARE FOR CROFT MAINA TO SWEEP THE WORLD. AGAIN

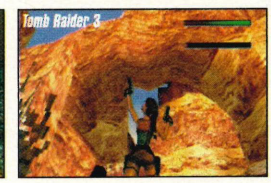
Taste and commerce in perfect harmony, the *Tomb Raider* trilogy is celebrated...



WHILST certain PlayStation magazines are already bemoaning the predictable extension of the *Tomb Raider* franchise (albeit in opinion sections tucked at the back of the mag whilst Lara resides on the cover) the fact remains that Lara Croft is one of the most deservedly successful videogame characters ever conceived, and to criticise Core for extending her fame in sequels and movies is woefully misguided. It's easy to forget just how revolutionary and significant the original game's arrival was back in the summer of '96. Whilst Nintendo was poised for world domination with the truly awesome *Mario 64*, Toby Gard was leading a small team of programmers who would effectively neutralise the impact of Nintendo's tour de force. At the time, Gard modestly described the inspiration for the game as "an alternative view to all that first-person *Doom* shit," but his source inspiration of the Indiana Jones movies, mixed with *Prince Of Persia* style puzzles and the wholly original conception of a videogame heroine in Lara Croft combined to form a fantastically exciting game. True, *Tomb Raider* was desperately craggy set beside *Mario 64*, but the anti-Nintendo grungy ultra-violence and sly sexual overtones captured the PlayStation audience as few games have managed, before or since. Despite the obvious inferiority of the hardware, Eidos created a game that could be favourably compared with its 64-bit monster rival's greatest hour, and it's impossible to calculate just how much damage *Tomb Raider* inflicted on the subsequent fortunes of the Nintendo 64.







Whilst complaints about a comparative lack of inovations were inevitable with the release of *TRII*, the fact remains that the game was technically much more accomplished, boasted some truly inspired sections (such as the brilliant Venice level) and gave fans the chance to continue adventuring with their favourite heroine. And from what we've seen of the third installment (see page 22) Core has addressed the criticisms of the sequel's relative lack of puzzles to create another stunning peice of softeware that deserves its inevitable success.

Populism isn't trash by default. *Tomb Raider* is a phenomenon that's benefited from it's zeitgeist and all manner of extraneous circumstances, but most importantly because the games are brilliantly conceived and executed and huge fun. For once, taste and commerce have coincided. Here's to *Tomb Raider IV*...

paragon online http://www.paragon.co.uk/play

ONLINE PARAGON

For more interviews and features on the Tomb Raider series, check out **Paragon Online's** *extensive coverage*

LONG TERM

THE TEST OF TIME

FADE TO BLACK



Another World **and** ***Flashback*** **were ground breaking games in their time. Not surprisingly,** ***Fade To Black*** **was one of the most eagerly awaited PSX titles... and it didn't disappoint!**

With impressive third-person 3-D graphics, a plot that would have made it in Hollywood and some of the most stunning cut-scenes to date, ***Fade To Black*** **remains one of the best arcade adventure games on the PlayStation. Most of the action involves running around corridors and solving puzzles in order to progress through the massive levels. Many hi-tech goodies can be collected along the way to make alien-blasting that much easier.**

Although some of the in-game graphics are a little shaky by today's standards, the plot and action are still gripping and intense. Pant-wetting events are plentiful, not to mention varied, and are as frightening as the likes of ***RE2*** **and the other shock-flicks in the horror-adventure brigade.**

To stop playing is like walking out of a cinema — you feel as if you can't rest until the last alien has been vanquished. It really is that intense. With so much going for it, it is one of the few 'select' games that should make it into any self-respecting gameplayer's collection.

COURIER CRISIS



Why? What possessed us? Were we insane? Quite possibly, but the real reason behind why we dredged this unimpressive game out of a the dusty obscurity of filing cabinet hell is unclear. We just did, and by god we wished we hadn't!

Just in case you missed the review, ***Courier Crisis*** **is a basic race against the clock whereby you have to bomb it around a hectic city centre on your bike delivering parcels to stressed execs with annoyingly pitched, squealy voices. Deliver a designated amount and it's mission complete and onto the next stage. Beano! Incentive for doing well comes in the form of hard currency that can be exchanged for better and faster bikes.**

Despite the limited scope of the game, it never really got off to a flying start because the graphics were so lame, and the physics... well, how many people do you know that can come to a complete stand-still and their bike and still perform a bunny-hop six-feet high? As you progress, more hazards crawl out of the ghettos to prevent you from obtaining you goal — which makes this game a kind of Nineties equivalent of ***Paperboy***. **Except that times have moved on, and despite being in 3-D, you're going to need a lot more in terms of gameplay to make a simple idea like this cut-it in today's market.**

Courier Crisis **was bad when it first came out, and a lot worse looking back on it. It is possible to squeeze about half an hour's fun out of it, but that's your lot, and you'll never want to see it again after that!**

HARDWARE

TOP 5 PERIPHERALS

JOYPADS



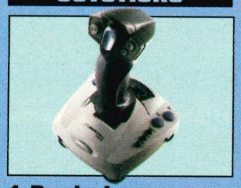
1. Dual Shock — Sony
2. Dual Analogue — Sony
3. Analogue + — Joytech
4. PSX 1 — LMP
5. Station Master — Logic 3

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 — Bamco
5. PS Arcade — Interact

STEERING WHEELS



1. Top Gear — Logic 3
2. PSX Wheel — LMP
3. MegCon — Sony
4. VRF1 — Fire
5. Per4mer — *import*

FREAKSHOW



THE GLOVE — Reality Quest

At £49.99, this must be considered a dear joke.

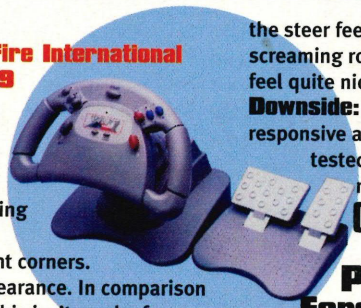
GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Onside Soccer	1-2	●								12	76%	Uninspiring footy with management aspects.
Overblood	1	●								22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●						●	27	75%	Fun, repetitive and simple beat-'em-up.
Pandemonium	1									15	90%	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●								28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●				05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●								24	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.
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
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!

GROOVY GADGETS

This month we go full speed ahead to test the many steering devices currently available for PlayStation. There have been loads of new releases in the past couple of months, so this guide gives you the ultimate insight into which wheels are best suited to you.

VRF-1

Supplied by: Fire International
Price: £59.99
Best for: Durability. This sucker is big and bulky and can take a fair pounding when screaming around those tight corners.
Downside: Appearance. In comparison with the others, this isn't much of a looker. The design of the grips also means that your hand is restricted.



OVERALL: ★★★★★

PSX Steering Wheel

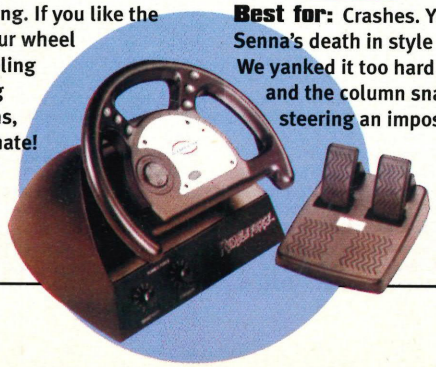
Supplied by: Gamester LMP
Price: £59.99
Best for: Resistance. The taught bungee resistance on the steer feels very satisfying when screaming round long bends. The pedals feel quite nice, too.
Downside: Response. It's wasn't as responsive as many of the others that we tested, but it's still a safe all-round bet.



OVERALL: ★★★★★

PSX Rumble Force Wheel

Supplied by: Gamester LMP
Price: £69.99
Best for: Rumbling. If you like the added bonus of your wheel shaking and trembling whenever anything interesting happens, this is your ideal mate!
Downside: Response again. Apart from rumbling, this wheel is almost identical to the PSX Steering Wheel.



OVERALL: ★★★★★

NegCon

Supplied by: Sony
Price: £44.99
Best for: Precision. Make no mistake, if you're desperately seeking the optimum racing line and eager to shed seconds off of the trickiest le times, this is the kit to do it with.
Downside: Twists. It takes getting used to and the twisting nature of the control means you have to get your head around the mechanics before it pays off.



OVERALL: ★★★★★

V3 Steering Wheel

Supplied by: Interact
Price: £79.99
Best for: Crashes. You can recreate Senna's death in style with this wheel. We yanked it too hard in one direction and the column snapped, making steering an impossibility.



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
CLASSIC 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.
CLASSIC Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Marginally better than RE, but dated.
CLASSIC 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.
CLASSIC Ridge Racer	1	●				●				01	93%	Launch game, now looking very sad indeed.
CLASSIC 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.
CLASSIC Rival Schools	1-8	●	●							39	96%	The most dynamic fighting game for years.
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.

Downside: As above. Like we said, the thing broke so we kind of gave up on it after that. Bit of a shame really but what can you do?

OVERALL: ★★★★★

Jordan GP Racing Wheel

Supplied by: Joy Tech
Price: £44.99
Best for: *Formula 1*. This wheel looks the part, taking its design from Team Jordan to give the driver an authentic Formula 1 feel. It's even got a gearstick and finger flaps!
Downside: Sturdiness. This sleek model is very lightweight and we have doubts about how well it'll cope in more extreme conditions. One of the best.

OVERALL: ★★★★★

Ultra Racer

Supplied by: Interact
Price: £29.99
Best for: Portability. This easy to carry device works like the remote control of a radio controlled car, and you drive simply by twisting the top-mounted finger-wheel.
Downside: Throttle. The acceleration is determined by a trigger underneath that you push forward for thrust, and pull back to brake. It takes getting used to.

OVERALL: ★★★★★

RS Racing System

Supplied by: Act Labs
Price: £TBA
Best for: Realism. This is by far the sexiest wheel available. It's big, bulky and really does feel like a top-notch racing car wheel. The pedals are good.
Downside: Brackets. It comes with adjustable mounting brackets to fix it to a table, but if you've only got thick tables, then it's very restricted and you'll have to perch it on top (which isn't good as it slides around). Obviously, this is going to cause huge problems.

★★★★★

PLAYLIST BEST BUY

TOP GEAR WHEEL

Supplied by: Logic 3
Price: £69.99
Best for: Everything. This is probably the best all-round wheel that money can buy and it is very responsive on most games.
Downside: Cost. Unfortunately most wheels are expensive, but at least you pay for quality with this particular one. There's no resistance on the steer either.

OVERALL: ★★★★★

COIN-OPS

PLAY'S TOP 5...

Here are the top five arcade machines that the PLAY staff regularly churn their hard-earned pennies into. If you've played a corking coin-op recently, let us know about it and we'll include it in our list.

TIME CRISIS 2

The local Sega World has finally got this fantastic game in... and we're practically living there playing it!



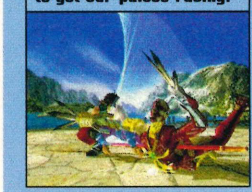
SEGA RALLY 2

Intense head-to-head racing that feels so real you don't expect to come away without your neck in a brace! Hmm, fast.



SOUL CALIBUR

Not a huge leap on from *Soul Edge*, but still produces enough sparks to get our pulses racing.



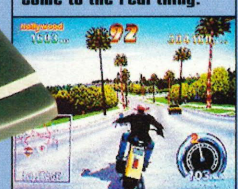
SF ALPHA 3

The series may be older than Vera Duckworth's stockings, but it still works. This latest smasher is proof enough!



LA RIDER

Still one of the most laid-back racers around, and the closest we'll ever come to the real thing.



IRON-MAN

PERIPHERAL OF THE MONTH

Welcome to a brand new section whereby we put peripherals through the ultimate durability test to see how much punishment they can really take. The purpose of this exercise is to find the toughest joypad.

SOFTTOUCH



This new hefty joypad from Wild Things was the first to be put under the boot so to speak, and here's how it coped...

The first test was slamming it against the ground which it handled particularly well. In fact it didn't even suffer a scratch. We then positioned it on the ground next to a desk and took it in turns to jump on it from a great height. Again, apart from one of the shoulder-button panels popping out it got away relatively unscathed. In a further bid to mark this seemingly indestructible pad, we stubbed three fags out on it and even singed it with an lighter... and still it remained in tact. So then it was the final test — whether it could withstand the dreaded Doc Martin crush. Unfortunately, it shattered instantly, but credit should still go to this pad for being dead 'ard!

IRON-GIRL

NOT PERIPHERAL OF THE MONTH

THE HARD CASE



This month's booby prize, 'soft as sh**e' award goes to the so-called Hard Case from Hard Case International. This is a handy carry-case for your PlayStation games and offers protection against the rigors of travel. However, we tested how hard the Hard Case really was when we tried to simulate a typical everyday rush-hour commuter scenario. The idea was to stroll along happily and 'accidentally' drop the case during the mayhem. We then tested to see whether the Hard Case could withstand the weight of a person if one should 'accidentally' walk over it. Sadly, it couldn't and the entire contents were smashed to smithereens. Hard? Rot!

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
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.
CLASSIC 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!
S.C.A.R.S.	1-8	●	●								29	82%	A fine, albeit rough-looking Gridiron game.
Sentient	1	●									19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●					●				39	62%	Rough-looking and very repetitive strategy game.
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!
CLASSIC 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!
CLASSIC 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!
CLASSIC 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!
CLASSIC 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.
CLASSIC Super Puzzle Fighter 2*	1-2	●									18	90%	Fan-bloody-tastic Japanese puzzler!
CLASSIC 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.
CLASSIC Tekken 2*	1-2	●									07	95%	Ultimate 3-D beat-'em-up – essential purchase!
CLASSIC 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.
Three Lions	1-2	●									35	80%	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.
CLASSIC Time Crisis*	1	●							●		24	90%	Stupendous light gun shooting action. Top.
CLASSIC Tobal No. 1*	1-2	●									12	94%	Cracking high res beat-'em-up with quest mode.

* Indicates an import review

arcade shoot'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
CLASSIC 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.
CLASSIC Tomb Raider	1	●								14	94%	Superb Indiana Jones-style 3-D adventure.
CLASSIC 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.
CLASSIC Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
CLASSIC Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
CLASSIC Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
CLASSIC 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.
CLASSIC Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
CLASSIC 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.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
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 9	1	●							●	39	72%	A decent platformer, but we've seen it all before.
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.
CLASSIC 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.
CLASSIC World League Soccer	1-4	●							●	35	90%	Plays the opposition off the field. The best!
CLASSIC 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.
WWF Warzone	1-4	●	●							39	85%	The best wrestling game on the PlayStation.
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.

THE DEFINITIVE GUIDE TO EVERY PLAYSTATION GAME

WANTED

PLAY'S TOP 10...

METAL GEAR SOLID
EARLY 1999



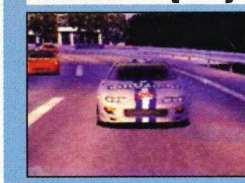
The hype started ages ago, but we've played the game and it certainly lives up to it. A monster!

FINAL FANTASY VIII
CHRISTMAS 1998



The special hour-long demo we played last month was enough to have us on the edge of our seats.

R4: RIDGE RACER
DECEMBER (JAP)



Namco recently announced its plans to release a fourth *RR* game. We're sweating with the anticipation.

ABE'S EXODDUS
NOVEMBER



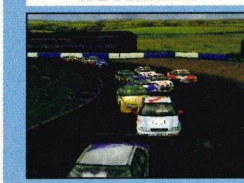
Just as much fun but twice as big as *Oddysee*, this will be the ultimate platformer. Bring it on!

TOMB RAIDER III
NOVEMBER



We know exactly what to expect with Lara's third outing, we just want to see if it surprises us at all!

TOCA 2
NOVEMBER



More exciting than Formula One, as a game *and* in real life – cool.

PLAYED OUT...

NEXT MONTH IN PLAY



SPYRO THE DRAGON

Is the friendly dragon playing with fire or will he burn down the platform opposition in a torrent of swirly flames?

G-POLICE 2

We annihilate the scum of the future with our harsh law-enforcement!

R:4

Full report on the next high-octane tyre-burner in the Ridge Racer series. Will it better GT?

PLUS! *Formula 1 '98, Silent Hill, Libero Grande, Actua Soccer 3, Tomb Raider III, Roll Cage, Quake II, South Park, Thrill Kill, Gex 4, Warzone, Driver.*

PAGE NUMBER 130

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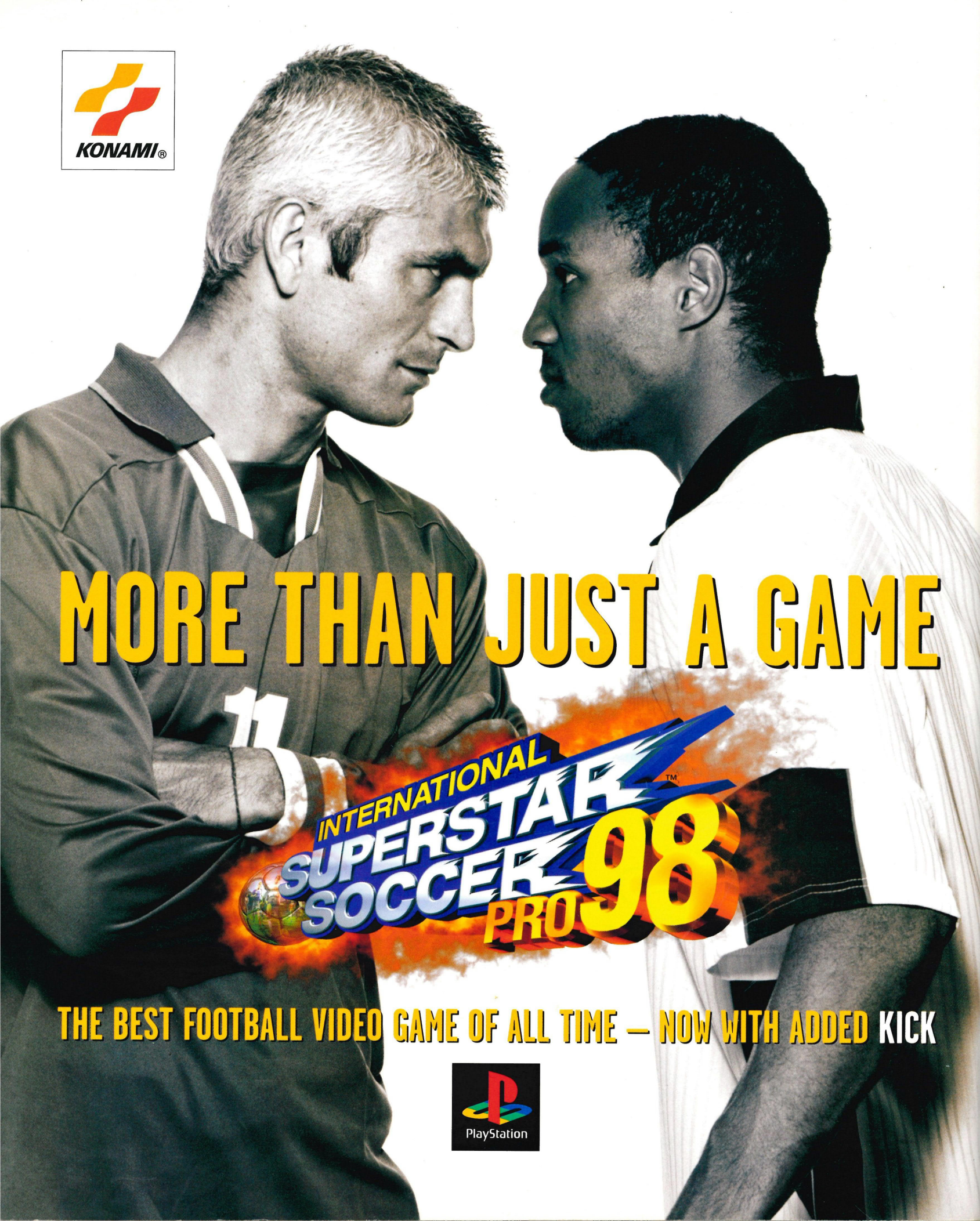
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